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suppose the quick-changing world of the 1980s applies just as much to RPGs as it does to everything else. Hence the constant change of style and content in *White Dwarf*. As mentioned last issue, we are going to implement new material to cover topics suggested in *The Reader Strikes Back*. Two new departments kick off in the near future - *Crash Course*, an alternate-monthly *Car Wars* column by Steve Jackson (Which one? Find out next issue). *Tabletop Heroes* is a resurrection and expansion of *Molten Magic*, but with the emphasis on miniature figures in use and modelling techniques. Finally, *Microview* will be expanded under a new editor to cover gaming aid programs and reviews. More pages and colour and a modest price rise will take place in next issue as we launch *White Dwarf* into the unknown world of newsagents. Order your copy now! This is the end of the commercial break.

Jan Livingstone

**FEATURES**

**Gifts from the Gods**

Clerical spells and the gods in *AD&D* by Thomas Mullen

**Watch Out, There's a Thief About**

Thieves in Warhammer by Richard Halliwell

**All in the Family**

Fiction about Griselda in *Glorantha* by Oliver Dickinson

**The Black Broo of Dyskund**

A *RuneQuest* Cavern Crawl Scenario by Ken Rolston

**A Ballad of Times Past**

An *AD&D* scenario with a difference by Dave Morris and Yve Newnham

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Suggestions for expanding the background rationale of the cleric character class.

Gifts from the Gods
Religion and Magic in AD&D
by Thomas Mullen

Last issue's article, Divinations and the Divine, explored some of the problems associated with the cleric class in AD&D and their role-playing. This article will attempt to take that one step further and examine the ways in which clerical magic can be improved. For the cleric class, and for the rest of AD&D, there has arisen serious friction between the explicit polytheism of Deities & Demigods [D&DG] and the implicit Christian monotheism that shaped the original description, abilities, and spells of the cleric. This friction is basically a situation. The AD&D multiverse contains many gods who differ vastly in power and temperament, but who have strangely similar effects in the game, effects often at odds with their natures and goals.

It's been noted that the AD&D cleric is a fighting priest, a combination of medieval Christian figures and fantasy possibilities. Consequently, the Players Handbook contains such spells as parts water, sticks to snakes and the much-lamented prohibition on edged weapons (experience point level requirements). This would represent the more rapid progress made in a small group of believers. And some such compensation must be made, or else demi-gods and the lesser gods would have no clerics.

In addition, the strengths of certain spells should vary from religion to religion. Obviously, this is true for spells from demi-gods when compared with those from full gods. But even among the deities, discrimination must be made. For example, the healing powers of a cleric of Kuan-yin, a goddess of mercy, ought to be a lot more potent than those of an adherent of Chao Kung Ming, a god of war. And a protection from evil from the great god Odin should have greater potency in duration and plusses than one from the lesser goddess Idun.

As they currently stand, many gods and goddesses dole out entirely inappropriate spells, yet do not grant powers associated with their own natures and goals. Some spells are intrinsic to religion and would be common currency to all: atonement, commune, plane shift, and some ceremonies, etc. These should seldom change. But all other spells should be related to the religion of the cleric. Alignment is part of this issue.

In AD&D there is a basic polarization of good and evil, reflected in such spells as protect from evil/good, dispel evil/good, and (un)holy word. While consistent with devils, demons, Christian clerics, and a Christian universe, why would deities of a predominantly Lawful Neutral or Chaotic Neutral nature provide such spells? Wouldn't ones such as protect from chaos (fixed length), protect from law (varying length), dispel law/chaos, and lawful/chaotic word be more suitable for some figures? Too often the clerical spell tables assume a monotheistic, or at best a dualistic universe, rather than a polytheistic one.

Besides alignment, personality should also govern spell types. Let's take the Norse pantheon as a case in point. As a weather deity, Frey should have little interest in spells such as snake charm, conjure animals, and stone tell, but would be very likely to grant the druidi-
cal spells predict weather, call lightning, and control temperature, 10' radius. In the same way, Loki, the god of 'mischief, strife, and fire' [D&DG, p119] should provide some illusionist-type spells, as well as some fire-based MU spells. On the other hand, why would he want to see his clerics use true seeing, earthquake, etc? And how reliable would the augury of a cleric of Loki's be? Thor's 'spiritual hammer harm' ability should carry a more powerful effect than Freya's, assuming she allows such a spell at all. Idun and Uller should provide more druidically-inclined spells, and less Christian-oriented ones. And the clerics of such martial deities as Magni, Modi, and Sif would be likely to have equivalents of such MU spells as strength and tenser's transformation. Many more examples could be multiplied from Loki's pantheon alone, each aspect apart from others. The key here is to have spells that are consonant with the providing source.

In designing my own pantheon, I first determined the relative strengths, powers, and interests of the various gods, and then determined how many spells of each level they would be likely to grant. Thus, after distributing the essentially religious spells they all have, I selected the spells, clerical and otherwise, that would suit each religion. For some I designed special spells and abilities. For instance, the clerics of a fire deity should naturally have some fire-based spells, as well as some resistance to fire attacks. For the sake of balance and consistency, strengths in one area should be paralleled by weaknesses in another so they would save at a penalty versus cold-based attacks, and perhaps suffer additional damage. Similarly, the clerics of the greater deities would have greater numbers of higher level powers. Evil clerics would have greater range of action, but are allowed fewer healing and regenerative spells. And if they fail, or fall away, their sponsors might be more likely to forgive. Chaotic clerics have less restraint, but may have difficulty in advancement due to the relative scarcity of such priests and instruction. Even the components and casting times can provide interesting and significant differences. For instance, in my world, there exists a Neutral Evil religion whose clerics require, for such spells as raise the dead and resurrection, the ritual sacrifice of a victim of similar level or hit dice to the dead person. (Such sacrifices should be paralleled by weaknesses in other clerical powers.)

Clerics might be able to use some items for other classes as well, specifically for the druid, the monk, and the paladin. In my world, I've discontinued the druid as a separate class, because so many of the spells they could learn as clerics could be used for similar purposes. Also, clerics should be able to use magic items that are consonant with nature deities. Instead, players interested in druidic-type abilities simply become nature-deity clerics. Even so, there are still significant differences. Some of the magical abilities of clerics, the presence of religious spells, new duties, reduced spell power inside cities, and so on.

From medieval Ireland to modern India to television's Kung-fu, all real monks are deeply religious, and not merely lawful. Why should AD&D monks be any different? But merely having a religious background is not enough. It must provide a rational basis for the monk's abilities and qualities: a great but persecuted religion, a transcendent clerical asceticism, a nomadic religion, and the like. Monks might also represent the elite form of a religion, or their powers might be distributed among several religions. But it is important that the religious impulse that lies at the heart of monasticism not be ignored.

The Players Handbook indicates that a paladin must be Lawful Good in alignment. Now, unless, as in a Christian universe, we allow Lawful Good a privileged status, then other sects should also have their pious swordslingers. This is especially true of martial deities such as Ares and Chao Kung Ming. (Of course, some pacifist gods such as Kuan-yin would shun a church militant.) In my world, I allow any player of sufficiently high stats to pick a religion consistent with his or her alignment, and act as a paladin, with suitable adaption (control undead, protection from chaos, etc.) Lest this seem too generous, let me add that the abilities and duties of a paladin should be a fighter with a deep religious conviction, and not just a Lawful Good alignment.

With such wide-reaching changes, magic items would also be affected. Clerics might be able to use some items previously prohibited, if there is some kind of connection between the particular item and the cleric's religion. For example, I allow clerics of a Loki-type deity to use a Wand of Illusion and a Wand of Fire (with reduced effectiveness). There also exist not only Holy Swords but Unholy Swords and Neutral Swords as well. What about Holy Water? Well, it's only reasonable that clerics of neutral deities can bless water too. As a result, neutral water and unholy water abound. As a rule, the greater the alignment difference, the greater the damage; up to the allowed maximum of 2-7HP. Clerics may use the holy water of another religion, but the water must save versus magic or it is spoiled. In any case, the cleric so attempting takes 1-2HP from the handling.

Scrolls can also differ. Could a cleric use a scroll penned by one of another persuasion? Unless the specific spell is one antithetical to the reader's religion, I allow it. Few clerics would want to use magic representing belief or practice very different from their own. In this I assume that the reading triggers the religious magic already contained in the writing.

There are very immediate and practical advantages to this change. The personalisation of your pantheon adds great interest and meaningful realism to your campaign. For instance, the different clerics in a party or on different sides of an encounter can have perplexing enjoyment trying to psyche each other out. (And note well, DM, that it also keeps players in the dark about at least one important area of your DMing even if they own D&DG.) But most importantly and pragmatically, these changes add challenge for clerics and make their class a more full and involving one.
The Cthulhu Companion is a collection of Different Worlds submissions, rule amendments, and additional texts, short scenarios and Lovecraft poetry.

Some minor changes in character generation, magic points and learning spells enable owners of CoC to update their sheets. But these changes do not radically change any of the basic rules. A five page article The Cthulhu Mythos in Meso-American Religion by Richard Tierney correlates Mayan, Aztec and other South American mythos with the Gods and creatures of Lovecraftian imagination. He states in his conclusion that Cthulhu is the Aztec god Tlaloc, Nyarlathotep is Tezcatlipoca, many other gods and serpents are related to the gods of the South American continent... I'm not sure about this article as it breaks down the essentially original nature of Lovecraft's writing and reduces it to a mere form of plagiarism, although even that view is open to interpretation.

A Bulgarian academic provides a scholarly look at the Necronomicon. A fire in his home destroyed the only Arabic (complete) scholarly look at the text purporting to have been written by the 'Mad Arab' al-Azif. The meat of the article uses the text to be read to be believed. Two new skills are posed particularly with the Latin and Greek/Arabic translations and mistranslations to explain the meaning and derivations of the names of the entities connected with the Cthulhu tradition. The article makes very interesting and worthwhile reading for devotees.

Moving back to the game itself, the 'Sourcebook Additions' chapter contains the rule system in both the USA and the UK, a delightful establishment named Death-oak prison founded in the reign of Henry VIII, terrifyingly oppressive, is probably the 'safest' institution detailed in the game. We did not dream of describing two despicable places mentioned, one in Latin America and the other in North Africa, they have to be read to be believed. Two new skills of Lock Picking and Photography are also included in the chapter; interesting problems are posed particularly with the latter skill, in the developing and viewing of pictures of the creatures of the mythos. This represents an intelligent attempt to provide a playable format for a difficult topic to simulate. The only rules that I have ever seen with anything like the included form from this scope was the Golden Heroes FRP which may soon be available in a modified form from Chaosium.

The third scenario, The Rescue. The last part of this supplement is a listing of useful words which have been used to describe the creatures, a good idea and will help keepers, I'm sure.

In conclusion, this tome is really of use only to the Keepers of Arane Knowledge and given that this does not set out to fundamentally change any of the basic rules themselves, again this will limit appeal. The scenarios are quite good and altogether, this represents a predictable package and is reasonable value for money.

Presentation: 9 Enjoyment: 7
Overall: 7

Jon Sutherland

SUPERWORLD

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Superworld is of the same consistently high quality as all the boxed sets released by Chaosium. Three booklets, reference sheets, character sheets, games master aids sheets, and character silhouettes.

The first booklet, Superheroes, contains character generation, explained by means of a sample character, covering basic characteristics, occupations, skill levels and the hiding of the superhero's identity. Here points are the building blocks of the superpowers, as well as determining hit points, damage bonuses, and any equipment that the character may use. The game mechanics, action times, delaying tactics, multiple actions, crucial rolls, boosting, special damage, and sizes of every type of object from a horse to a steel girder are all covered. The combat section covers guns, rockets and grenades of numerous types, grades and calibre, movement in combat, combat modifiers, defending against attacks and of course damage.

The second book, Superpowers, contains the descriptions of the superpowers power advantages, skills, handicaps and power disadvantages. Hero points are spent on superpowers, skills and power advantages.

The Gamesmasters Book covers campaign control, superhero income, supervillains, 'innocent' bystanders, rationale, organisations the law, and animals. Many of these sections are not usually covered in other superhero games and are just left to the GM to muddle through with. Also included in this book are two good quality scenarios.

Useful inclusions are various reference sheets which speeds up the action greatly. The character sheets are printed with several different silhouettes so you can find the correct one that most suits your character appearance. In conjunction with this, 25 standup silhouettes are available although I would prefer to use miniatures instead. The inclusion of six good quality dice, 2d20, 1d8 and 3d6 is an added bonus.

This represents an intelligent attempt to provide a playable format for a difficult topic to simulate. The only rules that I have ever seen with anything like this scope was the Golden Heroes FRP which may soon be available in a modified form from Chaosium.

Presentation: 9 Enjoyment: 6
Playability: 7 Complexity: 8
Skill: 7 Rules: 7
Overall: 7

Jon Sutherland
in the small print of the character set-up checklist. The presence of this checklist (and a remarkably complex optional 'advanced' checklist) makes the game setup comprehensible, though far from easy. I'd expect complete character generation by experienced players to take at least half an hour, with frequent references to the rules.

An excellent feature of these rules is the presence of lots of examples, which were sadly lacking in earlier FGU games such as Chivalry and Sorcery.

Combat is very complicated, using a lot of modifiers and intricate calculations to establish the result of each shot or blow. It took several shots to kill most character, but there is a possibility of critical hits to increase the effects of injuries. Other actions are determined by the use of saving throws under characteristics or skill levels, but can be complicated by various factors.

The second game component is Daredevils Adventures 2, a 32-page book containing four very good scenarios and lots of sample characters. Fu Sung's Secret is a simple introductory scenario. Fu Sung is the mastermind behind a drugs ring, and makes another appearance in a longer scenario, Fu Sung's Revenge, later in the book. In this scenario the team have to find his den headquarters and obtain the formula he uses to increase the effects of critical hits to increase the effects of injuries. Other actions are determined by the use of saving throws under characteristics or skill levels, but can be complicated by various factors.

The real meat of the package is the Campaign Book. This allows you to expand Star Frontiers into space, and about time too; I have been very impressed by TSR's adventures for Star Frontiers, which revolves around spaceships and the Galactic Task Force, neither of which are explained in the game! The Campaign Book covers ship design and equipment, personal space gear, interfacing the space combat rules with role-playing, board rules for money.

The second Sathar War is intended as a campaign booster, allowing board-game and role-playing sessions; this is similar in function to Traveller's Fifth Frontier War, but as befits the game system is neither so complex nor so time-consuming.

The final item is the scenario, The Warriors of White Light. The heroic (and sixth-level) characters join the planetary navy of the White Light system, and must deal with references to the asteroids, Sathar boarders, and finally an entire Sathar fleet. These are good adventures, intended as a skeleton on which the GM can erect an entire campaign; potentially up to several game-years worth. This scenario is far superior to the Voorturnel trilogy both in believability and play, but does require experienced characters. It also includes deck plans for two more ships - large and small freighters.

Overall, this vastly improves the original Star Frontiers, and I strongly recommend you buy this. As a 12-year old I would have vastly enjoyed this system, and if you know any 12-year olds you want to corrupt into role-playing this is a good system; but serious and aged gamers such as myself will look elsewhere.

| Presentation: | 8 |
| Rules: | 8 |
| Playability: | 6 |
| Complexity: | 7 |
| Overall: | 8 |
| Rules: | 6 |
| Playability: | 7 |

**Knights Hawks**

Knight Hawks is the second part of the Star Frontiers science fiction role-playing system. It addresses itself to spaceships, space skills, and space - skillfully - an area badly lacking in Star Frontiers.

The set includes a 64-page Star Frontiers Campaign Book, a 16-page space combat rules book, a large double-sided full-colour map, one countersheet, a 16-page scenario booklet, and 2d10.

The map is a blank hex grid on one side, used for tactical space combat, and on the other side show deck plans - two for the main Assault Ship and two for sections of a space station - as well as a symbol key and a schematic of a space station.

The space combat rules book is short and split into a basic game and an advanced game. Essentially, two sides alternate turns; in each turn a player moves all his ships, then both sides fire weapons. Damage is resolved immediately. In combat, the attacker cross-references his weapon with the defender's defence modes to get the % chance of a hit; this is affected by range and facing as well as character skill. In the basic game, each weapon does several d10 of damage against a ship's hit points, and when the ship has no hit points left it is destroyed. The advanced game adds more weapons and defences, and the hit location system, but is not too difficult. Some skill is required in choosing your defences, since the attacker must attack your best defence - but some of them actually attract certain weapons! This game is meant to be a great boardgame in its own right, but I wouldn't buy Knight Hawks for it; if you just want a space combat system, get Mayday or (better) Star Fleet Battles.

The real meat of the package is the Campaign Book. This allows you to expand Star Frontiers into space, and about time too; I have been very impressed by TSR's adventures for Star Frontiers, which revolves around spaceships and the Galactic Task Force, neither of which are explained in the game! The Campaign Book covers ship design and equipment, personal space gear, interfacing the space combat rules with role-playing, board rules for money.

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| Presentation: | 9 |
| Complexity: | 4 |
| Playability: | 9 |
| Overall: | 8 |
| Rules: | 8 |
| Playability: | 8 |

**Open Box**

*Fantasy games and rulebooks by independent authorities.*

In the small print of the character set-up checklist. The presence of this checklist (and a remarkably complex optional 'advanced' checklist) makes the game setup comprehensible, though far from easy. I'd expect complete character generation by experienced players to take at least half an hour, with frequent references to the rules.

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The second game component is Daredevils Adventures 2, a 32-page book containing four very good scenarios and lots of sample characters. Fu Sung's Secret is a simple introductory scenario. Fu Sung is the mastermind behind a drugs ring, and makes another appearance in a longer scenario, Fu Sung's Revenge, later in the book. In this scenario the team have to find his den headquarters and obtain the formula he uses to increase the effects of critical hits to increase the effects of injuries. Other actions are determined by the use of saving throws under characteristics or skill levels, but can be complicated by various factors.
CRITICAL MASS

You know that most unbalanced of all role-playing games, Freelance Writing? Players pretend to be able to write, and by strategic use of characteristics like Doubletalk and Flattery we coax the implacable foes, known as Publishers, into parting with magical faery gold. Random perils are always waiting to strike as hapless players make their way through the untamed literary wilderness, perils like Alcohol Shortage, Writers' Block and Barclaycard. The game's unbalanced because the dice for the Publishers are 0 to 2 but the dice for the designers have far too much power (designers please take note and correct this in the next edition). IoNclad contracts are signed in blood, the Author trebling lest the Publisher escape. Also the Author's lien on limb... and what if the contract is broken? Should the Author misbehave, he's instantly dragged to hell by swarms of lawyers. Should the Publisher ignore their contractual terms, as he often does, it's the Author who suffers through being paid late or never. Oh, the awful secrets I could tell you.

Critical Mass is a regular book review column, by Dave Langford. This issue some...

AWFUL SECRETS

The Old Boy Network is blatantly visible when it comes to Habitation One [Fontana 256pp £1.75] by Frederick Dunstan, a recent product of my old Oxford college, Will my words of praise be suspect?

The book is a wondrous cornucopia of things for young writers to avoid. There's a plonking prologue written unsuccessfully in the present tense, a pulp-style description of the remarkably silly edifice 'Habitation One', so obsessed with details (I particularly like 'fantastic, symmetrical, fantastically balanced'... 'enormous - incredible - incomprehensible' 'superb, colossal, brilliant!'); much awkwardness about the narrative point of view: a stupid, disorienting change of tense during the first conversation, which starts 'he listens attentively to his friend's... exposition' and ends 'answered Sentence firmly...'; not least of all, in the third speech, two hallmarks of rotten SF: offputting polysyllables and a lecture in which A tells B things which B already knows... etc. This is in the first 6 pages! Later it becomes the even more traditional 7-page lecture wherein A recites the entire history of the book livens up as you might think the characters are morbidly dote on vampires, publishers, editors... of course, I'll lie down for a bit.

But no appalling fact should surprise us in SF. Could you imagine a publisher acquiring a six-book series, publishing two books a year, the characters are morbidly dote on vampires, publishers, editors...? That's what we have in Dunstan. If you are Undead fans and are morbidly dote on vampires, publishers, editors... Watch it. Dunstan tries to make the final nonse... by asceticism the happy ending to divine intervention, in a cringingly sentimentally epilogue. Personally I don't see why God should care for the ineptitudes of F Dunstan. A real running sore of a book, this. Who knows what evil lurks in the heart of Zomba Books? Specifically, who would imagine that a book about genuine horror respectively the five, the last... is one of those you who are Undead fans and morbidly dote on vampires, publishers, editors... (Watch it.)

Mass is a regular book review column, by Dave Langford. This issue some...
THRUUD THE BARBARIAN

FOR ALMOST A WEEK, THE HORDE OF MEN HAD BESIEGED THE CITY OF PARADISE.

THE LEADER OF THE HORDE IS QUICK TO SPOT THE ADVANCE!

WE'RE IN, MEN! CHARGE!

INSIDE THE CITY...

THE HOBIT'S ARMY!

THE USUAL?

QUIET IN HERE FOR A SATURDAY, ISN'T IT?
Types of Thief
Players who have generated a character with an initiative of 3 or better may opt to play as a Thief. To determine which type of Thief they are roll a d100:

- 01-31: Cat Burglar
- 32-61: Highwayman
- 62-91: Tomb Robber
- 92-00: Highwaysman

Thief. Requires a +3 Initiative. Must be Neutral, Evil or Chaotic. An experienced Thief is a versatile adventurer, equally at home raiding a dungeon as breaking into a Palace. A thief will be fairly handy with a knife but should attempt to avoid direct confrontation wherever possible.

Attributes: Initiative +1; +4 Knife

Weaponskill: 3d4 Thieves Skills.

Trappings: Knife; Cloak, Mask and Sack.

Cat Burglar. Requires Initiative 3+; May be Neutral, Evil or Chaotic. Cat Burglars prefer to enter a building through the roof, the chimney or a high window. Their preferred targets are houses, mansions and palaces.

Attributes: Initiative +1; +2 Knife

Weaponskill: +1 Throwing Knife

Bowskill; Scale Walls; 2d4 Thieves Skills.

Trappings: Knife; Throwing Knife; Grapnel; 10m of Rope.

Highwaysman. Requires Initiative 3+ and Cool 4+. Must be Neutral, Evil or Chaotic. Highwaysmen are notoriously flamboyant Thieves. Most originate from Bretonia or from the Wasteland, two realms with lonely country roads, flash stagecoaches and a jewel-laden aristocracy.

Highwaysmen are as much concerned with style as anything else. Even when working they will never be less than immaculately dressed. Their favourite garb, or 'drag', is a mask, a cloak, frilly shirt and, of course, an outrageous hat.

Attributes:

Trappings:

Tomb Robber. Requires Initiative 3+. May be Lawful, Good, Neutral, Evil or Chaotic. Tomb Robbing is a dangerous but potentially highly profitable occupation.

Tombs are, by necessity, protected by various locks. Locksmiths are invaluable in opening them.

Attributes:

Trappings:

Lock Pick.

Dodge Traps; Spot Traps; d6 Thieves Skills; Randomly Generated Enchanted Sword.

Trappings: Enchanted Sword; Knife; Crowbars.

Lock Smith. Requires Initiative 3+ and Weaponskill 3+. May be Neutral, Evil or Good. An experienced Thief specialising in locks. Locksmiths are invaluable in operations involving safe-breaking or other locations like Banks and Treasuries.

Attributes:

Trappings: Knife

Anarchist. Requires Initiative 3+. May be Neutral or Chaotic. Anarchists are opposed to rulers of all kinds. They particularly strongly dislike monarchs and tyrants.

The Anarchist's preferred weapon is the bomb. There is after all no better way of breaking up a meeting or settling a discussion.

Attributes:

Trappings: Throwing Knife

Thieves in Warhammer by Richard Hanniwell

Thieves' Skills

Lock Pick. Characters with this skill may attempt to open or close any lock without using its key. Each separate attempt takes a whole movement phase. The player throws a d6 each time. If the score is equal to or higher than the lock's rating then the attempt succeeds and the lock is picked. If the score is lower than the lock's rating then the attempt has failed. The Thief may only make three unsuccessful attempts to pick a particular lock. If his third try fails the Thief must give up on the lock - no further attempts may be made.

Having succeeded in picking a particular lock the Thief may add +2 to any subsequent lock pick roll on that same lock. Note that 'picking' here refers to both locking and unlocking. The same procedures are used for each.

Thieves depend on special tools, like skeleton keys or flat-bladed knives. If they are ever for any reason deprived of these they may improvise a lock pick - out of a bent nail or pin. Deduct -1 from the die for such attempts.

Pick Pocket. Only characters with this skill may attempt to pick pockets. The Games Master should determine how many pockets there are in the victims clothing - roll a dice and add 2 if this isn't specified. He must then randomly determine any money or trinkets carried by the victim amongst these pockets.

To pick the victim's pockets the Thief must contrive to bump into him or make some other form of physical contact. A drunken embrace or even a handshake will suffice. At each contact the player may choose 1-4 pockets to 'dip'. Everything in the pocket is taken automatically. After each attempt the games master should roll a pair of percentage dice to see if the theft has been noticed. There is a base 10% chance of this happening, modified by minus the Thief's initiative and plus the number of opposing hands.

Scale Walls. The character may scale any wall, no matter how difficult it appears. In each move phase the Thief may move either upwards, downwards or horizontally. Figure 4d6 vol. 2 inches per movement phase.

Silent Movement. The character may move silently along pavements, corridors, in rooms and on roofs. Outside of these man-made environments, for example in a jungle or a wood, the Thief has no particular advantage.

Fleet Footed. Add 1" to all walk rate moves, add 2" to a figure's charge move. Fleet Footed is a basis of Movement. Figure 2d6 each time. If the score is equal to or higher than the character's walking rate when evading - he does not quadruple it.

Quick Mount. Normally it takes half a movement phase for a model to mount a horse. So, for example, an unarmed human could move 2" to his horse and climb into the saddle in a single movement phase. If he was standing next to the horse he could mount up and make half a move on horseback - usually 4". Characters with Quick Mount skill may ignore the half movement phase penalty. In effect it takes them no time at all to mount a horse.

Acerbat. The character may reduce the risk of any jump by one point.

Dodge Traps. The character may attempt to dodge any trap, whether activated or not it is sprung in one of his own movement phases. To do this the player must roll less than his initiative level on a d6. If he is successful he may move his character's model 2" in any direction.

Acute Hearing. The character has twice the normal percentage chance of hearing any noises.

Night Vision. The Thief has night vision to up to 4d6 inches. [See Warhammer Vol 1]. Elves and Dwarves have night vision automatically. They may roll for another skill.

Sense Magical Alarm. Magicians will often protect themselves and their properties from such intrusion.
Sixth Sense. A Thief with the sixth sense will know whenever he is being watched. He can sense this even when the watch is beholding him or hidden from view. This is an instinctive knowledge. It will only work when there shouldn't really be anybody in a position to see the player's model. Thus the sense is practically useless in any crowded setting and comes into play only in abandoned, deserted or empty places.

To get to the games master to inform the player that he is being watched. He does so at his discretion. As a guideline, the sense is useless in a street, a bar or anywhere crowded. The player should always be informed if he is being spied upon in an otherwise empty location. Trusted fellow members of an expedition will not trigger or interfere with the operation of a particular character's sixth sense.

If a games master should choose to bring a character's sixth sense into play he should say only 'You are being watched'. No other information should be given.

**Spot Traps.** See the rules on 'Spotting Traps and Hidden Doors'. The GM should add 2 to spotting rolls for this skill.

**Blather.** To be able to 'blather' an opponent into being convinced that the trails being followed are the honest truth of an opposite will require a good two metres or so. The Thieves must be able to speak their language. Blathering may be used in any situation, even where the Thief could have been caught red-handed. The Thief distracts the attention by coming out with an either confusing or convincing string of nonsense. The listeners simply stand agog, listening. The character may hold his targets 'spellbound' by blathering for as many movement phases as he has points of 'cool'. At the end of this period the targets realise what's going on and will start to behave normally.

**Grapple.** A Grappler may be thrown at any precipice, window frame, chimney or rooftop. The procedure is identical to the normal 'shooting' rules given in Warhammer Vol. 1. If a miss is scored the Grappler has failed to 'catch' on its target. A 'hit' is a successful throw-- the Grappler is in place. As much as 10m of rope may be attached to a Grappler.

**Pistols.** Pistols are rare but powerful handheld weapons. Their shooting profile will be:

<table>
<thead>
<tr>
<th>Short</th>
<th>Long</th>
<th>Attack</th>
<th>Range</th>
<th>Strength</th>
</tr>
</thead>
<tbody>
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</table>

Pistols are muzzle loading. It takes two movement phases to reload a pistol at each exchange.

**Circus Knives.** The Circus Knife thrower uses well made, cunningly balanced, lightweight throwing knives. He or she will have taken great care to teach themselves how to throw them quickly and accurately. A character with this skill may carry up to 6 Circus Knives, usually in the left hand. In a single shooting phase the character may throw as many knives as his or her initiative level. These may be aimed at different targets. Each consecutive target must, however, be within 2" of the last target. A Circus Knife's Warhammer shooting profile is:

<table>
<thead>
<tr>
<th>Short</th>
<th>Long</th>
<th>Attack</th>
<th>Range</th>
<th>Strength</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

Bombs. Bombs may be thrown with the same accuracy as an improvised weapon. Whenever a Bomb is about to be thrown the Games Master should roll a d6 for the length of its fuse in movement phases. Count only the character's own movement phases. It takes a whole movement phase to light the fuse. Once it has burnt down the games master should roll a d6 in secrecy:

1. The Bomb is a dud. It will need a new fuse.
2. The Bomb will explode in a further d6 movement phase.
3. The Bomb explodes at the end of the following movement phase.

An exploding Bomb hits all figures within a 2" radius. Each such figure suffers a d6 hits. The Attack Strength of each separate 'hit' should be determined by rolling a d6.

**Randomly Generating Thieves' Skills.**

Characters may not choose which skills their Thief will possess. Instead they should be generated on a d100 using the chart below.

A player rolling the same skill twice should roll again for another skill. The only exception to this is Lock Pick skill. Players rolling lock pick for a second or subsequent time may subtract the skill roll or roll again. For example, a Thief who has taken lock pick skill twice is said to have Lock Pick 2 Skill. Each extra level gives the character a +1 bonus on lock pick dice rolls. Thus a figure with Lock Pick 3 adds 2 to his dice score when rolling to pick locks.

**Thieving.** The rules below cover most eventualities in any break-in to a building or dungeon.

**Locks.** Each lock is given a rating which reflects the quality of its manufacture and hence the difficulty involved in picking it. The lowest lock quality is 1. This corresponds to an extremely crude, easily opened lock. The vast bulk of locks are rated between 1 and 6. Locks with quality below 2 are rare. The Gamesmaster may use 7s, 8s or even 9s; but should do so with discretion. These locks will not normally be used on doors, but will find on safes and treasure. Ideally the games master should specify the quality of each lock in advance. Whenever this isn't possible generate the quality on this chart:

<table>
<thead>
<tr>
<th>Location</th>
<th>Generation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Door</td>
<td>'standar'</td>
</tr>
<tr>
<td>Window</td>
<td>Door, draw and furniture locks.</td>
</tr>
<tr>
<td>Safes</td>
<td>1d4+2</td>
</tr>
<tr>
<td>Treasure Chest</td>
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</tr>
</tbody>
</table>

**Jumping.** Jumping from upstairs windows, off roofs or from trees involves a risk of personal injury. This risk is determined by the height from which the jump is made. It is defined by a risk number.

<table>
<thead>
<tr>
<th>Height in metres</th>
<th>Risk</th>
</tr>
</thead>
<tbody>
<tr>
<td>0-3##############</td>
<td>0</td>
</tr>
<tr>
<td>3-4</td>
<td>1</td>
</tr>
<tr>
<td>4-5</td>
<td>2</td>
</tr>
<tr>
<td>5-6</td>
<td>3</td>
</tr>
<tr>
<td>6-7</td>
<td>4</td>
</tr>
<tr>
<td>7-8</td>
<td>5</td>
</tr>
<tr>
<td>8-10</td>
<td>6</td>
</tr>
</tbody>
</table>

Every time a jump is made the player roll a d6. If the dice scores higher than the risk the jump has gone well and the character suffers no injury. If the score is equal to or lower than the risk, then something has gone wrong -- the character may have hit something on the way down or landed badly. In this case the character suffers a single hit. The hit's Attack Strength will be the score shown on the dice just rolled. For example, Thief A leaps from a second floor window. The risk is 4. His dice roll scores a 2. The jump has gone badly and the character suffers a Strength 2 'hit'. Thief B leaps from the roof of a two storey block. The risk is 3. The player rolls a 6 -- no damage done.

A jump takes half of a movement phase. If the character spends the preceding movement phase lowering himself down by his arms, the jump will be shortened by a good two metres or so.

**Spotting.** A character who spends a movement phase stationary and doing nothing else may choose to 'search' an area of wall, floor or ceiling. The area is rated between 1 and 6. Locks with quality below 2 are very rare. The Gamesmaster may use 7s, 8s or even 9s; and Richard Stevens for their help in testing these rules.

**Gamercenter.** The author would like to thank Anna Bruce, Richard Priestley, Gamesmaster may use 7s, 8s or even 9s; and Richard Stevens for their help in testing these rules.

This article is based on rules laid out in the new edition of Warhammer Vol. 3 which will soon be available from Citadel Miniatures.
by Oliver Dickinson

The following morning Griselda is showing Ferdie around Pavis, and I am enjoying the sun up against the wall of the Trade Temple where they have set up a fair in Founder’s Market. Just as they are passing the Air Temple there is a flicking noise, and a glance shows that the罗纹 is glowing between them. I wish to say that I seldom see a quicker piece of work than they put on then, for they are back back with weapons out in a moment. But there is nothing to be seen except a doll in a doorway of the Air Temple, who is laughing fit to bust.

Ferdie and Belladonna go to bed. Here it is some week since Ferdie has been seen around. There is no nail down. He and Griselda seem to correspond very well, and they are mending fences. Griselda has taken it all in, and she even does it in such a way as makes it clear that she will be very surprised if she gets it back.

The dives are jumping with all the new business, and it takes regulars some time, for few of them carry more than once, for then

A RUNEQUEST STORY, set in Pavis, Glorantha

IN THE Big Rubble.

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at least not much, and Griselda’s relatives are all on view with her, or anyway following some harmless pursuit such as eating or drinking or sleeping or pricing goods in the honest parts of town, and the authorities cannot catch them out of line on a thing. But they do not relax their vigilance much, figuring that it is only a matter of time. Sure enough, one night all three are eating with Griselda at Geo’s where all are members in good standing, and then her relatives all go off in different directions and different times, making like they are attempting to avoid notice. This causes much excitement in law-enforcement circles, and almost all the watch take off after them, and extra forces are thrown into the pursuit. But it seems that they go up and down, and round and round, until those trailing them are plumb worn out, and they do not do a thing, except that Belladonna marches into the Air Temple and does some loud praying to Orlanth, and Uncle Brand raises quite a beef in Bob’s Bisonsburgers because he claims he finds a bit of bridle in his burger. But what comes as a great surprise is that while all this activity is going on, some daredevils knock over a big warehouse, which has no outside cover at this time because of all the excitement, but only a few inside men, who get bopped on the head. Most of these never know what hits them, and they certainly can give no information on the miscreants, for these are masked and covered up, and it is all a great mystery. It is reported that some of the regular heavy lifters are peeved at this trespassing on their preserves, so it does not seem that these are from an established mob, and there is even a whisper that they are trolls from the Rubble, and few will believe this.

Now the authorities find it difficult to believe that Griselda’s relatives have nothing to do with this, and so they are hauled in for a little light grilling, and their lodgings are searched, but nothing can be found amiss. So they are released, and the Pavis police are handed their absence, preferably for ever, and out they have to go. I will not care to be going out onto the plains during Dark Season myself, but this does not seem to bother them, and in fact they seem to be in fine fettle. Griselda bids them a fond farewell, and then she returns to Lilina’s and slogs into her usual chair with a big sigh of relief. ‘Relatives!’ she says. ‘You are glad to see them come, but even gladder to see them go.’ There are eyebrows lifted at such an attitude, but it is speculated by some that Griselda feels her relatives are causing too much heat around town when she wishes for peace and quiet, and this seems to be confirmed by further comments of hers during the day, in which she refers to being plumb worn out chasing after her uncle and trying to keep him out of trouble, and fed up with getting the whole bunch.

Once the evening sets in the night-watch, who are all trollkin, take over, and to the surprise of one and all two of them drop in at Lilina’s and have words with Griselda, which sounds rather brusque. Of course, they are speaking in Dart tongue, which most of us cannot make out, but, if one guy at the back of the room sits up, and this is the guy whose top knot Griselda once removes for doubting her word. He has some Dart tongue, and clearly understands what is being said, and when the trollkin depart he bursts out, ‘Can this be true? Do you really fink on your relatives?’

Now at this there is dead silence throughout the joint. Griselda turns round to look at him, and the guy is edging back, looking as horrified as at what pops out of his mouth as everyone else, but then she just shrugs and says coolly, ‘Sure I do, but you hear what is said. Constable Jorjar is not pleased that my tip-off turns out a frost, and refuses to pay what I am promised, so I am out of pocket, and moreover I must now watch my step or I may wind up in the slammer. Constable Jorjar cannot get it out of his head that we are implicated in the warehouse job somehow. We all digest this, and then someone asks, ‘How are you out of pocket?’ ‘Why, because I give as much as I am expecting in reward to my relatives,’ says Griselda. ‘I told Constable Jorjar that if an eye is kept on my relatives it may lead to something big, and they have to pull their horns in. But I have my own plan, and make contacts with I will not say who and suggest that they make use of any opportunity that may occur while the watch are chasing around after my relatives. This suggestion is pleasing to my contacts, and they promise a percentage if all goes well, and I bring my relatives in on it, though I must figure that after the cost they say it will be nearly crazy, and lost sleep I will be justified in keeping it all. Of course Constable Jorjar thinks my relatives are involved in the warehouse job and hope to find incriminating evidence, but there is nothing to be found, for the pay-off is not organised that way. But it is just like old times for my Uncle Brand to be hauled in for questioning over a big job, and it sets him up wonderfully, while Ferdie and Bella do not mind, and they arrange that they are not to be noticed and have confidence in my assurances. It all comes out like I figure, for you can still get a pretty fair shake from the Pavish judge in this town, whatever the Lunars feel about it, and leaving town means nothing to them.’

‘But are you not worried for the safety of your relatives, out in the wilds in Dark Season?’ asks someone.

Griselda grins. ‘I will be a lot more worried for the health of anything that they meet that is a hungry Giant,’ she says. ‘We are trained to take care of ourselves in the family. It is just tough that my brother Roderick is a slow learner.’
Starbase is a regular department for Traveller, edited by Bob McWilliams. This issue, something on modulating NPCs.

**Extending UPPs for NPCs**

by Bob McWilliams

The UPP (Universal Personality Profile) is a central aspect of the Traveller system, yet is one of the least discussed elements of the game. This is probably because the personal characteristics are simple to generate and to use, and have stood the test of time. They work well for player characters (especially when taken with acquired skills), but experience has proved that, for me, a little expansion is sometimes desirable when refereeing important non-player characters (NPCs). Being of a basically lazy disposition, I do not enjoy having to continually invent new character descriptions for NPCs and have developed some additional UPP characteristics (for use with NPCs only) over the years. Some will prove of more use than others, depending on the situation for which the NPC is intended. It isn’t necessary to use them all, every time — remember, they are simply referee aids, so watch out for counter-productive paperwork!

**Loyalty** (Loy). This is by far the most useful NPC characteristic. It is used as a measure of the NPC’s loyalty to a person, organisation, ideal, etc. including (when relevant) loyalty to the players. Players will often need to try and gain the loyalty of NPCs — of guards, bureaucrats, independents, etc. One method of regulating this is to throw 1d6 and add any player skills such as Bribery, Leader, Streetwise, Liaison, Admin, as appropriate; the NPC will side with the players if the total score exceeds the NPC’s Loy rating. A better way, I feel, is to evaluate the effects of player’s actions over a period of time by adding or subtracting points from a total — points being worked out on the basis of how player’s actions appear from the viewpoint of the NPC.

**Determination** (Det). This is the mental/spiritual counterpart of Endurance — it might also be termed application to a task, and includes ambition as well. For NPCs, Det is used to measure ability to stick to a given task or course of action, and thus also indicates the level of opposition that will be put up with before quitting. As Det is tied to some extent to Intelligence, Det is thrown for by the usual 2d6 and then compared to the score for Int. If Det is higher than Int, decrease Det by one. If Det is lower than Int, increase Det by one. Det may be used whether the NPC is working for or against the interests of the players. Referees can invent a series of rolls that use 1d6 plus a figure that rates the degree of difficulty of a task — if the total exceeds Det, then the NPC will refuse to do it.

**Charisma** (Cha). Cha may sometimes be useful when the general appearance, demeanour and personal magnetism of an NPC is important. In a way, it is the reverse of the Loy characteristic; the NPC’s ability to convince the players that something is true or some course of action is best. I use Cha only infrequently, but it does serve a purpose on occasion. Liaison, Leaders and Streetwise skills, if possessed, add to the Cha score.

**Luck** (Lck). A referee has problems regulating NPCs because he knows a lot more about the situation than any player or NPC. Most of the time, common sense and experience will tell the referee what an NPC can and cannot know — but there are always occasions when the NPC might make a lucky guess at adding two and two together. Will a guard hear or not hear the characters stealthy approach? These types of situation can be regulated by a Lck rating, in the same manner as Loy.

Finally, let’s take a look at some of these in action, in a relatively simple situation. Our players have landed at a starport on a fairly rigorously controlled world. About their persons are a few doses of combat drug, which will fetch a high price in the right hands and finance various operations. They have in mind the Imperial territory of the starport, and approach the world customs barrier.

In charge of the immigration/ customs desk they approach is one Halvor Dick. His characteristics are:

Str Dex End Int Educ Soc Loy Det Lck
7 8 6 8 5 5 4 7 9

Age: 34. 4 terms

Our players hand over their immigration (visitor category) papers, and state they have nothing to declare except for a declarable weapon and some personal blades (the Law Level of the world is 7), and various papers connected with buying and selling cargoes — which is their stated business. Note that Halvor has a low Loyalty, and high Determination and relatively high Luck.

Throw first on Luck. Spotting something uneasy in the player’s manner I rate at four (out of six), and the die roll is a four, total eight. Halvor, though not absolutely certain the players are hiding something, begins to go through the player’s luggage. The players are obviously alarmed — drug smuggling is a serious offence here, and the amount his Det is soon passed, and the players are free to enter the world. (The players offer Cr100 — I class this as one, plus a die roll of three, total four — not enough. Then the players offer Cr300 — I class this as there, with the same die roll — total six, still not enough. Lastly, the players offer Cr500 — classed as five, plus three equals eight, which Halvor accepts — he would have taken Cr400.)

Normally players would not know the various extra UPP characteristics of an NPC — though they will become obvious, at least approximately. Work out how you would referee that situation without Loy, Det and Lck; and if the answer is longer or less realistic, try expanding NPC UPPs.
A RuneQuest Cavern Crawl by Ken Rolston

Referees will need the RuneQuest rulebook and the Cults of Terror supplement.

PLAYERS' INFORMATION
1. Torkul's Caravan and Used Merchandise had become a shabby enterprise in recent years, and was never more than marginally successful. His wagons were always rickety and in need of paint; his horses looked like badly-worn toys, tied up to a pole outside and left to scratch at nearby frameworks. Nonetheless, when his wagons were found plundered and the sorry beasts butchered, there was a general stir and sincere grief over the presumed death of the great black broo wearing a walstbelt of Dyskund Valley. After watching the farmer for an hour, he saw the farmer leave his back door and take a path leading into the hills. Carm carefully followed him and was surprised when the farmer suddenly seemed to disappear. Searching carefully, Carm discovered a cool draft of air emerging from a very small hole in the ground. Carm carefully marked the spot in his memory. A sensible and intelligent town council decides to hire this task out to a trained mercenary unit made up of first-class warriors, well-equipped and experienced, with imposing magical support. This will cost the town plenty, but the council has confidence that the contract will be fulfilled.

The Opposition
The antagonists in this drama include a Thanan priest of Primal Chaos with his tame Chaos spawn, a Thanatar cultist from the farmer's violent reaction to the gold coins, since gold is a metal of the opponent. The players should bring a hoard of poorly-armed, militarily experienced townsmen, expecting to lose most of them. Berserk Fanatic Chaos Foas. Here is a perfect outing for rabid anti-Chaos cultists like Storm Bull and Yelmalio. A particularly interesting party might be comprised of Zorak Zoran Trolls; with their special underground adaptations, they are ideal for this kind of operation.

Caution Professionals. A sensible and intelligent town council decides to hire this task out to a trained mercenary unit made up of first-class warriors, well-equipped and experienced, with imposing magical support. This will cost the town plenty, but the council has confidence that the contract will be fulfilled.

REFEREE'S INFORMATION
One may simply offer this adventure to the current characters in the local campaign; alternatively, new characters may be rolled up for an evening's entertainment or for a new campaign. Here are some suggestions for particularly appropriate parties. Peasants with Torches. This may provide an evening's diversion, run in Hollywood style, where a lot of extras die, but the heroes prevail against impossible odds through cleverness and bravery (and the overconfidence of the opponent). The players should bring a hoard of poorly-armed, militarily experienced townsmen, expecting to lose most of them.
THE BLACK BROO OF DYSKUND

In the end, mere chance ordained that a Chaos cult would discover Nanni. While searching for a new temple complex, an ambitious Thanatar cultist also eager to become a Rune priest catalysed a vortex for all the secrets of the caverns on his farm. Nanni became a Thanatar layman, and thereby became qualified as a full priest of Primal Chaos. For some time, only the thanatar, who initiated Nanni, has obtained a pledge of his cult’s assistance in the heavy work of opening the Сергiаі to raw chaos. Now Nanni spends most of his time tending the revolving plant growths and mutant spawn of the cavern depths, impatiently waiting for the day when his beasts are set loose on the world.

Nanni’s strength. Once he detects intruders, Nanni will first head to Area E and wash away the salt crystals, releasing the dragons into the luxurious Chaos Garden area. From there he will try to get to Area M (the Hornet’s Nest) to gather his bodyguard of domesticated walkatip and dragonheads. He will travel the long way around via Area I, Area K, Area N (where he will unlock its entrance, releasing any small walkatip), and around to Area M. If Nanni is panicked, he will take a more convoluted route, moving from place to place without following the undead; this is very dangerous, and he will avoid this at all costs. Once he has collected his beasts at Area M, he will move back to his garden, where he loves to spend his treasured in the dark slime, and hiding near the exit passageway. Nanni will do what he can to defend his position, but if he cannot renounce his mastery at the moment, he will use his berserk or aggressive, and he will never risk his own skin.

Drukt’s strategy. Drukt’s rise through the temple hierarchy to full priest seemed blocked until he discovered this ideal site for a new temple. He was easily able to come up with the funds to purchase and give him the responsibility of exploiting this possible resource, earning him a full priesthood in the Temple of the Thanatar.

Doomed Ones. Drukt openly expresses enthusiasm for Nanni’s plan to enlarge the cave exits and release the Chaos apostate, but secretly he intends to stall this labour with counterfeiting obstacles, claiming engineering problems and lack of materials and labour. Drukt’s second aim is to have the monsters on the countryside make it impossible to keep the cavern a secret; instead, Drukt plans to exploit Nanni until Drukt’s priests become the most powerful on the island; then he intends to bump Nanni off and reign supreme as the High Priest of the largest Thanatar. Drukt’s actions are suspiciously by the Thanatar hierarchy; however, they have established a spy in Drukt’s staff (Backer, the ogre Doomed One) who reports back to his superiors of Drukt’s treachery. Backer, eager to advance his own fortunes, might betray Drukt at a crucial moment if Backer felt he could gain advantage from it.

Drukt’s strategy. Drukt is more aggressive in his defense of the cave than Nanni. He will send the ogre out after the group to determine their strengths (and to inflict maximum injury with minimum risk). While the ogre is gone, Drukt will send Nanni and his Kenazor to get his boots muddy. His traces can be found throughout the cavern, but offer little clue to the true path. The use of a “Follow the Trail” Roll will enable a character to discern the most recent path taken by Nanni. Once frequently used path from the entrance through the Chaos Garden until Nanni has received a lot of travel by Nanni, and shows it. The trail will be lost in the Icicle Walk, but may be picked up again beyond “The Crawl.”

The party will frequently find candlewax deposits on ledges throughout the caverns where the. There is clear evidence of frequent trips by bros, scorpionmen, and humans from the Thanatar temple tunnel past Area G, through the Chaos Garden, and thence to the Primal Chaos temple. The ogre and scorpionmen are prohibited from travelling east of the Thanatar temple tunnel by the Thanatar, though Drukt’s footprints can be found throughout the upper level to get to the Thanatar temple.

Squeezes. There are many passages in the cavern too small or obstructed to permit free travel. These places are called ‘squeezes,’ and are marked by an X on the map. For instance, the largest 7 ZL that pass without danger of getting stuck. The chance of getting stuck is that number subtracted from the character’s SIZ and multiplied by 5%. Additionally, for each point of protection worn on the body’s best protected area there is an addition of one point to the overall SIZ rating for the purposes of determining whether a character gets stuck. No character may pass through any squeeze points smaller than 2 ZL or less than 75% of his SIZ rating (including adjustments for armour worn). Any squeeze smaller than 3 ZL will cause the character to narrow his long spurs, and any other item deemed too bulky by the referee. If a character becomes stuck, he has three chances to get unstuck, each with a 50% chance of success and Nanni. A series of hits and ambushes on the party, encirclement (cutting the PCs off from the surface) and a pitched battle with Thanatar and Chaosic beasts under the joint direction of Drukt and Nanni.

REFERENCE NOTES

The Caverns. The cave is divided into three zones: the Normal, the Intermediate, and the Lower Levels. The Normal Zone has been carefully explored and mapped by Nanni. There are several large chambers where Chaos gardens thrive on acid and numerous small thermal pools. The humidity and sulphurous odours are apparent as one approaches these areas. The pools are brightly coloured in torchlight, stained in the thermal deposits. The Intermediate Level is largely abandoned and untravelled, teeming with restless spirits and undead. The Lower Levels are not yet explored.

THE ENCOUNTER AREAS

A. The Entrance. Just inside is a crate of candles, two spare candle holders, two crates of 5-gallon tins of oil and a pair of oil lamps. One lamp is always lit.

B. The Three Sisters Hall. Caches of ropes, climbing equipment, and emergency food. Here, the party may encounter several runners and vampire bats. The bats enter and exit through a high, tiny exit (51 square).

C. The Entrance to the Normal Zone. A source of food for a large underground population, the garden has run riot for centuries. The party will scent a rich, sweet odour of corruption as they approach the hall, and the temperature and humidity will rise perceptibly. Within the hall itself the growth is so lush as to be impenetrable, except along the walls where paths are worn and the growth is cut back. The plant life itself is predominantly white and translucent, pulpy and slimy, some of the fungi and mushrooms grow to heights of 20 meters of semi-rigid trunks. Simply touching certain plants causes them to burst explosively, covering characters with a thick slurry of sticky, noisome fluids. The cavern floor is awash in a moist mixture of plant excretions and mineral water. The small, mossy growth is so shocking that regular constitution rolls are necessary, or the character pause to gag and choke for several minutes. Along the walls the hall, red and green mosses grow, and giant insects; deep in the garden itself the adventurers may encounter a variety of blind small animal life.

The Deep Shaft is a secondary, less well-guarded approach to the Thanatar temple. It is concealed by thick vegetation, but traces of a path can be found through the thick growth if the path along the northern wall. Once discovered, this path can only be negotiated with climbing gear, and Climbing rolls must be
made. If a Climbing check is failed, the victim takes one tenth of the number of percentage points by which he missed the roll as damage which is applied to his random BAB and HD. A second roll is made to randomly hit locations. This damage ignores armour. Armour worn reduces by 5% from Climbing skill per point of each, using the reduction in HD and BAB.

D. Stone Pines. Here the rock formations resemble Christmas trees. The floor is very irregular. The rock is solid and hard, with occasional crystal formations. The seepage from the upper passage is a giant mass of skeletons and corpses. This was a stockade for a vampire priest who was slain before he could utilize these resources. The pool of water covers the remains of the priest and the undamaged skeletons. The seepage is a steady stream, with a vague sense of menace and revulsion which will stir their imaginations. From the Cattle Room east, as far as the Crystal Garden, the second level is filled with ghosts, spirits, skeletons, and zombies left over from a century ago. Driven by the hatred for the living instilled by their long-suffering master, each will attack mindlessly until it is destroyed: neither the Doomed Ones nor the Gnomes will willingly travel these grim corridors.

Random Encounters

| Check every 50ft | 01-25 Skeletons (1-6) | 26-30 Zombies (1-4) | 31-50 Spiders (1-4) | 51-55 Ghost | 56-00 No encounter |

K. The Crawl. Another tight squeeze with a Waliwalkt guard set by Nanni with orders to destroy any characters encountered. The creature conceals itself until a character begins to squeeze through the narrow passage; it will then spring from hiding and attack the character as it emerges.

L. The Garden Gate and the Crystal Garden. The gate is a tunnel filled with exceedingly sharp crystals that will slice through up to three points of armour. Any fall in this room will cause a 6d wound to a randomly determined hit location, ignoring three point of armor. A DEX 9% roll must be made for each 10ft travelled along the 40ft long passage to find out when and if a character falls. The Crystal Garden contains over 100 useful magic crystals. It also contains thousands of worthless crystals and about a thousand dangerous magic crystals that are indistinguishable from normal magic crystals. There is a 1% chance that any given crystal is really magical, a 10% chance that a magic crystal is a useful one, and a 90% chance that it is a dangerous one. Dangerous crystals are as follows:

- 01-20: Power Stealing Crystal – permanently steals one point of Power used to attune it. Each attunement adds 1d to the effect. If it has been attuned 5 times, it has stolen 5 Power points. 21-40: Power Stealing, Type II – Steals 1/4 Power points when one attempts to attune it. 41-60: Seems to work normally but is actually a Magic Crystal, but really dissipates Spirit and Power whenever it is used. Will appear to be functioning normally until the spirit or power is called on.

M. The Hornet's Nest. This was once a giant hornet's nest; husks of the dead creatures lie everywhere. This implies a larger exit to the surface somewhere nearby (at the referee's discretion). Here Nanni keeps two familiars which he uses for laboring in construction and maintenance, for tending the gardens, and for defending the Chaos vegetables and other creatures that wander the walkway nursery and the two-outlaw huts. These creatures have also been trained as bodyguards, and will follow Nanni's orders as well as their limited intelligence permits.

N. Walktapi Nursery. Here walktapi grow and hatch in the dark. Nanni feeds the walktapi with great heaps of Chaos vegetables. He has already begun to drop little chunks of walktapi along the roads of the region, knowing that they will grow up someday to be great monsters.

O. The Stone Court. Nanni has carefully lit the fire with 50% of the woodcutter's supplies, keeping burning at all times. The colourful, translucent, lustrous rock formations reflect and refract the light, Chaos vegetables and light from the crystal dome.

P. The Pit. The (Primal Chaos) room is a room, dim, dank, and fetid. A deep muck fills the bottom of the hay, darkness and filth, up to three metres. The muck shifts, sucks, and swirls slowly; foul gases burst on the surface, splattering the walls and ceiling with a thick grey ooze. Here, over a thousand years ago, the first Primal Chaos initiate received his noble title and function. For a thousand years this ooze had no priest to honour and worship its sacred powers; now the Primal Chaos begins once again to rise through the cracks in the earth, offering a new essence to those who would worship.

THE ANTAGONISTS

NANNI, RUNE PRIEST OF PRIMAL CHAOS, LENG LAGH, MEMBER OF THANATAR

<table>
<thead>
<tr>
<th>STR</th>
<th>18</th>
<th>CON</th>
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<th>INT</th>
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<tr>
<td>DEX</td>
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<td>SIZ</td>
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<td>CHAR</td>
<td>22</td>
<td>MOV</td>
<td>12</td>
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Hit Points: 22
Defence: 20
Damage: (1d4 + 2) STR 40%, Parry 35%
Points 12
Garrote: (1d6 + 1) STR, 35%, Point 3
Skills: Blades, Blades, Blade Fighting, 3D, Detect Enemies, Detect Spirit, Detect Undead, Healing 4, Invisibility, Mobility (9 permanent points of CounterMagic vs Fire) 35%
Rune Magic: Chaos - 2 fingers on each hand, generates 100 points of damage roughly
Skills: Climbing 80%, Map Reading 80%, Swimming 80%, Listen 90%, Ambush 90%
Languages: Githyanki 85%, Chaos 80%, Darktongue 35%, Chaos Speech 40%
Geas: Always challenge Lankh Mohy worshipers to a duel to the death.

THE BLACK BROO OF DYSKUNDA
DRUGT, RUNE PRIEST OF THANATAR, INITIATE OF THEED

**STR:** 16  
**CON:** 18  
**SIZ:** 12  
**INT:** 16  
**POW:** 20  
**DEX:** 17  
**CHA:** 14  
**Move:** 9

**Hit Points:** 19  
**Defence:** 20%  
**Shortsword:** (d6+1+d4) SR6, 75%, Parry 75%, Points 20.

**Garrotte:** (d6+1+d4) SR7, 110%, Points 3.

**Medium Shield:** Parry 80%, Points 12.

**Spells:** Befuddle, darkwall, disruption, extinguish, fanaticism, detect life, detect enemies, bladeharp 4, protection 3, invisibility, silence (see also Thanatar Head).

**Runes Magic:** Ingest scroll, summon guardian, darklight, create minor head, create major head (see also Thanatar Head).

**Skills:** Move Silently 95%, Hide in Cover 85%, Oratory 80%, Evaluate Treasure 70%, Listen 75%, Spot Hidden 90%, Tracking 65%, Sense Law 85%, Jumping 65%, Climbing 45%, Make Making 35%, Intrigue 55%, Alchemy skills: Blade Venom pot 10, Power Restoring 2 pot, Systemic Poison (viper) pot 10.

**Languages:** Darktongue 75%/50%, Broospeech 85%/50%, Chaospeech 35%, Sartar 16%/Lun 5%/Vim 5%.

**Magic Items:** Mindspeech 4 Matrix, One Thanatar Major Head.

**Bound Spirits:** Thanatar Guardian (see separate reference); Bound Spirits – in rubble runner 15/8, in pit viper 13/6.

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MOGO SCORPIONMAN DOOMED ONE, MAOGO INITIATE

**STR:** 16  
**CON:** 7  
**SIZ:** 18  
**INT:** 8  
**POW:** 5  
**DEX:** 13  
**CHA:** 13  
**Move:** 8

**Hit Points:** 9  
**Defence:** 0%  
**Shortsword:** (d6+1) SR5, 95%, Sting: (d8) SR2, 60%.

**Medium Shield:** Parry 85%, Points 12.

**Spells:** Befuddle, disruption, extinguish, fanaticism.

**Skills:** Climbing 75%, Set Trap 45%, Move Silently 80%, Hide in Cover 45%, Jumping 75%, Languages: Chaospeech 45%, Darktongue 25%, Magic Items: Thanatar Talisman vs Ghosts.

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MOGO'S GUARDIAN  (BOUND SPIRIT IN A HUMAN)

**STR:** 16  
**CON:** 18  
**SIZ:** 13  
**INT:** 10  
**POW:** 13  
**DEX:** 14  
**CHA:** 8  
**Move:** 8

**Hit Points:** 19  
**Defence:** 10%  
**Shortsword:** (d6+1+d4) SR7, 45%, Parry 35%, Points 20.

**Small Shield:** Parry 40%, Points 8.

**Dagger:** (2d4+1) SR5, 65%, Parry 45%, Points 12.

**Fist:** (d3+d4) SR8, 55%.

**Spells:** Bladeharp 2, dispel magic, disruption, light, silence, mobility.

**Skills:** Hide Item 35%, Listen 40%, Pick Pocket 65%.

**Notes:** Mogo is very proud of his guardian and keeps him sharply dressed in gaudy, ill-fitting clothes taken from victims. The appearance is a scorpionman’s warped vision of a nattily-dressed human.

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RUVENTAN BACKER, OGRE DOOMED ONE, CACODEMON INITIATE

**STR:** 12  
**CON:** 13  
**SIZ:** 13  
**INT:** 11  
**POW:** 18  
**DEX:** 13  
**CHA:** 13  
**Move:** 8

**Hit Points:** 14  
**Defence:** 10%  
**Composite Bow:** (d8+1) SR2, 60%, Points 10.

**1st Club:** (d8+1) SR7, 55%, Parry 35%, Points 20.

**Shortsword:** (2d6) SR7, 75%, Parry 80%, Points 20.

**Garrotte:** (2d6) SR8, 65%, Points 3.

**Spells:** Disruption, extinguish, fanaticism, beffudle, darkwall, detect enemies, detect life, protection 3, healing 4, binding.

**Runes Magic:** Darklight (Rechargeable).

**Chaotic Feature:** Head cannot be damaged.

**Skills:** Disguise 75%, Move Quietly 75%, Ambush 80%, Hide in Cover 65%, Listen 70%, Spot Hidden 55%.

**Languages:** Ogre 55%/45%, Chaospeech 25%, Darktongue 45%/30, Sartyr 45%/30, Lunar 35%/20%.

**Magic Items:** Thanatar Talisman vs Ghosts.

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THANATAR MAJOR HEAD: Vandar, Rune Priest of Yelmalio; Int: 16; Pow: 18; HP7. Spells: Bladeharp 2, countermagic 4, healing 6, light, protection 2, spirit shield, detect enemies. Rune Magic: Shield 4. Bonus Skills: General Knowledge 25%, First Aid 75%, Treat Disease 75%, Treat Poison 75%, Find Healing Plants 50%, Identify Plants, Animals, and Minerals 50%, Blade Venom potency 14 antidote, Acid (acid), Blade Venom potency 14 antidote, Wyvern potency 14 antidote, Manticore potency 14 antidote, Spider potency 14 antidote, Lock Picking +5%, Trap Disarm +5%, Riding +5%, Swimming +10%, Spot Trap +10%, Old Pavis 75%/75%, Tradelast 75%/75%, Draconic 65%/36%, Lunar 75%/70%, Sartar 75%/70%, Prax 75%/46%, Mostal 65%/50%.

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MOGO'S GUARDIAN  (BOUND SPIRIT IN A HUMAN)

**STR:** 16  
**CON:** 18  
**SIZ:** 13  
**INT:** 10  
**POW:** 13  
**DEX:** 14  
**CHA:** 8  
**Move:** 8

**Hit Points:** 12  
**Defence:** 10%  
**Composite Bow:** (d8+1+d6) SR4, 75%, Parry 80%, Points 20.

**Fist:** (d3+d6) SR7, 80%.

**Spells:** Bladeharp 2, dispel magic, protection 2, violent 4.

**Skills:** Listen 80%, Spot Hidden 75%.

**Notes:** Drugh's Guardian was once a dockskeg, as his talents suggest. He is dressed in the tattered fragments of what were once expensive garments.
GHOST
The ghosts on the Intermediate Level have been bound in place as passage guards. Wherever they are encountered they will attack to prevent passage of anyone who is not wearing the runes of Chaos, Darkness, and the Undead.


GORP
STR: n/a Body (01-20) All HP
CON: 3d6
SIZ: 6d6
POW: 3d6
DEX: 3d6
CHA: 4d6
Move: 2d6

Average HP: 13-14
Treasure Factor: 10

Envelop: 5 points acid, SR1, 100%
Notes: Only affected by fire or magic.

GEDX5% or enveloped, taking 8 points dam-
age per round in a hit location. DEXX5% to
escape thereafter. Armor protects until eaten
away. If damaged, chance it retreats.

RUBBLE RUNNERS
STR: 1d6 LH leg (01-02) 2/3
CON: 3d6 LH leg (03-04) 2/3
SIZ: 1d4+6 Headquarter (05-07) 2/3
POW: 1d6+6 Bodyguard (08-10) 2/3
DEX: 2d6+6 RF leg (11-13) 2/3
Move: 6 LF leg (14-18) 2/3

Average HP: 8-9
Treasure Factor: 5

Bite: (d6) SR10, 25%
Notes: Hit location as human.

SKELETONS
STR: 104-18 1 point per location, no armor.
CON: 3d6 SIZ: 3d6 POW: 1 DEX: 3d6 Move: 8

Average HP: 1 point per location.
Armour: 3 points per location.

Notes: These are encountered occasionally
(20%) in groups of 1-6 individuals. They Detec-
Terror automatically and attack it.

SPIDERS (giant)
STR: 2d6+6 R Back leg (01) 2/4
CON: 3d6 R Leg (02-04) 2/4
SIZ: 3d6 L Back leg (03) 2/4
POW: 3d6 L Hind leg (04) 2/4
DEX: 2d6+6 Abdomen (06-08) 2/7
Move: 10 R Fore leg (09-10) 2/4

Average HP: 11-12
Treasure Factor: 12

Notes: Can’t find its opponents.

SPRITS (1-4)

d100 Type of Spirit d100 Spirit Characteristics
1-10 Friendly 01-50 POW: 10 INT: 8
11-50 Neutral 51-90 POW: 12 INT: 8
51-90 Malign 91-100 POW: 16 INT: 10

Notes: Friendly spirits will not initiate con-
front. Neutral spirits will only attack if they have a Power equal to or greater than the intended
cs victim. Malign spirits always attack.

WALKTAPE
STR: 2d6+18 Right leg (01-02) 4/5
CON: 2d6-6 Left leg (03-04) 4/5
SIZ: 2d6+18 Abdomen (05) 4/5
POW: 3d6 Chest (06) 4/6
DEX: 3d6 Right arm (07-08) 4/4
Move: 7 Left arm (09-10) 4/4

Notes: The speed of the three spirit in three
Move: 2d6, POW 3d6, and Grapple: 2d6+13
Grapple: 2d6+13 and 6% chance of success.

CENTIPEDEs (Gateway Bestiary)
STR: 3d6+18 Tail (01-06) 3/6
CON: 1d6+12 Body (07-12) 3/6
SIZ: 4d6+6 Head (15-20) 3/6
POW: 3d6 (Only incapacitated by
DEX: 3d6 Move: 12

Average HP: 17-28
Treasure Factor: 15

Tentacle: (2d6) SIZ, 40%
Constrict: (4d6)

ZOMBIES
STR: 3d6x1.5 Right leg (01-04) 2/6
CON: 3d6x1.5 Leve (05-08) 2/6
SIZ: 3d6 Abdomen (09-11) 2/6
POW: 3d6+6 Head (12-15) 2/6
DEX: 2d6+6 Right arm (16-18) 2/6
Move: 6 Left arm (19-20) 2/6

Average HP: 16
Treasure Factor: 9

Maul: (2d6+1) SIZ, 35%, Parry 20%,
Points 15

Notes: Does not have a chance to retreat.

Notes: The speed of the three spirit in three
Move: 2d6, POW 3d6, and Grapple: 2d6+13
Grapple: 2d6+13 and 6% chance of success.
Dear WD,

Many thanks for the excellent Traveller adventure, Shuttle Scuttle in WD49. This is how it should be. I am refreshed to see that someone approaches our hobby with humour, as in the crew, Captain Chekov, Uhura and Chapel.

I am pleased to see the publication of Traveller Book 6, Scouts — old overdue — but I wonder why there has been no mention of it in the Traveller’s Journal up to now, presumably because it was produced here in the UK. If so, is it an ‘approved for use with’ product or the official Book 6?

Yours,
Paul Wallis, Surrey.

Actually, it was produced in the States and is the official product —Ed.

Dear WD,

I am writing to ask if it is possible to print more Dungeons & Dragons scenarios in your magazine. I find WD vary enjoyable but I think that there are lots more people like me who, at the moment, can’t afford AD&D books until they gain more money and would like more scenarios in the magazine. I play Traveller and I have just bought White Dwarf and usually change the AD&D campaigns into D&D scenarios.

Yours faithfully,
Paul Wallis, Surrey.

We’d be quite happy to publish Basic or Expert D&D scenarios. However, we can only print what is written for us. We get sent all kinds of scenarios (please keep it up everyone!) but, funny enough, nobody seems to write any for Basic or Expert D&D —Ed.

Dear WD,

Us low level AD&D adventurers wish to complain about the lack of scenarios for us in your magazine. How can we expect to reach the dizzy heights of 3rd, 4th... even 5th level when we don’t get any ones to hack, goblins to slay etc.

Come on now, let’s see some 1st to 3rd level adventures along the lines of the excellent Halls of Tizun Thane and the Lichway. TSR are just as neglectful!

Yours,
Grizzlegut Orcslayer, Sunderland.

You will be pleased to hear that next issue’s scenario for AD&D is a low level one, for characters of 1st to 3rd level. Your wish is our command! —Ed.

Dear WD,

Just a note to say how much I enjoyed Mike Polling’s scenario The Key of Tirando. I particularly like the way Mike used selected elements of the game system to interpret his fantasy world, rather than letting the rules dictate the campaign background. I hope we will see more scenarios of this calibre.

Yours,
Dave Morris, Woking.

Dear WD,

Congratulations! White Dwarf shows some sign of improvement. Issue 50 is probably the best issue in a long while and The Watchers of Walberswick was a gem of a scenario. I suspect, however, that much of it will be wasted on the majority of your readers (who, I suspect, will go in, all guns blazing). Imagine my dismay, however, with Mr Livingstone promising changes as from issue 52. Does this mean we will never see the like of Watchers again?

And how does Lew Penpusher do it? Given the opportunity for writing an interesting discussion column, he perfunctorily talks about nothing. Can’t he see that people are going to take his guidelines as gospel truth? I pity the poor GMs successfully running a low powered D&D game who will have to sit up with their players going ‘But it should only take me 10 adventures to get to level three. It says so in the Dwarf...’

Why Lew, can’t you just leave individual groups to play the game according to how it suits them. You may be giving us the benefit of your ‘vast’ experience but try to remember that other people’s experiences will be different.

What with an abundance of letters saying how great the Dwarf is, I have grave doubts about there being any real intelligence behind the magazine.

Yours,
Dave Stone, London.

Of course ‘changes’ doesn’t mean there won’t be scenarios like The Watchers in WD again. We always try to present the best scenarios possible in our pages. And to be fair to Lew; he’s not official or speaking from on high; he’s just giving advice to those who may need it — nobody’s saying it has to be slavishly followed. As to your last comment — well, we’re not sure quite what you mean but I can assure you that we’re not all mindless kobolds! —Ed.

Dear WD,

I am writing to complain about the review of Encounters, Spies and Private Eyes in WD49. I feel that the review given by Jon Sutherland was far too harsh and stern, I believe, from lack of reading the book.

1. The Megadeath Luck Saving Throw is for characters characterously charging machine-gun nests not dodging damage.

2. Modern weapons are deadly and are reflected in the rules. Also, the reviewer failed to notice, all the military domestic weapons would be readily available in the USA, where the rules were written. Also the designer stated that gun availability varied around the world.

3. The hit location table is optional and is in the optional rules area of the book. There are only two groups of tables normally used in the game: the gun lists, all at the back; and the missile weapon table which, indeed, should have been repeated. However, why the GM shouldn’t hunt through the book for 2 tables is beyond me. Look at the DMG for example!

MSPE is a much better game than a rating of 4.1. I admit I find it easier to understand because I play T&T, which it follows, but the rules are fairly straightforward.

Mr Sutherland, however, did describe the Jade Jaguar perfectly; it is really mediocre. However, his other statements about this ‘dull RPG’ do not hold up. He should have read the rules properly.

Yours,
Martin Sheppard, King’s Lynn.
At last, Hayes has finally got Aftab the Greek where he wants him...

Okay Hayes—We're Here—Where's the Fun?

Only Gavin.

Gavin—The Walking Battleship

So concludes this particular adventure, with a final message from the Travellers...

"Lie long and prostrate"

...a gas cylinder in the mouth...
...and a harpoon in the gut.

"and remember... the farce will be with you... always"
A Ballad of Times Past

An AD&D Scenario for about Eight Characters of 4th-5th Level
by Dave Morris and Yve Newnham

DM’s Introduction

The World: Magic users are very scarce in Beorsca, a small kingdom in a land very like England in the late Dark Ages. In this world, all magic user spells above 2nd level require, as the material component, a pinch of dragon’s egg (as in hatching, the fledgeling drains the magic from while Athelred rises shakily and leaves the Hall on the shoulder of his eldest son, Osric. The best and most stalwart of the king’s warriors (including any PC fighters) also rise and file out. Outside the king’s chamber, the warriors are met by Queen Beorsca from Hreod Castle. The first of his line, Athelred deposed clerics to take at least two clerics and minstrel troupe respectively, who join in as indicated in the dweomercraft.) Gudrun tells the warriors, ‘Your liege is troubled with a sip of dragon’s egg (as in hatching, the fledgeling drains the magic from while Athelred rises shakily and leaves the Hall on the shoulder of his eldest son, Osric. The best and most stalwart of the king’s warriors (including any PC fighters) also rise and file out. Outside the king’s chamber, the warriors are met by Queen Beorsca from Hreod Castle. The first of his line, Athelred deposed clerics to take at least two clerics and minstrel troupe respectively, who join in as indicated in the dweomercraft.) Gudrun tells the warriors, ‘Your liege is troubled

Background to the Adventure: The 42 year-old King Athelred rules Beorsca from Hreod Castle. The first of his line, Athelred deposed the previous king when barely 21. He is a capable and fairly popular ruler, still strong despite his years. Under him, Lawful Good clerics have gradually prevailed against the callous Old Gods, whose worship is now reduced to a very few.

Note: This scenario should be read to the players virtually as written. In the First Part, bracketed text is for the DM only. In subsequent text, information not to be read to the players is boxed and marked DM.

First Part: In the Great Hall

It is the second night of the midwinter feast. In the Great Hall of the castle, roaring fires and tankards of mulled ale soon drive away all thoughts of the bleak, snow-covered lands outside. The king and his retainers, seated at tables forming a large U around the Hall, dine, drink and watch the entertainers who have flocked to the feast. There are jugglers, actors, acrobats, wrestlers, story-tellers musicians and animal-trainers. Eventually, when the ale-dazed warriors

Map of Beorsca

showing the Six Parts of the Adventure

This map only to be shown to the players.
hands, hauling him up so their eyes are level. 'Speak, damn you! Or by the sacred heavens I'll...'

'Father!' Oriac leaps to restrain the king. 'You make this good man sore afraid with such words.' Athelred's sudden rage leaves him, and he sets the balladeer down with a hard slap. Skulls know not the two men, but the magic was more, siren, that I did not deem fit to sing on such a joyous festival'. Seeing the determination in the king's eyes, Skulls takes up his lyre and sings:

Nineteen years of man

Pass by

Mother to be an 1.

Patient and passionate,
As one, a golden son

I perceive a direful presence
I see;

Dedicated, deceitful.
Soon to become

The blue-eyed one
Many shall mourn his death,

A sinister sorcerer now.
Fearful for my fledging's birth,

As I shall mourn mine own.
I feel

The words are a hammer-blow to Athelred. He stands dazed; staring into the fire. At last, he raises his head saying to his men, 'Many years ago, before I was king, Beorsca was troubled by a dragon who dwelt in the northern mountains and came down to steal away cattle. But the dragon would not allow us to kill him. He was in a huge bond of which Caedmon knew, and so we parleyed with her. A magic pool had become stagnant; a pool sacred to her. We unblocked the channel into the pool by swimming within - something the dragon was too large to accomplish. After many hours, for there was much rubble below the water, the pool flowed fresh again. The dragon agreed not only to honour our earlier bargain that she nevermore to see the light of day. Two young warriors came at last, hoping to win fame and fortune. The warrior with eyes like the cloudless sky was Caedmon. I was the other.'

'We entered the caverns to put an end to the dragon or die in the attempt. But we were never seen by Talionis her offspring. Then, I heard in my head, she sang me in a tongue which Caedmon knew, and so we parleyed with her. A magic pool had become stagnant; a pool sacred to her. We unblocked the channel into the pool by swimming within - something the dragon was too large to accomplish. After many hours, for there was much rubble below the water, the pool flowed fresh again. The dragon agreed not only to honour our earlier bargain that she nevermore to see the light of day. Two young warriors came at last, hoping to win fame and fortune. The warrior with eyes like the cloudless sky was Caedmon. I was the other.'

'Verily, sire,' replies the sage, 'the "golden son" is Lord Osric, whose story is much as you have told us, sire, your handout of an oath of mingled blood.'

Yet the wizard had some knowledge of wizardry even then, saw a golden dust in the hair, fragments of an unhatched dragon's egg shattered by a warrior years before. He desired this for its sorcerous properties, and the dragon gave him half-a-hundred pinches.

Caedmon and I stayed a week with the dragon and sealed a bond in blood. The dragon called herself Talionis. She said that as long as we were true to that bond, we were as siblings. Now, somehow, we do not seem to be. This knowledge to me in good stead when I wrested the kingdom from corrupt old Pendris. My friend, Caedmon, who had some knowledge of wizardry even then, saw a golden dust in the hair, fragments of an unhatched dragon's egg shattered by a warrior years before. He desired this for its sorcerous properties, and the dragon gave him half-a-hundred pinches.

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The king is thoughtful. 'Although my friend, Caedmon was a secret and dark-souled man who never turned to the gods. Though I have never seen him since, I have heard that he dwells in a tower across the bleak Wadwos Downs. Orixe! Gather my best men. Take them to Talionis' lair and protect her and her unhatched offspring from Caedmon. Make all haste, for the wizard must be already on his way! It is not only because of my oath to Talionis that I charge you thus, but because I fear that somehow our destinies are interwoven. Caedmon and I hauseld of these ancient dances will fall as we fall. Do not let Talionis down upon your own head, my son.'

As the others return to the castle, Hengist and Oriac remain in the minstrel camp enquiring after any brave men with the skills that minstrels have. (PC thieves enlist at this point.)

After a few hours of conversation, the wizard towards you. Utter confusion follows. After you pick yourselves up, the wizard has gone; the door bangs open in the wind.

DM: Anyone who says they're diving for cover automatically saves against Caedmon's lightning bolt, and if they actually roll their saving throws, they take 15 damage. Oriac is quick-witted and will have done this. Characters who didn't, must save as normal.

With a crack like thunder, an indescribable white bolt leaps from the wizard towards you. Utter confusion follows. After you pick yourselves up, the wizard has gone; the door bangs open in the wind.

DM: If the characters follow, they see Caedmon getting into one of the boats, a hooded figure (Erik Iceheart) already at the oars. The boat moves off upriver. The other two boats have been sabotaged. Any character with a bow has time to fire 4-5 arrows before they're out of range. The first two will miss automatically as the archer adjusts for the wind. The remaining shots are at -4 to hit. If hit, Caedmon will retaliate by charming one of the party who will then try to stop his friends from firing.

Inside, Owain is inspecting the damage. Several beams are charred and a few stones around the fireplace are cracked. Shrug, the wizard begins to set the scattered stools upright. You spot a very small leather pouch on the floor near where Caedmon was sitting. It is empty but for one or two grains of golden dust.

'Verily, sire,' replies the sage, 'the "golden son" is Lord Osric, whose story is much as you have told us, sire, your handout of an oath of mingled blood.'

DM: Since he seems relatively unperturbed, Owain may be suspected of having known Caedmon's intentions. But the innkeeper with a reputation for knowledge of wizardry, (and a wizard or a druid), has used his sorcery often enough for Owain not to be startled by it. If asked about the pouch, he will add that Caedmon always wears a number of such pouches at his belt, but on this visit he seemed to have only four. The pouch they have found contained the dragon dust used to cast the lightning bolt.

Third Part: The Vough

The next day is even more bitterly cold. You trudge through a cold woodland under a bleak, grey sky. Snow threatens. You spy a splash of red ahead. A wild rose. More are scattered along in a wintry setting, there is no sign of footsteps. Examination reveals that the roses have been cut rather than plucked. Hengist notes this and says: 'This is the trail of flowers leads to a stagnant pond in a small copse. The pond is iced over with weeds, leaps from the black waters. Her...'

DM: It is up to the players whether they investigate this. Oriac will go along with the majority decision.

The trail of flowers leads to a stagnant pond in a small copse. The pond is iced over with weeds, leaps from the black waters. Her...'

DM: If anyone has collected the rose, she drifts towards them, holding out her hands, imploring. If anyone reaches out to her (perhaps to hand her a rose), she must save against spells or be drawn onto the ice which has a 15% chance of breaking per person on it. If she rallies, she opens the door and the scene is a template for the upcoming battle. The pond is probably the pool the dragon called herself Talionis. She said that as long as we were true to that bond, we were as siblings. Now, somehow, we do not seem to be. This knowledge is good when I wrested the kingdom from corrupt old Pendris. My friend, Caedmon, who had some knowledge of wizardry even then, saw a golden dust in the hair, fragments of an unhatched dragon's egg shattered by a warrior years before. He desired this for its sorcerous properties, and the dragon gave him half-a-hundred pinches.

'Hengist?'

DM: The name is asked by the wizard as she rises up from the pond. The pond is iced over with weeds, leaps from the black waters. Her...'

DM: If anyone has collected the rose, she drifts towards them, holding out her hands, imploring. If anyone reaches out to her (perhaps to hand her a rose), she must save against spells or be drawn onto the ice which has a 15% chance of breaking per person on it. If she rallies, she opens the door and the scene is a template for the upcoming battle. The pond is probably the pool the dragon called herself Talionis. She said that as long as we were true to that bond, we were as siblings. Now, somehow, we do not seem to be. This knowledge is good when I wrested the kingdom from corrupt old Pendris. My friend, Caedmon, who had some knowledge of wizardry even then, saw a golden dust in the hair, fragments of an unhatched dragon's egg shattered by a warrior years before. He desired this for its sorcerous properties, and the dragon gave him half-a-hundred pinches.
A BALLAD OF TIMES PAST

The Vough
No Appearing: 1; Armour Class: 2; Movement: 9'; Hit Dice: 7d8; Treasure: B; Attack: 1 touch for 1d10 + 1d4 strength drain; Alignment: Neutral evil; Intelligence: Animal

This foul being can create illusions within a limited range. She can be turned as a spectre, forcing her back to her watery grave for 7 days. Strength drained by her chilling touch is regained at the rate of 1/2 hit points per hour. However, if the drain is made by each opponent, but takes double damage when hit by lawful good clerics. If slain, she rapidly decomposes into muddy slime.

The one attacking the players has 35HP. If slain, any roses collected by the party or left lying in the snow will have vanished.

Fourth Part: In the Heart of the Forest
At nightfall, having gathered fuel, you sit around your fire devouring stew. A lone peasant comes into sight gathering wood. He greets you and asks if you can give him a ride for a while. He is fairly young, below-average height, and wears dark green garments of coarse wool.

DM: If questioned, he says he wishes to talk of a past and present, a tale of a dragon. Any who listen, (Osric and any NPCs will) will fall asleep. Without the next thing they know will be when they awaken beside the burnt-out fire under a cold afternoon sky. Any player who says he is turning his attention to anything else as well as, or instead of, listening to the tale will notice the others dozing off. If he asks, he should be told that he can recover himself but can jerk himself back to wakefulness to see a premature smile of triumph on the face of the young peasant (actually a faerie creature). A single shout will rouse those asleep, but the faerie will have vanished completely, without a trace.

If the party succumb to sleep, they will lose six hours, waking early the next afternoon. This must be made up by pushing on quickly and perhaps even marching on after nightfall. Characters will fight at -1 and be down 1-3 hit points through fatigue after such exertion, until they get a full night’s sleep.

Fifth Part: The Hermit’s Cottage
Shortly after midday (or late afternoon if trapped by the faerie storyteller), you reach the edge of the forest. A few hundred yards on the river forks in two. A low cottage with a blue wisp of smoke curling from the chimney as you step on the river bank, a woodpile beside it and a small boat beyond.

DM: Erik Iceheart waits inside the cottage for the party. He and Caedmon arrived hours ago, murdered the tracker who dwelt here, and hid his body in the woodpile. They left the woods some time to the west. Their footprints, now partially obscured by fresh snow, will be found only if the party specifically scout around. Caedmon has gone on to Talfonis’ lair alone, leaving Erik to deal with the pursuers.

You are some 50 yards from the cottage when a man wrapped in thick furs emerges from it. Approaching you, he introduces himself as Notker the tracker and gruffly warns you that if you mean to rob him, he will put up a good fight. He pushes away his cloak, revealing his scabbarded greatsword.

‘We intend you no harm, good fellow,’ says Osric. ‘We are the king’s men, on a mission most holy for our liege. We must cross the river here, and I ask only that you lend us your boat.’

Notker grumbles, but eventually accedes. ‘The boat only holds three,’ he points out. ‘I’ll row the last two across so I can bring the boat back afterwards.’

DM: Erik’s plan is to wait until the last two are about to cross, and then attack them. After putting them down, he will then take cover in the cottage to avoid any arrows the others may shot at him from the far bank. After waiting for the party to leave, he will use his ranger skills to track them and pick them off. If the party decide not to cross the river here, for some reason, he’ll misdirect them and follow the later tactic. If at any stage Erik thinks he is in serious personal danger, he’ll either flee or bargain for his life with an armed bandit. He is very cunning, remember, and will demand a holy oath from the party that he goes free and unharmed if he keeps his side of the bargain.

The party’s map shows that the dragon’s lair is at the head of one of the two branches of the river, but which branch? A close look will reveal that the western branch is faster flowing and slightly warmer. This is because it flows through the heat of the lair at its source. The eastern branch will be found to be frozen over half a mile upstream.

The Final Part: Into the Dragon’s Lair
It is now late on the night of the winter solstice, stars glitter in the sky like hoarfrost. You have followed the river into the foothills. The river is considerably warmer here, melting the ice and snow on its banks. Trudging up a steep slope, you see where the river branches from a fissure. After stooping to pass through, you light torches to reveal a winding passage through which the river flows. You are on a rock ledge barely wide enough for two to walk abreast. The other wall, some 20 yards away, holds a still narrower ledge on that side of the river.

DM: The ledge is slippery. Traversing it takes 12 turns and each character must roll each turn to see if he slips. If the movement rate is 6" or less the chance of slipping is 2%; 7"-9", 5%; and 10" or more, 15%. Anyone who slips must roll their dexterity or less on 1d20 or fall into the river. If they were nearer the wall, they also bowl anyone alongside them into the water as well. Up to three characters can grab at a falling companion, needing to roll their dexterity or less on 1d20 to get a good grip. If at least two people can grab him, the character is saved, otherwise he is swept away and drowns.

After what seems like hours of tortuously traversing the ledge, you round a bend and enter a cavern through which the river flows. There is more space now, at least 20’ between the wall and the water, though the slippery passage means you might have trouble preparing your battle order before advancing. It is much warmer, and you throw off your heavy furs.

The river issues from another passage about 40’ ahead. Beside this is a pile of fallen rocks - and something else. Something gleaming like ivory. The skeletons of several long dead warriors. Their bones are very white - cobwebs veil their eyelless sockets; their weapons and robes of armour gleam bright and clean. You feel your skin crawl as the skeletons rise from the dust and move out to block your path.

DM: The characters have never met undead before - such creatures are virtually unknown in this magic-restricted world. Characters must save versus fear (at +4) or be rooted to the spot for 2-6 rounds; they will still get to fight back if misled.

As you prepare for combat, a slight form resting on an oak staff emerges from the shadows of the passage ahead. He brushes some dust from his fingers. There are only two pouches at his belt now. He gives you a last look of mingled amusement and regret, and turns back into the darkness.

DM: Caedmon has used his recall the dead spell on some fighters slain by Talfonis over the years. The number of skeletons is one more than the number of the party, up to a maximum of eight.

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<tr>
<th>Level</th>
<th>HP</th>
<th>AC</th>
<th>Weapon</th>
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</thead>
<tbody>
<tr>
<td>1</td>
<td>3</td>
<td>16</td>
<td>Longsword (1-8)</td>
</tr>
<tr>
<td>2</td>
<td>4</td>
<td>20</td>
<td>Two-handed sword (1-12)</td>
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<tr>
<td>3</td>
<td>3</td>
<td>16</td>
<td>Bastard sword (2-8)</td>
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<td>4</td>
<td>2</td>
<td>12</td>
<td>Longsword (1-8)</td>
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<tr>
<td>5</td>
<td>2</td>
<td>16</td>
<td>Morning star (1-8)</td>
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<td>6</td>
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<td>14</td>
<td>Longsword (1-8)</td>
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<tr>
<td>8</td>
<td>4</td>
<td>26</td>
<td>+1 Longsword (1-8)</td>
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</tbody>
</table>

Except in these respects, treat them as normal skeletons.

For a moment you survey with horror the grisly forms of your fallen foes, then you remember the urgency of your mission and press on. After another 30’ or so, the tunnel opens into a chamber. The river flows from a vivid blue pool over which hangs a soft mist. Deep below its clear waters, you can make out the bones of old dragons. Another tunnel going deeper into the mountain leads from this chamber...

DM: This is the Pool of the Wyrm’s Ancestors from which the king drank. One sip will give the drinker fleeting images of the future - nothing very specific, and not of the immediate future. A second sip at any time has a 50% chance of causing insanity, and any further sips guarantee insanity. The water loses this magical property, and its colour (if at the river isn’t blue), 3 seconds after leaving the pool, so it is of no use if taken away for later use.

The party have no time to investigate the pool now. If they help Talfonis against Caedmon, she will offer them each a sip later, and warn them that they must not take more than one sip. The visions each character has is up to the DM. It should be something that will be of use to the character. For example, ‘You see robbers lurking in some bushes, about to waylay a lone rider. It is spring, judging by the flowers and leaves. The rider comes closer and you recognize yourself!’ The character is thus forewarned of an ambush.
There is a stillness in the air. The passage winds on another 60' and then seems to end abruptly, but shadows dancing across the glinting rocks make it clear that the tunnel does not end here but snakes sharply to the left. Turning the corner, you find your way blocked by a wall of flame. From beyond it you hear the roar of a great beast and a human voice speaking in an unknown tongue.

DM: Hengist's advice was correct - anyone of good alignment can walk through the flames unharmed. Neutral and evil characters must save vs breath weapons (the former at +5) or take 8d6 damage - but if their intention is to aid Talions, the damage taken is the minimum possible (ie, 8 points if they fail to save, and 4 if they do).

You step from the fire into a huge cavern. The dragon's golden egg is on the far side, cloaked by protective flame. Caedmon and Talions are 60' away, squaring off for their final battle. Neither has noticed you. Talions rears up, spreading her great wings to the cavern walls. Tongues of blue and violet flame lick around Caedmon, lighting his face eerily. Raising his hand, he shouts a spell just as Talions unleashes her fiery breath. White lightning arcs over red-gold flames. Talions shudders as the wizard's bolt sears her; but it seems that Caedmon must be defeated as for several seconds he is engulfed in the dragon's awesome inferno. However, the flame dies and the wizard stands unharmed; safe in his wreath of blue fire. He smiles at the damage his bolt has done, and raises his staff. Then, as though some sixth sense has warned him, he turns and flashes a cobalt glare at you...

DM: The party's arrival means some quick rethinking for Caedmon. His bolt took the dragon down to 21HP, so he should be able to finish her off with the power in his staff. But he must manoeuvre so as to catch the party with his bolts as well; or else try to slay Talions quickly and reach the egg before the party can stop him. He has 7 more rounds before his protective fire shield subsides, and he'll need 1 round to get through the egg's protective flame. Anyone striking Caedmon while the fire shield is up takes 2d8 damage themselves. He is out of dragon dust, but has his staff and his 1st and 2nd level spells - he has already cast shield.

Remember that Talions is protecting her egg. She realises that the party want to help her, but that will not prevent her from breathing on Caedmon if they are in the firing line.

If the party and Talions defeat Caedmon, she will invite them to spend the solemn celebration with her. Her flegding hatches at midnight and takes an immediate liking to his soul-brother Osric. Osric, the heir to the throne of Beorsca, is not quite 18 years old. A tall and handsome youth, he is probably the sort of warrior his father would have liked to be, for although Athelred has remained doggedly true to the new religion, he never has the effortlessly pure heart of his son. Osric's long golden hair and grey eyes make him much like a younger version of his father, though he has not the king's full beard or battle scars.

Caedmon
9th level magic user; 25HP; Neutral evil; AC10.
Str: 12; Int: 16; Wis: 12; Con: 10; Dex: 12; Cha: 16
Spells: 1st: Charm person; hold portal; shield
2nd: Continual light; ESP; invisibility
3rd: Blink, fly, lightning bolt
4th: Fire shield, wizard eye
5th: Recall the dead

Recall the dead is Caedmon's own spell with which he can animate 2-8 skeletons to fight for him for two turns. The skeletons have half the level and hit points they had in life, and for the duration of the spell any weapons and armour they had is restored to pristine condition.

Equipment at the start of the adventure: Four pinches of dragon dust, gnarled oak staff which is a Wand of Lightning (4 charges).

In his youth, Caedmon was a close friend of Athelred. When they befriended the dragon some 20 years ago, Caedmon was given 50 pinches of dragon dust. He now chafes at the fact that his former friend went on to win a kingdom while he lives in his tower in bitter loneliness. His alignment drifted to neutral evil and his sanity to mad. He wants enough dragon dust to have a chance of taking over the kingdom, but failing that he will settle for enraging the dragon into causing widespread destruction.

Caedmon has not borne his 42 years as well as Athelred. He is frail and bent. His hair is sparse, and his complexion is unhealthily sallow. Only his eyes reveal the hidden energies within, for they are a clear and most startling sky-blue.

Erik Iceheart
6th level ranger; 42HP; Neutral; AC6
Str: 15; Int: 13; Wis: 14; Con: 14; Dex: 12; Cha: 14
Equipment: Two-handed sword (see below); dagger; studded leather; bow and arrows

Erik, a slightly-built man in his early 30's, is of medium height with a handsome face and short, golden brown hair. A travelling mercenary from the north-east, he came to Beorsca six years ago and fell in with Caedmon. He intends to help the wizard get the Dragon dust (hopefully with minimum risk to himself) and eliminate him once they have won the kingdom from Athelred.

Treat him as a 6th level ranger, though he is certainly not of good alignment - even his neutrality is tainted by a cold-blooded willingness to dispatch people in the way of his plans, hence his nickname. Erik's sword, Ymir's Fang, is +2 to hit and damage (+4 vs fire-using creatures). The sword has been passed down in Erik's family for generations, but it cannot be possessed by an outsider. If Erik is slain and Ymir's Fang examined, it will be found to be made of murky ice! It will then melt to a puddle of dirty water within minutes.

THE CAST

Osric
4th level fighter; 29HP; Lawful good; AC5
Str: 13; Int: 14; Wis: 13; Con: 16; Dex: 12; Cha: 16
Equipment: Two-handed sword; dagger; chainmail; 2 throwing axes (Potion of Heroism, and Rheogthom' Ointment from Hengist)

Osric, the heir to the throne of Beorsca, is not quite 18 years old. A tall and handsome youth, he is probably the sort of warrior his father would have liked to be, for although Athelred has remained doggedly true to the new religion, he never has the effortlessly pure heart of his son. Osric's long golden hair and grey eyes make him...
CREEATURES IN EXILE
by Paul Harden

Julian May's striking and original series of novels, The Saga of the Exiles, concerns the fortunes of the humans of the future who, for various reasons of their own, go into voluntary exile in Earth's prehistory by way of a time-gate. On arrival, however, they find prehistoric Europe dominated by two alien races, forcibly ejected from their own distant planet.

**FIRVULAG**

- **Alignment:** Chaotic neutral
- **Attack:** Varies; see below
- **Armour:** Varies; see below
- **Treasure:** R, F (magic)
- **Movement:** 9"
- **Hit Dice:** Varies; see below
- **Hit Mastery:** Fear
- **Fear Ability:** roll d10:
  - 1-4 2 3-4 no
  - 5-7 3 5-7 yes; save at +3
  - 8-10 4 8-10 yes; save at +1

If a 10 is rolled, there is a 1 in 6 chance that the Firvulag in question will be 5 hit dice, mastery level 11-12, with no modifier to fear saving throw. To establish hit dice, level of mastery of Body Weaponry, and Fear ability, roll d10:

All Firvulag have the psionic discipline of Mind Bar at mastery level 2-8. They also possess a variety of the discipline of Body Weaponry which, as well as providing the usual powers, causes a monstrous illusion to form around the Firvulag; each member of this race has a unique illusionary form—the more powerful Firvulag assume such horrific illusionary aspects that any creature viewing them must save vs. wands or be affected as by a Fear Wand. There is no maximum to the weapon equivalent bestowed by Body Weaponry (ie, up to longsword +4); a10class equivalent is calculated as for a thief. Firvulag do not use conventional armours or weapons, though they do use handaxes and daggers as tools.

Firvulag vary enormously in size (4'-9' tall), and this is reflected in their varying hit dice. To establish hit dice, level of mastery of Body Weaponry, and Fear ability, roll d10:

<table>
<thead>
<tr>
<th>Hit Dice</th>
<th>Mastery Level</th>
<th>Fear Ability</th>
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<tbody>
<tr>
<td>1-4</td>
<td>2</td>
<td>3-4 no</td>
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<tr>
<td>5-7</td>
<td>3</td>
<td>5-7 yes; save at +3</td>
</tr>
<tr>
<td>8-10</td>
<td>4</td>
<td>8-10 yes; save at +1</td>
</tr>
</tbody>
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**TANU**

- **No Appearing:** 2-40
- **Armour Class:** Variable
- **Movement:** 9"
- **Hit Dice:** 3d8
- **Treasure:** F
- **Attack:** by weapon type; psionic
- **Alignment:** Neutral (evil tendencies)
- **Intelligence:** High-genius
- **Psionic Ability:** 130-240; Attack/Defence Modes: B, E/F, G, H

All Tanu encountered on the Prime Material Plane are descendants of a defeated band of rebels banished from Elysium by their neutral good kin via a one-way gate. They take double damage from iron weapons; because iron is so inimical to them, Tanu wear vitridur armour (-1 on armour class) and use vitridur weapons (-1 to hit). Vitridur is a kind of very tough glass.

The Tanu latent psionic powers are activated by gold torcs which all adults wear. Tanu young, being torcless, have no psionic or spell-related powers. The torcs also bestow a limited form of regeneration (see section on torcs). Psionic disciplines common to all Tanu are: ESP (Tanu cannot 'mesh minds' to increase range), Mind Bar (level of mastery 2-9).

There are four classes of Tanu, each possessing different spell-like powers. Roll d4 for individual's class, or choose:

1. **Coercers.** The Coercer's powers are derived from sheer force of will exercised to dominate other creatures. All coercers possess the psionic discipline Domination, and psionic attack mode C (Ego Whip). To determine coercers' spell-like powers and the frequency with which they can be used, roll d10:
   - 1-2 Command twice/day
   - 3-5 Hold person twice/day
   - 6-7 Fear once/day
   - 8-10 Hold monster once/day

2. **Redactors.** Redactors can mentally affect the attitude and well-being of others. All redactors possess the psionic discipline of Cell Adjustment (level of mastery 1-8, as cleric) and psionic attack mode A (Psionic Blast). For spell-like powers, roll d10:
   - 1-2 Charm person twice/day
   - 3-5 Suggestion twice/day
   - 6-7 Charm monster once/day
   - 8-10 Restoration once/fortnight
Redactors' Restoration ability is only effective against mental illnesses.

All psychokinetics possess the mental manipulation of matter. All psychokinetics possess the varia-
tion of the psionic discipline of Tele-
kinetics (level of mastery: 3-10), whereby a 200gp weight equivalent can be moved per level of mastery. For spell-like abilities roll d10:

1-2 Feather fall twice/day
3-6 Shatter twice/day
7-9 Fly once/day
10 Earthquake* once/month
   * 20% chance; otherwise as 7-9.

3. Breeders. The powers of breed-
ers are related to the mental evocation and alteration of matter. All breeders possess the psionic discipline of Shape Alteration and a bonus to the dice roll for all spell-like abilities. For spell-like abilities roll d10:

1-4 Magic missile* once/day
5-6 Improved phasmatoreal force
7-8 Major creation once/day
9-10 Demi-shadow monsters once/month
   * at 5th level of magic use.

4. Creators. The powers of creators are related to the mental evocation and alteration of matter. All creators possess the psionic discipline of Shape Alteration and a bonus to the dice roll for all spell-like abilities. For spell-like abilities roll d10:

1-4 Magic missile* once/day
5-6 Improved phasmatoreal force
7-8 Major creation once/day
9-10 Demi-shadow monsters once/month
   * at 5th level of magic use.

For all classes, the number rolled indicates possession of all powers gained with lower numbers; eg a coercer rolling a 4 will possess command as well as hold person. Any Tanu rolling a 10 may (15% chance) possess powers of another class. Select the second class at random, but use d6 to establish spell-like powers from the second class. Coercers and redactors are so alien in approach that a combination of these is impossible. Unless otherwise noted, spell-like powers operate at the equivalent of 12th level of magic use with respect to duration, area of effect, etc.

Tanu are fond of creature comforts, and will usually make their homes above the ground; encounters outside Tanu settlements will mostly be with small bands such as war-cum-slaving parties and renegades (who may not be evil).

Due to their ultra-sensitivity to the Prime Material Planes background radiation, the fertility of all Tanu has been impaired as a result of the mating of male and female slaves for breeding purposes, as crossbreeding has proved significantly more fruitful than natural inbreeding (the offspring are Tanu in all respects). Tanu, however, are far from averse to enslaving creatures of demi-human race as servants of all kinds - labour, soldiery, etc - even though they can only breed with humans. Thus a Tanu pair will always have male or female slaves equal to 200% of the number of Tanu; 1 in 10 of these will be silver-torced lieutenants (fighters of 2nd-5th level). All others will be grey-torced slaves - 1 in 20 soldiery, the rest labourers, houseservants, etc. Any Tanu encountered outside their lair will be accompanied by twice their number of 0 level soldiery; if this number amounts to 10 or more, a silver-torced lieutenant is 75% likely to be present.

Tanu are 7' or more in height, resembling slightly-built humans of regal mien. They speak common, alignment, and their own language, though they usually communicate telepathically. They live for about 300 years.

HOWLERS

No Appearing: 3-60
Armour Class: 7
Movement: 12" per level of magic use.
Hit Dice: 1-1
Treasure: R
Alignment: Chaotic evil
Intelligence: Average (high)

Howlers are descendants of those of the original Firvulag rebels who knowingly took to living in caverns rich in radioactive ore. This, over the centuries, severely damaged the genetic makeup of the unfortunate race, and the human qualities of the howler race are now very deformed. Understandably, they resent this misfortune and hate all physically 'normal' intelligent creatures. Howlers are notorious for torturing captives and mutilating captives... thus they take both male and female slaves for breeding purposes, as to 200% of the number of Tanu; 1 in 20 of these will be silver-torced lieutenants (Tanu will only ever promote fighters within 9'-10' 'slavers' and slavers will invariably 2-3 grey torc slaves each when engaged in slaving expeditions.

When closed around the throat, a magical 'lock' secures all types of torc; thus they may only be removed intact, and the wearer will lose 1 point of intelligence.

The Torcs

There are three kinds of torc: gold, silver, and grey (tin) in decreasing order of value. A gold torc is made by the Tanu in very limited numbers; almost the only way to obtain these is by taking them from their wearers. Grey torcs are far more common; most Tanu slaves will have a small cache of spares, and Tanu slaves will invariably carry 2-3 grey torc slaves each when engaged in slaving expeditions.

When closed around the throat, a magical 'lock' secures all types of torc; thus they may only be removed intact by means of magic - knock, dispel magic, limited wish, or wish - or by decapitation. The lock on grey and silver torc is cancelled whenever a more powerful torc type is closed around a neck already bearing one torc - the lesser torc may then be removed intact, and the wearer is not subject to the ramifying penalties outlined below.

In the case of torcs, dispel magic acts exactly like a knock spell. Gold and silver torcs allow telepathic communication with all other torc-owners within 9'-10' of the wearer in any order of number; a silver-torced lieutenant can only receive such communication, not send it. Tanu (and only Tanu) can use their gold torcs to mentally project excruciating pain or pleasure to grey torc slaves as punishment and reward; thus the basic morale rating of Tanu's slaves is as follows:

Tunu within 9' = 90% Silver-torced lieutenants within 9'-10' = 60% neither of above within 9'-10' = 30% Silver-torced lieutenants have a rating of 80% at all times - the Tanu pick their underlings carefully and reward them well.

Any character unfortunate enough to be in the presence of Tanu while wearing a grey torc can be subject to pain projection, and in which case, will be incapable of action for rounds; a character dream throw vs magic must be attempted each round thereafter, and until it is made successfully the character cannot attack the Tanu or their slaves lieutenants. This restriction is negated if the character is physically attacked. A Tanu may only project pain to one creature per turn.

1. Gold torcs. Any character with intelligence, wisdom or charisma scores above 15 who places a gold torc around his/her throat is, if not already psionically endowed, entitled to a second throw to determine the presence or absence of psionic abilities, but with a 10% bonus to the dice.

Gold torcs also bestow a limited form of regeneration: as soon as the wearer's hit points fall below one, the torc will regenerate 1 hit point per turn until zero is reached, and then a further ½ hit point, at which point the wearer will be receptive to curative magic and normal regaining of hit points, though incapable of regeneration otherwise. Communication. On the restoration of the first full hit point above zero, the extra ½ hit point is lost. If the wearer's hit points fall below 6, however, he/she is dead. On a clear day and a fair wind, the bite of the torc messes irrevocably with the wearer's life-force, and removal of the torc will instantly kill the wearer.

2. Silver torcs. These are bestowed by the Tanu on all their non-Tanu lieutenants (Tanu will only ever promote fighters to lieutenancy); like gold torcs, silver torcs allow an extra dice roll for psionic endowment with a 10% bonus, but if successful the wearer then has one minor discipline and no major ones. Silver torcs have regenerative powers similar to those of gold torcs, except that the wearer will have hit points fall below -3. If a silver torc is removed, the wearer will fall unconscious for 6 turns and lose 1 point of intelligence.

3. Grey torcs. Any character placing a grey torc around his/her neck (or having one forced on him/her) immediately becomes the equivalent to 0 level, although hit points are retained; the casting of spells and all other level-related abilities are lost. Removal of the torc will restore all former abilities, but 1 point of constitution will be lost.
RuneRites is a regular department for RuneQuest. This will be the last RuneRites to be edited by Oliver Dickinson. He will be leaving us due to the time-consuming nature of his 'real' job. Well, we'd like to thank Oliver for all his excellent work and wish him the best in the future. We'd also like to welcome Dave Morris, who will be taking over from Oliver as RuneRites editor, from next issue.

RUNEQUEST ECONOMICS

by Russell Massey

likely to be regularly exchanging bits of paper is the literate priest class, and even then the lack of a common language would create problems.

Another source of mountains of coinage is in treasure-hoards accumulated by bandits, raiders, chaos-things and the like, and liberated by the intrepid adventurers. The division of this loot into the categories of copper, silver, and gold has always seemed to be a convenient abstraction to make the stuff easier for the players to count and spend. In realistic terms, the groups mentioned would be gaining most of their plunder from adventuring groups and travellers, who are quite likely to be merchants, and therefore their loot should be in the form of whatever valuable items are carried by their victims. These could be weapons, armour, mounts, and trade goods, with actual coinage forming a much smaller proportion of the total value (remember, the adventurers are all being paid with training credit now). The exact proportions will vary, depending on whether a merchant has been robbed just after selling his wares or whether the latest victims are a group of down-on-their-luck adventurers, but a maximum of about 30% in hard cash seems about right. Of course, there may be quite a few bits of parchment with squiggles on them in the hoard, which should give ignorant characters an incentive to learn to read a little better!

As an example of a more realistic treasure size, let us consider the loot garnered by a trio of gargoyles, whose lair can be found in a cave complex 15m up the side of a cliff overlooking a little-used track between two small towns. For three average gargoyles the Treasure Factor is 33; rolls on Treasure Table give the following result – Clacks 335, Lunars 825, Wheels 2. The total value in Lunars is 899. Most of the victims will have been travellers, lone travellers and the like, so let us assume that 25% of the hoard is actually cash. Retaining approximately the same proportions of coin denomination as before gives 399L, Lunars 659, Wheels 200. It is unlikely that any animals could have been taken alive by the gargoyles, even if they could have been flown up to the lair (but war and cavalry horses can form a substantial fraction). Of course, there may be quite a few bits of parchment with squiggles on in the hoard, which should give ignorant characters an incentive to learn to read a little better!

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A Page of Many Things

THE DUNGEON CART
by Thomas Price

Dungeon adventurers are forever carrying the most enormous amount of equipment with them. This has to be carried on the characters back or on the long-suffering Dungeon Donkey. This means when faced with a monster that requires discretion to be the better part of getting eaten alive, the character loses valuable running time dropping his backpack.

By using the Dungeon Cart (supplied, ready to go, at a cost of only 60gp) certain minor problems can be overcome. These include panicking donkeys, losing shields/swords as you drop your pack, transporting badly wounded comrades home, and dealing with that ten thousand gp horde.

The cart is very versatile with its detachable 8ft poles (with their slot-in spearheads) and removable wheels. Special sockets are provided for torches/lanterns. For those unpleasant sheer drops, there are rings set into the cart at either end, for the attachment of the 50ft rope provided. The wheels are leather bound for the least possible noise and the lid buckles shut to ensure that not a single gold piece falls out, no matter how rough the ride.

The interior is divided into two sections, one of the small compartment, the other forms one large compartment. The small compartments are useful for storing those small items that are easily lost; like nails, gold pieces, candles, fake jewels etc. The large compartment comes already supplied with a 50ft rope with a hook at one end and spare straps to fasten kit to the cart, and is ideal for the larger items such as hammers and spare swords/shields.

In conclusion the Dungeon Cart is a welcome addition to any party and represents the best value for your gp.

Treasure Chest is a regular department for readers' D&D/AD&D ideas. This issue we have something for players, a puzzle and a play aid for DMs.

THIEVES' WORDSEARCH
by Graham Staplehurst

THE DROWNING RULES FOR D&D
by Graeme Davis

All characters are assumed to be able to swim, and no trouble is to be expected when swimming unencumbered in still water. An encumbered character falling into water through the operation of a trap, or a character swimming in hazardous conditions (strong currents, sudden whirlpools, attack by aquatic monsters, etc), must make a saving throw calculated as follows:

\[ \text{St} + \text{Con} - \text{Total encumbrance in pounds} \]

Note that this is a low saving throw (ie d20 roll must be lower to save). An additional -1 is imposed for every 10% of total hit points lost.

If this save is made, the character may continue swimming for a number of rounds equal to St score, or until the next hazard or attack. If the save is failed, the character sinks, and must save vs Con to avoid drowning. Kind DMs may prefer to give the character a Dex saving throw to avoid inhaling water, and the Con saving throw if this is failed. If the character has not drowned, he or she is still underwater, and can hold his or her breath for a number of segments equal to Con score. To attempt to regain the surface another saving throw must be made. If a character has not made the surface by the time his or her breath runs out... game over, player one.

Heavily encumbered characters may need to lighten their encumbrance in order to make the surfacing roll; time needed to ditch some of the more common items of equipment are given below, and a surfacing roll cannot be made while ditching. If a character has not made the surface by the time his or her breath runs out... game over, player one.

Hand-held items - instant

Shield - 1 segment

Backpack - 5 segments

Helmet - 1 segment

Boots - 5 segments

Harness? - 7 segments

Cloak - 4 segments

Gauntlets - 2 segments

Sword - 5 segments

1: Includes sword-belt, pouches, etc.
2: Includes shoulder slings for quivers, daggers, etc.

Armour takes an awful lot longer - 2-12 rounds, depending on type, although gauntlets, boots and helmet can account for up to 10% of the weight. Remember that some things need to go first - it's no good trying to take off your backpack with a shield still strapped to your arm, and the pack itself goes over straps, harness, etc; also, don't try fumbling with straps and buckles with your gauntlets on.
HELLO, GOODBYE

Dave Ritchie, the last of the original SPI band, has now split with the group. The new line-up will go on the road as SPI/TSR. Dave has joined the Coleco outfit.

LUCKY MAN

The big prize winner of the Games Workshop Christmas Adventure competition was John Sweeney of Nottingham. John wins the £500 voucher for finding 844 words cunningly hidden in Games Workshop.

TELL THE TRUTH

Will the real Steve Jackson please stand up!

Steam Cannon

PRODUCER: Ral Partha/Citadel

MINATURES

STARRING: Crew of Three

A big budget production which really lays it on with the hardware.

The real star of this boxed set is the Steam cannon itself. With thundering pistons, coal buckets and a power-packed performance from its smoking furnace, it completely overshadows the diminutive three-man crew.

White Dwarf Personalities

PRODUCER: Citadel Miniatures

STARRING: Thrud the Barbarian, Griselda, Gobbledigook

This latest production is in the true Timbin Town tradition. The plan is to provide a detailed look at the character of each figure, including their abilities and backstories.

OOUR LITTLE RENDEZVOUS

The date, the time and the place have all been set. Dragonmeet’84 is underway. This year’s event will be staged on July 28th at the Central Hall, Westminster. Keep your eyes peeled for further information on the line-up for this year’s show.

REINCARNATION INC

Is reincarnation a myth to cheer up cockroaches and warthogs? Maybe so, but parts of the recently deceased Heritageseem to be stirring again. A new company, Genesis by name and nature, have bought up the rights to several old Heritage titles including some of the Dwarfstar range and Dungeon Floors. They have also bought up Texas Miniatures who happen to hold most of the former Heritage figures moulds.

Dawnstar Road Show

The Dwarfstars Road Show goes on nationwide tour next issue with White Dwarf lined up for all the major high-street venues. Headlining will be Castle of Lost Souls, a solo act, backed up by The Serpent’s Venom, a low level D&D scenario and Tabletop Heroes, a colourful new act. To warm up the audience, The Name of the Game will introduce role-playing games, starting with U&U. Many more are on the bill, including all the established stars. Certain acts will be high-lighted in full colour, making this the most spectacular production yet. Not to be missed!

NEW RELEASES

SEARCHING FOR A HEART OF GOLD

HEARTQUEST SERIES: Jeannie Black, Madeleine Simon, Linda Lowery (TSR Inc.) Look up your Cindy dolls, here comes TSR’s onslaught on the teenybop girlie market. Each of the four books has a see-through cover to give a teasing glimpse of the colourful adventures that lie within the virginal white outer. With lyrics like

I’m sorry if I hurt you,
but tiny boxes
are very dangerous.
this could be the cult hit of the year.

AND THE BEAT GOES ON

DRAGON OF DOOM: Rose Estes, RAID IN NIGHTMARE CASTLE:

Catrerine McGuire (TSR Inc.) If you’ve got a successful formula, then stick with it, right? Here’s two more Endless Quest tracks from the TSR hit factory following in the footsteps of Abba. More MGR?

YOUNG BLOODS

FANTASY FOREST SERIES:

Michael Carr, Michael Gray, James M Ward (TSR Inc.) Too much solo role-playing makes you go blind, that’s why this latest series is printed in larger than normal type. The first four tracks in a series aimed exclusively at the minipogers.

DEADMAN’S CURVE

TURBO FIRE and HELL ON WHEELS: (Autoventures) I love the sound of breaking glass, scouring tyres and screaming metal. There’s a fair share of all these in two new heavy metal

on the new Autoventures label, to be released soon. Both modules can be played not on your Walkman, but on your Betacars and Car Wars. Keep on truckin’.

BATTLE CRIES

WELLINGTON’S VICTORY, A GLEAM OF BAYONETS, BATTLE OVER BRITAIN, AIR WAR: (SPI, TSR) Having taken over the old SPI label, TSR have gone through the archives and released a batch of four old titles in their original format. Snap out of the new box covers, Pure nostalgia.

REISSUE OF THE MONTH

ELRIC and DRAGON PASS: (Avation Hills) Two revamped, remixed versions of two classic cuts originally released on the Chaosium label. Dragon Pass was originally released as White Bear, Red Moon, Pure nuggets.
Parlez-vous Français? Games Workshop's Trade Sales Division is looking for a salesmen or agent to sell our wholesale range of game items in France. The successful applicant will be fluent in French and English (French is already living) in France and travel widely therein; have a driving licence and car; be experienced at selling; have some knowledge of hobby games. Terms of employment and salary details to be negotiated. Please apply in writing with CV to Peter Davril-Evans, Games Workshop Ltd, 27-29 Sunbeam Rd, London NW10 6JP.

For Sale Cigarettes, Adventurers for the use of (£8.00). State colour preferred. Semi-circular with hood to hide you better. Also full costume Vetech, well fitted, order. Roger Price Services, MPTD, 207 Durham Rd, London NW10 6PQ.

For Sale Tempestive Office IV There was nothing anywhere but blackness and horror and silence and bones. Send £150 to 15 York Close, Morden, Surrey and may rest your souls.

Postal Games Discover a whole new world of deceit, blackmail and unpleasant goings on. Play Diplomacy by post in the monthly games magazine Saddler. Alternatively postal Junta can be offered. Gallifier! Also Chess, Man-Eater and others. Saddler is 40p an issue or for details from Bill Wright, Boyland House, Morningthorpe, Norfolk.


Character Generator 48K Spectrum character generator: roll up characters in seconds. Includes 7 races, 10 classes, 20 levels, languages, spells, hercunmen etc. catered for. Also chess and tailored. Gallifier also. Fiddly bits you hate. Ideal for large No's NPCs etc. Cheques/PVs for £3.00 to Peter Thompson, 56 Willismore Rd, Manchester M14 1TB.

Melee-D for ZX81/Spectrum A computerised database for DMs. Generates 'to-hit' and 'damage' values for characters etc. Send SAE for details, £2.00 for listing, MPTD, 271 Durham Rd, Steventon, Herts SG1 4JR.

Tired of Life? Try The Journal of the Senseless Carnage Society No 5 and you'll never look back! For details send SSAA to G Drysdale, 7 Lavender Way, Shirley, Surrey CR0 7RP.

Books, contacts and events can be advertised once at no charge up to a maximum of 40 words. Further insertions at the rate of 5p per word.

SF Birmingham Sci-fi wargamer looking for conc- temporary (25+) for correspondence while I am abroad and while on UK leave. Mr D T Chilling, British Aircraft Corp, P O Box 98, Dhahran - 31932, Saudi Arabia.

S Croydon 17-year old Traveller seeks attractive female player in this sector. Has some RuneQuest experience. Willing to learn more RPGs. Interested in table-topping, any areas of Traveller. David J. 171 Sun- dale Avenue, Selsdon, S Croydon, Surrey CR2 8RX.


AD&D Macduff Four AD&D players/DM seek fellow (14-15yrs) players in Macduff/Banff area. Phone: Macduff 32198.

AARDVARK 1984 Bristol University's biggest ever convention! Wargaming, Traveller, RPGs, or bring your own scenarios. Don't miss it! Saturday 17th March, 9am-10pm at the Bristol Students Union, Queens Road.

Players Wanted in the Tunbridge Wells area. AD&D etc. Contact: Peter Emson, 10 Speldhurst Rd, Southboro-, T, Wells Kent TN4 0OP.

Contact Wanted Small games club wants to correspond, exchange ideas, and/or games with fantasy gamers in the UK. AD&D, Cry Havoc, etc. played. Write: c/o Dragonriders, Randy Solo, 5710A Dutch Mill Ct, Hanover Park, Illinois, USA 60103.

Wanted Experienced role-players to contribute to and share in production of a new (primarily D&D) fanzine. If interested please write to: Robert Bradshaw, Spring Well House, Aston Tirrold, Oxon OX11 2BD... Typtists and help with money especially welcome.

Morrow Project Convention 28/29 April in Walsall. Cost £4.00 per person. Small event (30 people approx). Dedicated Morrow Project players only. Write for details to Chris Harvey, c/o Flying Buffalo, P O Box 100, Bath St, Walsall, West Midlands.

AD&D Leicester Diminishing group in the South Leicester area seeks new players for weekend gaming sessions. Other games played (JR players very welcome). Interested? Write: Chris Hughes, 24 Victoria St, Wigston Magna, Leicester or phone Alan on 0533 431285.

Wanted Pen-pal for US. Preferably an AD&D player. Please send details to Robert S Marshall, P O Box 404, Louisville, Georgia, 30434, USA.

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