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Part 2: A look at some more fantasy role-playing games, for the beginner.

Last issue's article explained the basic idea of role-playing games, and introduced the most popular and widely-known RPG - Dungeons & Dragons. Although D&D is popular, experienced players often find it a little too simplistic.

As soon as D&D became available, other designers decided to produce their own fantasy rules, partly to correct the shortcomings of D&D and partly to make large sums of money. Probably the most successful RPG (apart from D&D itself) is RuneQuest, recently voted second most popular RPG by the readership of White Dwarf.

RuneQuest - A World of Difference

Although the basic idea of RuneQuest is superficially similar to D&D, the details are so well organised and coherent that their main elements have remained unchanged through two editions and several printings, and have been incorporated into several other Chaosium (the publisher) games. A third edition is due to appear, and it is anticipated that there will be few major rule changes.

RuneQuest is set in a Bronze Age world called Glorantha. Almost all player characters can use magic, and spells and religion play an extremely important part in Gloranthan culture. The section of Glorantha which has been described in most detail is Sartar. During the period covered by the game, Sartar is partially occupied by the Lunar Empire, a religious dictatorship founded by the Red Goddess of Peloria.

RuneQuest characters have seven randomly generated characteristics and nine figured characteristics. The main characteristics are Strength, Constitution, Size, Intelligence, Power, Dexterity, and Charisma. Size is the character's physical bulk and mass, Power is related to the character's ability to cast spells and resist magic, and reflects the character's status with his or her deity. All other characteristics are similar to those in D&D. These attributes are rolled on three six-sided dice (3d6) for humans.

Characteristics can be improved as the PC progresses. Secondary figured characteristics include bonuses on attack, damage, parry, and defence capabilities, hit points, perception, stealth, manipulative ability, and general knowledge.

A character can be assumed to have spent five years service as a member of the militia, an apprentice, a barbarian tribesman, or as a mercenary. All these careers give some chance of increasing characteristics, some skill training, and possibly a few spells.

The structure of Gloranthan society favours characters who join guilds and religious cults. Cult taboos and practices replace most of the alignment concept as seen in D&D, giving characters preferred behaviour patterns appropriate to their faith. The gods represent Law or Chaos, with good and evil largely irrelevant. As an example, members of the Storm Bull barbarian cult are berserk fighters opposed to Chaos. Each religion is linked to two or three Runes representing the principal characteristics of the deity: Storm Bull Runes are Death, Air, and Beast.

RuneQuest features two types of magic;Battle Magic, available to anyone for a price, and Rune Magic, derived from the Runes of cults. Both forms of magic cover a wide range of effects, from healing to increasing the effectiveness of weapons. All forms of magic require the sacrifice of points of Power (POW). The use of harmful spells requires the caster to overcome his victim's POW with his own POW, so characters will become more vulnerable with each spell cast and each point of POW expended.

Each cult has several types of membership, from Lay member through Initiate to Rune Priest or Rune Lord. Rune Priests specialise in Rune spells and rituals, while Rune Lords concentrate on combat, cult and survival skills aided mainly by Battle magic.

The RuneQuest rulebook explains the organisation of cults and outlines two typical religions, while two additional source books (Cults of Prax and Cults of Terror) cover twenty-two religions in more detail.

RuneQuest has fewer magic items
than most other FRP games. The main types are POW storage crystals, spell matrices (allowing a character to cast a spell without learning it at normal POW costs), fragments of Truestone (a type of stone which can store a cast spell for future use), and potions which duplicate the effects of spells. The acquisition of truestone is a very limited form of advancement, but characters who get rich can pay for training, spells, and other useful goodies.

The RuneQuest combat system is probably the reason for the game's success. Although more complicated than that used in D&D, it is easy to learn, fairly fast, and far more realistic.

Each character has a number of hit points, determined from Constitution, which in turn assign points to various parts of the body. Thus a character with 16 hit points can take up to 6 points of damage to either leg, 6 points to the abdomen or head, 5 to the shoulder, and 4 to the hand. This adds up to 24 points, but if the total number of points of injury exceed 16 the character will die. Body areas are given armor protection, with only the area around the arm being unprotected. Each point of armor will absorb a point of damage from an attack. Thus bare skin is unarmoured, leather armour absorbs 1 or 2 points, and chainmail will absorb 5 points. Armour is added to the amount of equipment carried by the character (encumbrance), and its weight can slow a character considerably.

Each character or creature is skilled with one or more weapons, which can also be used to parry blows. Shields are also used as parrying weapons. Weapon skill and damage are derived from characteristics, training, and experience. Combat involves the following principal stages:

1: The attacker rolls to hit (percentile roll under weapon skill), then, if successful, rolls for damage, which are struck.
2: The defender may choose to oppose the attack with a parry (most defenders can only parry once per attack), making a roll under parry skill which absorbs 2 or both points of damage. If the parry is successful the blow is blocked, and the parrying weapon absorbs the damage. Weapons have their own hit points, and will break if the specified points, divided from Constitution, are struck.
3: If the blow penetrates, the attacker rolls to see how much damage (by weapon type) is caused, and the defender subtracts the damage (less armour protection) from the points of the affected area. If the number of points of damage to a location exceed the area's hit points the character is partially or totally incapacitated until cured or dead. Limbs receiving more than 6 points of damage will lose their allocation are severed or maimed, the points of injury exceeding more than 6 will cause permanent damage. Limbs receiving more than 6 points of damage will be severed or maimed, with one or more weapons, which can also be used to parry blows. Shields are also used as parrying weapons. Weapon skill and damage are derived from characteristics, training, and experience.

As characters successfully use weapons, parries, and other skills they are noted on record sheets. At the end of each adventure (or every week in a prolonged campaign) the player goes down the list, and attempts to make a percentile dice roll under 100 less the skill rating, modified for intelligence. If this roll is successful the skill level is increased by 1%, making successful use easier and further improvement more difficult. POW can be increased by a similar process.

Since the RuneQuest combat system is based on all the characteristics of combatants, all creatures and monsters encountered in the game have their own characteristics and skills, used in the same way as those of humans. It's easy to have non-player characters, and races available include Elves, Baboons, Trolls, Centaurs, Dragonewts (tribal intelligent lizards), intelligent Ducks, Dwarves, and Ogres. There are many other systems, some good and some awful.

Other Fantasy Role-Playing Games

There are a lot of books, scenarios and supplements available but it is possible to run an effective campaign using the boxed game alone. Some referees even save money by buying only the RuneQuest Rulebook, and preparing all the additional material for themselves! All of the standard Chaosium publications and are readily available in the UK: RuneQuest Boxed Set – Rules, Scenario, etc. (recommended for beginners); RuneQuest Rulebook – paperbound; RuneQuest Rulebook (hardcover); Cults of Prax (15 neutral and lawful religions); Cults of Terror (7 chaotic religions); Griffin Mountain (wilderness campaign); Questworld (alternative campaign); Pavis (city campaign); The Big Rubble (ruins campaign).

Many game magazines and fanzines frequently feature RuneQuest articles and scenarios, and there is a variety of independently-produced material available.

Other Fantasy Role-Playing Games

Dungeons & Dragons and RuneQuest are not the only FRP games available – there are many other systems, some good and some awful.

Tunnels & Trolls (T&T) – Flying Buffalo Inc

T&T is another early game, and features a ‘fast and dirty’ combat system and simplified rules which make it exceptionally easy to learn. Characters belong to one of four classes: Warriors, Wizards, Rogues, and Warrior/Wizards and may belong to several races, with characteristics modified for race. Characters must acquire experience points at certain levels, with each level increasing allows improvement of characteristics or the acquisition of new skills.

T&T magic requires the consumption of Strength points (similar to the use of POW points in RuneQuest). The rules for magic items are not particularly detailed, and a lot of the spells have rather silly names.

T&T combat requires each character and creature to compare points, modified by armour and shield factors, bonuses for weapons, and a die roll. The difference between the two totals is subtracted from the losers hit points. This process continues until the loser is dead or breaks off. Heavily unmatched combats are usually finished in a single round, but reasonably even fights can last a long time.

The main advantages of Tunnels & Trolls is that the rules make running a solo adventure extremely easy. The majority of published T&T scenarios are in a solo format – most are extremely difficult and require a good deal of common sense. T&T is recommended for solo players interested in developing characters and solo adventures.

Chivalry & Sorcery (C&S) – Fantasy Games Unlimited

Chivalry & Sorcery is probably the most complex FRPG available, and is probably not the best game for beginners. C&S scores by the use of an extremely detailed generation system (2-3 hours per character) which covers everything from a character’s birth sign, social class, and ancestry to cooking ability and eye colour. All normal characteristics are included, of course. The game is set in medieval Europe, with options to use Mongol, prehistoric survivors, and a full-scale siege warfare system which may be the best medieval bang for the buck.

Highly recommended for experienced players and prolonged campaigns. At its best when dealing with statecraft, warfare, and diplomacy.

Warhammer (WH) – Citadel/Games Workshop

Warhammer is an all-British production combining a fairly simple character generation system with extended rules for mass combat and battles. A feature of the rules is the use of pictures and references to the Citadel figures range, making selection of appropriate units easy. All players find the book easy to use.

Recommended for referees who don’t mind a number of elements, and can cope with the authors’ jocular style and awful puns. Other FRPGs available: T&T Boxed Set (rules, solo dungeon, scenario, etc); T&T Rulebook only; WH Boxed Set (three rulebooks); WH Boxed Set (three volumes); C&S Boxed Set (three volumes, record sheets, etc).

All of these additional publications are from the “homebrew” market. There are a lot of independently produced scenarios and rule extensions available, of varying quality, including some claimed to be suitable for any system. Two good examples of this type of product are the Grimtooths Traps volume from Flying Buffalo, at £3.75 each.
The greatest battle of the War of the Ring was fought upon the Pelennor fields before the indomitable walls of the citadel of Gondor. No doubt most readers are familiar with the Lord of the Rings, therefore this introduction will serve as a synopsis of the two days prior to the battle.

The Witch King of Angmar and the Armies of Morgul had overrun Faramir’s small garrison at Osgiliath, captured the causeway between the defensive wall known as Rammas Echor and the River Anduin, and pursued the tattered remnants of Faramir’s rangers back to the great city itself. Faramir was severely wounded during the rout and was only saved from a brutal death by the valiant charge of Prince Imrahil and his Knights of Dol Amroth.

For two days and nights, the orcs of the Morgul host dug lines of trenches. They surrounded the city in a huge ring just out of bowshot from the walls. Siege catapults were positioned and incendiaries together with the heads of those men slain at Osgiliath, were hurled high over the first wall to rain down upon the city streets. During the second night, the Witch-King launched his major assault against the walls to test the strength of the defenders and to keep them stretched and distracted. Mumakil from Harad dragged forward siege towers and catapults to the wall; but these were not designed to afford access to the city.

Under cover of the assault, a huge battering ram, over one hundred feet in length, was brought to bear on the gate. The head of the ram (which the orcs had named Grond) bore runes of destructive power. These were activated by the Witch-King as the third stroke of the ram fell upon the gates, and the doors ‘tumbled in riven fragments to the ground’.

Come not between the Nazgul and his prey! Or he will not slay thee in thy turn. He will bear thee away to the houses of lamentation, beyond all darkness, where thy flesh shall be devoured, and thy shrivelled mind be left naked to the Lidless Eye.

Witch-King of Angmar to Eowyn

In rode the Witch-King to be confronted by Gandalf. A desperate fight would have undoubtedly ensued had it not have been for the timely arrival of both the dawn and the Rohirrim. It is at this point - dawn of the third day of siege - that this scenario is designed to represent. The optimum number of players is six; three per side, plus one umpire.
have been stretched out to cover most 5" radius by -1 for Id4
rounds.

The table. The three harbours of Harlond have been stretched out to cover most of the southern edge of the table. The reason for this is that this battle is perhaps the best known of all fantasy clashes, and as such it is virtually impossible to simulate the surprise of Eowyn, Merry or Pippin. Aragorn may choose one of the three

bourses at random prior to the start of the wound, it will run amok for Id8 rounds Gandalf may kill him using Glamdring

bours with the use of magic.

Mumakil
These gigantic elephants are invulnerable to missiles, except for their eyes. Only missile attacks and magic launched at them from the front stands any chance of penetrating. All 'kills' will be eligible for a saving throw at +2 due to the heavy armour and size of the target area. Should a Mumakil receive an eye wound, it will run amok for 1d8 rounds trampling friend and foe alike. Consult the following chart to determine its movement whilst berserk:

No horses will approach within a 5" radius of any Mumakil.

The Witch-King of Angmar
The only characters that can kill the Lord of the Nazgul with normal weapons are Eowyn, Merry or Pippin. Aragorn may slay him using the sword Narsil, and Gandalf may kill him using Glamdring or with the use of magic.

Umpire's Briefing
This scenario has been designed to fit on a standard table-tennis table of 4' x 8'. The suggested figure scale is 100:1 with heroes represented on a 1:1 basis. This gives a total figure requirement of 369 (110 Allies, 259 Sauron troops).

Only the first two of the seven walls of Minas Tirith need to be placed on the table. The three harbours of Harlond have been stretched out to cover most of the southern edge of the table. The reason for this is that this battle is perhaps the best known of all fantasy clashes, and as such it is virtually impossible to simulate the surprise of Eowyn, Merry or Pippin. Aragorn may choose one of the three

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Denethor, Faramir and Pippin
At the start, all three are in the citadel, which takes one move to reach from anywhere within the city walls. Denethor orders that Faramir be prepared for his funeral pyre and also makes similar arrangements for himself (throw 1d4 to determine how many moves this preparation will take). Pippin is under your control. He must remain with Denethor until the lyre is ready and then he will attempt to locate Gandalf in order to persuade him to prevent
NOTES AND OBJECTIVES FOR THE ALLIES
The Command of the Allies should be divided as follows:

The Army of Gondor
All forces as detailed below, plus Gandalf. Due to Denethor's state of despair and Faramir's incapacitation, Gandalf is the effective commander-in-chief of this Army group. Neither Denethor nor Faramir should be placed on the table, as they are in the Citadel located within the seventh level of the city. All troops that come into contact with either Denethor or Faramir suffer -1 to their morale status. You may place your troops within the first and second walls of Minas Tirith, but remember that the great gate is now broken and the first wall is open to attack. Your battle objective is to prevent the Morgul host from taking the second level of the city.

The Darkness has begun. There will be no dawn.

Gandalf

The Rohirrim
At the start of the game, your troops may enter the table anywhere between points A and B (see map) but no more than 6 inches in from your baseline. In addition, you also command Merry of the Fellowship. Your objective is to kill the Witch-King and the Chief of the Southrons, and to hold the causeway road between Osgiliath and Minas Tirith.

Even in the heart of our stronghold the Enemy has power to strike us: for his will it is that is at work.

Gandalf to Pippin

The Fellowship and Aragorn's Forces
The umpire will tell you exactly when Denethor or Faramir suffer -1 to their morale status. You may place your in order to preserve an element of surprise. Aragorn possesses Narsil, the re-forged sword of Elendil. This weapon is +2 to hit and does full damage vs undead. Your objective is to link up with the Rohirrim and push the army of the Witch-King back towards Osgiliath.

Gandalf's Spells:
Level 1:
1. Alarm, blessing, bless blade, cure light injury, detect hidden doors, detect life, far sight, fireball, flight, gift of tongues, lock, magic light, hammerhand, aura of mighty resistance, wind blast.
Level 2: Aura of fearsome aspect, aura of protection, aura of steadfastness, drop, hold door, lightning, bolt, mystic mist, skirrik's pentagram, smash door, telepathy, thunderhand, turn to fog.
Level 3: Aura of command, aura of invulnerability, banish undead, inspiration, invisibility, magic bridge, mask shape, pentacle pillar of light, slam doors, turn someone to frog, walk on water.
Level 4: Blast, hurricane, mind control, wall shaker.
Talisman: Glamdring (elven-sword): Negates all magic attacks. Hit at +2. Full effect vs undead. Narya (the great): Elven ring of power. Negates all magic attacks. Maintains immortality of wearer as long as the One Ring exists. Binds wearer to the power of the One Ring. Staff of Light:
Gandalf must retain this staff in order to use any of the spells listed above.

<table>
<thead>
<tr>
<th>Character/Unit</th>
<th>No of Figures Move WS BS Strength Toughness Wounds Initiative Attacks</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gondor Army List</td>
<td></td>
</tr>
<tr>
<td>Steward Denethor</td>
<td>1</td>
</tr>
<tr>
<td>Faramir</td>
<td>1</td>
</tr>
<tr>
<td>Guard of the Citadel</td>
<td>2</td>
</tr>
<tr>
<td>Rangers of Ithilien</td>
<td>2</td>
</tr>
<tr>
<td>Men of Lossarnach</td>
<td>3</td>
</tr>
<tr>
<td>Men of Ringlo Vale</td>
<td>3</td>
</tr>
<tr>
<td>Men of Morthond</td>
<td>5</td>
</tr>
<tr>
<td>Military of Anfalas</td>
<td>6</td>
</tr>
<tr>
<td>Hillmen of Lamedon</td>
<td>1</td>
</tr>
<tr>
<td>Fishervolk of Ethir</td>
<td>1</td>
</tr>
<tr>
<td>Men of Pinneth Gelin</td>
<td>3</td>
</tr>
<tr>
<td>Imrahil,</td>
<td></td>
</tr>
<tr>
<td>Prince of Dol Amroth</td>
<td>1</td>
</tr>
<tr>
<td>Knights of Dol Amroth</td>
<td>1</td>
</tr>
<tr>
<td>Men-at-Arms</td>
<td></td>
</tr>
<tr>
<td>of Dol Amroth</td>
<td>7</td>
</tr>
<tr>
<td>NB: The scores in brackets refer to Denethor and Faramir's initiative, due to their states of mind and body.</td>
<td></td>
</tr>
<tr>
<td>Gandalf the White</td>
<td>1</td>
</tr>
</tbody>
</table>

<p>| Fellowship and Aragorn's Forces List                  |                                                               |
|-------------------------------------------------------|                                                               |</p>
<table>
<thead>
<tr>
<th>Character/Unit</th>
<th>No of Figures Move WS BS Strength Toughness Wounds Initiative Attacks</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aragorn</td>
<td>1</td>
</tr>
<tr>
<td>Merry</td>
<td>1</td>
</tr>
<tr>
<td>Pippin</td>
<td>1</td>
</tr>
<tr>
<td>Legolas</td>
<td>1</td>
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<tr>
<td>Gimli</td>
<td>1</td>
</tr>
<tr>
<td>Rangers of the North</td>
<td>5</td>
</tr>
<tr>
<td>Men of Lostin</td>
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</tr>
<tr>
<td>Men of Lamedon</td>
<td>6</td>
</tr>
<tr>
<td>Feeds of the South</td>
<td>4</td>
</tr>
</tbody>
</table>

<p>| Rohirrim Army List                                    |                                                               |
|-------------------------------------------------------|                                                               |</p>
<table>
<thead>
<tr>
<th>Character/Unit</th>
<th>No of Figures Move WS BS Strength Toughness Wounds Initiative Attacks</th>
</tr>
</thead>
<tbody>
<tr>
<td>Theoden</td>
<td>1</td>
</tr>
<tr>
<td>Eomer</td>
<td>1</td>
</tr>
<tr>
<td>Eowyn</td>
<td>1</td>
</tr>
<tr>
<td>Rohirrim Cavalry</td>
<td>55</td>
</tr>
</tbody>
</table>

Legolas
Gimli
**The Witch-King of Angmar Army List**

<table>
<thead>
<tr>
<th>Character/Unit</th>
<th>No of Figures Move WS BS Strength Toughness Wounds Initiative Attacks</th>
</tr>
</thead>
<tbody>
<tr>
<td>Nazgul's Winged Beast</td>
<td>1</td>
</tr>
<tr>
<td>Gothmog,</td>
<td>1</td>
</tr>
<tr>
<td>Lieutenant of Morgul</td>
<td>6</td>
</tr>
<tr>
<td>Chief of the Southerns</td>
<td>6</td>
</tr>
<tr>
<td>Haradrim Cavalry</td>
<td>6</td>
</tr>
<tr>
<td>Haradrim Infantry</td>
<td>2</td>
</tr>
<tr>
<td>Uruk-hai</td>
<td>12</td>
</tr>
<tr>
<td>Vargriars of Khand</td>
<td>2</td>
</tr>
<tr>
<td>Easterlings of Rhun</td>
<td>8</td>
</tr>
<tr>
<td>Olog-hai Trolls</td>
<td>6</td>
</tr>
<tr>
<td>Ors of the Eye</td>
<td>6</td>
</tr>
<tr>
<td>Trolls of Mordor</td>
<td>8</td>
</tr>
<tr>
<td>The Far Harad</td>
<td>24</td>
</tr>
<tr>
<td>The Witch-King of Angmar, Lord of the Nazgul</td>
<td>12</td>
</tr>
</tbody>
</table>

**Saving Throw vs Black Breath**

- Toughness: A B C and D E and F
- Saving Throw: 6, 5, 4, 5, 3, 4, 5, 6

**Witch-King's Spells:**

1. Alarm, curse, cause fear, create death, detect life, detect object, far sight, fireball, flight, hammerhand, aura of mystery, resistance, wind blast.

**Level 2:**
- Aura of fear's aspect, aura of protection, aura of steadfastness, bloodlust, cause severe wound, lighting bolt, mystic mist, rooted to the spot, telepathy, thunderhand

**Level 3:**
- Aura of command, aura of invulnerability, banish undead, inspiration, mask shape, summon demons

**Level 4:**
- Blast, mind control, wall shaker (only for Grond).

**Necromantic Spells:**
- Raise recent dead, hold undead, command undead, raise zombie, steal life energy.

**Black Breath:** Range 8". Those affected must save vs Toughness or lose 1 point of strength every 2 rounds until dead. Failure to save on first throw, each subsequent attempt is at -1.

**Black Mace of Morgul:** +2 all attacks; poisoned hits.

**FIGURE RECOMMENDATIONS**

- Army of the Gondor:
  - Gandalf: **Citadel C2021d (foot) or C33a2 (mounted)**
  - Ral Partha P011d
  - **Rangers of the Citadel:**
    - Ral Partha P092g and h
    - **Men of Lossarnach:**
      - Essence ASX2
    - **Men of Ringlo Vale:**
      - Essence C37a2
    - **Men of Morthorn:**
      - Essence C38a2 (DA2S)
    - **Milites of Artham:**
      - Essence C37a1
    - **Men of Pinneth Gelin:**
      - Essence C55a2
  - **Imrahil:**
    - Essence M1, swan helm
  - **Amroth:***
    - Essence F105
  - **Knights of Dol Amroth:**
    - Essence F105
  - **Men at Arms of Dol Amroth:**
    - Essence F11

- **The Rohirrim**:
  - Theoden: Essence F40
  - **Eomer:**
    - Essence AN1
    - **Citadel C30a5 (mounted):**
    - Ral Partha P092a (foot)
  - **The Rohirrim:**
    - **Fellowship/Aragorn's Troops**
    - **Aragorn:**
      - Essence ASX10

- **Army of the Witch-King**:
  - **Rider from Ral Partha:**
    - **P0921a**
  - **Winged Beast:**
    - **Asgard/Winged Raphtile**
  - **Gothmog:**
    - **Citadel C021a**
    - Ral Partha P031a
  - **Chief of the Southerns:**
    - **Citadel C028a**
    - Essence AAS7
  - **Haradrim Cavalry:**
    - **Citadel C3011**
    - Essence AK3
  - **Haradrim Infantry:**
    - **Any Citadel's New figures**
    - Essence F11
  - **Mumakil:**
    - **Citadel C37a2**
  - **Vargriars of Khand:**
    - **Citadel C30a5**
  - **Easterlings of Rhun:**
    - **Olog-hai Trolls:**
      - **Uruk-hai:**
        - **Ors of the Eye:**
          - **Citadel C30a5**
        - **Trolls of Mordor:**
          - **The Far Harad:**

- **Player Three as Chief of the Southrons commanding the Haradrim Cavaliery and Infantry, the Mumakil and the Far Harad.**

- **I fear that Minas Tirith shall fall. Night comes. The very warmth of my blood seems stolen away.**

**Beregond**

The prime objective for the Army of the Witch King is to take and hold the second wall of Minas Tirith and to prevent Aragorn linking up with the Rohirrim. Secondary objectives are to kill Theoden and Gandalf. 

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**NOTES AND OBJECTIVES FOR THE ARMY OF THE WITCH-KING**

The Morgul host should be divided up between three players.

**Player One as the Witch-King and Winged Beast, plus the Vargriars and Easterlings.** Your force begins the game anywhere between C and D (see map), up to 24" in from the eastern edge of the table.

**Player Two as Gothmog in command of the Army of Mordor — the Olog-hai, Orcs of the Eye, Trolls of Mordor and the Uruk-hai.** Your force begins the game anywhere in the centre of the table bounded by the tranches in the west, the causeway road to the north, the village of Ramatlah to the east and the Pelennor woods to the south.

**Player Three as Chief of the Southerns commanding the Haradrim Cavaliery and Infantry, the Mumakil and the Far Harad.**

Your start-position is anywhere between points E and F (see map), south of the Pelargir gate.

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**PAINTING SUMMARY**

The following guide is to help you in the painting and preparation of the forces involved. Further detail regards uniforms and organisation can be found in Chapter 6: Part Three, of the Ring trilogy.

**The Allies**

- Gandalf: White robes and staff with white horse 'Shadowfax'; Guards of the Citadel — Silver helmets, black robes and shields with white tree emblem; Men of Lossarnach — Black helmets, chainmail and battleaxes; Men of Pinneth Gelin — Green leather jerkins and breeches; Prince Imrahil and Knights of Dol Amroth — Blue surcoats and banners bearing a bear and silver swan motif. All horses were grey; The Rohirrim — Silver helmets and chainmail, green shields with a sun device, green banners with a white horse emblem. Their horses were either white or grey; Aragorn — banner depicting a crowned chieftain above a white tree with seven stars about it (see illustration).

**The Mordor Host**

- Witch-King: Black robes, black iron crown and mace; Gothmog — black plate armour bearing the red eye device on the helm; Haradrim — Brown skinned, black-eyemed men. Scarlet tunics and cloaks with gold collars. Yellow and black shields studded with steel spikes. Crimson spear-heads. Their banner is a black serpent on a scarlet field; Mumakil — Lamellar armour with harness of gold and brass. Large towers mounted upon their backs bearing arms and banners of scarlet; Olog-Hai and Trolls of Mordor — Green skins branded with the 'eye' device; Orcs of Mordor and Uruk-Hai — Grey skinned, black-blooded. Dull red and black clothing bearing the eye emblem; Far Harad — Black skinned with red eyes and long tongues. Also known as Black Numenoreans; Easterlings — bearded and armed with black axes.

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**Players' Notes**

- **Witch-king's Points:**
  - 1: Alarm, curse, cause fear, create death, detect life, detect object, far sight, fireball, flight, hammerhand, aura of mystery, resistance, wind blast.

- **Level 2:**
  - Aura of fear's aspect, aura of protection, aura of steadfastness, bloodlust, cause severe wound, lighting bolt, mystic mist, rooted to the spot, telepathy, thunderhand.

- **Level 3:**
  - Aura of command, aura of invulnerability, banish undead, inspiration, mask shape, summon demons.

- **Level 4:**
  - Blast, mind control, wall shaker (only for Grond).

**Necromantic Spells:**

- Raise recent dead, hold undead, command undead, raise zombie, steal life energy.

- Black Breath: Range 8". Those affected must save vs Toughness or lose 1 point of strength every 2 rounds until dead. Failure to save on first throw, each subsequent attempt is at -1.

- Black Mace of Morgul: +2 all attacks; poisoned hits.

---

**Armies of Minas Tirith**

- **Grey Keep:**
  - **Fiefs of the South:***
    - **Denizen FA28**
    - Any new Citadel figures
  - **Armies of the Southrons:**
    - **Imrahil:**
      - Essence F11

- **Minas Tirith:**
  - **Armies of the Southrons:**
    - **Imrahil:**
      - Essence F11

- **Mumakil:**
  - **Citadel C37a2**

- **Easterlings of Rhun:**
  - **Olog-hai Trolls:**
    - **Uruk-hai:**
      - **Ors of the Eye:**
        - **Citadel C30a5**
      - **Trolls of Mordor:**
        - **The Far Harad:**

**Figure Collection:**

- Gary Chalk, Joe Dever and Gary Keop
- Photographs: Joe Dever
- Scale Model: Joe Dever
In Open Box, science fiction and fantasy games and rulebooks currently in the shops are reviewed by independent authorities. Ratings are on a scale from 1 to 10, in several categories, or as a single overall mark for accessories.

OPEN BOX

Photograph: T.E. Dancey Photo-Service

In Open Box, science fiction and fantasy games and rulebooks currently in the shops are reviewed by independent authorities. Ratings are on a scale from 1 to 10, in several categories, or as a single overall mark for accessories.

CAVERNS OF THE DEAD
DUNGEON PLANNER SET 1
Games Workshop Ltd £4.95

Caverns of the Dead is the first in a new line of game-aids from Games Workshop, being a scenario outline (ie a dungeon planner) based in The Royal Tombs. It is labelled as being suitable for any fantasy role-playing system, although the monsters used in the text are undeniably AD&D style monsters. The scenario is deliberately left incomplete with space in the text for the DM to put in his own monsters and treasure.

The product is colourful and attractively boxed, containing a large floor plan, a map of the surrounding lands, a DM’s shield and an adventure booklet. The floor plan is perhaps the most innovative piece of the scenario since it uses Games Workshop’s Floor Plan designs reproduced full size – resulting in a colourful map over which players can move the miniature figures that represent their characters. DMs can add to the scenario by using their own Floor Plans sets to extend or alter the dungeon.

The map of Eastern Koss bears little relationship to the rest of the scenario except to pin-point the Tombs. Further Dungeon Planners in the series will be set in further areas of Koss, so a complete ‘world map’ will be the eventual result. The map itself is very nicely drawn, though and has a good fantasy ‘feel’ to it. The detail and most of the ‘Koss milieu’ is left to the DM to develop.

In fact, the map is really an adventure or world setting for DMs. Some DMs may find this frustrating, others may find it stimulating.

The most important part of the adventure is the actual scenario booklet. Compared to the booklets you get in D&D modules, it is rather thin – but then the aim of the package is different and you get a couple of maps instead. Plenty of space is left for the DM to add the necessary details which will bring the descriptions of the rooms to life by supplying active inhabitants and other trappings (which will also mean that each adventure into the tombs can be different, exciting and used for more than one scenario). The booklet also provides eight Adventure Ideas for use with the floor plans, a door chart to mark ‘door status’, and another map of the complex for the DM to develop any additional levels etc.

There is also a DM’s shield; on the players side is a short history of Eastern Koss; on the DM’s side, a numbered map of the complex plus some encounter tables. Some tables appear in triplicate, for when the Tombs are in use, are in a neglected state or are completely abandoned; some of these encounters are rather tongue-in-cheek but the overall effect is good.

Compared to a D&D module, Caverns of the Dead may seem poor value for money. However, it is a useful way to help players design their own dungeon adventures, and provides useful foundations of a world background for the DM to develop.

Presentation: 8 Content: 6 Overall: 7 Richard Meadows

DEATHTRAP DUNGEON
ISLAND OF THE LIZARD KING
Puffin

These books are the sixth and seventh in the Fighting Fantasy Gamebook series by Ian Livingstone. Both books use the Fighting Fantasy combat system, apparently aimed at a nine to twelve year old audience, but contains some interesting traps and devices which may appeal to an older audience.

The format of Deathtrap Dungeon is extremely simple, and resembles the plot of many early D&D scenarios - the hero is promised a vast reward for walking through a dungeon and surviving, and can keep any treasure found on the way. The route through the dungeon is a vicious gauntlet of monsters and traps, requiring some thought and a lot of luck. Complications are caused by the fact that several other heroes are undergoing the same test, and may be encountered in the maze. Only one person can win. It’s thus possible to meet characters in the dungeon, cooperate for several stages, then be forced into a situation where it is essential to attempt to kill them. The dungeon is survivable, but characters who are drawn into any of the traps will probably take so much damage that they fail.

I can’t describe the creatures found in this dungeon, but the majority are extremely tough. Many of the traps are vicious, and would present real problems in a D&D adventure. Most are reasonably fair, but some repeat a fault I’ve found in other books in this series; presenting two or more options without
TRAVELLER BOOK 6: SCOUTS
Games Designers’ Workshop

This book deals with expanded character generation systems for Traveller’s Scout material and a combined world building system. Character generation is very reminiscent of High Guard, and similar to (but wider in scope than) W20’s Star Patrol. Characters roll for their 6 characteristics. As usual, there is the option of elisting straight away, entering the Scout Field Offices, which use the independent, self-sufficient tough guys we all know from Book 1, or attempting to enter college as per High Guard. College graduates enter the Scout Bureaucracy, which tries to support and co-ordinate the Field and keep track of retired scouts.

Characters are then assigned to and trained by a specific office. Thereafter each year they may attempt to get themselves reassigned to another office — this is quite easy — or sit tight; in either case, a character must then be reassigned to another office as the surviving character must throw for survival, promotion and skill (not medals as in Books 4 and 5). If a character fails a survival roll, he may instead muster out immediately. Field scouts don’t receive promotions; scouts and Bureaucrats who are not getting at least one promotion per term are sacked. Pay Grades for scouts are exactly parallel to the military ranks of Book 4 and 5. If a skill is attained, a die is rolled on the office skills, scout life, admin rank, field or bureaucracy table (player’s choice) as allowed by the current assignment. If assigned to a school, a character may spend time there and get an education.

All very familiar to the experienced Traveller. Several skills have been imported or created — Broker from Special Supplement 1; Carousing from High Guard; Commo from Mercenary; Equestrian, allowing control and training of riding beasts; Hunting from Supplement 4; Liaison from High Guard; Naval Architect, allowing ship design; Recon, Survival and Zero-G Combat from Mercenary; Ship Tactics from High Guard; and Survey, allowing world and subsector mapping. All are explained.

Star system generation is extremely thorough and accurate, unquestionably the best such system in print. However, like most such systems, it requires a great deal of time and at least a calculator or computer. With good sense, the designer, Marc Miller, has set the procedure up so that it can be used either to create a whole system from scratch, or expand an already-created one to full detail. I tried several dozen of each and found it equally good either way.

To create a system, you first dice for the number, type and size of stars present and their relative positions. Then you roll to find how many planetary orbits are available (these are spaced using Bode’s Law), and for the presence and quantity of gas giants, planetoid belts, and empty orbits. All known bodies are then randomly placed in suitable orbits; including the main world if it already exists. Then, each remaining orbit has a new world generated for it using the normal system but with additional DMs for orbital position, and main world UPP. There are also several new size and atmosphere categories. If the main world was previously unknown, the user now decides which it is; other worlds are then examined to see why they were settled from the main world — as colonies, farms, bases etc. I found a number of worlds with no apparent reason for being settled; here a reason must be invented by the GM. I also discovered a number of main worlds which were less attractive than the colonies — again cause for GM thought.

Having sorted out the worlds, you must then deal with their moons, as these are quite likely to be inhabited too. A similar procedure is followed for these, but their initial size is based on that of their primary.

If you still want more detail (and who doesn’t?) you can then calculate each world’s albedo or other physical characteristic, and its atmosphere, as modified by cloud, greenhouse effect, orbital eccentricity and axial tilt. No way of determining these last two is provided; create your own table or assign them with minimal effort. If you need care, whether water is liquid or ice significantly affects the albedo — you may need several tries to get it right. A minor point here; degrees Kelvin and degrees Celsius get a little mixed up. A minor point here; days Kelvin and degrees Celsius get a little mixed up.

Star System generation is definitely not for the beginner. I’d recommend one of two courses; program your computer to churn out a couple of hundred systems, or use the worlds you’ve already got and expand them up as time permits. Reading pointed out that the books are quite likely to be inhabited too. A major point here; days Kelvin and degrees Celsius get a little mixed up.

In conclusion: Not as clear as earlier Traveller materials. If you want to generate your own world and have a lot of time to spare, this is the item for you. If you simply want expanded scout characters, then you must go further; Traveller is not only Traveller, happily occupied for hours, much as High Guard and Striker do.

Presentation: 7 Enjoyment: 8
Playability: 7 Complexity: 10
Skill: 8 Rules: 8
Overall: 7
Andy Slack
Critical Mass is a regular science fiction and fantasy book review column, by Dave Langford.

**BONFIRE OF DRAGONS**

ISAAC ASIMOV

**THE ROBOTS OF DAWN**

**CRITICAL MASS**

Instead of the usual opening joke about Paul Cockburn's piles, Pete Tamlyn's latest column for Ian Livingstone's dangerously swollen bank account—a few words on a fearful threat to civilization.

This month, May, there's an interesting test case in the Old Bailey. Our wonderful police have decided that the Obscene Publications Act can, by judicious interpretation of its words 'to deprave and corrupt', be used to suppress non-obscene literature—specifically, information on drug-taking. The same police who rules and prejudices against actual intelligence. Further victims could include Philip K Dick's novels, eg A Scanner Darkly; reams of SF featuring such common predictions as legalized pot, and the second yes!; and White Dwarf. Preposterous! Look back at the reality-bending stories described over the years in Treasure Chest, and imagine how they might seem to a sufficiently nasty-minded censor. That of the Moral Majority loons who believe that D&D depraves and corrupts, and could prosecute its 'pushers' under the Obscene Publications Act if the legal precedent is set. Me, I've sent a couple of quid to the defence fund in the test case (Right to Read, 249 Kensington Rd, London W10).

No doubt the DPP will be after Anne McCaffrey's latest dragonsequel, Moreta: Dragonlady of Pern (Severn House 410pp £8.95; Corgi 410pp £3.95), which has lots on drugs since it concerns a 'flying drug bar'. The book's clever, funny, and integrated. The McCaffrey fans who believe that Moreta is a though Pern anyway might not be chuffed to hear that the lovable horse which drops an immense turd on hygienic Inspector Sussworth of the police's Special Borribles Group, Sussworth and his minion Sgt Falcon, as Bernard Shaw observed in 1899, censorship, book-burning) are incredibly dangerous to freedom. You think it won't affect you? The same police which in its judicious interpretation of the Obscene Publications Act can, by reducing excursion to a fearful threat to civilization. This month, May, there's an interesting test case in the Old Bailey. Our wonderful police have decided that the Obscene Publications Act can, by judicious interpretation of its words 'to deprave and corrupt', be used to suppress non-obscene literature—specifically, information on drug-taking. The same police who rules and prejudices against actual intelligence. Further victims could include Philip K Dick's novels, eg A Scanner Darkly; reams of SF featuring such common predictions as legalized pot, and the second yes!; and White Dwarf. Preposterous! Look back at the reality-bending stories described over the years in Treasure Chest, and imagine how they might seem to a sufficiently nasty-minded censor. That of the Moral Majority loons who believe that D&D depraves and corrupts, and could prosecute its 'pushers' under the Obscene Publications Act if the legal precedent is set. Me, I've sent a couple of quid to the defence fund in the test case (Right to Read, 249 Kensington Rd, London W10).

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The Three Tasks of Thrud

Chapter 2: The Wizard's Lair

Written by Sal Cinquemani
Art by Craig Ceynowa

The story so far:
Thrud, the evil necromancer, to the Nibiru brought mortals to perform three tasks in order to recreate the weapon of ultimate power. With this intent, he sent two griffins to kill the hero. However, the beautiful female warrior, Lyamara the she-walker beast, saved her own life, but was poisoned with a potion to collapse, guarding the wizard's lair...

Incompetent fools! But wait, nothing is as simple as anticipated.

Awaken my beauties! Your master has work for you.

Go quickly and bring your master the first task.

Eventually, the wizard's castle is reached.

In his drugged state, hypnosis should be easy.

Wake up barbarian, and look into my eyes! You will obey my commands, barbarian.

I am your master. You will perform three tasks for me, then you will be free to leave here and remember nothing.

Your first task is to collect the teeth of the beast and safeguard them.

Barbarian! Watch out for the magic.

Next - the first task!
As we spoke, an idea began to form in my mind of why he had invited me, but even as I became aware of it I thrust it out of consciousness. If I were right, it was almost too dangerous to credit, and if I were wrong I could not insult a man I thought of as a friend by even entertaining it.

We ate in the main hall, but Max had ignored the huge mahogany dining table and instead set a small side table by the bay window overlooking the terrace. Like many bachelors, he was an accomplished cook, and the meal, though simple, was chosen with precise taste. For a while, I forgot that the evening might have any ulterior purpose, and concentrated on my plate. The main course was steak. As I cut into mine, and scarlet juices welled around the knife, my earlier suspicions resurfaced, and this time they slipped past my guard. What I had been meaning to say was forgotten as I glanced toward him. The expression of anguish and yearning on his face was gone so quickly that it might never have been there, but in an instant my worst fears were realised. We looked at each other, and then he burst out:

'You made a general habit of it so that the real reason would not be suspect. I had to tell someone, and you are the only person I can call a friend. The world thinks of me as one who has chosen solitude, but they do not know what has made me choose it. Whilst my parents were alive they shielded me, and now, though they are dead and our line will end with me, in their memory I keep my secret that the family name will remain untarnished. Sometimes, though, it is almost too much to bear, that I am denied the companionship of friends and family that I thought of as their right. You must understand, I am...'

I interrupted him with a hand on his arm. Instead of the loathing and revulsion that I would have expected, I found that I could bear. Afterward, if you can bear to hear about it, we can talk again, but for now—

'None; all my research has been fruitless. Even the cause of my affliction is a mystery. I am thought of as a scientist, but my science has been powerless to help me.'

For a long while we sat in silence. As we had been eating, the glowing dusk had slipped almost imperceptibly into night, and we now sat in half dark, the moonlight. I was at a loss for words, and could only watch him as he sat there, head buried in hands. Eventually he raised his head and looked at me. He must have read something in my face, for his expression altered.

'It is happening, is it not? The change?'

I said nothing, but only nodded.

Then you must go, now, quickly. No, no talk, and quickly. I was the only one to see for yourself, but I could not stand to have you here, it would be more than I could bear. Afterward, if you can bear to deal with me, we can talk again, but for now—'

He gestured toward the door, and I almost ran from the house. Outside, the darkness was ebbing away as a perfect circle of silver lifted over the treetops. I reached the gate again, and stepped back onto the road. As I walked past the brick wall that encircled the property, I shuddered convulsively as the full horror of Max von Arnica's position came home to me. I could not bear to share his full companionship of his fellows by a cruel freak of fate—I stopped and listened. On the way up I had looked forward to the return journey, but the night now seemed so empty. I did not want to hear a friendly voice to tell me I had company on the road. Then, from away on my left, came a long, questing howl. I froze, and after a few seconds it was repeated, nearer this time. I felt a wave of unutterable relief, I threw back my head and answered it. I was no longer alone.
Some time ago I read a story - I can't recall the title or author - in which a supernatural creature from another place, a demon if you will, guarded some passage or treasure. The demon was under a wardpact, that is, he had agreed to stand guard only under specific conditions. Thus he didn't simply bar passage to all, rather he tried to stop anyone who was at least 5'4" tall or had white skin (or something like that...).

This notion has potential for FRP adventures. In a recent AD&D adventure I placed a barbed devil in a passage leading to an evil cleric's temple-cum-hideout, under wardpact to allow no one who carried a sword or wore armour to pass. Two different parties ran through the same situation. In both cases, the players were thoroughly disconcerted when they saw the devil at a distance because it stood still, silent. Was it a creature or just a statue? At a distance, in poor light, the devil's skin could easily be mistaken for stone. Each group decided to lightning-bolt the 'statue', in both cases to no effect (devilish immunity/magic resistance). One group then walked up, heard the devil proclaim its pact ('No one bearing a sword or wearing armour shall pass'), and discussed what to do next. They thought about sending a thief past the devil to try the door behind but before they could decide, the cleric's minions attacked from a side passage.

The other group fired arrows until the devil moved aside (I forgot that it had whiteskin (or something like that...)). The group then walked up, and decided to try the 'statue', in both cases to no effect (devilish immunity/magic resistance). One group then walked up, heard the devil proclaim its pact ('No one bearing a sword or wearing armour shall pass'), and discussed what to do next. They thought about sending a thief past the devil to try the door behind but before they could decide, the cleric's minions attacked from a side passage.

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In both cases the devil was ultimately defeated, but the situation was much more interesting than a typically violent dungeon encounter. Moreover, the players had the option to take the wardpact into account, to try to get around the devil without attacking it.

In most wardpacts the creature involved would be one that's been summoned/brought to this plane from another by a mortal who wants the creature to accomplish a particular mission. The exact terms of a wardpact, including the length, are a matter for negotiation between the summoned creature and the summoner. One must assume that the summoner has some power over the devil (or whatever), or else he'd be unable to compel any kind of obedience. This power may be no more than the ear of an archdevil (if you don't agree to this, great Baelzebul will hear of it). The more powerful devils are less likely to be impressed by mortal powers, but all depends on circumstances. If the summoner employs a spirit wrack on the monster, or has some other means of inflicting pain, some kind of deal is likely to result.

But devils, being arrogant, confident of their power, immortal, etc, always need to feel they have some way out, that they haven't given in completely to a mere mortal. Hence the wardpact's limitations. When you role-play the devil or other creature acting under wardpact, keep this in mind. You don't need to decide beforehand how the creature will react in every conceivable situation. Put yourself in the creature's place to decide how it reacts at the time. Not only does this require less preparation, it may be more 'realistic'. For example, I didn't decide before the game that the devil would attack if a High Priest tried to turn it, or that it wouldn't attack when someone shot it.

From the referee's point of view, the evil devil will certainly do its best to honour the deal in word but not in spirit. Going back to the example above, the cleric evidently wanted the devil to prevent anyone from passing, but couldn't make a deal for more than sword and armour. Presumably the devil would not allow someone carrying a mace but not a sword, and wearing no armour, to pass. But what if a fighter removed his armour and sword, walked past the devil, then had his arms thrown to him? He might even tie a rope to his arms to drag them behind. This wouldn't be in the spirit of the devil's agreement, but would certainly be within the letter, so the monster might gleefully let the adventurer pass. There's no rule to discuss the details of his wardpact with adventurers, or if he does he'll probably lie about it. But who knows?

Here are a few wardpacts that could create interesting situations:

**No one may pass.** The devil may allow two or more people joined together as a group, perhaps even pig-a-back, to pass. This is a particularly shifty devil, I think.

**No human may pass.** But elves, orcs, and so on can...

**No living thing may cross this line.** But adventurers could dig around the line, or perhaps feign death.

**To pass by me is death for all men.** But women won't be bothered...

**No one bearing weapons may pass.** But weapons can be thrown before, or dragged after.

**Anyone who stands in this corridor will die.** But will the devil let someone crawl or fly through?

**No shoes or clothes may pass.** Is armour clothing? Perhaps not, but armour is much less effective (and is quite irritating) if worn without some sort of clothing underneath. Picture a group of nude but heavily armed adventurers barging in on the enemy. Does the defense rely primarily on weapons of cold? Or have the defenders strewn irritants or sharp objects on the floor?

If a devil or demon is feeling particularly nasty, it might ask a riddle even though the correct (or incorrect) answer has nothing to do with its wardpact. **
THE NAKED ORC
A Study of Orcish Society by Rufus Wedderburn

Orcs are certainly the commonest monsters found in the game of D&D/AD&D. They are also the most abused. Both players and DMs are responsible for this. The players' attitude usually is 'Let's go through the orc caves', just to limber up a bit, and the DM, when stuck for an encounter, invariably throws a few orcs in. The ensuing battles are normally pretty mundane, impersonal affairs with the occasional character being trampled underfoot. The monsters have little purpose, no character, and no relation to the campaign.

Most people know that the orcs originally appeared in J R R Tolkien's Lord of the Rings trilogy. Readers of this admirable work will appreciate the terror and disgust felt for orcs in all their various forms, so that the players don't enjoy being lost in the orc caverns, and are scared witless by numerous ambushes and arrows from the dark. Making the players work to get out is far more desirable than a picnic of orc slaying.

There follows an attempt to give the orc more flavour, colour and menace.

**Description**

Orcs appear in many different forms, ranging from the pathetic snaga slave orc to the monstrous olog-hai, comparable to trolls. There may be many different characteristics and DMs should have a good idea how certain tribes look. Examples of these differences include skin colour, skin texture, flabbiness, tusks (appearing from various places but usually the mouth), ears (pointed ears, no ears, ears with flaps etc), build and size (usually depends on type), facial features, even runny noses.

The outlines given below are extremely general, and will depend upon climate, living conditions, tribes and other adaptations. The DM can have great fun creating and personalising various clans and tribes.

The statistics and descriptions given below are the 3 main orc types, and can be modified as the DM wishes. Figures for the young will alter with maturity.

<table>
<thead>
<tr>
<th></th>
<th>Male</th>
<th>Female</th>
<th>Young</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Armour Class:</strong></td>
<td>9-4</td>
<td>9-8</td>
<td>9-7</td>
</tr>
<tr>
<td><strong>Movement:</strong></td>
<td>15&quot;</td>
<td>15&quot;</td>
<td>15&quot;</td>
</tr>
<tr>
<td><strong>Hit Dice:</strong></td>
<td>2-4</td>
<td>1-2</td>
<td>1-2</td>
</tr>
<tr>
<td><strong>Attack:</strong></td>
<td>by weapon</td>
<td>1-6, claw</td>
<td>Claw/weapon</td>
</tr>
<tr>
<td><strong>Alignment:</strong></td>
<td>Lawful evil</td>
<td>Lawful evil</td>
<td>Neutral</td>
</tr>
<tr>
<td><strong>Intelligence:</strong></td>
<td>Average</td>
<td>Sly</td>
<td>Varies</td>
</tr>
<tr>
<td><strong>Morale (Basic D&amp;D):</strong></td>
<td>7/8</td>
<td>5</td>
<td>6</td>
</tr>
</tbody>
</table>

The soldier orc is the mainstay of the orc fighting force. If used properly he is a cunning and dangerous adversary. They vary considerably in size and build depending on Hit Dice. The largest of the soldier orcs are almost man-size and weigh about 150-175lbs. Their various skin colours will be darker shades of green, brown and even purple. The weaker types will have slightly lighter colouring, but let the players work this out for themselves! They are well trained fighters with a good knowledge of weapons and how to use them effectively. Occasionally, the more powerful females may be found sporting the odd dagger, chair-leg or other weapon!
THE NAKED ORC

Higher Leaders
These rather nasty types rise to the head of the orc ranks mainly because of their strength in combat and magic which enables them to win out against adversaries. A fighting leader's most important quality is the ability to instil absolute terror. The ringwraiths are good examples. A sorcerous leader should be charismatic enough to bind the orcs to his or her needs. Saruman is a good example of a sorcerous leader. Orcs fear their leaders, and often admire them (usually gained by what the leader says he or she can do for their cause).

For lower leaders within the overall force we can look to trolls for group leaders, or even the legendary Olog-Hai in some cases. Within these groups the stronger uruks will be found in charge of companies. In adventures where the players are of lower level uruks can replace the trolls and soldier orcs replace the uruks. The main force will consist of snaga and weaker soldier orcs, in this case.

Fighting
Contrary to popular belief orcs are not stupid. As far as fighting is concerned they are cunning, agile and wicked. They need to be as they prefer not to get hurt in combat (who doesn't?). If they lack numbers (which is rare) they will kill by more devious methods, such as Boromir's death by archery.

They will attempt to overrun the enemy with a huge irresistible rush, pushing snaga before them to tire their opponents. Uruks will lead and choose strong opponents to prove themselves in single combat. Trolls and other powerful creatures will follow up and push the orcs before them, hopefully preventing a possible rout.

Something needs to be said about the females and young. The males (but not the equally important females) are such as only to protect the females, if they are not already out of the nearest door!

Weapons and Armour
Generally, orcs dislike heavy, bulky armour. However, the males (but not the equally important females) are such as only to protect the females, if they are not already out of the nearest door!

Methods
Methods such as Boromir's death by archery. They will attempt to overrun the enemy with a huge irresistible rush, pushing snaga before them to tire their opponents. Uruks will lead and choose strong opponents to prove themselves in single combat. Trolls and other powerful creatures will follow up and push the orcs before them, hopefully preventing a possible rout.

The lesser orcs, both snaga and the weakest of soldier orcs, will rarely wear more than scale mail, usually they prefer non-metal armours. Larger soldier orcs, and those due to its constraining nature, will prefer chainmail and or a shield. Even the uruks dislike metal armour, but will wear armoured mail and even sport a shield. Metal armour will be a rare and valued item within an orc community. Orcs will use a wide range of weapons and bows, depending on availability.

Clans
For self-preservation from men and other monsters, orcs band themselves into clans. A clan can vary in size from fifty to thousands. Within the clan will be the male hunters and fighters, and the females and their young with larger leaders. About 50% will be male, 30% female and 20% young. A clan needs to be about 300-400 strong before it is joined by trolls etc. About 40%-50% are snaga, 40%-50% soldier orcs, and roughly 5%-10% are uruks. This needs to be vague, however, as a higher level adventure may have clans comprising totally of uruks, or low level adventures may have mainly snaga clans.

Take, for example, the Slobbering Jaw clan. It consists of about 50 orcs in an underground complex in a 4th level adventure. The nasty creatures are typically terrorising villagers. They are led by a tough uruk Frantlitz Face Sitter and his charming wife Elga the Spleen Tickler. Under Frantlitz's direct control are the 13 soldier orc males (3HD) and their (4HD) seranget, Griznak the Butcher. Griznak has some of the 12 snaga males. The other 14 females and 10 young are left to get on with it. Needless to say, all are totally loyal to their clan. The banner and shield designs are also important. In this case a black field with white jawbone would be suitable. Amounts of accumulated wealth and trade must also be considered. For example, an established clan with regular raids will slowly accumulate large amounts of wealth. It will, however, come in appropriate forms such as weapons, cloths, livestock etc, depending on the area where the raids take place.

To give the campaign extra flavour and the players extra problems, the clans should be given language variations. Also in different areas of the continent the languages should be totally different. For instance, using World of Greyhawk, orcs of the Pomarj would not understand a word of the language variations, providing they didn't attack each other on sight.

The Language
The language is concerned with the sound of the Orcs, as well as the language variations. The languages should be more musical and without exception, hate their superiors. They are used for the battle to great effect.

Generally, females and young will rarely be encountered with weapons or armour but the more mature young males will have weapons, and know how to use them! Morale given is low but will be greatly modified by powerful leaders, at the DM's discretion.
Crash Course is our new alternate-monthly Car Wars column, written by its creator, Steve Jackson of Steve Jackson Games, from the USA.

Spare Parts

I suspect my hosts here at the Workshop must think me a little bit peculiar. On this, my first trip to England, they have done their best to entertain me, show me the sights, etc… and when they ask me what I’d like to do, I say, ‘is there a spare typewriter somewhere?’ I can’t help it – I like to write. But, good host that he is, my namesake located me a quiet place, plugged in the typewriter, and said ‘Go to it.’ And the logical thing to start with is Car Wars, since I’ve promised White Dwarf a regular alternate-monthly column.

Occasionally, I meet someone who is totally serious about Car Wars. I’m always amazed. It’s not a game that is meant to be taken seriously. True, we’ve gone to great lengths to build up the Car Wars universe and to keep it consistent in Autoduel Quarterly and the various CW supplements… but it’s still tongue-in-cheek. America in 2034 is a strange and violent place, and most people there have been driven a bit loony. That’s all right. So are we all. That’s part of the appeal of the game. I don’t think a deadly-serious CW supplement would be any fun!

The Car Wars question that I’m asked most often, both here and back home, is ‘What’s coming out next?’ The answer is… a lot of things. Now that we have this universe worked out, we’re going to have fun with it. After all, everybody else is… (don’t worry, Ian. I’m not going to say a thing about Battlecars. I was thinking of Sleigh Wars. Honest!)

Obviously, ADO will continue to appear regularly. As I write this, No 5 is about to go to press. And we’ll keep publishing the occasional expansion. But there are several new sorts of Car Wars project in the works.

The American Autoduel Association

This, of course, is the national autoduelist’s club in 2034. But, here-and-now, it will be the ‘official’ Car Wars club, too. Among other things, it will sponsor tournaments. I don’t know whether Games Workshop will set up a British Autoduel Association, or whether we’ll just invite British fans to join the AADA – got any suggestions? Check ADO No 5 for the gory details, such as they are to date. When you have an answer to the British question, I’ll give it in this column.

Play-by-mail Car Wars

This is just starting, we licensed Prometheus Games, a new US company, to do it. There’s no provision yet for a UK game, but if there’s interest, something will be arranged.

A Computerised Version

This is under development right now by Origin Software Systems. Initially, it will be programmed for the Apple II+ and Atari, with the IBM PC right after. Now that I’ve seen how popular the Spectrum is in the UK, I’ll be recommending that a Spectrum version be produced as well.

The AADA Vehicle Identification Guide

This is going to be sort of a ‘monster manual’ for Car Wars… listings and descriptions (and counters!) for over a hundred vehicles.

Uncle Albert’s Catalog

Uncle Albert is the super-salesman of 2034… you’ve seen his ads in ADO. If he thinks some poor duellist will buy it, he’ll invent it and sell it. This book will include all kinds of gadgets, both the ones already scattered through the pages of old ADOs and lots of new ones, ranging from the highly useful (like fireproof armour) to the utterly useless but amusing (like a video game attachment for your targeting computer). (And if you want to know why we would ‘waste’ space with a humorous listing, consider… In the first place, it’s fun to write things like that, and, I think I mentioned, the Car Wars universe is not entirely serious. And in the second place, imagine the fun you can have as a referee by letting your players capture a car fitted with that sort of gadget, and describing the effects as they try to figure it out!)

Programmed and Solo Adventures

These may or may not, be the same thing. A solo adventure doesn’t have to be numbered… and a numbered adventure may (or may not) need a referee, and may (or may not) allow more than one player to get in on the fun. Suffice it to say that, in addition to the smaller adventures in ADO, we’re planning at least two follow-the-numbers style adventures for 1984 (2034?) publication.

Adaptations for other RPG systems

We covered superheroes with Autoduel Champions There are other possibilities… and don’t ask what GURPS is, because I’m not telling yet.

Next Issue. We’ll cut the news-and-plugs routine and get down to the game itself… with Punks of 2034. Comments and suggestions – for this column, for Car Wars in general, or for any other SJ Games material – can reach me c/o Steve Jackson Games, Box 18957, Austin, TX 78760, USA.
A thrilling fantasy adventure serial in which you are the hero. If you did not successfully complete last issue’s adventure or are starting the adventure for the first time (without playing through part one in the last issue), begin at Getting Started, below. If you have completed Part One, go straight to 1.

THE CASTLE OF LOST SOULS

Part Two: The Quest
by Dave Morris and Yve Newnham

GETTING STARTED
This is an adventure like the well-known Fighting Fantasy Gamebooks. Your fate will be determined by the decisions you make — along with a little luck. Read only those numbered paragraphs you must. This is an adventure like the well-known Fighting Fantasy Gamebooks. You begin by determining your characteristics. These show how good an adventurer you are.

1. Roll one die. Add 5 to this number. The total is your Fighting Prowess. The higher the score, the better you are at swordplay and other martial skills.
2. Roll two dice and add 10. This is your Constitution. A high score enables you to resist hardship, disease and poison, and gives you the strength to fight on even when badly wounded.
3. Roll one die and add 5. This is your Cleverness — how fast you can think and act in an emergency. Your Cleverness helps when you are trying to jump clear of a hidden trapdoor, hide from a pursuer and so on.
4. Roll one die and add 3. Add 1 more if your Fighting Prowess is 7 or less. Add 1 if your Constitution is 14 or less. This is your Magical Fortitude. The higher it is, the better chance you have of resisting the effects of hostile sorcery.

What you have just done is called rolling up a character. Note down your scores in each characteristic on the Adventure Record.

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<tr>
<th>Characteristic</th>
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<td>Other</td>
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Combat
When you have to fight, you will be told the opponent’s Fighting Prowess, Constitution and armour. Note these down before starting the combat. A fight consists of a number of combat rounds. During each round, both you and your opponent get to strike at one another. The sequence for each combat round is as follows:

- You try to hit your opponent. Roll two dice. If the score is equal to or less than your Fighting Prowess, you have hit your opponent. If you have missed.
- Determine the damage done by your blow. Roll one die. The score is your damage roll. If the opponent has armour, its armour points are subtracted from the damage roll. If the final score is 0 or less then the armour has provided complete protection and the opponent is not wounded.
- Subtract the final wound score (your damage roll minus the opponent’s armour) from the opponent’s Constitution.
- Note down the wound you have dealt your opponent.
- Next round. If both you and your opponent are still alive, begin another combat round. Death results when Constitution reaches zero.

Keeping Track of Your Characteristics
Keep a careful note of your characteristics on your Adventure Record. Your Constitution could change quite a bit, as you take wounds in combat or suffer other hardships. Sometimes your other characteristics may change as well. Make a special note of your initial score in each characteristic as (unless you are told otherwise) your score in a characteristic cannot exceed its initial value. If you successfully complete this adventure, you will have a chance to permanently increase one of your characteristics.

Armour
The armour you are wearing reduces the damage you take from a blow. Your opponents will often have armour as well. In the case of monsters, this usually represents their tough skin rather than being actual armour. 1-point armour is leather (or thick hide); 2-point is chainmail (or horny scales, like a dragon’s). You start your adventure with chainmail armour, which will absorb 2 points from the damage of any blow that strikes you. Note this down on your Adventure Record.

Equipment
You must note down the equipment you have on your Adventure Record. As well as the chainmail, you have a sword, a dagger, a bow and six arrows, a backpack for holding treasure, a Potion of Healing (see below), and 35 gold pieces. Whenever you pick something up during the adventure, note it down on the Adventure Record.

The Potion of Healing
You start with a flask containing one dose of this potion. When you drink it (which you can do at any time except during a combat), roll one die and add 3. This is the number of Constitution points you recover. The potion cannot, however, increase your Constitution above its initial score.

Honour
The more chivalrously you behave during the adventure, the more Honour you will acquire. Conversely, you lose Honour by behaving in an underhand fashion. In many cases it may seem easier to take a dishonourable course of action, but be warned that this could make parts of your subsequent adventures more difficult. You begin with 4 points of Honour.>
The Adventure
You are the Champion of the Greengosh family, chosen by it's head, Hogron. He sent you on a mission to collect some magical boots from a cave, guarded by a giant, which you slew after many adventures. Now you have returned and rested, and relaxed sufficiently after your ordeal, Hogron has called you to his study. Here he intends to explain the reasoning behind your expedition, and your next task. Go to 1.

1: The Castle of Lost Souls, Hogron explains, "is where the demon Slank imprisons the souls of those who pledge themselves to him. He hands you a glass of brandy... One day my father found an ornate bronze jar among his trinkets and wares. Unable to remember where he had got it, he wrote the inscription on the bottom. Immediately the arch-demon Slank stepped from the shadows.

"After some haggling, my father, of course, bought the jar-and while the innkeeper is pouring your drink, you reach up to remove the horse brass from the wall. Lose 1 point of Honour. Try to roll your Cleverness or less on two dice. If you succeed, go to 30. If not, go to 83.

2: You buy them drinks at the bar. If your Honour is less than 4, you might well have such an item, as he collects curios and odd artifacts. They will take you to his hut for 5 gold pieces. You can go with them straight away (turn to 27), or first ask if they know where you can find a four leaf clover (turn to 40) if you will not pay their price, you could walk over to the bar and either chat to the innkeeper (turn to 65) or attempt to steal the horse brass you noticed when you came in (turn to 55).

3: You cross her palm with a gold piece. She gazes into her crystal ball. There she sees much of your past and a little of your future. How much Honour do you have? If it is 4 or more, turn to 49. If less, turn to 22.

4: You wake up in a gutter, bruised and battered by a rain of blows as you charge for the door. Lose 3 points of Constitution. Turn to 73.

5: You go over to the bar and, while the innkeeper is pouring your drink, you reach up to remove the horse brass from the wall. Lose 1 point of Honour. Try to roll your Cleverness or less on two dice. If you succeed, go to 30. If not, go to 83.

6: They tell you there is an old hermit outside the town who might well have such an item, as he collects curios and odd artifacts. They will take you to his hut for 5 gold pieces. You could go with them straight away (turn to 27), or first ask if they know where you can find a four leaf clover (turn to 40). If you will not pay their price, you could walk over to the bar and either chat to the innkeeper (turn to 65) or attempt to steal the horse brass you noticed when you came in (turn to 55).

7: You are scratched and bruised by a rain of blows as you charge for the door. Lose 3 points of Constitution. Turn to 73.

8: You are scratched and bruised by a rain of blows as you charge for the door. Lose 3 points of Constitution. Turn to 73.

9: Hogron tells one of his brothers to take you to Perterra Greenosh, is just up stairs in her room. Turn to 9.

10: A Luck Charm may be useful, but you must keep track of how often you use it. Any time you must make a two-dice roll equal to your Cleverness, any one of your characteristics, you can activate the Charm instead. Using the Charm means automatic success—you do not need to roll the dice. You must decide in advance when you use the Charm; you cannot use it to change a dice roll after you have attempted and failed. Remember it will work only three times, so use it wisely. Turn to 86.

11: Perhaps you will have more luck elsewhere. You could approach the adventurer (turn to 2), the gypsies (turn to 15), or even the preacher, Hogron (turn to 65). If you decide to have a go at stealing the horse brass instead, turn to 55.

12: The lies flow from your lips, but you have not enough luck or sapience. Hogron berates you for your easy dishonesty, and you are now turned out of town for a lunchtime drink at an inn called The Four Leaf Clover. Turn to 74.

13: You return to the inn the next day. If you wish to talk to the innkeeper, turn to 65. If you would rather try to steal the clover-leaf horse brass, turn to 55.

14: An elegant solution to the problem is that it is the silver charm (turn to 28). You will indeed serve the purpose. This is the reward of virtue! Turn to 38. If your Honour is less than 7, you have not enough, and you will have to consider another plan. Turn to 25 and choose again.

15: You take a bottle of wine (which costs 3 gold pieces) over to their table and they start chatting to you. You could try asking them about a crystal ball (turn to 67) or cleverness (turn to 19). Perhaps you could find out if they could introduce you to a fortune teller (turn to 70).

16: At your suggestion, the older brother gets a servant to fetch an onion. You cut it up, and you feel the tears are streaming— not only from Perterra's eyes, but also from your own! You collect her tears in a vial, and gain 1 point of Honour for your pains. The solution to the problem. Turn to 84.

17: You have failed to persuade the armorer, and so continue without your adventure. You can roll up a new character and try again to rejoin the adventure next issue.

18: You pass a group of townsfolk and gypsies gathered in a ring, shouting and
turn to 86. If you buy the Charm, pay him the 20 gold pieces and turn to 10.

27: They lead you into the woods outside the town, through a little-used path. You are beginning to get suspicious. You turn to see one of them drawing his sword as he creeps up on you! He shouts to the others and all three rush in to the attack.

First Adventurer: Fighting Prowess: 6; Constitution: 8; 
1-point armour.
Second Adventurer: Fighting Prowess: 5; Constitution: 7; 
1-point armour.
Third Adventurer: Fighting Prowess: 4; Constitution: 9; 
1-point armour.

Every round you must roll for each of them to see if he hits you. You can only hit one of them in any given round. If you feel you must flee, turn to 32. If you fight them and kill all three, turn to 48.

28: They order more wine.
29: They are obviously trying to get you drunk. You tell them that you must be leaving soon. You get up from their table. Will you start talking to the innkeeper? If so, turn to 65. If you’d rather try stealing the horse brass, turn to 55.

30: You take the brass, put it into your pocket, finish your drink and leave the inn. Turn to 25.

31: Unfortunately she is not ticklish, and just remains on playing with her teddy bear. What now? It occurs to you that you could seize the bear and break it. (Turn to 51) or send down to the kitchens for an onion to cut up in front of her (turn to 16). If you are really exasperated, you could unlace her arm — in which case, turn to 21.

32: You cannot fend off all blows as you turn to run. Lose 4 points of Constitution. You make off down the track to town. You do not lose Honour, because you were badly outnumbered. Turn to 52.

33: Your blood boils and you draw your sword. The Curtpurse tries to duck away between two tents, but a caravan blocks his way and he has to turn and face you:

Cutpurse: Fighting Prowess: 4; Constitution: 6; 1-point armour.

If you win, turn to 91.

34: To your dismay, if not complete surprise, they lapse into a drunken rambling and then fall asleep. You get up from the table, annoyed at wasting your money. Turn to 11.

35: They are very wary of you, because you are from out of town, but when you buy them flagon of ale they soon become quite affable. Deduct 3gold pieces for the drinks. You ask if they know where you could get one of the items you need — the crystal ball. (Turn to 64) or the four leaf clover (turn to 82).

36: By hook or by crook, you have obtained the daughter’s teardrop, the four leaf clover, the crystal ball and the armour fragment. Gain 1 point of Honour if you have done all this without so far losing any Honour. Oral, the saint’s ashes and the hair of a nun remain to be found — but Hogron suggests that since the town is not a very holy sort of place, you might have more luck finding the last two items on route to the Castle of Lost Souls. You agree and, pulling on the magic boots, you make ready to depart. Turn to 93.

37: You try to divert her attention, but realize your deceitful words will not fool her. In desperation you hold your sword to her throat and grab the crystal ball. Lose 1 point of Honour. As you turn to make your escape, Gypsy Gayl calls on the spirits of the departed to curse you. Try to roll your MagicalFortitude or less on two dice. If you succeed, turn to 66. If you fail, turn to 23.

38: The innkeeper tells you that there are sometimes four leaf clovers to be found in the inn’s beer garden. Why’d ye think it’s called TheFour Leaf Clover? he laughs. After spending an hour carefully searching the garden, and 2 gold pieces on drinks, you find a four leaf clover! Turn to 25.

39: After a short and vicious fight, you have won the fight. You get back twice what you bet, less 1 gold piece which the tall man keeps back from each wager. You press on. Turn to 69.

40: ‘Maybe the harm’ll be some,’ suggests one of the adventurers. ‘Can’t say for sure — he conducts just about anything.’ They take you to meet him. Turn to 27.

41: You tell a joke which has you and the brother in tears of laughter, but Perterra doesn’t even smile. Then you try some amusing and likable pre-tending to juggle gold coins, but you drop one of your coins and it falls through a chink in the flaxen boards where you can’t get at it.

The girl turns away, bored, and d’ye think it’s called The Four Leaf Clover? he laughs. After spending an hour carefully searching the garden, and 2 gold pieces on drinks, you find a four leaf clover! Turn to 25.

42: You climb the steps of the brightly painted caravan, push aside the silk curtain over the doorway, and enter. It is dimly lit. There is a strange, herbal smell — incense, perhaps?"
Exotically colourful fabrics hang down in drapes. You feel weary and disorientated, as though you have stepped from the noise and bustle into a different world.

You have several plans, and now you must choose which one to use. Will you ask her to tell you your fortune (turn to 7) - or suggest she read her own fortune (turn to 29)?

A less honest, but possibly effective, approach would be to try and steal the crystal ball (turn to 66). You might see if she'd like to join you for a drink and spend some time looking around the fête (turn to 53).

**43:** Do you have the four leaf clover as well? If not, turn to 87. If you have, turn to 25.

**44:** You have just filched the brass when you hear a shout: "Ho, Bimbo. You've got a thief in yer bar!" Several heavyset men are closing in on you with cudgels and broken bottles. You draw your sword to fight them.

Homp the Blacksmith: Fighting Prowess: 5; Constitution: 10.
Klimpi the Tailor: Fighting Prowess: 3; Constitution: 5.
Bimbo the Innkeeper: Fighting Prowess: 6; Constitution: 7; No armour.

Every round you must roll for each of them to see if he hits you, but you only get the chance to hit one of them at a time. After two combat rounds you see a chance to run for it - if you take the escape route, turn to 8. If you stay and beat them all, turn to 73.

**45:** You walk around the field where the joust is taking place. Amongst the various knights parading back and forth on horseback or culling their indolent squires you see very galant looking knight accepting a little girl's teddy bear. You can tell he must be chivalrous because he only kisses her hand. You approach him and say: Explain your guest and why you need a piece of his amour (turn to 72)? Point out an unsightly dent in his breastplate and offer to rush with it to the armourer so that it can be repaired before the joust begins (turn to 81)? Try and steal his helmet when he isn't looking (turn to 29)?

**46:** You go on for a short distance, then it strikes you that there was something suspicious about the fat man. If you bought a Luck Charm, you find you no longer have it. If you did not buy a Charm, you notice that the money pouch on your belt has been stolen, and the thief has made off with all your cash. Turn to 66.

**47:** Keeping a cool head, but glaring at the brother with what you hope is a look of threatening malice, you try another tack. Do you assail the little girl's teddy bear (turn to 81) or cut up an onion under her nose (turn to 16)?

**48:** Well fought! You may attempt to increase your Fighting Prowess by 1 point, by rolling more than your current score on two dice. You check the bodies. You find 15 gold pieces and a Potion of Healing. You set off back for town, whistling cheerfully. Turn to 52.

**49:** 'I perceive you to be a person of good heart, she says, smiling at what she sees in her crystal ball. 'I will not deny you what you seek.' She takes a spare crystal ball from a casket behind her and hands this to you. You thank her and leave - but not before she adds that she may have a favour to ask of you some day. Turn to 43.

**50:** You drop your sword and ask for quarter. 'Base varlet!' cries the knight, shaking with rage, 'I should spit you like a pig where you stand - but nay, for you have requested mercy, and I would not slay an unarmed foe, Begone!' You scurry off into the crowds - disgraced...a failure...if you wish to try the adventure again you must roll up a new character. Perhaps your experiences in this incarnation will prove useful in your next?

**51:** You wrench the teddy bear from her arms and break its neck. She bursts into a flood of tears and kicks you hard in the shins. Undaunted by this or the loss of 1 point of Honour, you collect the precious tears in a vial. Turn to 84.

**52:** You return to the inn. The gypsies are still here. If you wish to join them at their table, turn to 15. If you now try to get them to increase your Prowess, turn to 65. If you prefer a dishonest approach, why not try to pilfer the horse brass in the shape of the clover you seek (turn to 55)?

**53:** She if flattered and smiles at you. You leave the caravan together and make your way to a large tent nearby. A few drunken figures - townsfolk and gypsies alike - stand, sit or lie around it. The wine and ale flow freely here. You push your way through the crowds of merrymakers and find a small table, where you ply Gayl with drinks. You spend 5 gold pieces, and soon she relaxes and starts to laugh and joke. A few of the more rowdy customers egg her on to dance for them. Eventually - quite quickly, in fact - she is persuaded and, picking up a tambourine you hadn't noticed before, she slaps it against her thighs and begins an erotic dance. The men all cheer, clapping a circle around her and clapping their hands. You enjoy a last sip from the wine you've bought, then make a discreet exit. Returning to her caravan, you take the crystal ball and leave the fête. Turn to 43.

**54:** You craftily slip the brass into your tunic, coolly finish your drink and stroll out of the inn. Turn to 85.

**55:** You stroll casually over to the bar. While the innkeeper is pouring your drink, you surreptitiously reach up to take the horse brass. Lose 1 point of Honour and roll two dice. If you roll your Cleverness or less turn to 54. If not, turn to 44.

**56:** Roll two dice, attempting to score your Cleverness or less. If you do this, go to 79. If you roll more than your Cleverness, turn to 37.

**57:** You can wager up to 3 gold pieces on a proudly strutting bantam or on this opponent - you can't tell which, but he has a tattered comb. If you choose the former, turn to 39. If the latter, turn to 92.

**58:** He is insulted by your patry offer! You will now have to increase your offer by 3 gold pieces to successfully bribe the armourer. If you do this, he asks turn to 36. If you cannot or will not increase your bribe, turn to 17.

**59:** You mumble some feeble explanation and then the other brother comes in behind you nursing a black eye. Hogron is unconvinced by your excuses and has you thrown out for disturbing his household. Dejected but determined to redeem yourself, you go in search of the clover and the crystal ball. You decide to console yourself with a luncheon tipple at The Four Leaf Clover inn. Turn to 74.

**60:** If you offered the armourer 3 gold pieces
You feel your stomach turn as you are pulled from your pleasant reverie by the sound of a man laughing. He is making light of your situation, saying something about your lack of courage. You take a deep breath and prepare to defend yourself. You know that you are skilled with a sword and have trained for many years. You will not let this man mock you.

As you draw your sword, he backs away, his eyes wide with surprise. He says, "I didn't know you were such a brave man." You reply, "Courage is not measured by the size of the enemy, but by the size of the heart." He nods in agreement and walks away, muttering to himself.

You feel better after that encounter. You know that you have what it takes to face any challenge that comes your way. You continue on your journey, ready for whatever may come your way.
Dear WD,

I would like to congratulate Dave Morris and Yve Newnham on their scenario A Ballad of Times Past. Although not a regular AD&D player this adventure (which far surpasses some of the really mediocre AD&D material we have seen in recent issues) inspired me to blow the dust off my DMG and referee my first game in a very long time.

The campaign background and its peculiarities were both original and believable, a strength not found in many scenarios. Consequently, this adventure was a pleasure to DM.

Also I would like to thank all the other contributors to WD51, especially Oliver Dickinson and Ken Rolston for their excellent RM material. WD51 was one of the best issues yet and a sign that the Dwarf continues to improve in quality and the fact that the content is to be increased to 56 pages in the light of the two new departments, is an added bonus.

Keep up the good work.

Peter Whitelaw, Essex.

Dear WD,

It was interesting to see the article Creatures in Exile in WD51. On the whole, the article was reasonably well done, but there are a few points of contention.

1. The Saga of the Exiles is basically not suited to the Advanced Dungeons & Dragons game system, and it would fit much more correctly into a system like Space Opera, which even has a fairly decent psionics system.

2. The overwhelming error in the article was concerning the effects of Iron on the exotics. Bloodmetal does not cause a mere double damage, it causes instantaneous death, as is much in evidence in the books, eg Aiken against Delbaeth.

3. Tanu young are forced as soon as possible after birth, and occasionally they reject the torc, eg Brendan the black-torc child in The Adversary, whom Elizabeth and Remillard bring to operancy.

4. I do not agree with Mr Harden's choice of alignment - it is the Firvulag who should have an alignment of Chaotic Evil, the Howlers should be Chaotic Neutral (with evil tendencies), whilst the Tanu should be Neutral (with all the variation of tendencies).

5. The article makes no mention of the fifth Metapsychic Guild, the Farsensors. I see the limitations on this Guild for AD&D, and here once again the Space Opera rules would be more suited.

One of the highlights of the article was the accompanying artwork, which was of excellent quality. The portrait of Cryyn (with Amerie and Stein) was exactly as I had imagined him to be. Who was the artist, as there is no sign of any initials?

Yours,
Tony Parry, Glamorgan.

The artist was John Mould - you should be seeing more of his work in the future, we hope - Ed.

Dear WD,

The Dwarf has never looked better than issue 51 - attractive and effective use of colour and a good mix of strong features. Thomas Mullen's Gifts from the Gods made a perfect follow-up to Jim Bambra's article. With thoughtful pieces like these, I don't see how anyone can say your standards are slipping.

I do think it is time to change the way RM stats are laid out in scenarios. In The Black Broo of Dyskund, NPC and monster stats accounted for more than 40% of the scenario's length. Is there really any need to list tables of hit location, when these are in the rulebook, after all? (You wouldn't quote a thief's climbing percentages, etc, in a D&D scenario.) It is also a bit obsessive to give an NPC's exact percentages in every skill when he will probably only make a handful of non-combat skill rolls during the entire adventure. I have been as guilty of this as anyone, but I suggest streamlining the NPC stats in future RM scenarios so as to leave more room for the adventure itself.

Creatures in Exile had some beautiful illos (particularly the Firvulag). Mini-scenarios, or scenario backgrounds like this one, undoubtedly make Fiend Factory a lot more interesting than the old days when it was just a list of monsters without any rhyme or reason.

Finally, thanks for the great production job you did on The Ballad. It wouldn't have looked half as good in any of your rival magazines!

Yours,
Dave Morris, Woking.

Gobbledygook by Bill
The following are personality and historic profiles of three infamous galactic travellers. They may be used as NPCs for a wide variety of purposes—to reward, to punish, to frustrate, or just to confuse. Each of the three may be encountered practically anywhere, though for obvious reasons they will prefer the relative safety of low law level worlds!

Naturally, individual Referees may alter any detail as they wish.

**Jahled**

*UPP 9A776*  
*Age: 53*  
*Cr: 28000*  
*SMG-5, Cbt Eng-4, Cutlass-3, Rifle-3, Mech-2, Vacc-2, Pilot-1, Pistol-1.*

Jahled, the only name by which he is ever known, is an ex-Marine combat engineer turned adventurer. He may be encountered anywhere in the Spinward Marches, and may be in company with 1-6 other men or women of similar occupation.

His attributes make Jahled a valuable ally to any Characters' group, and by the same token formidable opponent. Jahled has immense charisma and radiates an almost physical aura of loyalty and trustworthiness. Depending on the exact circumstances of the encounter, and the reaction of the Characters, Jahled may elect to help or join them, in return for a share of the profits from whatever escapade ensues. On the other extreme, he may attempt to seek revenge for any ill-treatment or insult he receives.

Absolutely no information on his past will be forthcoming from Jahled, except to say that he was once a captain in the 8th Combat Engineering Battalion of Imperial Task Group 686 during the Fourth Frontier War.

Depending how the situation develops, Jahled may stay with the group for an extended period of time, always totally loyal and selfless. However, the Referee should note that Jahled (real name: Tomas Deerkender) is a fugitive from Imperial Justice, and is wanted for the murder of a superior officer in 1084. He will only be recognised on a throw of 12. His appearance has altered considerably from his days as a Marine captain. However, Jahled is being pursued by an Imperial agent, Herve Legrand (qv), and may at any time be confronted and possibly arrested.

**Herve Legrand**

*UPP 9BA799*  
*Age: 42*  
*Cr: 50000*  
*ISS Type C Ship*  
*Pistol-3, Admin-3, Pilot-3, Dagger-2, Streetwise-1, Bribery-1, Air/Raft-1.*

Herve Legrand is an Agent (Grade 1) of the Imperial Secret Service, attached to the Imperial Interstellar Scout Service for the purposes of his mission—which is to bring to justice the alleged murderer and deserter, Tomas Deerkender (alias Jahled).

Legrand is based at the ISS centre on Regina/Regina and is the third agent to be assigned to the tracking of Deerkender. Of the first two agents given the task, one has since been promoted and transferred to the Corridor sector, and the other was killed in a starship disaster on Strouden/Lunon when in hot pursuit of his quarry.

Legrand may at any time catch up with Deerkender, and if the Characters have been in contact with him they could well become involved in a shoot-out and/or interrogation. NB: Legrand will not choose to confront Deerkender alone. He will always seek back-up of some description from the local police or military, or perhaps from the ISS or other agents of the ISS.

**David of Tenelphi**

*UPP 7CGF5*  
*Age: 50*  
*Cr: 227000*  
*Smurf Type J Seeker*  

David of Tenelphi is one of the great adventurers and entrepreneurs of the Spinward Marches. Almost legendary for his daring and infamous deeds—gun-running, escaping from an Imperial prison ship, discovering a new source of powerful anagathic, capturing a Leviathan class merchant cruiser with a force of only 20 men, raiding an Ancients site, storming an entire Hortalez et Cle corporation fleet, destroying a mafiosa's island base, assassinating the supposedly immortal 'Son of the Star', and holding an entire planet to ransom, amongst many others—he is always to be found with his partner in crime (or 'opportunism'), as they prefer to term it.

Haj Strelkor ([UPP AACFAE; Rifled, Vacc-2, SMG-5, Cbt Eng-4, Cutlass-3, Rifle-3, Mech-2, Vacc-2, Pilot-1, Pistol-1])

During the Fourth Frontier War, 1075. After 31 years' loyal service, he was assigned to the tracking of Deerkender and two corporals did not survive. However, as they reached the research and development department on shot once in the back of the head, and attracted by money (in the MC ri league, firepower, and (especially) starships.

Once captured, they were discovered, the possible presence of Imperial (and quite likely Zhodani, Sword Worlds, and Darian) agents and the resulting pyrotechnics should not be ignored!}

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**Starbase is an alternate-monthly column for readers' ideas for Traveller, edited by Bob Williams. This issue, we present a selection of NPCs for your Traveller scenarios.**

**Three of a Kind**

NPCs for Traveller by Michael Clarke

Legrand was assigned to the case in 1101 and has since followed the elusive Deerkender across most of the Spinward Marches, coming close to arresting him on a number of occasions, the most recent of which was on Gotha/Five Sisters in 1107. However, the resourceful, fit, and highly trained ex-Marine has so far evaded even the most complex webs spun to capture him by the ISS.

He is accused of the murder of Colonel Harg Svensson, his commanding officer in the 8th C E Battalion, on 184-1084 on the planet Jewell/Jewell. Svensson ordered a platoon of engineers to advance under fire to lay charges on a vital viaduct. However, as they reached the viaduct, the platoon came under plasma fire from a concealed Zhodani support squad, with the result that only Deerkender and two corporals survived.

Subsequently there followed a heated argument with Svensson, who, claimed Deerkender, should not have ordered the advance without the necessary reconnaissance and fire-support precautions. The upshot of it all was that after the battle Svensson was found dead, shot once in the back of the head, and Deerkender and two corporals did not report for duty again.

They were sighted on Lysen/Jewell two weeks later, and the Imperial Military Police (rightly or wrongly) put two and two together and ordered the immediate arrest of the deserters on the charge of murder.

Legrand may at any time catch up with Deerkender, and if the Characters have been in contact with him they could well become involved in a shoot-out and/or interrogation. NB: Legrand will not choose to confront Deerkender alone. He will always seek back-up of some description from the local police or military, or perhaps from the ISS or other agents of the ISS.

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**OF OAK, ASH AND MISTLETOE**

by Robert Dale

Robert has drawn these new Rune spells from Celtic druidic myth, though an enterprising referee will have no trouble fitting them into any world. I must say, I find the names much more evocative than the bare and functional spell-titles usually found in RuneQuest. All the spells listed below are Non-Stackable and Reusable.

**JACK-IN-THE-GREEN**

**Range:** 60m  
**Duration:** 15 minutes  
**Cost:** 3 POW

This spell is rather like *summon elemental* in that it evokes a nature spirit to fight for the caster. The Jack-in-the-Green appears as a tapering column of leaves and twigs about 2m in height, which glides and rolls along the ground. It has no eyes, nose, or mouth, but it engages in spirit combat at the same time as it runs, tears and strangles. The latter attacks will cause the victim 1-6 d6 wounds each round, with armour protecting only if the jack makes his luck roll. Being engulfed means that the victim cannot effectively wield any weapon larger than a dagger. Neither, however, does he need to direct any attention to fighting the Jack— he can damage his body with his dagger every round, even while fighting back on the spirit plane.

**JACK-IN-THE-GREEN**

**NT:**  2d6  
**POW:** 3d6 + 4  
**Hit Points:** 2d6 + 18  
**Movement Class:** 12

Destroying the Jack physically will drive it off. If its POW is reduced to 0 it is gone for ever. It can be dispelled with *dismiss elemental*.

**THE BIRDS OF RHIANNON**

**Range:** 30m  
**Duration:** 15 minutes  
**Cost:** 2 POW

With this spell, the caster conjures up images of the magical birds of Rhiannon, whose sight and song is so beautiful that any being glimpsing them will stand entranced until the spell fades. Affected beings will not even defend themselves if attacked. A character must roll POWx5 or less on d100 to belooking elsewhere when the spell is first cast (unless the caster has specifically drawn his attention to a given spot, perhaps—DM). If the characters do manage to avoid glimpsing the birds, they must keep their eyes closed. If they don’t do this, they must make the POWx5 roll each subsequent round. Once a victim has glimpsed at the birds, he is subject to a POW attack (using the caster’s POW at the time the birds were evoked) to see if he becomes entranced. The caster himself cannot see the birds, and is thus immune to their charms.

**THE HOWL OF OSSAR**

**Range:** 200m  
**Duration:** instantaneous  
**Cost:** 3 POW

Any creature hearing the howl is subject to a POW attack. If the caster wins, the creature runs in stark terror for two minutes in a random direction and is demoralized for a further three minutes. (Ossar is the chieftain of the hounds of the Wild Hunt, and his howl is said to presage death for those who hear it.)

**CORPSE CANDLES**

**Range:** 1m  
**Duration:** 45 minutes  
**Cost:** 1 POW

This spell creates a ball of werelight which hovers above the caster’s head. (Note that if the caster later becomes invisible, the werelight will continue to pass as if his location.) The light radiating from this source creates a twist light cone 15m in radius. The spell gains its name from the pallid look this light gives to those illuminated by it.

**THE CHARIOT OF THE MORRIGAN**

**Range:** touch  
**Duration:** 15 minutes  
**Cost:** 2 POW

The caster is lifted by the winds and flown where he wishes with the speed of the north wind (here arbitrarily assumed to be 200kph). The spell can be reversed to affect someone else— if the caster overcomes his victim’s POW, he can fling him where he wills. The spell cannot be used to fly more than one person at a time.

**HEROLET**

**Range:** 10m  
**Duration:** 5 minutes  
**Cost:** 1 POW

This spell confers the powers of the heroes of old, transforming the recipient into a raging berserker. Attack chances are doubled, and roll only if he makes his luck roll. The spell can be reversed to affect someone else— if the caster overcomes his victim’s POW, he can fling him where he wills. The spell cannot be used to fly more than one person at a time.

**Note:** this spell should not be extended. If it is, the character will lose his or her mind and remain berserk even after the herolet spell has faded. Treat the character as fanatical and unable to distinguish friend from foe.

**PWYLL’S CHALICE**

**Range:** touch  
**Duration:** 15 minutes  
**Cost:** 1 POW

The user of this spell can detect truth from falsehood in written materials, a page which contains falsehood will be seen by the caster to have tiny black demons swirling on it. It should be remembered, however, that there is little in the world that does not contain some element of falsehood, so that the spell will only detect relative truth from relative untruth.

**THE SPEAR OF LLWCH**

**Range:** 10m  
**Duration:** 1 Melee Round  
**Cost:** 1 POW

This spell doubles the recipient’s attack chance and damage with a missile weapon for a single shot. The spell is not compatible with *multissimile* or *firearrow*. If compatible with *speedear* only if used with that spell. Players and the speedart bonuses are added after making the adjustments for this spell. (Llwch was said to possess a spear which never missed and always killed its target)

**READ THE LEAVES**

**Range:** touch  
**Duration:** 15 minutes  
**Cost:** 1 POW

The caster of this spell can examine some possible future paths and identify potential nex of crises by examining the cast of a dozen dried hazel leaves. Like *divination*, the hazy vision is not always accurate or of obvious clarity. The ritual is rather like consulting a I Ching, and practice does make perfect.  

**Note to the Referee:** This spell will never provide false information; it merely answers. In the case of non-player characters, you could simply roll INTx5 to see if the character makes proper sense of the symbols. Players must actually decipher the clues and riddles you give them. The information provided is at your discretion, but it should be worth the expenditure of a POW point.

**THE CAST OF FEATURES**

**Range:** touch  
**Duration:** instantaneous  
**Cost:** 1 POW

To use this spell, a character must possess a representation of a human head carved half-size in elder wood. This is the focus through which the spell’s power is directed. The caster must first activate the spell while holding the head, then throw the head at his intended victim(s). The head then explodes, and each being within 2m of it takes 1-3 d6+8 wounds with armour protecting as normal. The carved head is destroyed by the explosion, so a new one must then be prepared—a process which takes some four days. A character can possess only one such head at any given time. It will be useful to consult the Throwing rules in Appendix E of the RuneQuest rulebook. Note that a tumble when the caster is throwing the head means that it explodes in his hands!
The Osprey has 'landed' in one of the docking bays of Regina's many starports. Now the crew disembark to sample the local areas of interest.

Gavin is a maladjusted, paranoid, homicidal maniac. He is also the ship's engineer. This makes him very dangerous.

Customs overwheal, weapons confiscated, the crew rent out an air-raft and set out to see the sights...

SOON.

WE'LL PROBABLY MEET A PATRON THAT WE WILL...

...AND WE'LL PROBABLY OFFER IT BAGS OF CRED TO UNDERTAKE A PERILOUS ADVENTURE THAT HE WILL...

...AND LIKE YOLO WE'LL PROBABLY ACCEPT IT...

(NEXT: PATRON ENCOUNTER)
TABLETOP HEROES

UNDER SIEGE

Chimney pots made from scrap plastic tube, drinking straws and bits of old ball-point pens!

Chimney stack made from balsa block and fixed in position with white PVA adhesive.

After basic construction, paint the entire wall surfaces with thinned Tetrion filler. This strengthens the model and provides an excellent rough surface for painting.

Wyvern Landing Platform built from expanded polystyrene ceiling tile and decorated with two Chronicle Dragon statues.

Behind Barzab the Beastly stands the main door. See Fig 3 for more details.

This ladder, like all others featured in the tower, is removable. Built from strip balsa wood, it is wide enough to allow a based figure to actually stand on the rungs if necessary.

Close-up detail of the rear gantry showing an alarm bell. This wedding cake accessory was painted matt black and dry-brushed with antique bronze. The rope is 5-amp fuse wire twisted to resemble braided cable.

This brickwork texture is achieved by gluing small squares of plasticard to the tower prior to painting.

Canopy built with balsa scraps and tiled with small rectangles of thin card.

Ricky gantry built up from balsa scraps.

A ready-made window from the Citadel Dungeon Accessory range, stuck into position with white PVA adhesive. The outside canopy and sill were carved from ceiling tile and positioned after the window was stuck in place.

Tower door courtesy of Citadel. To fit, cut a hole into the ceiling tile wall and glue in position with white PVA adhesive. Once the glue has hardened, fill any gaps with Tetrion filler. NB: When gluing anything to expanded polystyrene always use a PVA adhesive as other glues have a tendency to 'melt' the tile. Use ordinary pins to hold joints together whilst the glue is drying.

Citadel Trapdoor.

Base cut from 1/8-inch chipboard. Avoid using card as it has a tendency to curl and warp once painted.
For fantasy wargamers, the tabletop siege can be a spectacular and exciting scenario for both attacker and defender. Direct assault against the walls of a strong castle may prove suicidal, but by employing siege engines, rams, towers, incendiaries, starvation of the defenders, tunnelling under the walls, flying creatures etc, the attacking general can stretch the resources and imagination of his opponent who must counter his moves blow for blow, or watch as his defences crumble.

There are many rules available for running a siege game both as a FRP scenario and as a tabletop battle. The *Dungeon Master's Guide* devotes a chapter to 'Construction & Siege', as does FGU's *Chivalry & Sorcery* and the new *Warhammer supplement Forces of Fantasy*. If you are inspired to build your own siege force or fortifications but are apprehensive about the cost - don't be! Fantasy castles and siege engines can be constructed from cheap and readily available materials that will not strain your wallet. The wizard's tower shown opposite is a good example of inexpensive construction. The total cost of materials used to build the tower came to under £4!

For those fortunate gamers for whom no price is too high in the pursuit of their hobby, there are many excellent city wall sections, siege engines, towers and accessories from the superb *Aketon Fortifications* range. Costing around £1 for walls and £2.50 for towers, a complete city wall becomes an affordable dream. The American designer, Craig Acheson, has also produced a range of inexpensive and high quality stone cast 25mm fantasy towers and dungeon tiles and for the best painting results he recommends the use of water-based acrylics.

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SLAVE HUNT

Background
In the desolate, rugged mountains surrounding Eagle Rock, a lawless frontier town, there is much mithril and silver. In a remote ravine, a plentyn nos household set up camp near where they know there are rich silver deposits. At about the same time, a group of zwergind found the place for silver. In the area. These preyed on the zwergind for slaves. If the party are captured, they may be ambushed and captured by its bandits who slew the zwergind group who captured him.

If they ride off with Velwyn, they are fair game for a group of nos or zergwind. It is up to the party to make alliances and/or side with either group. If they can locate and possibly initiate a raid on the red gremkin lair, where there are nos and zwergind captives, they could prove to both groups that the current bloodletting is the result of a sequence of misunderstandings. They may then be rewarded by both groups who might also reach an amicable agreement over the silver mine. Velwyn can attest that it was human bandits who slew the zwergind group who captured him.

The numbers of nos and zergwind war parties should be suited to the number and levels of the player-character group.

PLENTYN NOS
by Anonymous

No Appearing: 4-11; (10-120); [1000 +50d20]
Armour Class: 7(5)
Movement: 12" (15" in woods)
Hit Dice: 1d2/8
Treasure: See below
Alignment: Lawful neutral
Intelligence: Average

In their own tongue, plentyn nos means Children of the Night (they call humans Day People, Children of the Day), for they are mostly active during the hours of darkness. They have 90' infravision. They do not hate light, but their sensitive eyes can be dazzled by a sudden bright light. The nos have white to grey, hairless skin; large soulful, black eyes; and frilled, lacy ears, which are not particularly sensitive. Their hands have three fingers and a thumb, all clawed, while their feet have three clawed toes and a hind claw. Because of this, the nos are thought to be descended from avians, but apart from their claws, they have no resemblance to birds at all. They never wear clothing, but sometimes they are made of a thorny, ebon wood. They are mostly active during the hours of darkness. They have 90' infravision. They do not hate light, but their sensitive eyes can be dazzled by a sudden bright light. The nos have white to grey, hairless skin; large soulful, black eyes; and frilled, lacy ears, which are not particularly sensitive. Their hands have three fingers and a thumb, all clawed, while their feet have three clawed toes and a hind claw. Because of this, the nos are thought to be descended from avians, but apart from their claws, they have no resemblance to birds at all. They never wear clothing, but sometimes they wear a matched pair of silver hand- weapons, usually a clubbing rather than a bladed type with hammers preferred. They can attack one per round with both doing 1d4 damage each. They only use their claws for fighting when the situation is desperate as they regard this as uncivilised. When they do, they can attack with both hands in one round for 1-3 damage each, and with both hands for 1d4 damage each. However, if they are surrounded and outnumbered, they are more likely to surrender and try to
They live for about 220 years. Alignment: Chaotic Lawful Neutral

Their faces are swarthy, except for their leathery, dark brown skin and reddish brown hair. Treasure: 

Attract: to 16 strength and snare as for 60' infravision, mining skills and the ability to detect sloping passages, etc. Their small size causes ogres, trolls and giants to attack them at -4 to hit. They also have the dwarfs' hatred of goblins, orcs and hobgoblins who they attack at +1. 

They save their most intense loathing for kobolds who they automatically attack on sight, with such fury that they do so at +2 to hit. If in combat with kobolds for more than 3 melee rounds, there is a 50% chance that the zwergind will berserk and discard its shield, strike twice and fight to the death, with a 10% chance of attacking any other nearby creature once the last kobold is killed. Even if charmed, a zwergind will attack kobolds 25% of the time and if it berserks there is a 10% chance of the charm being broken.

For every 40 zwergind, there will be one 2nd-4th level fighter. If 160 or more are encountered, there will be one 5th and one 3rd level fighter. If there are 200 or more, there will be an additional fighter/cleric of 3rd-6th 4th-6th level. If more than 320, there will be one 7th and two 5th level fighters, a 6th and two 4th/6th level fighters/clerics. If encountered in their lair (50%), there will also be 2d4 2nd-5th level fighters, 2d4 2nd-4th level fighters/clerics and females and young equal to 50% and 26% of the adult males. Zwergind have some of the dwarfs' innate magic resistance and save as though 2 levels higher.

In addition to their own language, they speak dwarvish, gnomish, kobold, orcsish, common and their alignment tongue. Due to their naturally tough skin, they are AC7, and any armour bonus is on top of this; for example, a zwergind wearing chain mail is AC2. They typically use the arms and armour common to dwarfs.

There are three distinct types of gremlin, distinguished by their skin colour. Close relatives of the gremlin, these creatures are sometimes as large as a human. Black gremlins are as black as coal, black gremlins are as black as coal, and green gremlins are as green as grass.

They are dwarvish by nature, having 60' infravision, mining skills and the ability to detect sloping passages, etc. Their small size causes ogres, trolls and giants to attack them at -4 to hit. They also have the dwarfs' hatred of goblins, orcs and hobgoblins who they attack at +1.

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They save their most intense loathing for kobolds who they automatically attack on sight, with such fury that they do so at +2 to hit. If in combat with kobolds for more than 3 melee rounds, there is a 50% chance that the zwergind will berserk and discard its shield, strike twice and fight to the death, with a 10% chance of attacking any other nearby creature once the last kobold is killed. Even if charmed, a zwergind will attack kobolds 25% of the time and if it berserks there is a 10% chance of the charm being broken.

For every 40 zwergind, there will be one 2nd-4th level fighter. If 160 or more are encountered, there will be one 5th and one 3rd level fighter. If there are 200 or more, there will be an additional fighter/cleric of 3rd-6th 4th-6th level. If more than 320, there will be one 7th and two 5th level fighters, a 6th and two 4th/6th level fighters/clerics. If encountered in their lair (50%), there will also be 2d4 2nd-5th level fighters, 2d4 2nd-4th level fighters/clerics and females and young equal to 50% and 26% of the adult males. Zwergind have some of the dwarfs' innate magic resistance and save as though 2 levels higher.

In addition to their own language, they speak dwarvish, gnomish, kobold, orcsish, common and their alignment tongue. Due to their naturally tough skin, they are AC7, and any armour bonus is on top of this; for example, a zwergind wearing chain mail is AC2. They typically use the arms and armour common to dwarfs.

There are three distinct types of gremlin, distinguished by their skin colour. Close relatives of the gremlin, these creatures are sometimes as large as a human. Black gremlins are as black as coal, black gremlins are as black as coal, and green gremlins are as green as grass.

They are dwarvish by nature, having 60' infravision, mining skills and the ability to detect sloping passages, etc. Their small size causes ogres, trolls and giants to attack them at -4 to hit. They also have the dwarfs' hatred of goblins, orcs and hobgoblins who they attack at +1.

They save their most intense loathing for kobolds who they automatically attack on sight, with such fury that they do so at +2 to hit. If in combat with kobolds for more than 3 melee rounds, there is a 50% chance that the zwergind will berserk and discard its shield, strike twice and fight to the death, with a 10% chance of attacking any other nearby creature once the last kobold is killed. Even if charmed, a zwergind will attack kobolds 25% of the time and if it berserks there is a 10% chance of the charm being broken.

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There are three distinct types of gremlin, distinguished by their skin colour. Close relatives of the gremlin, these creatures are sometimes as large as a human. Black gremlins are as black as coal, black gremlins are as black as coal, and green gremlins are as green as grass.
Treasure Chest is a regular department for readers’ D&D/AD&D ideas. This issue, we present some non-magical phenomena by Roger E Moore, and a WD competition.

**Bits and Pieces**

**THE WILD HUNT COMPETITION**

The Wild Hunt, Great Hunt, Chaos Hunt is a recurring theme in fantasy literature. What does the name conjure up to you? A hero pursued by sinister cloaked figures, mounted on baleful steeds, coursing through the woods or the night sky; out in front, a pack of baying hounds from Hell? Well, whatever your idea is of this terrifying weapon of Chaos, we would like you to put your imagination to work and provide us with details, descriptions and statistics according to your favourite FRP system.

Not only will we print the best ideas, paid for at our usual rates, but we will give a prize for the best entries; signed copies of Ian Livingstone’s latest Fighting Fantasy Gamebooks, Deathtrap Dungeon and The Island of the Lizard King. Who knows, perhaps Citadel Miniatures might also produce figures based on the Hunt.

Your imagination and knowledge of your favourite FRP rules are the only limitation, apart from a few simple rules:

1. Each entry must be between 1500 and 3000 words, plus any necessary statistics tables. You may also send sketches to illustrate the appearance of members of the Wild Hunt.
2. You must give full details of at least six riders of the Hunt and their steeds. One of these riders must be the Master of the Hunt, and another must be the Master of the Hounds (or whatever form of monster you use to track and chase the quarry). Full details for the Hounds must also be given.
3. You may use any popular FRP system. Part of the judging will be based on how well you use the chosen system to portray the Hunt.
4. The Hunt, since it is a major weapon of Evil or Chaos, must be powerful and terrifying, but not so much that a group of skilled and experienced players have no chance of escaping them.

**HEARING AID**

This small device is a trumpet-shaped cone of ivory or precious metal. When the narrow end of the cone is placed inside the user’s ear, the horn will amplify any ability to listen at doors, and a +1 bonus to prevent the being from becoming surprised by any but utterly silent creatures. However, if in use within 120' of an extremely loud noise source (eg, shriekers, dragonne, androsphinx, banshee, etc) there is a 70% chance of partial deafness (causing a –1 on initiative rolls and preventing any hearing attempts with that ear lasting 10-30 rounds, and a 30% chance that the hearing loss will be permanent unless cured by a heal, wish, or limited wish spell. Keen-eared individuals (see DMG, p60) will, in either case, lose their special hearing abilities forever unless a wish is used to restore it. Also, if one is listening at a door when someone opens it toward the character by surprise, the listener with the Hearing Aid will suffer one point of damage and complete loss of hearing in that ear (as the Aid punctures the eardrum, curable by the above spells).

**SILENT TONGUE**

Silent Tongue is a form of non-verbal communication developed by deaf humans initially, with many extra elements added by thieves, assassins, warriors, mages, and other classes. Communication between individuals is accomplished by hand and arm gestures, facial expressions, body postures and movements, etc. The proliferation of such signals is exceedingly complex, about as much as any normal language, and is widely used in human societies. Other races have adapted it for use as well; there is a low chance (1%) that any one individual NPC will know how to speak Silent Tongue but there is a fairly good chance of finding at least one such person in a medium-sized community or larger.

Silent Tongue is slowly being adopted for use by adventurers, especially those who desire silence in their operations (like thieves). Even if adventurers are under the influence of both silence and invisibility spells, communication may continue by touch-code, spelling out words letter-by-letter or making hand symbols for words that the ‘listener’ feels and translates and returns. Conversation proceeds much as normal, though it may be slowed considerably by circumstance (if one’s hands are occupied). Silent Tongue may be learned in the same manner as any other language, and within the same time frame.

**UNUSUAL MAGICAL ARMOURS**

Most magical armours that adventurers uncover seemed to be for humans and demi-humans exclusively. No matter that the evil magic-user has hoards of humanoid and other monsters who would all benefit from magic armour; no matter that there may be certain individuals of other races who have distinguished themselves with their prowess and might be provided with armour by grateful allies. Should a Dungeon Master be of a perverse twist of mind, however, he or she could manage to include unusual magical armour types that are certainly not meant for use by humans, elves, dwarves or the like. Assuming that on a 1% to 5% chance per suit of armour discovered that it was an unusual type, the following table (easily modifiable as desired to fit the current campaign) might be of use: (roll percentile dice)

<table>
<thead>
<tr>
<th>Score</th>
<th>Armour Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-05</td>
<td>Kobold</td>
</tr>
<tr>
<td>06-15</td>
<td>Goblin</td>
</tr>
<tr>
<td>16-25</td>
<td>Orc</td>
</tr>
<tr>
<td>26-35</td>
<td>Hobgoblin</td>
</tr>
<tr>
<td>36-45</td>
<td>Gnome</td>
</tr>
<tr>
<td>46-55</td>
<td>Bugbear</td>
</tr>
<tr>
<td>56-65</td>
<td>Orc</td>
</tr>
<tr>
<td>66-70</td>
<td>Ogre mage or hill giant</td>
</tr>
<tr>
<td>71-75</td>
<td>Troll</td>
</tr>
<tr>
<td>76-80</td>
<td>Satyr</td>
</tr>
<tr>
<td>81-90</td>
<td>Contour (includes barding for horse-half and protection for all four legs, as well as armour for head, arms, and torso)</td>
</tr>
<tr>
<td>91-93</td>
<td>Gargoyle or minotaur</td>
</tr>
<tr>
<td>94-96</td>
<td>Lizard man or troglodyte</td>
</tr>
<tr>
<td>97-98</td>
<td>Miniature armour (brownie, pixie, sprite, etc)</td>
</tr>
<tr>
<td>99-00</td>
<td>Other (DM’s option)</td>
</tr>
</tbody>
</table>

*The Dungeon Master should adjust the armour type to conform to the creature’s needs (ogres won’t need magical leather armour, lizard men may not wear platemail, etc.)*

---

[Diagram of a character]
Dear White Dwarf,

Hello there. I just thought I’d drop you a line to let you know about our plans up here at Citadel.

The big news is that very soon we’ll have out own range of paints. We are going to be launching Citadel Colour and will come in boxed sets of 9.

We feel that Citadel Colour are really going to set the standard for fine paints in the future. They are water based, which makes them easy to mix, thin and clean up. Polymers, so they don’t smell horrible, and are very dense, so that they cover metal very well, in one coat and will give very bright colours.

First of all, we are bringing out 18 different colours, but soon the range will expand to 36, and by the end of the year we will have metallic and fluorescent colours as well. Best of all, though, is that they are going to be very reasonably priced and should be in store soon!

Yours Sincerely,

[Signature]

Citadel Miniatures

PS. I’ve enclosed a snap of our Gnome Steam Cannon, one of our latest Speciality Sets!

GAMES WORKSHOP TO PRINT

CALL OF CTHULHU

It was announced last night that Games Workshop will be printing Chaosium’s highly successful Call of Cthulhu in June this year. Peter Darrell-Evans (aka Questy Pete), sales manager at Games Workshop, said that this is truly a great day for British gaming.

Not only will the UK edition be substantially cheaper than the imported version, but it will also include all the extra rules.

When asked whether Games Workshop had any other plans for 1988, Questy Pete replied, "This should be our biggest year ever. Dungeon Planners III and IV are already under way, with DPVII being a large ruined building, either a wizard’s palace or warrior’s castle, and DPVIII will be the first part of a city that will be built up in future sets.

We’re looking for several games based on politics, and have played around with some promising ideas recently — and it looked very good indeed. We have also started work on computer versions of Battleground and Traveller for the Spectrum, and probably the BBC Microcomputer.

This is just the tip of the iceberg. I could go on about other plans and

MIDDLE EARTH RPG

Iron Crown Enterprises have just produced a simpler version of their massively detailed Rolemaster system, apparently aimed at less experienced FRPers. The Middle Earth Role-Playing game is to be available in July and includes a 16-page booklet with adventure maps, gridded maps, dice and counters depicting the principal characters. The first module, Beorn and the Barrow-Dens, is packed with Hobbitish propaganda and will be followed by modules which detail specific places to complement the existing ICE Middle Earth supplements. The Rolemaster series also now includes two new books which will be generally available and is the most detailed role-playing system so far devised, with new background sets and equipment.

Congratulations to P J Elymer of Stoke-on-Trent, J N Manketlow of Surrey and A Allan of Durham who won, respectively, 1st, 2nd and 3rd prizes for the scenario competition that appeared in WD44. The winning scenarios will be featured in future issues of White Dwarf, but I would like to take this opportunity to thank all the people who took part — we were literally overwhelmed by the number of entries! Well done!
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Dungeon Floor Plans 2 - Trees, grass, water, pits, plinths, altars and other features.

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This year's Dragonmeet will be held at the Central Hall, Westminster. Event organisers, helpers and gophers are needed to help make Dragonmeet VII even more spectacular, fantastic, hot and sweaty than last year's. Please write to Dr. David Arter, PBM Playshop Ltd., 27/29 Sunbeam Rd, London NW10 6JP for further details.

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Game defending of games/ modules etc. Some unused, most at least than half cost price. Send an SAE for list to: S Burley, 20 Honeswode Close, Hands- worth, Birmingham B20.

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Postal Club
ADD&D Traveller players required to join postal club. All countries welcome - no SAE necessary! Age 13-16. Fanzines and games-available! Beginners more than welcome. Write: Heperf15, 15 Fairholme Gardens, Cranham, Upminster, Essex RM14 1HU. Free membership!!

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Players wanted
In the Chingford, London area for D&D. Newcomer to RPG. Contact: Matthew Pattenden, 22 EVanston Ave, Chingford, London E4 4JS.

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WD2, 3 and 4 in good condition. Pay well. Contact: Terry Warren, 47 Dunbar Way, Woodford Green, Essex IG8 7EZ. Phone: (01) 504 9993.

Terriy Your Postman!
Play Call of Cthulhu by post - players must have copy of the latest edition to participate in the games. If interested, contact: S Russell, 21 High St, Wingham, Nr Canterbury, Kent.

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FRP Hinckley
17-year old male seeks player/ groups in the Hinckley area. 3 years role-playing experience - mainly an antihero list to: Matthew Davis, 47 Long Street, Storey Stanton, Leics.

BBC Micro Adventure Club
The club has been formed for game writers and players. Membership includes twelve games over the year, plus contacts and pen friends. Also the club runs a new hand role-playing software and hardware prizes. Membership forms can be obtained from: 18 Weardale House, Woodberry Down, London N4 1GN.

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Hello there. Freebooters of varying experience, Groffy, Midge and Merryweather, require some AD&D adventurers, 16+, for the campaign. Contact: John, Tilbury 6540. Another need is there another challenger? Club form is available from: 18 Weardale House, Woodberry Down, London N4 1GN.

Down but not out
The Weremar ADD&T team hereby publicly admits defeat at the hands of SAGA. Does this make SAGA British champions or is there another challenger? Club secretaries contact: Mike Green, 54 Main Road, Carlow Road, Waltham, Ipswich, Suffolk.

Gamex 1984
Gamex 1984 will be held at Chapman College on June 15th, 16th and 17th. The first 1,500 registrants at the door will receive a free S10 value game! Gamex 1984 will feature all aspects of the adventure gaming hobby including war-games, fantasy games, role-playing games, miniatures, computer games, family games, sports games, plus dealers, seminars, flea markets, and the special game auction. For more information please send a stamped return envelope to: Gamex 1984, P O Box 758, Bellflower, CA 90706, USA.

Players Wanted
ADD&T (14) seeks reliable players. Plays RO, Batticars, Warhammer - willing to learn others. Contact: David Barrett, 48 Sutherland Ave, Bexhill-on-Sea, Sussex. 0422 221129 after 5pm.

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