FREE THIS ISSUE!
The Skaven - A Complete Blood Bowl Team!
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PLUS CALL OF CTHULHU • WARHAMMER GNOMES • JUDGE DREDD
ISSUE 86 FEBRUARY 1987

Issue 86 of White Dwarf started during December when Mike Brunton sat down and decided what the magazine would include. With the assistance of Marc Gascoigne, the text was prepared for Julie Weaving and Gail Morgan. They entered it into the phototypesetting machine. The text was sent back to Mike and Marc for proofreading, so that (in theory) all the mistakes would be corrected. Hmmm. Alan Merrett came downstairs to ask how Dwarf was going.

While that was going on text lengths were calculated and the words were handed over to Charlie Elliott. He worked on the design of the pages - where the text and illustrations would fall.

John Blanche chose the artists for the various articles and to suit Charlie's designs. John also chose the cover picture: "Trey of Swords" by Rodney Matthews.

Every once in a while Bryan Ansell (the boss) said 'Wouldn't it be a good idea if...?' or 'I think so-and-so would be really good, you know...'. We thought his ideas were quite good as well.

Ivor Chomacki spent a lot of time on the telephone selling the advertising space.

The commissioned artwork came back from Martin McKenna, Euan Smith, Russ Nicholson, Brett Ewins and Aly Morrison.

Copies of the piccies were made and given to Alan, along with Charlie's page designs, the corrected text and the hundred and one other bits needed to produce the magazine. Alan gave all the bits to Mark Craven, Ian Varley, Ruth Jeffery, David Oliver, Joanne Podozki, Sue McLoughlin and Richard Wright. They pasted-up the magazine. Mike came upstairs to ask how Dwarf was going.

At this stage sanity entered the proceedings, and WD was treated just like any other printing job: film-making, Overseas Distributors; USA: Games Workshop US. 8920 Route 108, Columbia MD 21045. Canada: RAFM Company, PO Box 62, Paris, Ontario N3L 3E5, Canada. New Zealand: Blackwood Gayle Distributors, PO Box 28358, Auckland, NZ.

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THE PRICE OF FREEDOM
Roleplaying Game
West End Games - £16.95

Let's be quite clear about this. The Price of Freedom is a game of violent resistance to a Soviet occupation of North America. Nothing more, nothing less. I'll come back to this in a minute as the background is, after all, the game's entire justification.

As we've come to expect from West End, the presentation of Price is excellent. The box is full, a fact spoilt only by the largely superfluous counter storage tray in it - nick it for another game. The various components are professionally finished and pleasing to use. My only gripe is that an index would have been useful, rather than just a case list of the rules.

It's good to see that roleplaying - as opposed to number crunching - is emphasised from the start. During character generation players are encouraged to think of their new characters in terms of personality, relationships and motivations before allocating numbers. The end result is that you can end up with, say, an Irish-American ex-cop, whose main interests in life are keeping up to date with the alimony payments, guns (remembering the good old days on the force) and lots of drink (his real passion). The numbers and skills to fit such a character outline are easy to assign, but secondary to his overall personality.

Likewise the GM is encouraged to think of NPCs in terms of their personalities and goals and not worry about the numbers until they are needed. All to the good, in my opinion.

The whole game system is competent, as again one would expect from Greg Costikyan and West End. Skills and combat are straightforward, and produce 'realistic' results. There is a welcome lack of clutter in the number of weapons presented - a pistol is a pistol is a pistol. Just add gory descriptions if you want to be Dirty Harry or Rambo... There's also a new obligatory Hero/Luck/Fate point fudging system to allow the player characters to pull off heroic stunts at the critical moment in the plot - one example is lifting a bus(!) off somebody.

The referee's notes are some of the best to appear in any game, and explained in a clear and concise style. The advice on how to actually run adventures - long term NPC enemies, playing styles, atmosphere - is something that should be included in any roleplaying game. And again, roleplaying is emphasised; the 'feel' of what is going on in an adventure is more important than numbers. The bibliography is also quite extensive.

There's enough material in the game to provide a campaign background. The introductory adventure is workmanlike, and gives most aspects of the game system an outing. I suspect that many experienced roleplayers will give it a miss, though. The other background and campaign material (as well as the bibliography) should give rise to plenty of ideas for further adventures. The GM's book also includes a set of short outlines for adventures - no game statistics, maps or any of the rest, just a situation and the personalities involved. Given the usual 'take it from here' approach of most games, these are more than welcome.

As a game, Price relies for its impact on the world it describes. Price presents a fantasy world where the Russians have 'Star Wars' and hold America to ransom. Within days Soviet troops land in the USA, and from then on things as presented go downhill rapidly. The threat from Soviet troops to 'your house, your car, your VCR... your family' (in that order) is emphasised even in 'A Note to Liberal Readers'. The whole presentation of the game is far from that of Twilight 2000, which presented a terrible world picture, but did so in a relatively neutral way. Price drops all pretence of being a neutral game system: 'Go out and kill them Commies' is the message.

I have the feeling that Price is intended to be taken as a tongue-in-cheek game. At least, I hope it is...

Ashley Shepherd

HAWKMOON
Roleplaying Game
Chaosium £15.95

HIL SECTOR BLUES
Paranoia Adventure
West End £4.95

THE WATCHERS OF THE SACRED FLAME
Multi-system adventure
Integrated Games £8.95
Now you can join Dorian Hawkmoon, Count Brass, Odalahan, Yisselda and many other Michael Moorcock characters as they fight to overthrow the Dark Empire. For the Hawkmoon game takes you into the lands of the Tragic Millenium where the armies of Granbretan are everywhere. **Hawkmoon** uses the Stormbringer game system with the added bonus of new skills to allow player characters to build and repair technological devices. Magic is not available to player characters, although it is possessed by a few NPCs, but with the ability to create an acid or flame cannon who needs it? Players can decide to come from any racial background, even from Granbretan, in which case they have access to orichopters, the strange flying machines employed by the Dark Empire. As in Stormbringer, characters start out reasonably experienced, allowing them to undertake all sorts of dangerous adventures in war-torn Europe. **Stormbringer** players will find this game doubly interesting, as it allows characters to travel across the planes from the Young Kingdoms. In the same game system is used, players can be fitted into the new setting with great ease. Magic skills are, however, greatly reduced, as befits a world where Law is dominant and technology rules. Hawkmoon players travelling into the Young Kingdoms face different problems, while their technology skills are not reduced, the whole basis of that technology often doesn't exist, so their skills become almost redundant. Travel is a good feature of this game and one that captures the flavour of the Eternal Champion books very well. Gamemasters familiar with the books will have no problem in elaborating on the background information provided to bring the game alive. Other GMs should read at least the first four Hawkmoon books before running this game. While background information is included in the game, a full feel for the setting can only be found in the books. One has to read the books to experience the strange brooding intensity of Londra and to fully appreciate just how strange a society it is. Unfortunately, the adventures presented with the game do not do it justice, they lack the epic feel that exist in the books themselves, and are reminiscent of old school dungeon adventures - not the kind of thing that springs to mind when I think of Hawkmoon. No doubt Chaosium will produce far better adventures in the future to exploit the game's potential to the full. **Hawkmoon** is a welcome addition to the Eternal Champion saga. There are a few problems with it, but fans of Michael Moorcock will be more than pleased to defend the Kamarg, or to battle in Londra to overthrow the Dark Empire for all time, or at least until other 'alternate realities' affect the outcome. 

Peter Green

Alright, kids, we all know how absolutely brilliant that wacky game Paranoia is, and how truly wonderful its adventures are too. But for yours truly, and I suspect for one or two of you guys too, there's always been a sneaking suspicion that while the adventures are exceedingly fun for the GM to read, they aren't quite so funny to play. All that sudden death and violent carnage sounds good on paper, but it does occasionally make for a very short game - and a disappointing one too if you've just spent a fiver on the adventure. Well you need be disappointed no longer (as they say in all the best reviews), for West End have taken the extremely courageous step of producing a Paranoia Campaign Pack! Yep, players now get to survive longer than the first encounter - they get to earn unheard-of things like Experience Points and other assorted delights. Why? Because **HIL Sector Blues** is a set of rules and adventures to help you set up and run a long-lasting Paranoia campaign. But is it any good, I hear you ask? Do me a favour, of course it's good! Written by Ken 'Completely Screwy' Roleton of *Orchardists* fame, it comes as a chunky (and very reasonably priced) 64 page book, plus a wraparound cover that includes reference tables and the debut of the near-legendary *Cardboard Computer* cut-out figures. To go with these figures there is even a set of Miniatures Rules, so complicated they make *Warhammer* look like a text book on sub-atomic physics, and chock full of innovations such as using your entire house as a wargames table. If there is one word that describes these rules it is this - SILLY. The players obviously come into this somewhere; in fact, the rationale is that their good work in serving The Computer has earned them the opportunity to be transferred to an IntSec unit working out of HIL Sector. That's right, they get to join the Troopers! And in the Troopers there's none of this perpetual zapping of traitors and Commies - well, there is, but it's a lot subtler in the police service, with each player get sneaker and sneakier in their attempts to pin something on their (obviously) guilty comrades, hopefully in exchange for some promotion. And just because the players are now in a vague position of power doesn't mean that the GM is going to treat them as loitering personages. Indeed, now the characters are often under the direct scrutiny of Ultra-Violets - a terrifying ordeal in itself! Still, it all adds up to a lot of crazy fun, helped along by three quite superb adventures (including one featuring a certain Ram-B-EAU, who I know we have not heard the last of). Add to these the very extensive notes on adventure design and running, the miniatures rules and all the rest, and you've got a package that will provide you and your players with a lot of entertainment - over and over again! (Was that better, boss? No Marc, it wasn't. Keep taking those sincerity exercises - Ed.)

Marc Gascoigne

This is the third set in the 'Complete Dungeon Master' series, which has been appearing at some intervals over the last two or so years, starting with *The Halls of the Dwarf Kings* and continuing with *The Lost Shrine of Kasar-Khan*. Much of the setting derives from the excellent campaign background in *Tortured Souls!*. Basic stats are provided that allow the adventure to be played with AD&D or *RuneQuest* rules.

With *The Watchers of the Sacred Flame* the players of a 'heroic quest' style of interlinking scenarios takes place; although the events in the previous two sets are part of the same campaign, it is only now that players will see some long-term, goal to pursue. This is, as might be guessed, to do with a powerful artefact - a plot device common to the series. However, this is more than just a carrot in front of the players, it is actually the most important aspect of a double adventuring quest in this adventure. The players not only have a limited idea of what it is they are chasing, they have scint idea of where it is, what relevance it has and who else might be interested in it! As an heroic quest, it is brought down to the level of a spy thriller, where you can't quite grasp the whole plot until the final page. This works well, but I regret one thing. As a gamemaster, I first it a pity that all the careful background and history is going to remain hidden from the players, while they chase around after the artefact and the bad guys. So much of the subtlety of this adventure is lost in play. I wonder if the players are to 'Understand It All' come the end of the Complete Dungeon Master series.

In the box, you get an impressive package with which to run the scenario. The adventure itself is detailed in a 32 page booklet; there is an NPC booklet; another showing some of the key scenes; you get more of the Endless Plans range of 25mm scale floor plans with which to show the layout of the settings; and a GM's screen with summaries of most of what you need to know. You also get a profusion of player handouts, which contain the only out-and-out failure of *Watchers*. There are two maps, and players are meant to guess how they work together to guide them from a little bit of information on another handout and some logic. I haven't seen this work yet. In fact, players are going to be mislead by these maps, which assume great importance simply because they are so obviously part of the adventure. Don't rely on these maps - be ready to help the party back on the right path.

The plans are attractive, and all but one is perfectly clear when compared to the descriptions on the screen (the castle layout isn't always easy to follow). The 'players' viewpoints' might seem a little superfluous, but I ended up using them quite a lot. The advantage has a lot going for it. There are many excellent encounters, both passive and deadly. The greedy encounter is great fun, run it for all it is worth. Some people might find the encounters a little cramped - this is due to the nature of floor plans, of course (at the scale, a decent size area is tooing for the handout). The book is very tight, and the players are made not to see the under- lying mechanisms, and the Endless Plans are an end good for scene-setting as anything else.

Paul Cockburn
DAI - ADVENTURES IN BLACKMOOR

D&D Adventure
TSR £5.95

Once upon a time, when D&D was very, very young, there was Gary Gygax, and there was also Dave Arneson. Gary Gygax ran a campaign called Greyhawk, and Dave Arneson ran a campaign called Blackmoor. Both gave their names to supplements for the original D&D, which was superceded by the first Basic rules in 1977. Eventually TSR published The World of Greyhawk, based on Gygax’s original campaign. Dave Arneson, meanwhile, faded from the picture for one reason and another, but now he’s back, and DAI Adventures in Blackmoor uses his original campaign setting, updated for the D&D Expert Rules.

DAI is an adventure for 10th-14th level characters, and consists of a 64-page booklet and an A2 colour map inside a wraparound card cover. Seven pages of GM’s background give the history of the area in which the adventure is set, and another three pages deal with introducing the adventurers to the world of Blackmoor.

The whole adventure is a device to get the PCs into the world of Blackmoor from wherever they happen to be at the time; the action takes place in three versions of the same inn, which cuts down on the map requirement but can lead to a static feel in play. The introduction links this to XI Isle of Dread, but there is no reason why the device can’t be used in any game world. The inn itself is deserted, run-down, and a zoo-dungeon. A disappointing start, reminding us of Blackmoor’s origins. There are, however, some intriguing clues, leading on to the next part of the adventure. As the inn shifts between dimensions, certain things change, and the second part of the adventure concerns itself with these changes. In the final part of the adventure, there is another dimension shift, things change once more, and we’re in another old-fashioned zoo-dungeon. Once this is dealt with, the players will probably be thinking ‘Right, we’ve sorted that out, and we’ve got into Blackmoor - what now?’, and the answer, I’m afraid, is that you’ll have to wait for DAI2.

The final 20 or so pages are given over to a description of the world of Blackmoor, with no less than 38 prominent NPCs covered in detail. While this section is packed with interesting information, it falls between two stools; it isn’t really part of the adventure at all, and there isn’t enough of it to make a campaign sourcepack upon which the GM can base further adventures in Blackmoor.

All in all, DAI is an adventure which never seems to get going; it only has one idea - albeit a fairly strong one - and the PCs never get to explore the world of Blackmoor, despite the colour map which comes as part of the package. Old hands who remember the TSR and Judges’ Guild products of the late ‘70s will get a certain feeling of nostalgia from DAI, and despite the fact that zoo-dungeons are out of fashion these days, this one is well written and set out, with a reasonable plot, and should provide an interesting and enjoyable session’s play - which is probably more important than current trends in adventure design. However, Peter Green’s criticisms of GDQ1-7 (WD85) apply with equal force here. It makes a reasonably good introduction to Blackmoor, but a lot will rest on DAI2 and the rest of the series; as a campaign starter DAI has a lot going for it, but it will stand or fall on what comes next.

Graeme Davis

REF3 - THE BOOK OF LAIRS

AD&D GM’s Aid
TSR £6.95

REF3 is a 96-page booklet, containing potted details of the lairs of no less than 61 groups of monsters, drawn from all three AD&D monster books (and one from Oriental Adventures). Each can be used on its own as a short adventure, or can be dropped into a campaign as the GM wishes. The first thing I noticed is that there are only six maps in the whole thing, and most of the encounters need a certain amount of preparation on the part of the GM. The brief encounters (if I can use that term here) range from the fairly straightforward (one bear) to the positively frightening (876 Undead) and at the start of each is basic information on type of terrain, total party levels and experience points, plus a few lines of rumours designed to bring the location to Our Heroes’ notice. As well as monster lairs, there are a few interesting NPC hideouts, but most suffer from the lack of a map.

Not everybody’s cup of tea, but a very useful source of ideas and material for any AD&D GM, either to develop as full-blown adventures, or to fill in the gaps in a campaign, or for those dreadful ‘Oh-God-I’ve-forgotten-the-module moments.

The bulk of the encounters are intended for 3rd-7th level parties, but some are for any level and a few go up to 12th, so everyone should be able to find something useful. I was reminded of the old Judges’ Guild Book of Treasure Maps products, and certainly in terms of the number of adventures here, REF3 is excellent value for money. Its only drawback is that, inevitably, there is a lot of work left for the GM to do, but it provides a great number of ideas which can be developed fairly easily.

One nice thing is that you can develop the encounters to suit your style of play - if you want hack-and-slay, you can have it, and if you want thought and roleplaying, you can
write that in as well. I'm still not sure about
encounters which provide the party with 876
Undead, 130 Brigands, 80 Goblins and
Orcs, 120 Kobolds, 251 Hobgoblins, 120
Lizard Men, 192 Buccaneers, 249 Sahuagin
and the like - these give me the impression
that someone has been rolling No.
Appearing dice in the monster books rather
than planning the encounters out - but even
if you only use half the encounters in REF3,
you'll get a fair run for your money.

Graeme Davis

OA2 - NIGHT OF THE
SEVEN SWORDS
AD&D Oriental Adventures
TSR £5.50

OA2 is the second adventure for Oriental
Adventures, and consists of a 48-page
booklet inside a 3-part wraparound cover.
The inside of the cover contains the plans of
Ito-Jo, a castle, in the exploded-view
Dungeon's Survival Guide style, plus
more conventional groundplans of the
dungeon beneath Ito-Jo and of an inn which
features later on. When the cover is stood
up as a DM's screen, the rather nice full-
colour map of Maeshi Province is on the
players' side. A poster-size province map, as
in OA1, would have been nice, but is no
great loss.

The booklet starts with a 3-page background
section, detailing the geography and history
of Maeshi province, and a page and a half
of DM's information and notes on setting
the adventure up. There is a lot to take in
here, and the DM would be well advised to
prepare thoroughly.

The adventure itself concerns the rivalry
between two clans, a cursed, haunted castle
and a box of relics, and the plot is
interesting and believable. At first glance,
though, the main part of the adventure looks
disappointingly like a standard dungeon
bash. There is an interesting encounter
along the way, in which the party is
required to be suitably honourable, but after
that it's just a haunted castle. Mind you, it's
a very good haunted castle, and even those
who don't normally enjoy dungeon bashes
will probably find it interesting and
enjoyable. There are some interestingly
Oriental bits and pieces which maintain
the atmosphere nicely, and although some of
the encounters are a little frightening for the
suggested party strength of 6-8 4th-6th
levels, a reasonable number of spellcasters
should be able to cope. Certainly this is no
adventure for an all-fighter party. Oh, yes -
and there's a new OA monster that will be
strangely familiar to non-OA AD&D
players.

Having attained their objective in the castle,
Our Heroes have various encounters on the
return journey and make a delivery, avoiding
the various machinations of their lord's
rival. The two main settings, of a castle and
an inn, make useful stock locations for OA4,
and the adventure itself is an interesting and
well-balanced mixture of role-playing and
fighting.

One drawback, to my mind, is that OA2 is
set in a different province from OA1, and it
assumes that the PCs are in service with a
certain Daimyo, but DMs who want to link
the two in a campaign should be able to
tweak the setting and the history with a
little work. Overall, it's a nice adventure.

Graeme Davis

REF2 - ADVANCED D&D
PLAYER CHARACTER
RECORD SHEETS
AD&D Accessory
TSR £4.50

Hmmn - what do you say about a booklet of
character sheets? Well, it's got a very
nice cover, for one thing. Inside are 16
character sheets, with spaces for recording
everything you could ever want to record for
an AD&D character. There's even a space
for Honour, if you happen to be playing
Bushido referees might also find it interesting, provided that they are prepared to do a bit of conversion
work.

In addition to the character sheets, there are
16 pages of a Spell Planner: 5 sheets of MU
spells, 4 with Cleric spells on one side and
Illusionist spells on the other, 4 with Druid
spells on one side and OA Shukenja spells
on the other, and 3 with OA Wu Jen spells
on both sides. These consist of lists of every
spell available to the character class in
question. Each spell has three little check¬
boxes to cross them off as you select or use
them, and lots of little symbols giving
potted information on each spell. There is a
key for these symbols inside the back cover,
but learning how to use them looks like it
could be hard work. A nice idea, though.

Well, not a lot else I can say, really - this
product will sell well among AD&D players
who like using Official* character sheets,
and not so well among those who don't. 16
character sheets isn't a lot for your money,
especially when the meanies put a brown
tone on which means that some bits come
out black when you photocopy them.

Graeme Davis
DEMAND THE IMPOSSIBLE

I pinched the title (above) from a book (below). This month's heap is indeed impossibly demanding, partly thanks to middle volumes of fantasy trilogies of which I've botched Volume 1, partly through Unwin's habit of misdirecting books to Nottingham until about six months' output is forwarded here at a stroke, and partly because nobody should have to cope with two Piers Anthony outbreaks in a single column.

Guy Gavriel Kay's The Wandering Fire (Unwin 298pp £10.95) continues the stylish and upmarket 'Fionavar Tapestry', laying down fantasy sequence in post-Tolkien vein. Kay's basic stage-setting is pure Tolkien — fair land, Black Lord, everyone approaching the final test. He adds dollops of passionate emotion, a tenuous tangle of human relationships, and mythic chunks from all over the shop. And the writing's good enough to make it all work... nearly. (There are minor glitches in naming Kay may insist 'Aileron' is a High King, but I know he's just to aeroplane's wing-flap.)

The Golden Bough-ish themes of sacrifice and redemption are very effective, and when a sympathetic chap dies (to end the arch-friend's Fimbulwinter. I was less keen on the dreadfully familiar Wild Hunt stuff (though pleased to see the traditional wrappings about 'magic actually followed through — the cavalry comes over the hill to save the battle, and starts killing everybody.) The final riddle is really a question of taste. Mythic archetypes are fair game, and much fantasy concerns itself with echoing or retelling legends: all tales are the same Tale, said Tolkien, but was careful to invent his own mythos clear back to the Beginning. What Kay has done is to swipe characters from the finest legend of all, a Tale which is not his, and throw them into the already too-huge cast with promises of heavy Eternal Triangle next book. I admit 'The Fionavar Tapestry' more if it weren't rapidly turning into... wait for it... Le Morte D'Arthur Part II. Can the author possibly bring this off? Hmm.

Judith Tarr's The Golden Horn (Bantam 272pp £9.95) is simple stuff without the big doomey effects: no delving into the greasy mythological stockpot, just a tight focus of thirteenth-century erudition. Half-coven erstwhile monk Alif potters through the Fourth Crusade siege of Constantinople, makes friends, finds blameless heterosexual love, deserts his last volume, loses (nearly) all in the sacking of Byzantium, sets his face towards Rome and Book Three... This is more immediately successful than Kay's book because it takes fewer risks: an elegant Georgette Heyer romance moved back in time. In the long term? I can't remember anything of Tarr's volume 1, while still retaining vivid images from Kay's.

Huysmans' Pets (Gollancz 247pp £9.95) shows Kate Wilhelm in almost light-hearted mood... one of those discreet contemporary thrillers which seem embarrassed by even a downplayed SF content. A web of non-coincidence ensnares some highly likeable characters, in particular the experimental animal kids produced by the wicked tamperings of deceased geneticist Huysman. The forces of injustice are defeated by ham acting, telepathy, computer hacking and forged dollars, all very quickly and quietly.

Nice reading, but more suspense and dollars, all very quickly and quietly. Nice reading, but more suspense and... 1 can't remember anything of Tarr's volume 1, while still retaining vivid images from Kay's.

The amazingly prolific Piers Anthony offers Anthology (Grafton 432pp £9.50): 21 short SF and fantasy stories, two of which form chapters in his novel Prostho Plus (irritating if you've got it). Some display the compulsive naivety of Anthony at his best (e.g. 'Hurdle'); many could usefully have remained in obscurity; one is an incredibly filthy joke which would shock your editor if described here. Acerbic introductions bewail the bad taste of editors and the obscurantism of critics. From the afterword of Golem in the Gears (Orbit 326pp £2.50) I learn that Anthony's just switched to a word processor... if his production rate rises further, the books will be appearing weekly. Golem is the ninth 'Xanth' fantasy and possibly the weakest of the lot (the series is being 'rested' for a while after this). Like some legendary D&D campaigns, Xanth is so full of whimsy and casual magic that no situation can threaten for long; the storyline lurches drunkenly from pun to banal pun. (Compare the earlier books, where puns cropped up naturally without the plot being painfully wrenched to accommodate them.) The US readership loves it. Argh.

Robert Sheckley appears to have a similar plotline problem in Options (Grafton 156pp £2.50), but here, in theory, it's intentional. This can be read as one of those SF books which criticize SF (like Le Guin's Lathe of Dune and Malberg's The Human Scours). Sheckley's hero is marooned without a spare part for his space drive, and despite writing himself into the book as the Man of a Thousand Disguises, the author is unable to come up with a credible plot device to save the situation. Lots of fun but, for obvious reasons, not much plot.

Also to hand: Sandwrit er by Monica Hughes (Magnet 159pp £3.75), a very ideologically sound little fantasy fable of desert ecology and exploitation, sort of of Dune in miniature for younger readers; Fritz Leiber's Swords and Ice Magic (Grafton £2.50): 21 short SF and fantasy stories, the darkest of the fizzy Fafhrd/Mouser fantasy series; and our title book Demand the Impossible by Tom Moylan (Methuen University Paper-backs 242pp £7.95), subtitled 'Science fiction and the utopian imagination'. For completist SF academics, it's a some-what aestere examination of four novels: Russ's The Female Man, Le Guin's The Dispossessed, Piers Treadwell's man on the Edge of Time and Delany's Triton. For Dwarf readers heavily into such role-playing games as Marxist Analysis and the very popular Post-Structuralism (a recent supplement, it's a riot of heteroclitic theoretical mastery and prefigurative political understanding (or so says the back cover). Who could ask for more?
CURSE OF THE BONE
by Marcus L. Rowland

A modern Call of Cthulhu adventure for 2-5 investigators, set in London.

Players' Information

The investigator with the highest Occult knowledge is contacted by Doctor Erica Fowler, an acquaintance who knows of his (or her) interests. Doctor Fowler is a psychologist at the local hospital in Alberton, one of London's outer suburbs, and has recently come across a curious case which seems to need expert knowledge. One of her patients believes that he has been cursed, and is dying of (apparently) psychosomatic injuries. While Dr. Fowler doesn't believe in the occult, she would appreciate any help which might convince her patient that he isn't under magical attack.

Keeper's Information — Summary of Situation

The patient is Kerim Fomutesca, an African medical student studying at the hospital. Fomutesca has inadvertently come into contact with the activities of Eric Green, a cultist, murderer and cannibal who is the human leader of a small tribe of ghouls.

In 1964, Green (an RAF Flight-Sergeant) was the co-pilot of a transport aircraft which crashed in the mountains of Papua, New Guinea. He was the only survivor, but his left leg was broken and he couldn't escape from the wreck. In desperation, he began to eat the bodies of his dead comrades. Soon afterwards a cannibal tribe stumbled across the wreck; by this time Green was insane, and they interpreted his delirium as divine inspiration.

In 1969, Green was involved in a fight outside his local pub, and bit one of his assailants. The police arrived before any real harm was done; however, the taste of human flesh intensified the craving he felt, and he decided to take steps to satisfy his appetite before it betrayed his secrets.

A month later Green strangled a tramp on a bomb site near his house, and consumed portions of the body. He left the remains concealed in an old house on the site, intending to return for another feast the following night. However, the body had disappeared when he returned. Green followed bloodstains and heel marks to an old air-raid shelter behind the ruined house, and found a tunnel concealed by a sheet of corrugated iron. A familiar smell of food came from the tunnel, and Green realised that he had stumbled across a nest of ghouls.

Although Green couldn't control the ghouls, he decided to risk entering the tunnel and trying to make contact. He followed the scent through a twisting maze of old sewers and forgotten streams to their lair, a crypt under the local cemetery. The ghouls were still eating the tramp when he arrived, and somehow realised that he was responsible for their unusually fresh feast. They made him welcome, allowing him to share the meal. The next week he killed again, bringing another victim to the ghouls' banquet. Soon he was a member of the pack, and had learned to communicate with, and contact, his inhuman friends.

In subsequent years Green persuaded the group to worship the chthonians. When the local authority decided to build a block of flats on the bomb site, Green helped the ghouls close the original entrance and tunnel into the basement of the car showroom. His business gives him access to a range of ears and vans, and he finds it easy to pick up victims in and around London, and bring them back for the ghouls to kill. On average, they commit a murder every eight to ten days.

This lifestyle isn't without risks; Green has been injured twice by victims, and carries several unpleasant diseases and parasites, including serum hepatitis, salmonella and liver flukes. Green isn't bothered by these complaints, since he is slowly turning into a ghoul and already has their immunity to such conditions, but anyone he bites or attacks is likely to become infected. His transformation is only retarded by his reluctance to reduce his usefulness to the chthonians.

Last week Green was careless. After each murder he must dispose of human bones, clothing, and other debris, and he usually fills a plastic rubbish bag with these remains, takes an old car or van from his yard, and dumps the sack on a refuse tip several miles from his home. Unfortunately the bag split on his last outing, and he was forced to dump the contents quickly before anyone saw what he was carrying.

In his haste, he failed to notice that a finger bone was still in the boot of the car, and returned it to his yard without making a thorough inspection. Fomutesca bought the car the next morning, and found the bone while he was cleaning it.

Fomutesca suspected that it was a human bone, and took it back to the hospital where he was studying for analysis. Unfortunately he didn't report his discovery; instead, he decided to find out where it had come from, and returned to Green's garage to ask some questions.
Green realised his mistake, and decided to kill Fomutesca before he
talked to the police or hospital officials. He explained that he had hired
out the car several times before selling it, and offered to let Fomutesca
take the names of his customers.

While Fomutesca was looking at the records, Green locked the building
and called the ghouls from their tunnels. Green expected that they would
easily kill Fomutesca, but underestimated his strength and agility.
Fomutesca fled to the upper flat, and jumped through a window to escape
from the ghouls.

Green and the ghouls couldn't chase Fomutesca in daylight, so they
decided to pool their magic to curse him. This curse, known as the Curse
of the Bone, has caused his injuries, though a process resembling
psychosomatic illness, described in more detail below.

Despite his education, Fomutesca still retains some vestiges of tribal
superstitions, and has lost sanity from his encounter with the ghouls. He is
unable to explain what has happened, beyond saying that he was been
cursed by 'demons', and will die after a few more attacks if the spell casting
is not stopped.

Clues in the hospital and Fomutesca's flat should eventually lead the
investigators to Green. He will attempt to appear innocent, but any
determined investigation will lead to the exposure of his activities, and
hence to the ghouls. If the group can be disrupted or destroyed Fomutesca
will be freed from the curse, and slowly recover under suitable medical
treatment.

Although this is actually a fairly simple adventure, you should
remember that failure could have serious consequences. If Green knows
that the investigators are interested in his activities, and has time to
manoeuvre, they might be lured to an ambush, or become the next victims
of the curse. If he is defeated but lives, he might eventually persuade the
chthonians to take some retaliatory action. You should feel free to
complicate the scenario by adding misdirection and confusing (but actually
totally irrelevant) information. Several spurious clues and details have been
included below.

If you are beginning a 1980s campaign you may want to use this
adventure to plant clues leading to later adventures. Green's location in
London and his access to a wide range of vehicles make him a useful
ally in many adventures. He represents the general type of person
likely to be encountered in a London setting.

Hospital Enquiries

Fomutesca is in no condition to answer questions, but Doctor Fowler is
prepared to let investigators see him.

Fomutesca occupies a side room off the orthopaedic ward of the
hospital. His left arm and right leg are in traction, his right shoulder is
in plaster. His eyes are wide and staring, and he is almost unaware of anyone
in the room. If he is approached he will whisper 'The bone... the bone....
and may also whisper 'Demons! They cursed me!'.

While the investigators are in the room he suddenly twitches and starts
screaming. Doctors and nurses rush in, and discover that the radius of his
right arm has snapped, apparently as a result of intense muscular spasms.
They sedate him, and throw the investigators out of the room.

The investigators can also ask to see Fomutesca's medical and academic
records at the hospital; again, Doctor Fowler will do his best to be helpful,
and bypass the red tape involved in such enquiries. His office computer
is linked to the hospital's data base, and she or the investigators can call
up these records by a successful Library Use roll.

Summary of medical report on Kerim Fomutesca

Fomutesca was born in Kenya in 1963, and has been a medical
student in Britain since 1984. He is unmarried, and has no
previous medical history. Blood group A Rh-, no distinguishing
marks or physical abnormalities.

Last Wednesday Fomutesca was found unconscious in the
lift of the student hostel adjoining the hospital. He was admitted
to hospital, and found to have a broken left arm, plus skin cuts
and abrasions. Fragments of glass were found in the cuts,
suggesting that he had been the victim of a hit and run car
accident. When he recovered consciousness it was discovered
that he was suffering from some form of anxiety attack, expressed
as withdrawal from human contact, extreme fear, and muscular
spasms. He has refused to answer questions, but occasionally
mentions something called 'the bone' and says that he has been
cursed by 'demons'. Since admission he has suffered two further
fractures; a simple fracture of the right ankle, and a compound
fracture of the left shoulder blade. All these injuries are
consistent with extreme psychosomatic illness, causing
fractures through muscular spasms exhibiting 'hysterical'

strength. Clinical causes for the spasms, such as tetanus, have
been ruled out by bacteriological tests. He has been referred
to Doctor Fowler for psychological evaluation.

Since he was admitted, it has been determined that the glass
fragments found in his cuts were window glass, rather than any
form of windscreen or headlight glass.

Summary of academic report on Kerim Fomutesca

Fomutesca is an average student, and has passed all
examinations to date without achieving any notably high marks.
He has expressed an interest in forensic science, and intends
to specialise in this field after graduating.

Investigators making a Computer Use roll can set up a
search program to find all records which mention Fomutesca,
whether or not they are listed under his name. This procedure
will find the following memorandum in the Pathology
department records, dated on Thursday of last week:

From: Dr. T. Edgerton
To: Fomutesca, Kerim (Student)
Reference: Bone sample 14352 (identification request)
This specimen is the middle phalanx (finger bone) of the
forefinger of a human aged 18-25 (established by evaluation
of calcium deposits), blood group O Rh+. Fragments of
adhering flesh, and other pathological indicators, suggest that
it was severed approximately five days before examination.
The absence of skin and muscular fibres, and indentations in the
bone itself, suggest that it was attacked by rodents or other
scavengers after it was severed.

Please note that you have not filled in the patient record number for this
specimen. Please do so immediately.

A print-out of this memo is in the communal letter rack of the students'
hotel, addressed to Fomutesca.

If questioned, Doctor Edgerton can't add much to this report, but can
show the bone to investigators. If pressed, he will admit that it appears
to have been gnawed, possibly by something as large as a dog or a pig.
It is, as already stated, a normal human finger bone with no unusual
properties.

If it is shown to Fomutesca he will react violently, screaming until he
is sedated, and lose 3 SAN.
The only other clue in the hospital is a box containing Fomutesca's wallet and other personal effects. These include various pens and pencils, a calculator, and two keys: a door key (for his apartment in the student hostel), and a car key labelled 'GLE 36J — Min Coop'.

**Students' Hostel**

The hostel adjoining the hospital accommodates 221 medical students, doctors, and nurses. Fomutesca has an apartment on the eighth floor, room 812. A porter controls the entrance to this building, and will not admit the investigators unless they carry a note of authorisation from a senior hospital administrator.

You will need plans for a simple two-room apartment, with a small bedroom and adjoining study. Personal belongings in the room include a portable television, a record player, some classical records, medical books and notes, a typewriter, and an assortment of clothing and junk.

There is a revolting skull on top of the television, covered in rotting flesh and dried blood. A close examination will reveal that the skull is plastic, a stage prop for use in the students' Rag Week.

A large African mask hangs over the bed, made of wood and leather with bead and feather ornamentation. It is a genuine tribal magician's mask, a souvenir of Fomutesca's home, but has no magical or occult powers, and no Mythos significance.

There are several letters stored in the desk drawer in the study, written in a French dialect with Bantu loan words. A 'Read French' roll at -10% is required to learn that they are just family gossip, sent by Fomutesca's mother.

The only real clue in the flat is Fomutesca's bank book, which is kept in another desk drawer. It records that he withdrew £150 on the Monday of the week he fell ill (to pay for the car). The car's log book and MOT certificate have been sent for re-registration, and are not in the flat. An insurance certificate will arrive in the post an hour after the investigators search the flat, and will be left in Fomutesca's letter box.

If the investigators don't know about the car they will learn nothing more. There is a 25% chance that any student questioned will know that Fomutesca bought an old car before he fell ill. However, none of the students will know its number or type. The porter knows that Fomutesca has been allocated a parking space, and can identify the car (an ancient Mini-Cooper), which hasn't been moved since Fomutesca was admitted to hospital. You should decide if he will mention this if the investigators ask about Fomutesca without specifically mentioning the car.

**GLE 36J**

The evidence provided should easily lead the investigators to a battered old car parked beside the students hostel. On a Spot Hidden roll investigators will notice that the boot is slightly open. A dustpan and brush are in the boot, and the spare tyre is out of its usual socket. Investigators making an Idea roll will realise that this implies that someone was interrupted while cleaning out the boot. There are minute smears of blood (group O+) on the spare tyre, but they will only be found by someone who is looking for them with a magnifying glass and makes a Spot Hidden roll.

The passenger compartment of the car is clean, and the engine is in reasonable tune. There is no radio, and some of the dashboard instruments are cracked (though all work). The glove compartment holds a pair of leather driving gloves (belonging to Fomutesca), a bag of mints, an unopened packet of cigarettes, and a few cards.

The cards are for various businesses around the area (see map 1): Hai Fong's Chinese Restaurant at 14 Hanover Road, The Rex Garage in St. Kilda Road, The Old Bull public house in Rectory Lane, Green's Used Cars in King John Road, and The Stoneleigh Laundrette in Stoneleigh Road. The car lot is, of course, the only significant address amongst these cards; Green routinely puts a few trade cards in every car he sells, for a small fee. The other cards are meaningless, but could lead to some amusing complications; it's possible that the innocent proprietor of a Chinese takeaway restaurant might somehow seem to be a sinister Oriental, and the pub has some criminal connections which might arouse the investigators' suspicions. Sooner or later, however, the investigators should arrive at Green's used car lot.

**The Used Car Lot**

This is an entirely normal lot, somewhat isolated by its location between a junk yard and a sewage farm. There is a chainlink wire fence (STR 25) around the lot, topped with barbed wire, with two entrance gates (both open by day). If cut with bolt cutters or other suitable tools it has an effective strength of 8. At any given time there are 20+3D6 cars on the lot, all for sale. Green doesn't specialise in any particular type of car, but won't have anything really expensive on offer. He tries to drive a hard bargain. He will approach the investigators as soon as they enter the lot.
CURSE OF THE BONE

Eric Green: Used car dealer and cultist, male, aged 49, British, residence London.

- STR 14 DEX 15 INT 13 IDEA 65 DAMAGE BONUS +1D4
- CON 17 APP 12 POW 17 LUCK 85 MAGIC POINTS 17
- SIZ 13 SAN 0 EDU 11 KNOW 55 HIT POINTS 15


Equipment: Selection of cars, vans, motorcycles, tools. Carries keys to flat, office, desk, safe, etc.

Weapons: Sword Stick 35%, 20-Gauge Shotgun (in flat) 45%, Bite 27% (damage ID4+ID4 plus 10% chance of disease), all hand to hand attacks 40%.

Spells: Curse of the Bone (see below), Contact Chthonian, Contact Ghoul.

Notes: Green looks like any other used car salesman; dapper and slightly pushy. He always wears a three-piece suit (regardless of weather), and seems to be incapable of hearing the word 'no'. He has a pale white scar on his left hand, and walks with a pronounced limp. A wide red scar on his left arm, and a large tattoo on his chest, are usually covered by clothing. The tattoo is the work of a tribal shaman, and depicts a chthonian devouring a sacrifice. Anyone seeing it must make a SAN roll to avoid losing ID3 SAN.

If Green realises that the investigators are a threat he will attempt to trick them into another line of enquiry (for example, if they mention Fomutesca he will suggest that Green is talking to the investigators, and two hard-looking men in grey business suits enter his office (described below). Green leaves the investigators and walks inside, talks to the men, and gives them some money. They drive away. Green won't explain what these visitors want. Investigators who Spot Hidden can take the car numbers and attempt to trace it through the licencing authorities, or cruise nearby streets in hopes of finding it.

The car is registered to Christopher Grove, licensee of the Old Bull public house in Rectory Lane. He and his brother Peter are local racketeers, specialising in protection and fencing stolen goods. Green feels that the fee he pays them is acceptable, and occasionally sells them valuables he has found on his victims. If the players wish to follow up this incident, you will need plan of a small public house. The Grove brothers and their mistresses live in a flat above the pub, and keep stolen goods in the cellar. There should be at least two or three thugs in the pub at any time, acting as bouncers when they aren't needed for less legal work. The Grove brothers and their thugs are naturally hostile to inquisitive strangers.

The only building on the lot is a brick structure built in the late 1940s. The building has room for six cars, but usually holds four or five cars and a few motorcycles. The front of this area can be closed by six folding metal gates, which retract into support pillars at the front of the building. These gates have STR 50, and are closed electrically by a key switch in Green's office. There is no way of unlocking them from outside the building.
Green carries out routine repairs in the Service Area, which has a hydraulic jack, a grease pit, tools, and other normal garage facilities. He refers major repairs to a service station (not shown on map 1). A small Parts shop contains second-hand components for most British cars; Green buys them from the adjoining junk yard, cleans them, and sells them 200—400% profit.

A locked Store Room holds a variety of junk, including oil drums, engine parts, car seats and tyres. There is a plastic rubbish sack in one of the oil drums, containing more gnawed human bones (the remains of a woman aged 25-30), plus torn bloodstained clothing, hair, and skin fragments. Anyone looking into the bag must make a SAN roll or lose ID6 SAN. The sack has been sprayed with air freshener, and is covered in oil; there is no smell to reveal its contents until it is opened.

The office holds equipment typical of any small business; a typewriter and telephone, directories and calculators, four filing cabinets, and a few chairs. A locked safe (SF) holds £3400 in mixed notes and coinage, and is a good place to plant clues leading to future adventures. A telex (TX) prints out occasional requests for cars or components, sent by other dealers. There is a framed photograph of Green in RAF uniform on the wall. His medal is in another frame on the wall. The dates on the medal can be used to find the public version of Green's story, as recorded in newspaper articles in 1964.

The office is carpeted, and the desk stands on a round rug. If the rug is removed, a suspiciously clean area of carpet is revealed. This area was bloodstained, but carpet shampoo has removed the evidence.

Keys to the cars, vans, and cycles on the lot are kept in a locked box in the desk. A switch on the wall operates the electrical doors to the display area, but a key (carried by Green) is needed to operate it. The cable to this switch is buried in the wall.

Visitors won't normally be admitted to other parts of the building, unless Green wishes to kill them, but he tries to maintain an appearance of normality for official callers (police, VAT inspectors, electricity meter readers, etc).

The rest of the ground floor consists of a short corridor, giving access to a lavatory and to stairs leading to the flat and cellar. Fuse boxes and an electricity meter are installed in this corridor, all are locked in STR 18 cases.

The door to the staircase, and an outside door behind the building, are always kept locked. Inner doors have STR II, the outer door has STR 25. Green carries the only keys.

The flat above the office is compact but comfortably furnished. A narrow staircase leads to a hall linking the living room, bedroom, kitchen, and bathroom.

The living room shows no obvious signs of any sinister activities. Shelves contain books on different models of car, a few novels (pornography, spies, and adventure), and some road maps and directories. None have any significance to this adventure. Other furniture includes a television, radio, cocktail cabinet, and a fish tank. Investigators with Zoology skill will recognise the fish as piranha. There are a few small bones at the bottom of the tank; another Zoology roll will reveal that they are chicken bones.

A locked cupboard holds a 20-gauge double-barreled shotgun, and ammunition. Green has a shotgun certificate and owns the weapon legally. There is a telephone on top of this cupboard. If investigators break into the flat Green will call the police then start shooting.

A drawer in the bedroom holds a few rings, watches, wallets, and bracelets, mostly of little value, which Green stole from his victims. If questioned, he will say that these items have been found in cars, and are kept for anyone who wishes to reclaim them. Forensic scientists will be able to find traces of blood on several of these items, in a number of groups.

The bathroom is tiled throughout, and has been the scene of several grisly murders. Bars inside the translucent window are the only obvious oddity. A complete police examination will find traces of hair and flesh in the bath trap, and a broken tooth in the crack between the bath and the wall.

A cupboard in the hall holds tools and household equipment and junk, mostly irrelevant to this adventure. These include a supply of rubbish bags, a mop, plastic sheeting, and a spade. All are clean, since Green tries to avoid leaving traces of his activities.

The kitchen contains conclusive evidence of Green's cannibalism, though it is well concealed. A freezer near the door holds joints of meat; buried under more conventional cuts are a human leg, a plastic bag of ribs, and an arm. All have been skinned, and identification requires a Zoology skill roll. Anyone making such identification must make a SAN roll or lose ID4 SAN. Butcher knives and cleavers kept in a drawer of the kitchen table have faint traces of blood in the cracks where the wooden handle joins the blade.

The cupboard adjoining the kitchen is a pantry, and contains nothing to interest investigators. Green still eats vegetables and other foods, and they are stored in this room.

The cellar below the building dates back to World War 2, and was originally a small air-raid shelter. The light doesn't work. The room is packed with old tyres, boxes, car components, and junk. Narrow gaps in the rubbish lead to an old cupboard under the stairs. There are faunt brown bloodstains on the cupboard floor, and there is a faint damp musty smell. Investigators who Spot Hidden in this cupboard will realise that its rear wall is made of a sheet of plywood, and can be opened as a secret door.

The tunnel behind the cupboard runs north-east for thirty feet, to join an old sewer system under the used car lot. During World War 2 this area was bombed and hit by several V1 and V2 missiles, and subsequent building projects and reconstruction caused many changes. In particular, a large sewage farm was built, making it necessary to divert or replace most of the sewers in the area. Some of the old system still remains, and is used by the ghouls. The tunnels are damp, humid, and smell from their former use. 2D6 rats are likely to be encountered in each hundred feet of tunnel explored.

If Green is expecting trouble there will be 2 or 3 ghouls in the tunnel near the cellar, able to reach the cellar in 2D6 rounds and any part of the building thereafter. These ghouls should be selected from those listed below (but not Ghoul 4).

Plan 3 shows the relevant parts of the system. From the cellar (1) the tunnel joins the sewer, under a manhole in the used car lot. This branch of the sewer runs south to a dead end (2) (blocked by concrete building foundations) and north to another dead end (3), where the tunnel is blocked by a rusty iron sheet. Investigators may feel tempted to try and breach this blockage; this is a mistake, since the iron is the side of a sewer settling tank, (STR 19). If it is pierced the system will start to flood with partially processed sewage. A branch tunnel leads north-east. At point (4) there is a locked metal gate (STR 17), 5' above the floor of a working sewer tunnel. There are several routes to the surface from this tunnel.

Several branches of the tunnel are blocked by fallen masonry and debris (5), which will collapse onto anyone stupid enough to attempt to dig through. Another branch of the tunnel runs past a side tunnel (leading to the old air-raid shelter, (6), and enters an old arched masonry tunnel.
covering an underground stream (7). The old air-raid shelter is a con-
crete structure under the grounds of the new block of flats adjoining
Church Close. The ghouls enter and leave through a manhole in the con-
crete floor, joining the old sewer through a 3' high tunnel. At any time
there will be 1D4 ghouls in the main chamber, which is used for their
cult rituals.

Ghoul 1:

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Skills: Sneak 85, Hide 56, Listen 65, Spot Hidden 55, Climb 87, Jump 75

Equipment: 30' rope, flick knife

Ghoul 2:

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Skills: Sneak 87, Hide 62, Listen 71, Spot Hidden 50, Climb 88, Jump 75

Spells: Curse of the Bone

Ghoul 3:

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Skills: Sneak 80, Hide 60, Listen 70, Spot Hidden 50, Climb 85, Jump 75

The floor of the chamber is comparatively clean, but is marked in a pat-
tern of lines (drawn in blood) used for their rituals. Two boxes, made
of cunningly joined human bone, contain some equipment used in the
rituals:

Box 1 holds four sharp knives, made of carved human bone (at least
60 years old), and a drum made of human bone with a membrane of
human skin. They do not have any magical properties.

Box 2 holds nine candles made of human fat, and an axe made from
a sharpened human thigh bone. They are also non-magical.

The smaller room adjoining the main air-raid shelter was originally
the exit, a staircase up to ground level. The door hasn’t been opened
since 1972, and the top of the stairs is closed off by a sheet of corrugated
iron. If this is pulled down, a mixture of old bricks, masonry, and rub-
brish will fall into the stairs. Anyone failing to dodge takes 2D6 damage.

If you aren’t so generous, the rubble is part of the foundations of the
main building. The building will fall into the stairs. Anyone failing to dodge takes 2D6 damage. If you feel kind there are only a few inches of rubble, lopped by soil
and roots, and the stairs emerge on a lawn beside the flats.

If you aren’t so generous, the rubble is part of the foundations of the
main building. The building will fall into the stairs. Anyone failing to dodge takes 2D6 damage. If you feel kind there are only a few inches of rubble, lopped by soil
and roots, and the stairs emerge on a lawn beside the flats.

Ghoul 4:

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Spells: Curse of the Bone, Contact Chthonian, Contact Ghoul, Elder Sign, Shrivelling, Enchant Bone Flute, Enchant Bone Knife, Flute Ritual

Skills: Sneak 92, Hide 74, Listen 80, Spot Hidden 65, Climb 80, Jump 70

Equipment: flute, bone knife, key (see below)

Ghoul 4 is the shaman of this group, and has progressed
beyond Green in its knowledge and use of the Mythos. It carries
an unusual item which may be important in this scenario:

Bone Flute: This artifact is a carved human arm bone, cun-
ningly formed into a musical instrument. It is used for the
Flute Ritual, a spell which creates a form of illusory in-
visibility. This spell takes four combat rounds to cast. The
magic points expended in casting the spell oppose the POW
of anyone seeing the caster. If the observers POW is over-
come, the caster seems to be someone who should be pre-
sent. The effect continues as long as the flute is played. Casting this spell costs a point of SAN. Example: Green
decides that Pomutecsa must be killed quickly, and asks this
ghoul to arrange the death. It casts the spell then walks in-
to the hospital, where it is seen as a doctor or nurse by
everyone who encounters it. Naturally, the spell caster will
not be disguised on film or video recordings. The bone knife
carried by this ghoul is coated with a potency five poison.
Keepers who are interested in extending this adventure
should consider the possibility that ghoul 4 has been en-
trusted with the egg of a chthonian, and is guarding it while
it incubates and eventually hatches under London. If this
option is chosen, it will be aided by other ghouls of similar
calibre, and the egg will be stored away from the ini-
tial setting of this adventure.

The underground stream (7) east of the air-raid shelter runs south
through central London. It is one of several streams which were originally
open waterways, but were closed off and forgotten in the eighteenth and
nineteenth centuries. It was used as a sewer until the 1940s, and the tun-
nel still smells of sewage. The water moves slowly, and is roughly 2"
deep. This stream can be followed North or South; both directions even-
tually lead to branch tunnels and sewers, which gradually narrow until
ending. This stream can be followed North or South; both directions even-
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open waterways, but were closed off and forgotten in the eighteenth and
nineteenth centuries. It was used as a sewer until the 1940s, and the tun-
nel still smells of sewage. The water moves slowly, and is roughly 2"
deep. This stream can be followed North or South; both directions even-
tually lead to branch tunnels and sewers, which gradually narrow until
investigators can go no further. The keeper should feel free to add more
options, which are not based on the Mythos. There may be a number of
curse rituals.
of the old crypt (8), which is under a massive Victorian monument near the north-west corner of the cemetery. There are three coffins in the lower crypt, and stairs lead up to a surface structure containing two more. All the coffins are filled with gnawed bones, dating from the nineteenth century to the present day. The top of the staircase from the lower crypt is covered by wrough-iron gates (STR 39); Green has fitted a new padlock and chain, to keep intruders out of the crypt; he carries one key, the ghoul shaman carries another. The upper chamber of the crypt isn’t normally used by the ghouls, and is closed by heavy iron doors. These doors are locked, but a key hangs on a peg (K) to the left of the doors. This tomb belonged to the Robinsons, a prominent 19th-century banking family of the area; their descendents still live nearby, and will be horrified by any damage to the tomb.

Including the four ghouls described above, a total of seven ghouls occupy this tomb. All those which have not been eliminated before this tomb is found will be present when (and if) the investigators reach it:

Ghoul 5:

<table>
<thead>
<tr>
<th>STR 15</th>
<th>CON 17</th>
<th>SIZ 15</th>
<th>INT 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>POW 14</td>
<td>DEX 15</td>
<td>HIT POINTS 16</td>
<td></td>
</tr>
<tr>
<td>Weapon Attk% Damage</td>
<td>Claws 32% ID6+ID4</td>
<td>Bite 37% ID6+ID4 + Worry</td>
<td></td>
</tr>
<tr>
<td>Skills: Sneak 82, Hide 61, Listen 65, Spot Hidden 56, Climb 85, Jump 75</td>
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<td></td>
<td></td>
</tr>
</tbody>
</table>

Ghoul 6:

<table>
<thead>
<tr>
<th>STR 17</th>
<th>CON 13</th>
<th>SIZ 13</th>
<th>INT 13</th>
</tr>
</thead>
<tbody>
<tr>
<td>POW 12</td>
<td>DEX 16</td>
<td>HIT POINTS 13</td>
<td></td>
</tr>
<tr>
<td>Weapon Attk% Damage</td>
<td>Claws 31% ID6+ID4</td>
<td>Bite 30% ID6+ID4 + Worry</td>
<td></td>
</tr>
<tr>
<td>Spells: Curse of the Bone, Contact cthonian, Voorish Sign, Shrivelling</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Skills: Sneak 80, Hide 54, Listen 70, Spot Hidden 50, Climb 85, Jump 72</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Ghoul 7:

<table>
<thead>
<tr>
<th>STR 15</th>
<th>CON 16</th>
<th>SIZ 15</th>
<th>INT 17</th>
</tr>
</thead>
<tbody>
<tr>
<td>POW 15</td>
<td>DEX 15</td>
<td>HIT POINTS 15</td>
<td></td>
</tr>
<tr>
<td>Weapon Attk% Damage</td>
<td>Claws 36% ID6+ID4</td>
<td>Bite 33% ID6+ID4 + Worry</td>
<td></td>
</tr>
<tr>
<td>Spells: Flute Ritual</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Skills: Sneak 80, Hide 65, Listen 70, Spot Hidden 50, Climb 85, Jump 75</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Equipment: Bone Flute

If you feel that the investigators have beaten the ghouls too easily, it is always possible that more might be lurking in the underground stream, or occupy other tombs in the cemetery. However, the cemetery has been fully occupied since the 1930s, and it is unlikely that ghouls would find enough fresh food to stay here without some other powerful motive.

**Finishing this Adventure**

If the investigators succeed in defeating Green and the ghouls, they may still have difficulty in explaining their actions to the police, press, and public.

If the team kill Green and can’t produce concrete evidence of his activities, they will probably be hunted down by the police and arrested for murder. How ghoul carcasses will be explained is left to their imagination; perhaps a Cultist is active somewhere in the government, using this excuse to suppress knowledge of the Mythos. In this case the investigators may find that they have somehow been included on a police black list, likely to be hauled in for questioning whenever something mysterious happens.

If the team kill Green and flee the scene without waiting for the police to arrive, it is likely that they will be the objects of a full-scale manhunt. You should note any actions the team take in his office or flat, remembering that the police will be looking for clues after any unexplained incident. Criminological techniques are much more advanced in the 1980s than in the 1920s, and a murderous investigator is unlikely to stay free for long. If shots are fired the police will arrive within minutes, and back-up will be accompanied by dogs, sharp-shooters, helicopters, and whatever other equipment seems appropriate to a shooting incident.

If the investigators are entirely successful, Fomutesca will survive, and eventually recover after several months in hospital. Doctor Fowler will help to treat anyone who has suffered SAN loss, and could be a useful ally (if she can be persuaded that the Mythos isn’t entirely imaginary). The police will be able to identify 2D6 of Green’s victims, and thus clear up several missing persons files.

Whether or not the investigators receive publicity, it is likely that various members of the police will know of their actions, and that the news will leak out to other interested parties. This notoriety might well lead to involvement in future adventures.

**Characters**

While Green and the ghouls are the most important NPCs of this scenario, it is possible that the keeper will need data on others; the descriptions below list those skills most important to this scenario, and the keeper should not hesitate to add additional skills which seem useful in the course of play:

**Dr. Erica Fowler:** Psychologist, female, age 32, British, residence London.

<table>
<thead>
<tr>
<th>STR 16</th>
<th>DEX 15</th>
<th>INT 13</th>
<th>IDEA 65</th>
<th>DAMAGE BONUS +ID4</th>
</tr>
</thead>
<tbody>
<tr>
<td>CON 12</td>
<td>APP 12</td>
<td>POW 8</td>
<td>LUCK 40</td>
<td>MAGIC POINTS 8</td>
</tr>
<tr>
<td>SIZ 10</td>
<td>SAN 26</td>
<td>EDU 17</td>
<td>KNOW 85</td>
<td>HIT POINTS 4 (I)</td>
</tr>
</tbody>
</table>


Notes: Fowler is a hard-headed rationalist, and won’t easily believe in the occult or the Cthulhu Mythos. However, a dead ghoul or other hard proof will change her mind.

**Dr. Kerim Fomutesca:** Medical student, male, age 26, Kenyan, residence London.

<table>
<thead>
<tr>
<th>STR 16</th>
<th>DEX 14</th>
<th>INT 17</th>
<th>IDEA 65</th>
<th>DAMAGE BONUS +ID4</th>
</tr>
</thead>
<tbody>
<tr>
<td>CON 12</td>
<td>APP 12</td>
<td>POW 15</td>
<td>LUCK 75</td>
<td>MAGIC POINTS 15</td>
</tr>
<tr>
<td>SIZ 12</td>
<td>SAN 75</td>
<td>EDU 20</td>
<td>KNOW 95</td>
<td>HIT POINTS 12</td>
</tr>
</tbody>
</table>

Skills: Botany 45, Chemistry 55, Computer Use 25, Diagnose Disease 45, First Aid 60, Library Use 65, Pharmacy 25, Psychoanalysis 55, Psychology 65, Treat Disease 45, Treat Poison 55, Zoology 40.

Equipment: Hospital facilities.

Notes: Fomutesca can play no active part in this scenario, but might be a useful contact in later adventures.
Dr. Tom Edgerton: Forensic Scientist, male, age 50, British, residence London.

STR 15  DEX 14  INT 15  IDEA 75  DAMAGE BONUS +1D4
CON 16  APP 16  POW 15  LUCK 75  MAGIC POINTS 15
SIZ 16  SAN 75  EDU 21  KNOW'95  HIT POINTS 12

Skills: Botany 55, Chemistry 85, Computer Use, 45,
Diagnose Disease 60, First Aid 30, Library Use 75, Pharmacy 45, Psychoanalysis 15, Psychology 15, Treat Disease 20, Treat Poison 45, Zoology 60.

Equipment: Full laboratory facilities
Notes: Another rationalist, who can be an invaluable ally if adventures involve many medical clues.

Hai Fong: Restaurateur, male, age 32, born Hong Kong (British nationality), residence London.

STR 11  DEX 17  INT 13  IDEA 65  DAMAGE BONUS --
CON 13  APP 10  POW 11  LUCK 55  MAGIC POINTS 8
SIZ 8  SAN 26  EDU 14  KNOW'70  HIT POINTS 10

Skills: Cook 55, Martial Arts 45, Occult 10, Read/Write English 25, Speak English 25.

Note: Martial art skill doubtless the base damage caused by hand to hand attacks (fists, head butt, kick, or grapple) but does not increase damage bonuses from strength. Martial arts can also be used to parry melee weapon attacks on a roll against the skill percentage.

Weapons: Assorted meat cleavers, skewers, knives, and hands.

Notes: Hai Fong is an entirely innocent fast-food cook, with no desire to be involved in other activities. He also happens to be a student at the local martial arts club. Sadistic keepers may wish to add his wife and one or more children, all having similar Martial Arts skills, if the investigators are violent to him.

Christopher Grove & Peter Grove: Gangsters, male, ages 30 and 35, British, residence London.

STR 16  DEX 14  INT 10  IDEA 50  DAMAGE BONUS +1D4
CON 16  APP 10  POW 10  LUCK 50  MAGIC POINTS 5
SIZ 17  SAN 75  EDU 11  KNOW'55  HIT POINTS 16


Equipment: Assorted spades, pick-axes, hammers, etc. Jaguar XJ-6 (shared), van (shared).

Weapons: (shared)
4 Saw-Off 12-Gauge shotguns
2 .45 revolvers
6 Pickaxe handles
6 pairs knuckle dusters

Notes: The Grove brothers are thugs, but won't bother to attack anyone who isn't bothering them. They will only be dangerous if they think that investigators are nosy, endanger their business, or seem likely to cause problems. It's possible, but unlikely, that the investigators and the Grove brothers might form an alliance. This is an unwise move, since they are often under police observation. They might also be a source of weapons and other illegal equipment. However, they would probably inform on the investigators if they were involved in murder or any other serious crime that could attract unwelcome police attention.

Bouncers: Assorted ages, usually British.

Three thugs will be found at the pub, the brothers could find another 2D4 within an hour.

STR 17  DEX 14  INT 6  IDEA 30  DAMAGE BONUS +1D6
CON 16  APP 10  POW 10  LUCK 50  MAGIC POINTS 5
SIZ 18  SAN 75  EDU 7  KNOW'35  HIT POINTS 17


Equipment: Usually provided by Grove brothers. Most will own cars or vans.

Weapons: Any melee weapon (eg pickaxe handles, coshes, broken bottles, beer mugs, etc).

Notes: These thugs simply obey orders; they aren't likely to do much without instructions. There is a 25% chance that any one of the thugs is a police informant.

Modern Investigators

A few modern skills can be extremely useful for a 1980s campaign. The skills which follow have previously appeared in *Cthulhu Now* (White Dwarf 43-43) but are presented here as redefined by Chaosium Inc.

**Computer Use**: Base skill 0%. The investigator knows the basic principles of computer operating and programming. Successful use of the skill allows the creation of a program, checking the computer's systems, etc. Difficult tasks, such as 'hacking' (breaking into a protected network) should receive negative modifiers.

**Drive Motorcycle**: Base 5%. A minimum of 20% skill is required to operate a bike routinely under normal road conditions; use at lower skill levels should require frequent skill checks.

**Electronics**: Base Skill 0%. The character can identify and use electronic components to make repairs, trace circuitry, etc.

**Nuclear Physics**: Base Skill 0%. The character has theoretical and/or practical knowledge of this subject and can apply it to problems such as radiation-proofing a room, the defusing (or assembly) of home-made atomic weapons, etc.

**Pharmacy**: Modified. Now includes the ability to identify narcotics, hallucinogens, and other illicit drugs.

**Phone Breaking**: Base 0%. The character can manipulate the public telephone system to obtain a line without charge, discover ex-directory numbers, or route a call through several exchanges to make tracing impossible. Use of this skill may require employment of other skills such as Electronics (to build special equipment), Computer Use, etc.

**Pilot Aircraft**: Base 0%. Modified. Now includes the ability to identify piston-engined conventional aircraft. If skill with helicopters or jets is desired, a pre-requisite is a minimum of 30% normal piloting skill. A minimum of 20% skill is required to pilot any modern aircraft.

**Treat Poison**: Modified. Now includes the ability to deal with drug overdoses, bad 'trips', etc.
No dragons had existed on Krynn for over 1000 years. In fact few people believed that they had ever existed in anything but folktales or stories to frighten small children. True, legend told of the great hero Huma who had fought the fearsome beasts in the days before the Cataclysm. He had defeated the dark queen, Takhisis, and driven the dragons from the face of the earth, but this was surely poetic flight of fancy. Mention dragons and the people would just smile. That was, until the dragons returned...

Ansalon had been a civilised and more or less peaceful place since the Cataclysm. Much of the land slumbered under the dominion of humankind and their false priests, the Seekers. The Elves were nestled quietly in their forest retreats, the Dwarves sat in their subterranean strongholds and the Gnomes...well, only the Gnomes knew what the Gnomes were up to. With the appearance of the High Dragonlords and their evil dragons all this had been shattered. It seemed as if nothing could halt the inexorable tide of the Dragonarmies as one by one the civilised nations fell under the sway of the forces of Darkness.

There was only one hope for the world of Krynn - a small band of 6-8 pregenerated player characters of levels 4-6 trudging along the road westwards towards the small village of Sollace...

The stage is thus set for an adventure of truly epic proportions: fourteen modules for Advanced Dungeons & Dragons and a trilogy of novels, with a further three books due in the near future. The Dragonlance series was conceived in 1982 as a set of three AD&D modules featuring those somewhat misguided and misrepresented monsters, dragons. Apparently the concept found favour with Gary Gygax who was already planning a series of modules with each of the AD&D dragons as a central theme. The 14 packs that finally evolved from this product synopsis take the characters on an epic quest against the entire continent of Krynn from the quiet rural village of Sollace to the ultimate showdown with Takhisis, Queen of Darkness (who is, incidentally, a five-headed dragon). Along the way there are numerous titanic confrontations for the AD&D Battlesystem and a complete strategic level simulation wargame of the War of the Lance for good measure! It's as if battling your way across a beleaguered continent swarming with assorted reptilian and other nasties and blundering into the evil dragons in person (with blood-curdling regularity) wasn't enough to keep you busy.

The first four adventures (DL1 Dragons of Despair to DL4 Dragons of Desolation) hurl the player characters in the deep end as they embark upon a fraught journey through Abanasinia just as the Dragonlances begin their virtually unopposed conquest of the region.

From the village of Sollace the player characters must venture deep into the long buried city of Xak Tsaroth and traverse the forbidden forests of the Qualinesti Elves. They then have to creep into the ancient fortress of Pax Tharkas to release their countrymen who are held by a Dragon Highlord. The PCs then have the dubious honour of escorting their rescued countrymen - who are now refugees - across hostile country. They also have to fend for them just as the snows of winter fall.

For the next three modules the adventure centres on the southern group. This is unfortunate for players who may have got attached to characters who were forced into going eastwards by the storyline. However, the player characters get the chance to do personal initiative increases. Time is running out, as the Dark Queen edges nearer the Portal to the Prime Material Plane, imparting a sense of urgency as the days pass by and the quest seems no nearer an end. It is also in these later modules that the players are given the best sight-seeing tour of the continent of Ansalon and provided with some real challenges. The defence of the High Clericts Tower with a handful of squabbling knights against a massed horde of goblins, dracolions, mercenaries and blue dragons will test many players, for example. Ultimately there is a great trek across the plains of Neraka, including a short boat trip down rivers of molten lava and into the great Dark Temple itself.

Simply through the sheer volume of material that's been released to date, the gamemaster, getting to grips with the world of Krynn and the Dragonlance adventures is a somewhat daunting task. Although the series represents but a few months in the history of the world of Krynn, the overall playing time is awe-inspiring: DLS Dragons of Mystery suggests 18 sessions of about 4 hours each to complete the first four modules! The story presented in the modules is episodic - each module centering on a particular task to be accomplished or an artifact to be acquired or removed, which helps with the overall number of sessions of play required. Each individual adventure module stands independently of the rest of the series, and opens with a brief synopsis of the story so far, just in case you had forgotten. An epilogue, to be read by the GM, provides the link to the next part of the series.

The connection between the Dragonlance Chronicles novels and the Dragonlance modules is, naturally, very pronounced - one gave rise to the other, after all. It would be hard to fully appreciate the modules without the GM, at least, having read the novels and gleaned the atmosphere and background from them. Although the novels and the modules are concerned with the same storyline they are not perfect copies of each other. Players who have read the trilogy may be surprised when confronted by situations or puzzles not encountered by their literary counterparts. There is, in the same sense, no guarantee that the ultimate outcome (the closing of the Portal to thwart Takhisis) can be accomplished in the same manner as described in the novels. The solution will be dictated by the GM and the players must desperately search for clues to the solution of this final and all-important riddle.

In order to fully appreciate the Dragonlance series it is necessary to evaluate your attitudes towards roleplaying in general. Dragonlance is not a series of standard AD&D adventures. Dragonlance is a story - a story with a definite beginning and end,
OPEN BOX EXTRA

and with a sequence of requirements that must be met to effect a successful conclusion of the epic. Dragonlance restricts a player's options and freedom of choice so that the overall cohesion of the storyline will persist. Krynn was created primarily as a vehicle for the evolution of the saga and to this end appears somewhat restrictive when compared with other standard campaign settings. Players are restricted in their freedom of choice and the story will grind on whether a successful conclusion is reached in each module or not.

Players are not recommended to bring their own characters into the epic. They should use the pre-generated characters that correspond to the Heroes of the Lance as presented in the novels. Krynn is not quite a standard AD&D world; for one thing, there are no halflings. Instead there are Kender, a diminutive substitute with a tendency to exhibit symptoms of advanced kleptomania. There are no clerics on Krynn either, since they all vanished hundreds of years ago before the Caellachism. Consequently, cure light wounds spells are a bit thin on the ground and you might as well just forget about resurrection. Gold is also found in such abundance in this particular world that it is of little value in monetary terms. The common currency is steel and the actual exchange rate varies from one domain to the next. This is a further reason for not using ordinary player characters - with their ill-gotten gains - in the Dragonlance series.

This naturally leads on to one of the major criticisms of the series. Dragonlance does not actively encourage roleplaying in the traditional sense. There is no leeway for the development of characters within the all-pervading plotline, and players will find themselves more or less following a script and unable to influence the overall flow of events in their own playing. Not rewarded, nor bad play punished, experience gained is of little consequence as the pregenerated player characters presented in each module have been updated in each case to allow for a hypothetical successful completion of the preceding module. Of course, they could fail miserably in their completion of the preceding module. Of course, they could fail miserably in their completion of the preceding module. Of course, they could fail miserably in their completion of the preceding module.

The GM is positively encouraged to channel the party towards the desired route and should take this into consideration when reading through an adventure prior to play. With the plot assuming such importance it is therefore vital that the characters and the villains survive long enough for them to fulfill their destiny. Hence the introduction of the Obscure Death rule. This exceptional plot device and rules mechanic prevents the PCs from being butchered by draconian. The specimen (created by dragons) in the early stages of the adventure. It also ensures that the baddies escape inevitable and untimely death to honour their last words ('I shall return...') and continue to plague the heroes until their allotted departure. The Obscure Death rule keeps characters alive and is almost impossible to live with, leading as it does to some potentially ridiculous situations. I know of few players who have managed to get through the first module DL1 Dragons of Despair, without at least one fatality, but it is hard to judge whether this was because the module was too tough or whether the storyline at this stage in the epic was too restrictive to avoid overbalanced confrontations. But if you want to play the modules as a reconstruction of the trilogy then the obscure death ruling must be a necessary evil. Handle it with care! It is not suspended for PCs until DL8 Dragons of War and is never suspended for the villains until the final showdown in the Temple of the Dark Queen. If you want to play Dragonlance strictly as AD&D then be prepared for casualties - and don't set your hopes on Krynn surviving the onslaught of the Dragonarmies.

It is a shame that the play had to be perverted in such a way. The overall presentation and contents of the modules is of uniformly high quality. The highly distinctive cover artwork has so far featured on two calendars and probably on Christmas choccie boxes... The large scale campaign maps vary in quality (and, in one case, topographical detail) but are nonetheless functional for in-game play. However, adventure maps are drawn in 'three dimensional' perspective cutaway style and there are some absolutely outstanding examples, most notably the High Clerics Tower (all sixteen levels of it). One interesting map sheet, which is included in DL4 Dragons of Desolation, is a series of geomorphic sections that can be arranged to form the vast Dwarven realms of Thorbardin. But why is Dwarven architecture always服务able enough to act as a springboard to further adventures. We will just have to wait and see how Krynn performs as a campaign setting in the future.

DLII Dragons of Glory requires some individual attention. As a strategic level wargame, not an adventure module, it is of value to Dragonlance devotees and GMS intending to base future campaigns in the world of Krynn. Glory breaks no new ground in the field of simulation wargames, but its simple game mechanics ensure that it is a relatively quick and easy game to play. Featuring the largest scale map of the continent of Ansalon available in the series, it allows players to either reconstruct the War of the Lance according to the novels (as an 'historical' simulation) or to develop their own war strategies. The former is of greater value to roleplayers as the position of armies, and the time and place of battles, may have a crucial effect on the ultimate outcome of individual adventures.

Tracy Hickman, who co-ordinated the project, has always confessed to being first and foremost a storyteller - AD&D adventure modules being an expedient vehicle for the weaving of tales. Dragonlance is ultimately a fantastic story, but maybe not the greatest series of AD&D modules (compare it with the recently released GDQ7 Queen of the Spiders, for instance). That is not to say that Dragonlance is not packed full of epic and memorable adventures. Wait until you venture into Elven realms of Silvanesti, twisted and distorted by the nightmares of its king, Lorac, and populated by shadows and illusions of its former and future self. If fighting giant frog-drakons in the ruined and sunken city of Itar or creeping through the sewers of the sweltering volcanic city of Sanction appeals to you then maybe I'll see you on Krynn sometime...

Gordon Taylor
Thorin is taking a short holiday this month – so instead here's a story of the nastiest man who ever lived. Ol' Bucket Head Himself –

THORIN THE BARBARIAN!

Thorin is the leader of the Dwarf forces which have been putting toembers work your tyranny! Resign, my lord!

Skin him alive then throw him in a salt bath!

What's his crime?

Chop his arse off at the elbows and chop him in the head, please.

Hang him upside down with his head in a bucket of honeyed worms!

Chop his nose off, then chop him in the face!

Nail his tongue to the roof of his mouth – then boil him in oil...

Right – get the marble out!

Wrestling on a Tuesday!

Your grandpa forgot your birthday again boss!

The dwarf is not amused. He begins to pout.

 waar? Oh no!

What's up?

That guard was picking his nose again!

I can't look! That's horrible! How disgusting, bellows! I'll ill, I think I'm going to be sick!

What's going on?
Remember the cover of White Dwarf 841! Seen the covers of the latest Fighting Fantasy books? Flicked through GW's hardback edition of RuneQuest? Then you already know something of the amazing work of illustrator Ian Miller.

Ian's been around a fair while, though, contributing not only to books and magazines, but also to films such as Ralph Bakshi's Wizards.

While exploring a variety of techniques and imagery, it is Ian's pen and ink style which has gained him the greatest acclaim. His work, which at first glance resembles an old copper plate etching, sets him apart from the hi-tech mainstream of modern illustration. The realistic gargantuan dreadnoughts and chrome amazons so often featured in the work of his contemporaries are absent. Ian produces images of a nightmare world in a twilight age of horror and fear.

Ian has this to say of his own work: 'My images are the stuff of dreams and apparitions; the tremors that touch the skirt of day. Unspoken thoughts, stored memories, drawn up, to be aired, then twisted by fancy.' I might add that Ian's work is nourishing on a psychic level whilst bridging the void between the urban conflict panoply and the pastoral nature spectrum, but I won't. What I will say is that quality speaks for itself.

Look out for his work in present and future Games Workshop products, including RuneQuest, Rogue Trader, White Dwarf and the re-issued Terror of the Lichmaster.

John Blanche
Considering the number of Gnomic communities to be found in the Old World (they are only slightly less numerous than Halflings), the omission of Gnome player characters amounts to a rare oversight in the Warhammer Fantasy Roleplay rules. This article should go some way towards filling that gap.

It is, however, beyond the scope of this article to deal with all the myriad variations of Gnomic society that may be found throughout the Known World. Instead, the information presented here is intended to relate specifically to Gnomes within the north-eastern area of the Old World known as The Empire. Given that the already published campaign sourcepack - The Enemy Within - is set in The Empire, it is hoped that this may be of use to GMs running that campaign. Those of you who are running campaigns in other areas should treat the article as a set of guidelines. The Gnomes of Albion, for example, may well have quite different attitudes and beliefs, although these are likely to be superficial rather than radical differences. You should also bear in mind the fact that by far the greatest concentration of Gnomish burrows is to be found in the foothills on the western edges of the Worlds Edge Mountains.

**IMPERIAL GNOMES**

Within The Empire, Gnomes have a reputation for clannishness, being regarded as a well-balanced race in so far as they obviously have a chip on both shoulders. It is true that they do not easily mix with the other races (adventurers being an exception to this, of course), but they are by no means as secretive and withdrawn as, for example, the Wood-Elves of the Laurelorn Forest. Gnome peddlers are a relatively common sight, and Gnome smiths and engineers are accorded almost as much respect as their Dwarven counterparts - often more, but this is usually from fear of their acerbic wit and sharp-tongued sarcasm. Indeed, it is probably the Gnomic capacity for vitriol which led to the appointment of a Gnome as Imperial Court Jester as long ago as 1143; since then such appointments have become a tradition, and one which the current Emperor - Karl-Franz I - continues to maintain.

Nevertheless, Gnomes prefer to live among other Gnomes in self-contained, isolated communities. These are invariably burrows or cavern networks beneath The Empire's numerous limestone plateaus and other hill ranges. The Gnomish fondness for fishing is almost as infamous as their love of practical jokes, and no permanent settlement is ever established far from a well-stocked fishing lake or river (preferably underground). Indeed, the Gnomic skill with rod and line is almost legendary...

The largest Gnomic community in The Empire (Glimdwarrow) is to be found beneath the hill range known as The Mirror Moors and numbers nearly a thousand inhabitants. Like other Gnomish settlements, it is run along complex hierarchical lines, but since each member of the community has several different roles, and a correspondingly different status according to which role they are filling,
Gnomes are highly skilled Illusionists amongst their number, for, unlike Dwarfs, some of them have a great natural aptitude for this kind of magic. Gnomes are also excellent smiths and craftsmen, and are fascinated - not to say obsessed - by all things mechanical; they love gadgets of all kinds. Few Gnomes actually live as part of Human society, but they profit greatly from trade in Gnomish artefacts.

Most Gnomes are great practical jokers; there's nothing they like better than a good laugh at someone else's expense. But woe betide the man or woman who dares to extract the Michael from a Gnome, especially if he or she dares to make any derogatory comments about the Gnome's lack of stature. Not for nothing do they have a reputation for being short-tempered and difficult to get on with.

THE GNOME CHARACTER PROFILE

If you decide to allow Gnome PCs in your campaign, you should be sure to generate any character with the player. Feel free to overrule any dice rolls that produce anomalies with the campaign you are running, and remember that as GM, you may refuse a player entry to any career which you think may unbalance the party. The starter profile of a Gnome PC may be generated according to the following table:

<table>
<thead>
<tr>
<th>Skill</th>
<th>Method</th>
</tr>
</thead>
<tbody>
<tr>
<td>MV</td>
<td>D3 + 2</td>
</tr>
<tr>
<td>WS</td>
<td>2D10 + 30</td>
</tr>
<tr>
<td>BS</td>
<td>2D10 + 10</td>
</tr>
<tr>
<td>S</td>
<td>D3 + 1</td>
</tr>
<tr>
<td>T</td>
<td>D3</td>
</tr>
<tr>
<td>W</td>
<td>D3 + 4</td>
</tr>
<tr>
<td>I</td>
<td>2D10 + 20</td>
</tr>
<tr>
<td>Dex</td>
<td>2D10 + 20</td>
</tr>
<tr>
<td>ld</td>
<td>2D10 + 30</td>
</tr>
<tr>
<td>Int</td>
<td>2D10 + 20</td>
</tr>
<tr>
<td>Cl</td>
<td>2D10 + 20</td>
</tr>
<tr>
<td>WP</td>
<td>2D10 + 30</td>
</tr>
<tr>
<td>Fel</td>
<td>2D10 + 20</td>
</tr>
</tbody>
</table>

Speak Ghassally - a Gnomish dialect of Khazalid (Dwarfish)

Night Vision 30 yards

Alignment Neutral-Good

Height Male 3'6" + D8" Female 3'4" + D8"

Psychology Hatred for Goblins

Age: the age of the character may be determined by rolling 8D10 for 'young' characters, and 8D20 for 'mature' ones. If the result is less than 16, roll again, adding the new score to the old. This gives a potential age range for Gnomes of between 16 and 175 years.

Initial Fate Points: D3

SKILLS

The next step is to determine the number of starting skills a character has prior to career selection. Roll 1D4 and modify the result according to the character's age, as shown on the table below. For example, a Gnome character aged 76 would have 1D4 + 2 initial skills. Note that there are a number of mandatory skills for Gnome characters, listed below.

THE GNOMIC PHYSIQUE AND CHARACTER

Gnomes in The Empire have often been described - though never to their faces - as small (or 'petty') Dwarfs. They are undoubtedly distant relatives, sharing the same stocky build and long, shaggy beards, but they are about ten inches shorter on average, and are noted for their large, bulbous noses. Gnomes are both more nimble and more dexterous than their larger cousins, and these facts, coupled with their well-known antipathy for other races, has often led to them being labelled 'thieving stunts'. But they also include some
All Gnomes have Smithing. If the character has two or more initial skills, the second will be one of Jest, Mining, or Stone-working, with an equal chance of each. Any remaining initial skills should be selected at random from the appropriate column of the Chart below. Roll D100 for each and note down the skills as they are generated. If the same skill is rolled twice, ignore the second result and roll again. Consult pages 45-58 of the rulebook for descriptions of each skill.

**SKILL CHART**

<table>
<thead>
<tr>
<th>Age</th>
<th>No. Skills</th>
<th>Age</th>
<th>No. Skills</th>
</tr>
</thead>
<tbody>
<tr>
<td>16-20</td>
<td>-</td>
<td>101-110</td>
<td>+1</td>
</tr>
<tr>
<td>21-30</td>
<td>-</td>
<td>111-120</td>
<td>+1</td>
</tr>
<tr>
<td>31-40</td>
<td>+1</td>
<td>121-130</td>
<td>-</td>
</tr>
<tr>
<td>41-50</td>
<td>+1</td>
<td>131-140</td>
<td>-</td>
</tr>
<tr>
<td>51-60</td>
<td>+1</td>
<td>141-150</td>
<td>-</td>
</tr>
<tr>
<td>61-70</td>
<td>+2</td>
<td>151-160</td>
<td>-1</td>
</tr>
<tr>
<td>71-80</td>
<td>+2</td>
<td>161-170</td>
<td>+2</td>
</tr>
<tr>
<td>81-90</td>
<td>+2</td>
<td>171-175</td>
<td>-2</td>
</tr>
<tr>
<td>91-100</td>
<td>+1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

DETERMINING BASIC CAREER

Once the character's career class (Warrior, Rogue, or Academic) has been chosen, you may either select an initial, Basic Career, or roll for one on the appropriate column of the table below. Remember that Gnomes are not eligible for any of the careers not listed here, i.e. most Ranger careers, any ship-borne careers, and any careers involving horse-riding (but see Note 1, below).

NEW GNOMIC CAREER

**JESTER**

Jesters have been employed by most noble families in The Empire since time immemorial. In a political system where intrigue and double-dealing is the quickest way to the top, the 'fool' serves the dual function of relieving the pressures of command by presenting his/her employer in a comic light, and of being a trustworthy confidante - someone without political ambitions of their own. With their penchant for biting put-downs and off-the-cuff wit, added to their complete disinterest in the politics of The Empire, Gnomes are ideally suited to this role. It is true that they rarely remain in the job for long - sooner or later they either get fed up of being isolated from their own kind, or get carried away and have to be dismissed for insulting some visiting dignitary. Nevertheless, those imperial nobles unable to find a Gnomish jester have often been heard to bemoan the fact that they 'don't have a Gnome to go to...'

**NOTES**

1 At the GM's option, Ride skill may either be disallowed or deemed to apply only to ponies/mules.
2 This career applies only to Gnomish society. There are no Gnome nobles at the Imperial Court.
3 The Student career may either mean that the character has received some formal education in a Human university, or that he or she has served some time as an apprentice to a Gnomic loremaster (the Gnomic equivalent of the Advanced Career of Scholar).
Temples: All Gnome burrows have a temple to Ringil; in most cases this takes the form of a huge cavern, preferably a natural one, illuminated only by Glowing Light spells. The temple is also used for large, clan meetings.

Friends and Enemies: The Cult of Ringil maintains friendly relations with the Dwarven pantheon, and has cordial, if infrequent contact with that of the Halfling deity, Esmeralda. It has very little to do with the gods of Elves and Humans and is openly hostile towards the enemies of the Gnome and Dwarven races.

Holy Days: Lesser festivals to Ringil are held on the first day of each month, and major festivals, usually known as 'Fools' Days' take place every three months.

Cult Requirements: Any adult Gnome may become a follower of Ringil.

Strictures: All Initiates and Clerics of Ringil must abide by the following strictures:
- Never tolerate any insulting behaviour towards any Gnome;
- 10% of all income must be made over to the Cult;
- The products of a Gnome smith are sacred and must not be abused;
- No informing on a brother or sister Gnome.

Spell Use: Clerics of Ringil may use all Petty Magic and Illusion spells.

Skills: In addition to the skills normally available to Clerics, followers of Ringil must spend the necessary experience points to acquire one of the following at each level: Evaluate, Haggling, Set Trap, and Spot Traps.

Trials: A trial set by Ringil usually involves a daring and/or dangerous practical joke, or possibly the manufacture of a special item, the cost of which will be proportional to the severity of the crime for which the trial has been set.

Blessings: Skills favoured by Ringil are Stoneworking, Engineer, Jest, Smithing. Favoured tests are Bluff, Construct, Estimate, and Pick Pocket.
Skaven in Blood Bowl - by Coach Jervis Johnson

"Good evening, sports fans, and welcome to the Blood Bowl for tonight's thrilling contest. This evening we're being joined by the 50,000 or so readers of, um, White Dwarf magazine, so I'd like to say a big hello to you all from the capacity crowd here in the New World. It seems that our crazy little game has become quite popular over there on planet Earth, and that the fans are just dying to know more about the rules and teams that play it, isn't that right, Jim?"

"It sure is, Bob! Well, folks, tonight's big game features one of the wackiest teams of all, and we're sure they are going to give the Dwarf Giants a tough contest, so as the teams come out onto the field let's give a great big band to the Skaaaven Scramblers!!"
THE SKAVEN AND CLAN RIGENS

Skaven are the horribly mutated offspring of giant rats which have fed on Warpstone, the raw Chaos material that was sucked into the Known World when the gateways of the Old World became unstable thousands of years ago. Very quickly, within a space of only a few generations, the Warpstone changed them. They became more intelligent, their bodies became more humanoid, their minds sharpened. They found organisation, and religion, and terrible magic. Now their festering communities lurk beneath the streets of host cities across the Known World, plotting, planning... and exploring.

And then they discovered Blood Bowl. Skaven society is a stratified one, bound up in complex rituals, but out there on the Blood Bowl pitch all barriers seemed to drop away as player assailed player to give his team complete and utter victory over the other. The game became very popular in all fields of Skaven society, for in truth they love any opportunity for mindless violence. True to their warped nature, though, they adapted it to their own special ways, forming a new Clan to govern and control it - the Clan Rigens. The Clan Rigens consists of over 20 Blood Bowl teams, and if they can't find any non-Skaven opponents they are more than happy to battle games out amongst themselves. We shall concentrate out attentions on probably the most famous Clan Rigens team, the Skaven Scramblers, which includes popular players like Breet Brainulger and Skrag the Unclean.

SKAVEN IN BLOOD BOWL

Skaven Blood Bowl teams receive 4 Star Player points, but instead of rolling on the normal Star Player Table you should use the special Skaven Star Player Table below. Skaven may never choose to have Defensive or Kicking players.

<table>
<thead>
<tr>
<th>Skaven Star Player Table</th>
<th>Score</th>
<th>Ability</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Warpspace Armour, see below</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>Very Skilful, +2 to Combat Skill</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Warpspace Charm, see below</td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>Skilful, +1 to Combat Skill</td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>Fast, +1 to Movement</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>Mutation, see below</td>
<td></td>
<td></td>
</tr>
<tr>
<td>8</td>
<td>Fast, +1 to Movement</td>
<td></td>
<td></td>
</tr>
<tr>
<td>9</td>
<td>Accurate, +1 to Throwing Skill</td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>Strong, +1 to Strength</td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>Cool, +1 to Cool</td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>Very Cool, +2 to Cool</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Warpstone Armour: Warpspace Armour is made with very special spiky bits - they have been impregnated with a form of Warpstone that acts as a deadly poison to non-Skaven creatures. Any creature that would normally have to roll on the Wound Table following an Attack or Tackle by a Skaven wearing Warpspace Armour is considered to be dead - a slow, painful death brought about by the effects of the Warpspace! In addition, Skaven with Warpspace Armour are assumed to be Defensive players, and all the rules that normally apply to Defensive players apply to them. Note: This is the only way Skaven can have a Defensive player in their team.

Warpstone Charm: Warpspace Charms are made from pieces of Warpspace. However, they aren't worn on dinky little chains around their necks, or sewn into brooches to pin cloaks up - these pieces are literally hammered into the Skaven's skin, often about the head, so they stick out like a row of studs. A Skaven with a Warpspace Charm is allowed to use it once per game. This enables him to re-roll any one die throw, whether it's a throw to hit, a saving throw or whatever.

Mutations: Any Skaven with a Mutation should roll once on the following table:

<table>
<thead>
<tr>
<th>Roll</th>
<th>Mutation</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>—</td>
<td>Roll twice, ignoring rolls of 2 or 12, or choose any one mutation.</td>
</tr>
<tr>
<td>3</td>
<td>Two Heads</td>
<td>Gives +1 to all attempts to catch the football.</td>
</tr>
<tr>
<td>4</td>
<td>Three Legs</td>
<td>This Skaven is allowed to kick the football (and all the normal rules for kicking apply). If the Skaven's Cool is less than 7, modify it to 7. The Skaven's Toughness is reduced by -1, as for kicking players.</td>
</tr>
<tr>
<td>5</td>
<td>Noisome Stench</td>
<td>All opponents in adjacent squares (ie, the Skaven's DZ) suffer a -1 modifier to all Attack 'to hit' rolls and Tackle rolls - no matter who they are attacking or tackling. Skaven are completely unaffected by the awful smell this creature gives off!</td>
</tr>
<tr>
<td>6</td>
<td>Tail</td>
<td>The Skaven has a prehensile tail which it can use to help trip up opponents, and which gives +1 bonus to all Tackle die rolls.</td>
</tr>
<tr>
<td>7</td>
<td>Scaly</td>
<td>Scales completely cover the Skaven, conferring +1 Saving Throw.</td>
</tr>
<tr>
<td>8</td>
<td>Leprous Flesh</td>
<td>Skin &amp; flesh hang from the Skaven in sickening leprous folds. Any opponent is so disgusted that they suffer a -1 modifier to any Attack 'to hit' rolls and Tackle die rolls made on this creature.</td>
</tr>
<tr>
<td>9</td>
<td>Obese</td>
<td>The Skaven is extremly fat. Its Movement is reduced by -2, but all its Tackle die rolls are modified by +1, and its Toughness is increased by +1.</td>
</tr>
<tr>
<td>10</td>
<td>Carapace</td>
<td>Horny plates protect the creature's body. All its Saving Throws are increased by +2 but its Movement is modified by -1.</td>
</tr>
<tr>
<td>11</td>
<td>4 Arms</td>
<td>All catching die rolls are modified by +2, and the Skaven gets two Attacks per turn instead of the normal one (it can still only make one Tackle per turn).</td>
</tr>
<tr>
<td>12</td>
<td>—</td>
<td>Roll twice, ignoring rolls of 2 or 12, or choose any one mutation.</td>
</tr>
</tbody>
</table>

CAMPAIGN RULES

All the normal rules for campaign games apply to Skaven teams, except that they roll on the Skaven Star Player Table rather than the standard table when they trade in their 10 experience points.

SKAVEN TEAM COUNTERS

In the centre of this magazine you'll (hopefully!) find a really super little piece of cardboard, on which is printed - in full colour, no less - a complete set of Skaven counters for use with your Blood Bowl game. (Please note: Those members of the White Dwarf readership who do not yet possess a copy of Blood Bowl have obviously got a death wish. We strongly suggest that they rush out to their nearest games shop and obtain a copy at the earliest opportunity - before we send one of the Dwarf Giants around to demonstrate the game to them!)

To use these counters with your game you'll need to remove the insert from the magazine and then carefully cut them out (you may need a pair of scissors to help you with this part). If you look really hard you'll notice that four of the counters
are different from all the others. That's because these represent the four Star Players of the Skaven Scramblers. For those of you who would like to play with or against this team the characteristics and abilities of these players are as follows:

**Breet Braingulper**
So named for the particularly disgusting way he demonstrates any objection he may have to a referee's decision (the referee in question never gets the opportunity to make the same mistake twice). Braingulper is the Scrambler's best football-chucker.

[Table]

<table>
<thead>
<tr>
<th>MA</th>
<th>CS</th>
<th>TS</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>3</td>
<td>5</td>
<td>3</td>
</tr>
</tbody>
</table>

Mutation: Noisome Stench. Skrag's stench is so bad it affects all creatures within 2 squares, instead of the normal one.

Magic Item: Warpstone Charm.

**Skrag the Unclean**
Skrag has been blessed by the Chaos Gods with a horrible personal problem and smells so badly that most creatures (apart from Skaven, who can't even understand what all the fuss is about) are instantly revolted.

[Table]

<table>
<thead>
<tr>
<th>MA</th>
<th>CS</th>
<th>TS</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>3</td>
<td>5</td>
<td>3</td>
</tr>
</tbody>
</table>

Mutation: Four Arms

**Shisk Four-Arms**
Experts are now comparing Shisk with the legendary Tarsh Surehands, which is high praise indeed. The combination of Shisk and Breet Braingulper has proved a winning combination for the Scramblers in game after game this season.

[Table]

<table>
<thead>
<tr>
<th>MA</th>
<th>CS</th>
<th>TS</th>
<th>ST</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>3</td>
<td>5</td>
<td>3</td>
</tr>
</tbody>
</table>

Mutation: Obese

Magic Item: Warpstone Armour

Please note: The Skaven Scramblers are one mean team, and should only be matched up against teams with at least 6 Star Player Points.

*Did you know?*

...that the most famous Skaven Player of all was called Tarsh Surehands. Tarsh had two heads and four arms, features which made him the leading pass receiver in the league. Sadly, in a crucial wild card game against the SSSshHt V'gghU'Yth snakemen team, a missed pass led to his two heads having a violent argument, and before anyone could stop him he had strangled himself to death!

**OOPS!**

'Well, Jim, looks like someone out there made a Fumble in the closing moments of the game!'

'That's right, Bob. However, the offending rules have been sent off, and are just about to be substituted by the following...'

Yes, the unthinkable has happened. Commie traitors from another... Whoops - wrong game! Ern, anyway, whoever is responsible, there are a couple of slight mistakes in the first few copies of Blood Bowl. As you may have already discovered, the Kicking Table has columns for Strengths from 4 to 10. This should in fact read from 3 to 9 (in other words, where it says 4 it should say 3, where it says it should say 4, and so on, all the way up to what used to be 10 and should now be 9).

Any prone or standing player may hand-off the football to another standing player in an adjacent square. He may not hand-off to a prone player. Guess which word we incidentally omitted!

And finally, a prone player may not attempt to catch the football if it is thrown, or scatters, into their square. All they can do, in fact, is lie there and whimper softly to themselves, until they are able to stand up again.

Incidentally, some Blood Bowl fans have noticed that you only get 6 Halfiing counters with the game, which is not enough for a full team. We realise that some of you might identify with the small, repulsive little creatures, but felt that no-one would want to play a Halfiing team (because they are so naff). The counters we did design to include are actually there so the revolting little reptiles can take their rightful places in the Heroes of Law special team (though why anyone would...). If you're really lucky there might be a full Halfiing team in the first Expansion Set. Then again, there might not be.

**BUCKETS OF BLOOD BOWL!!**

'And now, folks, it's Competition Time. We've got all sorts of Blood Bowl goodies to give away, and it's real easy. All you have to do is look at this replay of this classic clash between the Darkside Cowboys and the Dwarf Giants, and tell us who you think the spare head belongs to!'

'I hate to stop you, Bob, but we did that one last week. This week, all we want you to do is make up a name for a new Blood Bowl team. All entries received by March 6th 1987 will be put in a helmet and drawn out, and we'll award the most amusing entries one of these fabulous prizes!'

**First Prize:** The Blood Bowl Trophy a specially mounted copy of Blood Bowl to you!) badges for only 50p each, plus 25p postage any rate) Colin Dixon of Fairy Metal fame plus a signed copy of Blood Bowl plus all three Blood Bowl badges.

**5 Second Prizes:** Signed copies of Blood Bowl plus all three Blood Bowl badges.

**20 Runner-up Prizes:** All three superb Blood Bowl badges.

'OK fans, nothing to it, eh? Send your entries, with your name and address, to the following address:

Blood Bowl Competition
c/o White Dwarf
14-16 Low Pavement
Nottingham NG1 7DL

*Incidentally, sports fans, if you can't wait to see if you've won anything in the competition, you can order the Officially Franchised Nuffle Armorial Football (that's Blood Bowl to you!) badges for only 50p each, plus 25p postage, any quantity. Badges for the following teams are currently available: the Evil Gits, the Chaos All-Stars and the Champions of Death. Address all orders to Games Workshop Mail Order, Chewton St, Hill Top, Eastwood, Notts NG16 3HY. See you same time next week, folks, for another exciting round of BLOOD BOWL!"
There is a wide gulf in roleplaying games today: between fantasy games and science fiction games — or more generally, those which use magic and those which use technology. A few games have attempted to bridge the gap, some successfully, some not. Whilst this gulf is possibly a good thing, bringing technology into fantasy games does add yet another dimension, another huge area for GMs to explore. The reverse, bringing magic into technological games, is probably not as good a bet. Such games require a normal, ordered scientific world where objects fail to the ground if dropped, no-one can fly and so on. Magic would disrupt this background and players would be less able to relate to it. Superhero games are the exception, but as they rely on personal abilities of characters rather than a complete magic system they can be left alone.

It is the introduction of technology into a magic-based system that is interesting. Here there is already an 'illogical' unreal world in which technology would only be another aspect. The first important point is to relate the level of technology to the general level of civilisation. To the primitive people of, say, a tribal D&D land, mirrors or copper wires would be miracles. To an advanced kingdom, or cultivated empire, the level and sophistication of technology can be boosted. The guideline is that technology must appear as magical to the people if affects. As Arthur C Clarke once said, 'any sufficiently advanced technology is indistinguishable from magic'.

In general, I would always set a 'lower limit' anyway. I think most people would agree that bringing cars, steam engines, chain-saws, etc into a fantasy campaign would rather spoil the effect. This low-tech, industrial technology should be avoided, unless it particularly suits the setting. It is the advanced 'sci-fi' technologies that are interesting — partly because at such levels more unusual things can happen, and partly because the players will not have the same level of comprehension as the GM who designed it in the first place. This latter idea has a further point: that it is wiser to tell the players that technology exists and they can utilise it than to keep them in the dark. There is little point in bringing in such an important aspect and not letting the players use it. Of course using it and fully comprehending it are two different things.

The lower technological limit I would set would be that of the last quarter of this century — computers (microminiature items especially) and the like. I have brought into my own D&D campaign a very advanced technology — perhaps at the IXian level of the Dune books. It is virtually indistinguishable from magic — even though my players know full well what it is. Once players have realised they cannot treat such technological marvels as they would in real life, they will unconsciously think of them as magical, and interact with them similarly.

There is virtually no upper limit to be set! Again from my own experience, I have decided that there is a level of technology that is indistinguishable from life itself — 'ultratechology'. Here I allow virtually effortless spacetravel, perfect unimaginably vast computers, and so on. I also allow avatars of machines, real living beings with characteristics according to their technological origin. Ultratech items can be conceived of as living beings able to reproduce themselves, exhibit complex emotions, die and so on. Such beings (or machines, depending upon personal preference) make excellent 'mysterious' non-player characters from the point of view of motives and types.

But where do all these things come from? There are a few possibilities, depending upon how free a campaign is, and how easily it takes new concepts. One idea might be the classic 'lost civilisation'. Here, you set your campaign many many years after the previous civilisation collapsed (global wars, biological plagues, etc are typical causes) leaving all their artefacts behind to be discovered by the players. Of course, the technology would have to be advanced since the machines must be able to look after themselves over the intervening centuries (or whatever). For example, there could be heuristic (self-improving) programs, cybernetics (systems that exhibit human characteristics), von Neumann machines (those that reproduce themselves) and so on. Power sources would probably be solar, geothermal, or other long-term types.

Alternatively, you could use a temporal basis for technology: that future advanced eras come back into their own past for whatever reason. Historical research, pre-manipulation of their own time era, experiment on 'primitive' stock, etc are all possible reasons.

A more radical idea is to expand your campaign from a single land, or perhaps planet, into the galaxy — or even the entire universe! Having taken this step (and it is not really so difficult) you have entire alien technologies to utilise. This is what I have done in my own setting. The limit so far is the galaxy, but who knows, even that might change... Having decided to invent alien technologies, the usual problem is interfacing them, if more than one exists in the setting. I avoid this by assuming they're so advanced, the computer control systems should eventually be able to talk to each other... a cop-out, but who cares? It is the ideas that matter. Since we are treating these advanced machines as magic, there is simply no need to explain exactly how they work. I use machine/organic interfaces, which are probably beyond everything except our inven ted 'ultratech', but don't bother to explain exactly how the feat was done. It isn't necessary. It also brings in such fascinating things as cyborgs (excellent NPCs), special bio-computers that can talk directly to living beings, and lots of other possibilities.

You may think that introducing technology into fantasy campaigns would demean magic. Perhaps, but I have not noticed myself. My players have simply made room for it in their actions, using magic pretty much as they used to. It does depend on how you set the thing up — flooding a city with amazing machines will inevitably unbalance the setting. More subtle introduction is the way, and particularly if you give the actual machines very specific effects, then they won't affect the magic side unduly.

The place to get inspiration is of course sf books, an invaluable source. I could mention many but the ones below show the variety possible. Frank Herbert's Dune sequence is a good place to find ideas. The IXian technologists came up with many good
things, in particular the 'no-rooms', non-places where characters could hide from pre scent viewing. This could be expanded by allowing no-rooms to shield people from anything — psionics, magical detection, detection by other machines, and so on. Linking all conceivable no-places together could provide a space-warp-type method of instantaneous travel. They also developed huge no-rooms called no-ships. Another feature of the Dune books are the various special information storage devices — Ridulcan crystal, for example. Such very compact memories are a useful idea — the diamond-memory of the film Zardoz (and also Gene Wolfe's Book of the New Sun) is another example. Lost diamonds have always been an interesting area of our own history and can provide good adventure ideas. The Dune cloning techniques were also very advanced although provided by another group, the Tleilaxu. Clones are another useful source of scenario ideas — no character wants duplicates of himself wandering about unchecked, be they good or evil.

Newcomer William Gibson has invented a fascinating extrapolation of today's computer technology (in Neuromancer, Count Zero and Burning Chrome — required reading!), cyberspace. This is the hallucinatory 'terrain' of the World Data Network as perceived by the human brain. The possibilities of cyberspace are endless and absorbing. Gibson also uses bio/machine interfaces which seem very advanced — chips that can be 'plugged in' to sockets built into humans, for example. In a similar vein, though with the accent on biology, Greg Bear's Blood Music is well worth looking into.

Julian May's Pliocene quartet also have some nice 'magical' technological ideas, especially the varu. It has the time travel (of a sort), inertless flight, genetic manipulations, and other goodies. I particularly like Marc Remillard's Cerebro-enhancer, a device enabling him to vastly amplify and modify his mental abilities. This sort of character as an NPC is truly fascinating, the archetypal man-machine beloved of many stories. A pity about May's attempted scientific explanations and plot devices, though — still, you can't have everything.

The Book of the New Sun is an unusually inspirational source. Though GMs should never steal ideas wholesale (modification to suit the GM or the campaign is always better) these four volumes are packed with irresistible things. There is a large range of items based on mirrors — books with mirror-leaves, octagonal space-bending mirror-chambers, and perfect mirrored armour. Even more fascinating are the butterfly-like beings that inhabit the former two artefacts.

Then there are the strange spaceships that affect gravity in their local area, then disappear into inconceivable spaces. These are 'aquastors', beings supported in reality, usually by machines that search the minds and memories of others to create them. This idea of mental ability or effects in conjunction with highly advanced technologies is a particularly rewarding one, going back to the 'man-machine' again. The House Absolute, residence of the Autarch, is another interesting concept — two houses designed so that the secret second one co-exists with the first, and yet is almost unfindable.

The Book of the New Sun illustrates another important point in merging technology with magic: weaponry. Experience (and common sense) has shown that extraterrestrial or highly advanced weapons, energy weapons in particular, are far more deadly than magical ones. Gene Wolfe's star-pistols, energy-lances and suchlike are inevitably superior to magical weapons or missiles, by their very nature. Hence PCs should never be allowed to get their hands on such items as they will wreck your adventures, however carefully you planned it. Similarly, GMs should hold back on advanced weaponry or use it with great caution and under controlled circumstances. Cyborgs with laser-arms might be great NPCs, but not if they slice up the party in two seconds.

For the 'classic' techno-fantasy there is Jack Vance's rich and complex human-alien settings — the Dying Earth series in particular. These are much more magic/fantasy orientated, but the interfaces between magic and technology are still there and worth checking out. A large dictionary is useful when reading Vance's books.

Another useful source of ideas is non-fiction books — even New Scientist, Nature and Scientific American! There are plenty of well-written books available.

Now, having postulated the existence of these wonderful technological devices, who uses them — and how did they learn? There are various answers. If the machines are of alien origin, clearly the aliens are the best users. Incidentally, as you might expect, aliens make superb NPCs if handled properly — ie not as crazed xenophobic homicidal laser-wielding hulks. The best kind of alien is nonviolent, perhaps in the manner of Star Trek's Vulcans; either that or small and furry, like Felix from The Travellers.

If the users are the ones who designed the technology, there is no problem. It is if and when the machines and devices are found by your average party of adventurers that thought is needed. One way would be to let them experiment until they understand the basic principles (another reason for disallowing weapons — things can get messy). This is probably the best method, since a lot of player-GM interaction will result. An alternative might be to allow teaching units which automatically invite the players to plug in and learn. In my own campaign, some of the more advanced computer systems are like artificial intelligences, and can make decisions themselves as to their users. One or two can re-form themselves into teaching units, or in fact any other dedicated system. Once used, they restructure themselves into the original system, or whatever the player (or NPC) desires.

As a final point, GMs should never hold back on altering player/characters' items or discoveries to change the plot slightly, or alter their status. Things do go occasionally wrong with machines! If you use Artificial Intelligences, or self-aware technologies, they will of course be able to work with or against the users, as any other normal non-player character would. The important thing is to let things run smoothly and keep them balanced. I would beware letting technology become the dominant aspect of a fantasy scenario, unless the GM genuinely wants to change it in this fashion. It is best treated as only another aspect of the game.
Fig 1: converted Battledroid
Fig 2: converted Great Fire Demon
Fig 3: Goblin Standard Bearer
Fig 4: War of the Roses Cavalry
Fig 5: Daves adaption of the Judge SJS Judges to his own sci-fi
Fig 6: Angman Chaos Taker shows his defiance, this diorama features the sadly missed Citadel giant head and one of the dwarfs from The Dwarf Lords of Legend Boxed Set
Figs 7, 8 & 9: Chaos Abounds. C35 Warriors ready to find blood for the Blood God
Fig 10: splendid Old Chaos Broo
Fig 11: C26 Men at Armas with a Paper Banner added
Fig 12: Zoat - new Limited Edition Model
Fig 13: Fimir - new Limited Edition
Despite their importance in wars and politics (the usual focus of roleplaying games), few RPGs cover mercenaries; the AD&D Dungeon Masters Guide includes them in the 'Expert Hirelings' section, separating them into 16 categories whose pay varies between $40 and $120 per month (calculated from the Ale Standard), including food and housing, while their officers earn up to $192,000 a year! The RuneQuest II rules, for example, list the favoured weaponry, armour and spells of five types, since characters may be ex-mercenaries, but they give no guidelines on the cost of hiring mercenaries or how they can be used. Other games ignore them totally. This article is intended to correct this by giving a view of mercenary life, along with the facts and figures needed to use them in games.

All rates of pay listed in this article have been worked out in accordance with the Ale Standard (explained in Paul Vernon's articles in WD29-33 and Best of WD III), and are listed in AD&D gold pieces. For conversion purposes, 1 AD&D GP = $20 now = 2 RQ Lunars = £40 Traveller = $15 Daredevils...

Obviously, modern and SF mercenaries will use different weapons and tactics, but these can be converted too: standard light cavalry read light gray tanks (Tech 13), for horse archers read civilian cars with Lewis gun mounts...

What Are Mercenaries?

Mercenaries are soldiers who fight for forces other than their national army. Most fight for anyone who will pay their price, some for a principle they believe in. Most travel around the wars, many work for the same army in garrison or troop training work for years. There is no such thing as a typical mercenary. Few people, for example, realise that the British Army still employs mercenaries: they're called the Gurkhas.

Some mercenaries are experienced, professional troops trying to better their lot, but they are usually outnumbered by the braves who are in the job because it offers them the opportunity to swagger and look tough in front of the civilians when they're out of work, and when they're in work they can rape, pillage, and plunder. The latter are despised by the former as they do have enough service to recognise the hard self-assurance which the bravoes fear the good mercenaries - an experienced mercenary as they do have enough service to recognise the hard self-assurance which the bravoes fear the good mercenaries, and is the son (the few female mercenaries are all in it for reasons of their own, so they rarely fall into the macho image-building of the bravoes) of a large, middle-class family. Lower-class families cannot buy their sons the sort of training which will qualify them for mercenary units. Upper-class sons wouldn't demean themselves with the hard life of professional soldier unless the family is broken, dishonoured, or whatever, in which case he will be striving for reputation, claiming him with the professionals. Their equipment is rarely well-maintained, and they rarely train unless an officer is standing nearby to ensure that they do. Most of their time is spent gambling, drinking, wenching and, naturally, swaggering. In battle, they tend to die a lot.

What Do They Do?

A mercenary is supposed to kill people, right? Wrong - after establishing their reputation many good ones never draw steel in anger again. When they decide that the time for them to ride around seeking out wars is over, most mercenaries settle down to marry and sign a long-term contract to train regular troops, city guardsmen, etc. Few are still riding around in battle after the age of 30: by that time they've survived 12-16 years of war and can command good money as an instructor. Only veterans of over five years' experience can normally gain training contracts - no-one wants a brave in charge of their delicate young recruits. Apart from long-term contracts, mercenary work is seasonal. Wars (until the 19th-century advent of total war) were always fought in early summer, between planting and harvest. Mercenaries don't worry about agriculture, but if war is mounted in planting or harvesting time the crops will not be tended and conqueror and conquered alike starve. In late summer and autumn the mercenaries move onto garrison duties to replace those released to tend the crops (troops in rural regions are usually made up of such part-timers), and in winter they are unemployed unless they manage to gain a temporary instructorship. The survivors are kept in barracks by the bad weather. This assumes a European style climate, of course, adjust it if your campaign is set in Egypt or the Congo! Garrison work is always available in late summer and
autumn, but wars are difficult to reach in time and there are few winter instructorships available.

Since this means that mercenaries may be out of work for up to eight months of the year (and because they're being paid to risk their lives) mercenaries are expensive, and they demand fixed-term contracts, which means that if they sign on for a four-month war and win it within a month, they can sit around for the next three months' pay (or collect cash in lieu and sign up for another war somewhere else). Normally, though, fixed-term contracts are usually timed to end with the campaign, so a four-month contract may well specify that the troops will train together for three months to get used to working as a unit and improve their efficiency in the field before starting out for a war they think they can win within three weeks (but they allow 30% overtime in case it's tougher than they thought). Training usually starts at the beginning of April, most invasions occur in mid-June, and peace treaties are signed by the end of July.

It is this training period which determines a mercenary's place in the army. They usually sign on singly or in small groups, and the officers must weld these mobs into and efficient army within a couple of months. Slackers will be spotted and either weeded out (rarely - an army usually needs all the cannon-fodder it can get) or consolidated into bravo units, which consist entirely of toughs who think they're the best warriors since Talpan Empirebane. These units are then put into the thick of the action as a wave of expendable but tough warriors (as opposed to conscript troops, who are equally expendable but unlikely to do the job): the first through a breach in the wall, the decy units to spring a trap, the first across a ford to check for ambushes before the main body enters the river, and so on. If someone survives their wars in the point units they will eventually learn one thing: they're mugs. First through the breach is heroic, certainly; first into the city usually means the best of the looting, yes, but there do seem an awful lot of gaps in the ranks after each mission. A mercenary in this first year in the point units has a 20% chance of survival, 40% in his second year, 50%, 60% and 65% in the next three years. Beyond this, mercenaries have a 70% chance of living through a campaign as a member of a point unit, as opposed to the 90% chance of a six-year veteran in another unit. Overall, point units have 75% casualties, good units 27-2%/ (a mercenary who takes his training seriously has half the chance of dying of an equivalent man in the point units). Conscripts, if used to support the better troops, also have 75% losses, or 100% if used as point units. Regular army troops' losses are 59%/75%

(Applying these figures to the forces in the opening story, the usurper stands to win easily: he can eliminate the King's forces - if they stand and fight - and still have over 2000 mercenaries left!)

Most mercenaries sign up individually, and many of them need equipping. Elite mercenaries (the professional ones) will need about 10% of their equipment and 25% of their meals replacing, lesses swaps at 50% of equipment and mounts (or 90% of equipment and all mounts for a Spring campaign). This equipment becomes their property unless they are thrown out of your forces. By tradition, a mercenary signing on receives a bonus of half the cash value of the equipment he brought with him, payable at the end of contract. For the employer, this means the items cost him less, providing an incentive to stay around till the end of the contract, for the mercenary it is a reason not to walk off with your last employer's equipment and sell it before getting a new contract. It is still more profitable to do so (hence the lack of equipment on bravoes), but issued equipment is rarely as good as an item you've been using for years - a favoured weapon is a good example: it is almost impossible to get one with the same weight, reach and balance... If a unit signs on together they will all be fully-equipped, but generally mercenary units have already weeded out the bravoes and thus cost more.

All wages are listed in AD&D gold pieces per month for one trooper, except 'Combat', which is the bonus payable for each day in which the troops see action. The figures have already been adjusted to allow for the lower pay of officers and sergeants being averaged out throughout the unit. If hiring on as a unit, a platoon of 50 men cost 36 times the individual man's wages (as stated above), a company of 60 men cost 70 times the basic, a battalion of 240 men cost 300 men's wages, and a regiment of 720 men earn 900 times a single man's wages.

Mercenary Recruitment

Hiring mercenaries is easy as long as you have the money. Merely send couriers out to all the major cities to act as recruiting agents (they cost the same to hire as scribes but demand a bonus for each mercenary recruited), and sign up anyone who arrives. Mercenary officers will arrive and take over the training for you, and organise the troops in the mercenary way. Eighty per cent of the troops you hire like this in the Spring will be bravoes, twenty per cent elite. In this article, 'Elite' mercenaries are the professional ones as opposed to the bully-boys. Elite mercenaries with four or more years of service will be called ultra-elites. By the time of the Summer hiring the proportion of bravoes has dropped to 40% (one-third of the survivors of the point units having gone on to less savoury professions until next summer), and instructors are all ultra-elite. Any elite mercenaries can advise you how many recruiting agents to send out, and where to send them, for the right number of mercenaries. As a guideline, in the Spring cities generally have one mercenary for hire per 200 inhabitants - don't bother recruiting in the rural areas.

Cost?

Mercenaries are expensive. The longer the contract, the cheaper they come (due to their employment insecurity), but combat pay is still extortionate and they also have booty rights which can reduce the value of the property their employer can seize. Units can waive booty-rights in return for a guaranteed bonus, which would generally be offered to any group assaulting the palace or tax office of your target, but it can cost a considerable amount.

Mercenary Wages

<table>
<thead>
<tr>
<th>Troop Type</th>
<th>Garrison</th>
<th>Patrol</th>
<th>War</th>
<th>Combat</th>
</tr>
</thead>
<tbody>
<tr>
<td>Longbow Archers</td>
<td>55 gp</td>
<td>61 gp</td>
<td>100 gp</td>
<td>4 gp</td>
</tr>
<tr>
<td>Shortbow Archers</td>
<td>52</td>
<td>55</td>
<td>64</td>
<td>2</td>
</tr>
<tr>
<td>Artillerist</td>
<td>46</td>
<td>51</td>
<td>92</td>
<td>3</td>
</tr>
<tr>
<td>Crossbowman</td>
<td>32</td>
<td>35</td>
<td>64</td>
<td>2</td>
</tr>
<tr>
<td>Heavy Foot</td>
<td>46</td>
<td>51</td>
<td>92</td>
<td>3</td>
</tr>
<tr>
<td>Light Foot</td>
<td>26</td>
<td>29</td>
<td>52</td>
<td>1½</td>
</tr>
<tr>
<td>Heavy Hobbit 1*</td>
<td>63</td>
<td>70</td>
<td>126</td>
<td>4</td>
</tr>
<tr>
<td>Light Hobbit</td>
<td>43</td>
<td>47</td>
<td>86</td>
<td>3</td>
</tr>
<tr>
<td>Horse Archer</td>
<td>49</td>
<td>54</td>
<td>98</td>
<td>5</td>
</tr>
<tr>
<td>Heavy Cavalry</td>
<td>110</td>
<td>121</td>
<td>220</td>
<td>7</td>
</tr>
<tr>
<td>Light Cavalry</td>
<td>60</td>
<td>66</td>
<td>120</td>
<td>4</td>
</tr>
<tr>
<td>Medium Cavalry</td>
<td>87</td>
<td>96</td>
<td>174</td>
<td>6</td>
</tr>
<tr>
<td>Support</td>
<td>51</td>
<td>52</td>
<td>92</td>
<td>3</td>
</tr>
</tbody>
</table>

* Mounted troops who fight on foot
† Military engineer

Applying these figures to the forces in the opening story, the usurper stands to win easily: he can eliminate the King's forces - if they stand and fight - and still have over 2000 mercenaries left!
In some cases the ratios will be different from those quoted above. An army with a reputation for lax discipline will attract more than its share of thugs (it seems the King's force at the beginning has that reputation), while the apparently inferior force tends to attract elites looking for reputation or siding with them because they're the 'good guys' - obviously the usurper is worthy, otherwise the famous Wolf Pack wouldn't join him.

**Codes of Behaviour**

In most cultures the mercenaries share a (usually unwritten) Mercenaries' Code which governs the way they are hired, employed, and disciplined. Each culture's Code is different, but they usually have the following in common:

**Hiring:** Any mercenary employed to recruit and command others has the ultimate command over their use and personnel: they may refuse missions or veto the addition of people to their unit. The first part of this clause to protect good mercenaries from being used on suicide missions (although the commander will use his expendable mercenaries on high-risk missions, as noted above), the rest to protect the unit against incompetents - the Duke's son may have commanded a regiment of the Regular Army in their barracks duties, but the Major commanding the Wolf Pack wouldn't let him take one of his elite platoons, partly because of his lack of real experience and partly because of the effect on that platoon of his regular Sergeant being replaced by a fop. Less esteemed commanders will, of course, usually give way to such demands from their employers.

**Abuse of Contract:** No unit can be used for anything outside the scope of their contract. A troop hired for border patrols cannot be brought into the cities to quell rioting, for example. The usual procedure in such cases is hurried renegotiation of the contract and addition of generous combat-duty bonus.

**Discipline:** Mercenaries are subject only to the discipline of the mercenary commander. This is to free mercenaries of such demand as regular prayer in the local Temple even if they are not of the appropriate faith, local curfews, not smiling at attractive ladies in the street, and so on. Mercenary commanders will make it clear to their employees that the restriction his men will agree to and make the men aware of what they have promised on their behalf, which become the rules for that unit. Mercenaries not on contract are subject to the local laws.

Generally, mercenary punishments will be lighter than those of civilians or regular armies. They have no use for prisoners at hard labour or mutilated men, so their punishments are extra duties, loss of privileges, and transfer out of the elite units into the expendables (the latter is not officially a punishment, or even connected with the offence, since the expendables are always glorified to stop people noticing how they're being used). Serious crimes - rape, theft, and so on - are punished by discharge from the mercenaries and handing over to the local authorities. If the unit is in the field there is usually only one penalty for any serious crime: death. It is a universal rule that anyone endangering his comrades also dies, and desertion is usually also fatal. In many cases, less reputable mercenaries ignore the custom of handing offenders over to local justice, which adds to their bad reputation (and their recruiting appeal among the bully-boys), but even they apply the death penalty for the heinous crimes of desertion or endangering.

**Vengeance:** If a mercenary or unit is wronged by anyone they, or their friends, will take revenge. Read 'Brothers' in 'The Spirit of Dorsai' by Gordon R. Dickson for the tale of the destruction of the entire city of Rockmont in reprisal for the murder of one mercenary.

If the wrong is non-payment of wages, watch out! The offended mercenaries will often respond by turning outlaw and taking plunder rights from the people they were hired to protect. Only the bravos will do this, but the good mercenaries won't stop them while they're unpaid. And ex-mercenary bandits are a tougher proposition than normal ones...

**Mercenary Statistics**

**AD&D**

<table>
<thead>
<tr>
<th>Troop Type</th>
<th>Level of Troopers</th>
<th>Level of Sergeants</th>
<th>Level of Lieutenants</th>
</tr>
</thead>
<tbody>
<tr>
<td>Regular Army</td>
<td>1</td>
<td>3</td>
<td>6</td>
</tr>
<tr>
<td>Bravo Mercenary</td>
<td>2</td>
<td>4</td>
<td>7</td>
</tr>
<tr>
<td>Elite Mercenary</td>
<td>3</td>
<td>5</td>
<td>8</td>
</tr>
<tr>
<td>Ultra Elite</td>
<td>4</td>
<td>6</td>
<td>9</td>
</tr>
</tbody>
</table>

* Very rare!

**Warhammer Battle**

Like Champions and Heroes, Mercenaries can be described by a series of modifiers to the basic creature profile. Creatures subject to stupidity will never be treated as mercenaries in the normal sense (as their nature makes mercenary work totally foreign to them).

<table>
<thead>
<tr>
<th>M</th>
<th>WS</th>
<th>BS</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bravo: Weapon 1</td>
<td>50%</td>
<td>Weapon 2</td>
<td>40%</td>
<td>Weapon 3</td>
<td>30%</td>
<td>Weapon 4</td>
<td>20%</td>
</tr>
<tr>
<td>Riding</td>
<td>20%</td>
<td>Survival 35%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Elite: Weapon 1</td>
<td>70%</td>
<td>Weapon 2</td>
<td>50%</td>
<td>Weapons 3</td>
<td>4 &amp; 30%</td>
<td>Weapons 5</td>
<td>6 &amp; 20%</td>
</tr>
<tr>
<td>Riding</td>
<td>65%</td>
<td>Survival 50%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ultra Elite: Skills as Elite plus: Search 25%</td>
<td>Hide 40%</td>
<td>Listen 50%</td>
<td>Move Quietly 50%</td>
<td>Ambush 50%</td>
<td>Climb 35%</td>
<td>Conceal 35%</td>
<td></td>
</tr>
</tbody>
</table>

**Percentile Systems**

In systems like RuneQuest and Stormbringer the skills of mercenaries are as follows:

<table>
<thead>
<tr>
<th>M</th>
<th>W</th>
<th>S</th>
<th>T</th>
<th>W</th>
<th>I</th>
<th>A</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bravo: Move Quietly 50%</td>
<td>Ambush 50%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Elite: Riding 20%</td>
<td>Survival 35%</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Ultra Elite: Skills as Elite plus: Move Quietly 50%</td>
<td>Ambush 50%</td>
<td>Climb 35%</td>
<td>Conceal 35%</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Other Reading**

The title of this article is, of course, stolen from Frederick Forsyth's book *The Dogs of War* (which he, in turn, stole from Shakespeare), which covers the organising of a (probably fictional, but some claim otherwise) '70s mercenary operation in detail. Mike Hoare's *Mercenary* likewise covers his real-life organising of the Congo mercenaries who are fictionalised in Wilbur Smith's *The Dark of the Sun*.

Any Dorsai story gives a good image of a future-tech mercenary, especially in relation to the Mercenaries' Code, which the Dorsai have formalised. Tim Powers' *The Drawing of the Dark* features a 16th-century mercenary although for much of the story he is not employed as such. Those parts where he is reflects the contempt of the professional warrior for the heroes of amateurs.
Time Travel for the Judge Dredd RPG.

SECURITY RECORDS COMPUTER ON LINE ENTER YOUR NAME: JUDGE TURLOW VOICEPRINT ID CONFIRMED — GOOD AFTERNOON, JUDGE TURLOW YOU HAVE BEEN CLEARED FOR ACCESS TO SECURITY FILES AT PRIORITY AA1. ANTI-SURVEILLANCE SYSTEMS HAVE BEEN ACTIVATED. WHICH FILE DO YOU REQUIRE? :SPECIAL BRIEFING T1 ENTER AUTHORISATION CODE :BV7-231; ON AUTHORITY OF CHIEF JUDGE CONFIRM. ACCESSING BRIEFING T1

Good afternoon, Judge Turlow. You have requested permission to use the Proteus Time Displacement Module in your current investigation. Accordingly, you must be briefed on some of the problems that are likely to arise in any use of this technology. Please note that all information related to Proteus is secret; citizens must not be informed of its existence and implications.

The Justice Department first learned that time travel was possible several years ago, when a criminal from the future murdered several Judges. Judge Dredd identified him as a perp who was, and is, frozen in The Vault. Dredd arranged to have a bomb implanted in the criminal’s abdomen. The murderer attacked Dredd, but Dredd detonated the bomb and executed the criminal. Unfortunately the time travel harness used in the attacks was destroyed by the explosion. This incident showed that time travel would be feasible in the near future, and also demonstrated a simple paradox: Dredd arranged to have the bomb implanted while the criminal was still frozen, before he had even begun to plan his crime.

In 2103 Judge Fey’s final prediction warned of a terrible disaster that would occur in 2120. This incident led to the Krysler case, which is best known as the Judge Child case. Please look at the chart of this case on your monitor screen.

The Krysler case is a frightening example of a time paradox. Fey was warned of disaster in 2120, and said that Owen Krysler would rule the city in its hour of need. Judge Dredd followed Krysler’s trail across space to Xanadu, confronted him, and decided that he was inherently evil, unworthy to serve as Chief Judge.

Without the prediction, what would have happened to Krysler? Dredd first encountered him in Memphis, Filmore Faro’s stronghold. If Dredd had not intervened, Krysler would have been retained as Faro’s slave and prophet, until Faro was eventually assassinated or died of old age. Judge Dredd wouldn’t have killed Faro, so the series of events stemming from his death wouldn’t have occurred as they did. Krysler would probably have never met the Angel Gang, reached Xanadu, or formed his hatred of Judge Dredd and Mega-City One. Every event between Fey’s death and Dredd’s rejection of Krysler was shaped by precognition, first by Fey’s initial vision, later by Krysler’s talents and the use of Oracle Spice.

Although Dredd rejected Krysler, the paradox continued. Krysler used his powers to attack Mega-City One, but was killed by Dredd. Grunwalder attempted to clone Krysler, but created a hideous mutant with unimaginably strong psychic powers. In 2120 this creature would have attacked Mega-City One and assumed absolute power, thus bringing about the disaster predicted in 2103.

By an apparent stroke of luck, the Justice Department perfected the Proteus time travel module in 2106, and Chief Judge McGruder sent Judge Dredd and Psi-Judge Anderson to investigate events in 2120. Through a computer record of the disaster, and a confrontation with The Mutant, Dredd learned enough to forestall Krysler’s triumph; the Judges travelled back to 2106, then to Xanadu, and killed The Mutant a few moments after it was born. This death seems to have ended the threat of disaster in 2120.

At first sight it would appear that use of the Proteus module had saved Mega-City One; however, the case involved so many apparent coincidences that Tek-Div theoreticians became suspicious. Recent work has proved that the entire incident was a self-cancelling time loop, affecting the years 2106 to 2120; the prediction was caused by the attack of The Mutant, which in turn was caused by the prediction. The Proteus module warped time sufficiently to allow such a complex paradox to form.

Next morning Dredd had the mutated The Mutant born in 2106, then to Xanadu, and killed The Mutant a few moments after it was born. This death seems to have ended the threat of disaster in 2120.

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GM’s Notes

The Judge Dredd universe includes time travel and precognition. Both have been important plot elements in several adventures; the Krysler case is the most complex, but there have been other

ACKNOWLEDGED. SPECIAL BRIEFING T1 IS OVER.
SECURE CONDITIONS WILL END IN FIVE SECONDS—
FOUR— THREE— TWO—
ONE— NOW.

DO YOU WISH TO LODGE AN APPEAL?

: NO.

examples. Fortunately these adventures have been remarkably consistent.

Precog visions are notoriously inaccurate; one possible rationale is the assumption that precogs select between a number of possible futures, and sometimes tune in to unrealised time lines. When a precog vision comes true it is often a self-fulfilling prophecy; for example, Judge Anderson’s confused precog vision in the ABC murders case was in part responsible for the strain which led to Judge Monk’s breakdown.

Precog visions which lead to Judges preventing a crime are inherently paradoxical. Fortunately accuracy seems to be limited over long time periods; for example, a precog might be able to send Judges to an approximate area ten minutes before a crime was committed, but would only be able to describe the criminal a few seconds before the crime. Owen Krysler once said “I can predict all futures but my own”; this seems to be true of all precogs, and is a useful limitation on their powers. Some interesting plot ideas could derive from this limitation; for example, all the precogs in a sector house might suddenly say that they can’t see the future, because someone had planted a nerve gas cartridge in the sector house air conditioning system!

Although precog visions imply a degree of paradox, the problems they cause are relatively short-lived. Time travel is likely to lead to major paradoxes. The Krysler case is the definitive example, and seems to establish most of the rules:

1. The future isn’t fixed. Time travel takes you into a potential future, a possible timeline which may or may not come to fruition.

2. Time travel into the past can alter the past and your present. A new timeline forms at the moment you first arrive in the past. It may be superficially identical to the original timeline, but there will still be subtle changes. Information taken into the past can change the present.

3. There seems to be an ‘observer’ effect, possibly a manifestation of the uncertainty principle. Any knowledge bought back from the future is likely to change it.

4. Although there’s no definite connection with the Proteus system, something does seem to have damaged the space-time continuum in the vicinity of Mega-City One. The idea that time travel is responsible seems reasonable.

If these problems can be solved, it seems odd that more time travellers haven’t arrived from the future. The most likely answer is that time travel is so inherently dangerous that it will never be de-restricted. The Judge murders described above remain a problem; the most plausible explanation is that the attacks, and subsequent events, changed the future so much that time technology will never be released to the public. An alternative but remarkably cold-blooded explanation is that Judges in the future might preserve the time line by allowing the killer to steal a time travel harness, possibly even brainwashing him to ensure that the murders will occur exactly as they were supposed to. Both explanations lead to many additional complications.

Nothing said so far prevents the use of time technology to observe the past. For example, there’s nothing to stop the Justice Department using Proteus, or a more advanced machine, to send small spy robots back to observe crimes as they were committed. A spy in the sky camera is already small enough to pass unnoticed; with the miniaturisation techniques available by 2110 or 2120, equivalent machines could be as small as flies. Some would probably be used to study important historical figures (is it a coincidence that Fergie, the saviour of Mega-City One, was continually pestered by flies?), others would be used to track suspected criminals and their victims. What would happen if the Justice Department learned that apparently innocent citizens were under such surveillance?

Time travel offers so many easy solutions to problems that it’s essential to keep it under firm control. Although players may have read about the Krysler case, there’s no reason to assume that all the facts have ever been revealed, even within the Justice Department. Proteus could still be a closely-guarded secret, known only to a handful of senior Judges and Tek-Div personnel. Player characters wouldn’t necessarily know anything about the machine; those who did would still have to make a very good case before they were allowed to use it, and risk memory erasure or exile to Titan if they discuss it publicly.

If you do feel obliged to run time travelling adventures, try to avoid really gross situations; it might be nice for the team to prevent the Apocalypse War, but doing so would certainly take your campaign away from the main-stream of adventures published for the game, and would leave the GM all the work of designing background events. It’s more fun to embody the team in an adventure in which they must try to maintain the status quo, even if it means allowing some form of disaster to occur.

Unless you are prepared to deal with all the paradoxes that can be caused by time travelling player characters, it’s better to limit your campaign to the secondary aspects of this technology; cases in which there is evidence of tampering from the future, suppression of civilian time experiments, and the problems of precognition. Even these limitations can still lead to some interesting and peculiar adventures.

The Krysler Case

A SF mystery

Restricted Act Access; Priority AA:

By permission of Chief Judge or Coouncil of Five

ONLY

Main Time Line

2101: Judge Fye predicts disaster in 2120 and says that Owen Krysler must rule Mega—City One.

Judge Dredd searches for Krysler— the Judge Child Expedition

2108: Dredd finds Krysler but decides that he is unfit to rule. Krysler is left on Kexaruth.

Krysler seeks revenge. Dredd kills Krysler.

2110: Dredd & Anderson use Proteus time travel module to visit 2120

Grunwaker attempts to clone Krysler. Dredd kills the Mutant accidentally.

Anderson’s error allows the Dark Judges to attack.

McGuider’s error leads to widespread destruction and heightens political tension. He takes the Long Walk.

Potential Time Line

2106— 2120: The Mutant survives. It matures its power.

The Mutant conquers Mega— City One.

2120: Dredd & Anderson study a computer tape of the disaster, and learn that McGuider was still Chief Judge when Anderson was head of Prot- Div.

Dredd learns that the Mutant was responsible for the disaster, and is a clone of Krysler created by Grunwaker.

Dredd meets himself, and learns that he survived until 2120.

Dredd & Anderson return to 2101.
LETTERS PAGE

WHITE DWARF

ENFIELD CHAMBERS

16/18 LOW PAVEMENT

NOTTINGHAM NG1 7DL

Thomas Brewer, Felixstowe: Did I miss some sort of competition, something along the lines of 'Become Guest Editor of Dwarf For a Month'? I think I must have done because there have been an awful lot of winners recently. If it's not a competition then maybe there's a waiting list, or so could you put me down. It's getting so bad that it loses some of its fun. If the editor changes it's the same as in the last issue when he's changed.

You guessed it, another Letters Page in the making. Sorry, I'm still here, and still surviving the fallout from other Letters Page editors...

Duncan Beanland, Leeds: Eoin (what sort of name is that?) Cannon holds no record for I have balanced 1 hobgoblin, 3 ores, 3 wolves, 18 snotlings, 2 kobolds, and 19 goblins on Thud. If anyone beats this I'll... I'll cry!

Somebody or Other, Milton Keynes: ...8 snotlings, 4 chaos warriors, 1 orc (the regular thing) and 4 mutant goblins (including my brother) on the magnificent Thud the tap dancer and mass murderer.

Eddie England, Portadown: On my Thud miniature I managed to balance: winged beast, bugbear, wolf, orc, goblin, lesser goblin, Judge Dredd, Lawmaster, Gandalf, Bill the Pony, dwarf, chief ogre, cleric, Shadowfax, ranger, Sauron, Saruman, hobgoblin, assassin, treasure chest, 3 members of the Ape Gang and an inconvenient dwarf plus his toilet. This is a record. BEAT THAT!!!

Please... don't. And Marc Gascoigne should also have known better than to mention LRPGs in White Dwarf 84.

Andy Webster, Greasby, Wirral: I feel I must write to defend Marc Gascoigne, when said person expressed his views on Live Action RPGs he stated quite clearly that the views were his own. Mr Gascoigne is quite entitled to his views, which indeed served to give us something to argue about.

Furthermore, one just has to look at a live-action game: people dress up in silly costumes and hit each other with padded weapons. It is silly, however it is also fun. Before I started doing live action I professed much the same views as Marc, yet now I am a very keen LRPGer. I still describe it and look on it as a silly and inane pastime. I do it for the same reason I play RPGs, because I like it.

I find it strange that a hobby which gets generally looked down upon and maltaught, generally due to ignorance, can get so upset by one person's view of a subdivision of the hobby. I don't go up in arms every time someone refers to roleplaying as 'Advanced Let's Pretend' or 'Fairy Killing'. We ignore them and carry on.

Whilst LRPGs have been recently viewed as separate entities. Mind you, if we ever do feel like sending an ace investigative reporter off to do a feature on LRPGs, I think we've got just the man for the job.

On to something else. One article in WD85 provoked comment:

Will Fox, Swindon: ...four Paranoia robots, a young dragon, a Judge Dredd motorbike and the entire ratman flamethrower crew on top of a single snotling. I think I have broken his record.

Aaarghh!
Shan Shawe, Braintree: After reading your article More than Skin Deep I think you absent-mindedly forgot to do a very important racial group. I, of course feel the female species.

As a species they can be extremely devious, stubborn, wily and charming whilst they quietly stick a knife between someone's (male, of course) shoulder blades - and there are only a few of their good points! The only main disadvantage in playing a female are the attitudes displayed by men. Women are portrayed as buxom barmaids, hags, women of ill-repute or creatures who wear practically nothing. Nowhere do you find the male equivalents, apart from the male counterpart of the hag. I have found to my dismay that players tend to 'forget' that there are female players and the character's(especially with the obvious solution of replacing half-elves with half-elves) will be illegitimate, and will not be allowed to develop. Do GR players (male) know that females exist outside the world of inn and such places?

As they are embarrassed by the fact that women players are no different (apart from the obvious) than male players and have the same needs as their male counterparts? I can put up with a few of the boys (it can be extremely entertaining) as long as they remember that I am a fully clothed, buxom female who wouldn't think twice about rubbing them out when the mood takes me.

Part of the argument is surely about the application of game rules - and the reasoning behind them - to produce a roleplaying effect. As to the last letter, no comment.

Simon Richmond, Durham: ...the giant spider and balanced Kaleb Daark, his warhorse, 8 snotlings, a chaos stag, a vampire, a merebear, a mummy, a wight, a giant beetle, a troll, 5 lesser goblins, Corbitt Shortstuff and an armoured duck on top of it.

No. No. Not that particular instead.

Advertising in Dwarf has always been a sore point with some readers, but...

Jonathon Farmer, Darley Dale, Derbyshire: I really must complain about some of the offensive. It is also sheerest fantasy. I don't suspect that the same people - and a few of the above offensive will be upset over the review of The Price of Freedom in this issue. Having sat down and read the game before advertising it, I think you had not as much as a vision of truth on the Sobriet salute, it can help to advertise for this game - it does not just reflect the state of the hobby, it can help to shape it. I'm not suggesting censorship, merely a little restraint.

Jonathan Turner, Randalstown, N Ireland: It pains me to have to write to you about one of the serious problems - games such as Delta Force and The Price of Freedom, which promote xenophobia in an atmosphere where everyone seems to want world peace.

Most contemporary games are instantly recognisable as pure fantasy, but these more 'realistic' games give a warped and disturbing view of society. It has been said that RPGs can be educational - is this the kind of dangerous nonsense we want children to grow up with?

Perhaps the industry, both creative and retail chains, should exercise some degree of responsibility in what it produces. WD can help with this - it does not just reflect the state of the hobby, it can help to shape it. I'm not suggesting censorship, merely a little restraint.

Tom Buchanan, Gight, Aberdeenshire: Some of the newer games coming onto the market sees itself as distasteful in their subject matter, games such as Delta Force and The Price of Freedom, which promote xenophobia in an atmosphere where everyone seems to want world peace.

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WIN A

DUELMASTER

Duelmaster is a brand new series of two-player fantasy gamebooks by Mark Smith and Jamie Thomson, published by Armada. This series has everything you could possibly wish for to challenge you and your opponent and to test your skill to the limit. There is more interaction, more competition and suspense, a huge variety of characters, and a new and original 'spell system' - all of which makes them more exciting than any other gamebook to date. Here's your chance to win the first two titles Challenge of the Magi and Valley of Blood as prizes. Just read these questions...

1. Name the life-long companion of Elric the Doomed Prince of Melnibone.

2. On which fantasy planet would you find the Empire of the Petal Throne?

3. In which fantasy city would you be most likely to meet Fafhrd and the Gray Mouser?

4. What is the name of the famous tavern in the city of Sanctuary in Thieves' World?

Entries should arrive no later than 6 March 1986. The first three correct entries will each win copies of Challenge of the Magi and Valley of Blood as prizes. Seven runners-up will receive copies of Valley of Blood.

Duelmaster Competition

c/o White Dwarf
Games Workshop Design Studio
14-16 Enfield Chambers
Low Pavement
Nottingham NG1 7DL