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Welcome to an extra-special issue of Warlock, extra-special, of course, because it’s the first with my good self as your new Editor. That’s not the only change you’ll notice in this issue either. Take a peek at the centre pages and you’ll find a totally awesome free pull-out, in COLOUR! This revelation will bring a whole new dimension to your favourite magazine. (In fact, you are advised to wear your sunglasses while reading this issue, lest you are dazzled by the sight of it.) The pull-out itself features the gameboard and pieces for our special Judge Dredd battlegame, Shuggy Hall Brawl, which we know you are going to have a lot of fun playing with your friends.

Also part of the colour pull-out is the first appearance of our new column Metal Mayhem, which will be bringing you the best in miniatures every issue from now on. It seems many of our readers want to know more about the many varied aspects of gamebooks and gaming, so from now on that’s exactly what we shall be bringing you. Indeed, next issue will see the first in a series introducing fantasy role-playing games and board-games for beginners, along with lots more colour. And the issue after that – the dreaded Issue 13 – will be a horror special, with a ghastly game and many fearful features; it’ll be so scary you’ll have to get your mum to read it to you!

But enough of the future – what of the rest of this issue? To tie in with the free game we have a special Judge Dredd section – you can even win some collected Judge Dredd comics, courtesy of those nice people at Titan Books. We’ve gone freebie mad this issue, in fact, because page 15 has been infested with R.A.T.S., the successors to Zoids, which you can win in our brain-mangling quiz. Special feature article this issue is Into The Unknown, another invaluable masterpiece from the keyboard-melting fingers of Graeme Davis, which will enable you to continue adventuring in the gaps between gamebook releases. Add all your regular features – even that smelly troll on page 14 – and you’ve got the best gaming magazine around, no question!

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(Rider & Boar)
That disgusting ball of slime, Jamie Thomson, looks at new developments in the awesome world of gamebooks and gaming.

Hello again, and welcome to another exciting installment of this most dangerous of columns. Incredibly, I have managed to survive another month of dastardly attempts on my life – every day I continue to live is a day of pain and rage for that evil dictator, the Warlock. You may just have noticed that the Warlock was able to silence me in the last issue but due to pressure from the Brotherhood he was forced to let me return. (Come off it, Thomson, you were too lazy to write your column, that’s all! – The Warlock.) The things I go through to bring you the news! (And the things you are about to go through, you lice-ridden son of a fungal growth! – The Warlock.)

Throbbing Mayhem!

Anyway, onto news from Puppet Books. Fighting Fantasy marches on, as triumphant as ever – even now one of its greatest masterpieces, The Sword of the Samurai, is glistening in the shops ready to be taken up by those lovers of taste and talent in gamebooks. Not surprisingly, the anthems of this book are that supremely wonderful human being Jamie Thomson and his partner Mark Smith, and I urge you . . . (Bleah wait! – The Warlock.) Yes, you’re right of course, my lord. In fact, as you point out, this book is utterly mediocre and I urge you to avoid it at all costs . . . What am I saying?? (Exactly what I tell you, slime-bag! – The Warlock.)

Titanic Wobblers!!

Uurgh . . . that was a bad one! He’s left me for dead, but I don’t die that easily. Must ask the Brotherhood to try harder. Onwards, ever onwards... Remember that sequel to Out Of The Pit I mentioned a few issues back? Well, it’s called Titan – The Fighting Fantasy World, and it has a release date of 30th October. If there’s anything at all that you need to know about Allansia, The Old World (where Kakhabad and Gallantaria are to be found), or the new third continent of Khul, well this is the place to look. It covers everything you could think of, from the Creation of The World to the price of chickens, from Orcish battle tactics to the name of Yaztromo’s crow! Wrapped in an awesome Chris Achilleos cover which just happens to look a little like the cover of this very issue of Warlock, it also features new colour plates from John Blanche and maps of all the major lands of Titan. It’ll be the same size as Out Of The Pit, and the same price too. Marc Gascoigne, currently pretending to be the Editor of this very magazine has written it, based upon original concepts from good old Steve & Ian, and I can honestly say that it is absolutely (Oh for heaven’s sake! Our readers don’t want to hear how wonderful that creep Gascoigne’s book is! Change the subject immediately! Oh, and didn’t I just have you killed? – The Warlock.)

Hah! Tough luck, Warlock- I’m still here! November brings the release of The Riddling Reaver, four multi-player adventures for use with the Fighting Fantasy set of rules (so you’ll need a GameMaster to play them). It’s been written, if that is the word, by Steve Williams and Paul Mason, both late of Warlock before they split a few drops of the Warlock’s tea and were impaled (well, before it moved to the new fortress in Nottingham anyway). The Riddling Reaver begins with some rules additions to FF, and then moves on to the adventures, which can be played separately or linked together to create one massive campaign game. The big villain is the Riddling Reaver himself, described as ‘an agent of the Trickster Gods of Luck and Chance, a complete madman rather like the Joker in Batman. Steve Williams’ zombie corpse, recently raised from the dead, told me that part one is a riddle/treasure hunt through some dark and dingy port; part two is a ship journey, though the ship itself is a floating trap rather than a sea-going vessel; part three is a jungle adventure; and part four is an underground dungeon set in a hidden shrine. I could reveal more, but space (and me! – The Warlock) forbids it. Suffice to say it will be excellent; Paul has also promised to write a special fifth part to go alongside the book for publication exclusively in Warlock in a few issues.

Return of the Warlock!!

Ye olde Games Workshop are currently working on a boardgame version of The Warlock Of Firetop Mountain, which will be a lot of fun. (Of course it will be, worm-breath – The Warlock.) It’s been promised for a few years now, but it’s definitely underway at last, though I’ll need to do something about the spilling before I can tell more. More news from the Warlock’s castle reveals that Warlock magazine is now going on sale
Death Incarnate!!

Last night I slept badly. My dreams were disturbed with horrifying nightmares and scenes of death and destruction. Joe ‘Judge Death’ Dever visited upon me dreadful visions of what he is currently working on. Harbingers of Doom and Winged Messengers of Death have been scurrying to and fro from Castle Death as the dread Dever works on. Apparently some American cable TV company has approached the deathless one to discuss a one-off TV version of Lone Wolf!

Other things winging their way like vampire bats from Death Castle include The Magnusmund Companion, 18 months in the making and looking to be rather tasty. It will appear in October as a large format softback, but unfortunately priced at nearly seven pounds, with ten packed chapters and lots of colour artwork throughout. Designed along the lines of Titan – The Fighting Fantasy World, it basically tells you everything you need to know about the world of Lone Wolf and Greystar, with history, armies, a multiplayer and a solo adventure and more. Sounds like it’s going to be dead impressive, with the emphasis on the dead!

Joe Death is currently working on Combat Heroes II, The Scarlet Sorcerer & The Emerald Enchanter. The two-player part of this involves aerial combat in fantasy skyships – sounds fun! (That’s it! I’ll drop you from a skyship! – The Warlock.) Erm, time I was going soon!

(So where’s number one then, wretch? – The Warlock.) I shall ignore that. In this book, one player takes the role of the Archevul, the evil reptilian ruler of the Valley of Gad, and the other takes the role of one of his slaves. The Archevul releases the slave, and then hunts him or her down for sport. The aim of the game is to escape the valley, if you are the slave, and to successfully finish your hunt if you are the evil and thoroughly unpleasant nobleman modelled on someone we all know and loathe, sorry love!! (Thomson, you are doomed – The Warlock.)

Hurrying on, the vile creations of that slime beast, Dave Morris and his spiteful crony Oliver Johnson, are still pouring forth from their diseased minds. Dave has finished the first in his 1–4 player series, Blood Sword, in which players can choose to be a Trickster, Warrior, Enchanter or Sage. The first book, Battle Pits of Krarth, is 540 paras long, and the second, The Kingdom of Wyrd, is 570 paras long! They are set in the same world as the Dragon Warriors game, which incidentally has just grown by two more books, The Power Of Darkness and The Lands Of Legend.

FASA, a US company who produce the Star Trek and Dr Who role-playing games, have produced some Doctor Who gamebooks. It had to happen – but it’s a pity nobody in the UK did it first. Anyway, the first is called Dr Who & the Vortex Crystal, and that will be followed by Dr Who & The Rebel’s Gamble.

And that’s all for now. (My prayers have been answered at last! – The Warlock.) Special thanks to the Brotherhood and all those who wrote letters while I was ‘away’. (Don’t mention The Brotherhood in my presence! That makes me so MAD!! – The Warlock.) Oh no, quick, I must run! (You cannot escape me, elk-brain. Prepare to suffer.)

in Japan, suitably translated of course. It seems the Japs are really into this gamebook business – no doubt they’ll change their mind when they meet the Warlock in person.

Here’s an interesting rumour one of my slimy goblin spies reported to me – apparently Ian Livingstone has been spotted talking to a certain Brian Johnson. Who he? Well, he’s one of the people who did the special effects on Alien and The Empire Strikes Back. I wonder what was said? Maybe I’ll get a part! (Don’t make me laugh, Thomson, you know how I hate laughing! – The Warlock.)

Shameless Hype!!

Fighting Fantasy software keeps on coming from Adventure International. Rebel Planet is now out, and Demons Of The Deep and Temple Of Terror are on their way. The people at AI say they are the best yet, and who are we to disbelieve them? Talking of software, I’m sure you’re all aware of my partner’s and my series of ninja gamebooks, Way Of The Tiger. (You jest, squid head, what else do you talk about? – The Warlock.) Yes, well, the Way Of The Tiger adventure software from Gremlin Graphics (for Spectrum, Amstrad, MSX and C64) went straight to number one in the software charts. The game is basically a souped-up Way Of The Exploding Fist, if you remember that classic. Anyway, thanks to all those who bought it, and to all those who didn’t – what, you want to die horribly?

The Way Of The Tiger books are still available, of course. (Oh no, here we go again – The Warlock) Book 4, Overlord is out now, and number 5, Warbringer, should be out around October. This one introduces some new ideas – as Avenger the ninja warrior and king of the city of Irsmuncast you have to lead your armies to war. Part of the book involves fighting a campaign and a battle, positioning troops, making tactical decisions, committing soldiers and so on. I don’t think this has ever been done on this scale in a gamebook before, so I hope you enjoy it.

More Hype!!

Mark Smith & myself have just finished The Valley Of Blood, Duelmaster II.
Some people, it seems, can’t get enough of solo adventures. No matter how quickly Puffin pump out the latest Fighting Fantasy gamebooks, people are always clamouring for more. For all those adventurers who have been everywhere, done everything, and are now sitting polishing their swords and waiting for the next adventure, here is a simple system for generating Fighting Fantasy dungeons as you play them! All you need is a copy of Out of the Pit, a blank adventure sheet, the Fighting Fantasy rules (you can use the rules at the beginning of this issue’s solo adventure, The Land of Changes, if necessary), some graph paper for mapping, two dice, a pencil, an eraser and a ruler. Got those? Good.

Now before we get started, there are just a few things I’d like to say. This system generates dungeons, not adventures. That is to say, it can’t make up stories for you, so it will never be able to give you as detailed an adventure as a Fighting Fantasy gamebook does. Writing a gamebook is an art, and nobody who writes solo adventures for Puffin Books or for Warlock uses a system like this — if they tried it, their adventures would be rejected, and the Warlock would probably turn them into earwigs for their cheek.

All this system does is give you a large (endless, in theory) area of dungeon to explore and loot, ready-stocked with monsters, treasure and other things. It isn’t meant to be any substitute for a gamebook, but if you’ve run out of adventures and just fancy a bit of dungeon-bashing, this should fit the bill. Even better, you can play this system on your own, or with a group of friends!

Secondly, always remember to keep a map. This system doesn’t keep track of where you are in the same way that a gamebook does, so if you don’t keep a map, you’ll get lost. The titles of the charts should give you some clue as to which one to use when you’re not sure what to do next, and if you get completely lost, just go back to the GENERAL chart.

Finally, a note about monsters. I haven’t included their SKILL and STAMINA scores here (except in one case), but you can look them up in Out of the Pit. Monsters whose pictures in Out of the Pit show them carrying weapons will always have weapons when you meet them, and if you kill an armed monster you can always pick up its weapon if you want to. This point is important, as you may find yourself unarmed at some points.

So — roll up your character in the usual way, choose your potion, and off we go! Turn to ENTRANCE.

ENTRANCE

The first thing you need to know is what the entrance is like — roll one die and consult the following table:

- 1–2 Cave Mouth — to explore the cave, turn to CAVE/ROOM.
- 3–4 Tunnel Entrance — to explore the tunnel, turn to PASSAGE.
- 5 Door — turn to DOOR
- 6 Roll the die again. If the result is 1–5, consult this table. If the result is 6, turn to FEATURES.

For the purposes of mapping, assume that you are heading north when you enter the dungeon.

CAVE/ROOM

There are several things you will want to know about the cave or room you are exploring:

Size — roll one die and multiply the result by 10. This is the width in feet. Do the same for the depth, from front to back. Room ceilings are 10 feet high; if you are in a cave, roll one die and multiply the result by 5 to find the height of the ceiling in feet.

Exits — roll one die, halve the result (rounding fractions up), and subtract 1. This gives you the number of ways out, not counting the way you came in by. If you are in a cave which is the entrance to a dungeon, there will always be at least one way out — treat results of 0 as 1.

Type of Exit — roll one die for each exit, and consult the following table:

- 1–4 Door — if you examine the door, turn to DOOR.
- 5–6 Passage — if you look down the passage, turn to PASSAGE.

Location of Exit — roll one die for each exit, and consult the following table:

- 1–2 Opposite Wall — straight in front of you.
- 3–4 Left Wall
- 5–6 Right Wall

Occupants — Naturally, you will be quite interested to know whether or not there is a monster about! Roll two dice. If the score is 8 or less, the room is unoccupied. If the score is 9 or more, there is a monster! Roll one die. If the result is 1–3, turn to Dungeon Table I in Out of the Pit to find out what it is. If the result is 4–6, use Dungeon Table II. Once you have found out what’s there, you can either go to ENCOUNTER REACTION or you can attack. If you attack, conduct combat as normal; if you win, consult the Treasure Table in Out of the Pit to see what you have won, if anything.

Special Features — roll two dice. If the result is 9 or less, the cave or room has no special features — there is nothing interesting about it at all. If the score is 10 or more, turn to FEATURES.

GENERAL

You have just entered a new area; roll one die and consult the following table:

- 1 Cave; turn to CAVE/ROOM.
- 2–3 Room; turn to CAVE/ROOM.
- 4–5 Passage; turn to PASSAGE.
- 6 Roll one die. If the result is 1–5, roll on this table again. If the result is 6, you have found a way out of the dungeon — turn to ENTRANCE for more details. You can leave the dungeon at this point if you wish, or you can go back to any unexplored areas.

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**TRAPS**

You have triggered a trap! Roll one die to find out what happens to you:

<table>
<thead>
<tr>
<th>Roll Result</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>A portcullis crashes down – roll two dice. If the result is equal to your SKILL or less, you have managed to dodge it. If the result is more than your SKILL, the portcullis hits you and you lose 3 STAMINA. If you are still alive, roll one die: 1–3: The portcullis is behind you, and you can’t go back. 4–6: The portcullis is in front of you, and you can’t go on. Test your Luck. If you are lucky, you find the mechanism to raise the portcullis again. If you are unlucky, you can’t move it.</td>
</tr>
<tr>
<td>3</td>
<td>The trap is a thrower; to find out what it throws at you, turn to THROWER.</td>
</tr>
<tr>
<td>4–5</td>
<td>You fall down a pit. Roll one die: 1–4: The pit is empty. Lose 2 STAMINA in the fall. To climb out of the pit, roll your SKILL or less on two dice. Each time you fail, you fall back and lose 1 STAMINA. 5: There are spikes at the bottom of the pit. Lose 4 STAMINA in the fall. To climb out of the pit, roll your SKILL or less on two dice. Each time you fail, you fall back and lose 1 STAMINA. 6: There is a monster in the pit. Lose 2 STAMINA in the fall, then roll on Dungeon Table I in Out of the Pit to see what the monster is. It attacks you immediately. If you defeat the monster, roll on the appropriate Treasure Table in Out of the Pit to see whether it has any treasure. To climb out of the pit, roll your SKILL or less on two dice. Each time you fail, you fall back and lose 1 STAMINA.</td>
</tr>
<tr>
<td>6</td>
<td>The trap is magical; turn to MAGIC.</td>
</tr>
</tbody>
</table>

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**CONSTRUCTION FEATURE**

Roll one die:

<table>
<thead>
<tr>
<th>Roll Result</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Statue; roll one die: 1–5: There is nothing unusual about the statue. 6: The statue is special; roll one die: 1–3 – The statue’s eyes are gems, worth 20 GP each. Test your Luck. If you are lucky, you prise the eyes free with no trouble. If you are unlucky, you trigger a trap. Turn to TRAP to see what happens. 4 – The statue is magical, and causes a magical effect when you touch it. Turn to MAGIC to see what happens. 5 – The statue is a Gargoyle, and attacks you immediately. 6 – The statue is a Stone Golem, and attacks you immediately.</td>
</tr>
<tr>
<td>2</td>
<td>Well; roll one die: 1–5: There is nothing unusual about the well. 6: The well is special; roll one die: 1–2 – There is treasure down the well! Roll twice on the Humanoid column of the Treasure Table in Out of the Pit to find out what the treasure is. 3–4 – The well generates a magical effect when you examine it. Turn to MAGIC to find out what happens. 5–6 – The well is the lair of a monster, which leaps out and attacks you immediately. Roll one die to discover what it is: 1 Marsh Wraith 2 Mucalytic 3 Stone Eater 4 Giant Slug 5 Tentacled Thing 6 Giant Toad</td>
</tr>
<tr>
<td>3</td>
<td>Chasm: a deep chasm cuts across the cave or room. Roll one die: 1–4: There is a rickety-looking rope bridge across the chasm. If you decide to cross the bridge, Test your Luck. If you are lucky, the bridge holds and you get to the other side safely. If you are unlucky, the bridge gives way and you fall to your death. If you prefer to ignore the bridge and try to jump across the chasm, roll two dice. If the result is equal to your SKILL score or less, you have succeeded. If not, you fail to reach the other side and fall to your death. 5–6: There is no way across the chasm except by jumping. If you try to jump across the chasm, roll two dice. If the result is equal to your SKILL score or less, you have succeeded. If not, you fail to reach the other side and fall to your death.</td>
</tr>
<tr>
<td>4–5</td>
<td>Stalactites; the ceiling is dotted with stalactites; roll one die: 1–5: There is nothing unusual about the stalactites. 6: As you walk across the room, a stalactite drops from the ceiling on you. Roll your SKILL or less on two dice to dodge it; if you fail, you lose 2 STAMINA. Once it has dropped, the stalactite monster has SKILL 1, STAMINA 3.</td>
</tr>
<tr>
<td>6</td>
<td>Chimney; there is a fireplace in the room. If you examine it, roll one die: 1–5: There is nothing out of the ordinary about the chimney, and you can climb up it easily. Turn to GENERAL to find out where it leads you. 6: The chimney is special; Test your Luck. If you are lucky, you find some treasure – roll on the Humanoid column of the Treasure Table in Out of the Pit to find out what the treasure is. If you are unlucky, you discover that the chimney is the home of a Giant Snake. It attacks you immediately. If you kill the snake, you can climb up the chimney easily. Turn to GENERAL to find out where it leads you.</td>
</tr>
</tbody>
</table>
You are standing in front of a door.

**Locked?** – roll one die:

1–3 The door is locked; if you want to go through, you will have to break it down. Go to **Strength** below.

4–6 The door is unlocked; to see what is beyond it, turn to **GENERAL**.

**Strength** – roll one die, and consult the following table:

1–2 Flimsy. To break the door down, roll your **SKILL** +1 or less on two dice. If you succeed, the door is broken down. To find out what is beyond it, turn to **GENERAL**. If you fail, the door does not open and you lose 1 **STAMINA** point. You may try again, or ignore the door and continue on your way. If you roll 12, the door opens but it is trapped; turn to **TRAPS** to find out what has happened.

3–4 Average. To break the door down, roll your **SKILL** or less on two dice. If you succeed, the door is broken down. To find out what is beyond it, turn to **GENERAL**. If you fail, the door does not open and you lose 1 **STAMINA** point. You may try again, or ignore the door and continue on your way. If you roll 12, the door opens but it is trapped; turn to **TRAPS** to find out what has happened.

5–6 Strong. To break the door down, roll **SKILL** –1 or less on two dice. If you succeed, the door is broken down. To find out what is beyond it, turn to **GENERAL**. If you fail, the door does not open and you lose 1 **STAMINA** point. You may try again, or ignore the door and continue on your way. If you roll 12, the door opens but it is trapped; turn to **TRAPS** to find out what has happened.

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**THROWER**

The trap throws something at you. Roll one die:

1 Darts. The trap hurls a shower of darts at you. If you can roll your **SKILL** or less on two dice, the darts miss you. If not, roll one die and halve the result. This is the number of darts that hit you. **Test your Luck**. If you are lucky, each dart that hits you causes 1 **STAMINA** point of damage. If you are unlucky, the darts are poisoned, and each dart that hits you causes 2 **STAMINA** points of damage.

2 Spear. The trap hurls a spear at you. Roll two dice. If the result is equal to your **SKILL** or less, the spear misses you. If not, the spear hits you for 2 **STAMINA** points of damage.

3 Acid. The trap sprays acid at you. Roll one die. If the result is equal to your **SKILL** or less, the spray misses you. If not, **Test your Luck**. If you are lucky, the spray has not hit your eyes, but you still lose 1 **STAMINA** point. If you are unlucky, the spray hits your eyes – you lose 1 point of **SKILL** and 2 points of **STAMINA**.

4 Oil. The trap sprays oil at you. Roll two dice. If the result is equal to your **SKILL** or less, the spray misses you. If not, **Test your Luck**. If you are lucky, nothing else happens – but you’d better be careful with your torch from now on! If you are unlucky your torch ignites the oil; roll one die to see how much **STAMINA** points you lose.

5 Gas. The trap fires a cloud of gas at you. **Test your Luck**. If you are lucky, you manage to hold your breath and get clear of the cloud. If you are unlucky, you breathe in some gas. Roll one die:

1–3 Knockout Gas. You fall unconscious. Turn to **KNOCKOUT** to see what is happening when you wake up.

4–5 Tear Gas. The gas irritates your lungs and eyes – subtract 1 point from your **SKILL** for the next combat only.

6 Poison Gas. Your adventure ends here . . .

6 Magic. The trap throws a spell at you. Turn to **MAGIC** to see what happens.

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**SECRET DOOR**

You have found a secret door! You can open it with no trouble. To find out what’s behind it, roll one die and consult the following table:

1–5 The door leads to another place; turn to **GENERAL** to find out what it is.

6 Roll one die:

1–4: You have found a **safe**! Roll twice on the Humanoid column of the Treasure Table in **Out of the Pit** to see what it contains.

5–6: The door is a **trap** Turn to **TRAPS** to find out what happens.

---

**ENCOUNTER**

You wait to see if whatever you have encountered is friendly or not. Look up the creature’s **REACTION** entry in **Out of the Pit**, roll one die and consult the appropriate column of this table:

<table>
<thead>
<tr>
<th>Friendly</th>
<th>Neutral</th>
<th>Unfriendly</th>
<th>Hostile</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–2</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>Helps</td>
</tr>
<tr>
<td>3–4</td>
<td>1–2</td>
<td>–</td>
<td>–</td>
<td>May Help</td>
</tr>
<tr>
<td>5–6</td>
<td>3–4</td>
<td>1–2</td>
<td>–</td>
<td>No Help</td>
</tr>
<tr>
<td>–</td>
<td>5–6</td>
<td>3–4</td>
<td>1–3</td>
<td>May Attack</td>
</tr>
<tr>
<td>–</td>
<td>–</td>
<td>5–6</td>
<td>4–6</td>
<td>Attacks</td>
</tr>
</tbody>
</table>

**Helps** – roll one die:

1–3 The creature gives you something. Roll on the Humanoid column of the Treasure Table in **Out of the Pit** to see what it is.

4–6 The creature gives you information which may be useful. Add 1 **LUCK** point. This can temporarily raise your **LUCK** above its **Initial** level, but once used it cannot be regained.

**May Help** – **Test your Luck**. If you are lucky, treat the result as **Helps**. If you are unlucky, treat the result as **No Help**.

**No Help** – The creature wants nothing to do with you, and will leave the area immediately. It will defend itself if you attack, but otherwise it will do nothing except leave.

**May Attack** – **Test your Luck**. If you are lucky, treat the result as **No Help**. If you are unlucky, treat the result as **Attacks**.

**Attacks** – The creature attacks you. Because you have hesitated, it gets the first blow. Generate Attack Strengths as usual. If your Attack Strength is higher, you have evaded its blow but not hit it. If the creature’s Attack Strength is higher, it has wounded you – lose 2 **STAMINA**. Now carry on with the combat in the usual way. If you win, consult the Treasure Table in **Out of the Pit** to see what the creature is carrying, if anything.

---

**FEATURES**

There is something interesting about where you are! Roll one die and consult the following table:

1 **Secret Door**; roll two dice. If the result is more than your **SKILL**, you have failed to spot the door (no cheating now!), and can see nothing interesting. If you spot the secret door, you can open it with no trouble – turn to **SECRET DOOR**.

2 **Trap**; roll two dice. If the result is more than your **SKILL**, you fail to spot it and it triggers. Turn to **TRAPS**. If the result is equal to your **SKILL** or less, you spot the trap and manage to disarm it successfully. There is nothing of further interest, so you can go on your way.

3 **Treasure**; you have found some treasure! There are 2–12 Gold Pieces. **Test your Luck**. If you are lucky, there is also a **special item** – roll on the **Special Items** table in **Out of the Pit** to discover what it is.

4–6 **Construction Feature**; turn to **CONSTRUCTION FEATURE**.
You have triggered a magical effect; roll one die:
1 Fireball. Roll one die to see how many STAMINA points you lose. You can halve this amount if you successfully Test your Luck.
2 Weakness. A sickly green light engulfs you, and you can feel it sucking your strength away. Lose 2 SKILL points. You can halve this amount if you successfully Test your Luck.
3 Curse. Letters of fire appear on the wall, pronouncing your doom. Lose 2 LUCK points. You can halve this amount if you successfully Test your Luck.
4 Teleport. The area around you suddenly changes – you have been magically transported to another area. Turn to GENERAL to see where you are.
5 Theft. Your pack vanishes, with everything that was in it. Cross these items off your Adventure Sheet.
6 Wilt. The blade of your sword suddenly goes limp, like a piece of string. It’s no use as a weapon now – subtract 3 points from your SKILL until you find another weapon.

**Passage**

You are in a passage.

**Dimensions** – roll two dice and add 3. This is the width of the passage in feet. Now roll two dice and add 1. This is the height of the passage in feet.

If the passage is 3 feet high, you must crawl – subtract 3 points from your SKILL while in the passage, because of the cramped conditions. Any monsters you meet in the passage will suffer a similar penalty unless they are under 3 feet tall.

If the passage is 4–5 feet high, you must stoop to move along it – subtract 2 points from your SKILL while in the passage. Any monsters you meet will have a similar penalty unless they are under 4 feet tall.

If the passage is 6–7 feet high, you can walk upright, but the ceiling is still too low for you to fight effectively – subtract 1 point from your SKILL while fighting in the passage. Any monsters you meet will suffer a similar penalty unless they are under 5 feet tall.

If the passage is more than 7 feet high, there are no penalties.

**Length** – roll one die and multiply the result by 10. This is how far the passage continues, in feet.

**Route** – roll one die and consult the following table:
1 Continues straight without any special features; roll for length again, then come back to this table.
2 Turns; roll one die:
   1–3: Left
   4–6: Right
   If you go round the corner, start again from the top of this section.
3 Side Passage; roll one die:
   1–3: Left
   4–6: Right
   If you look down the side passage, use this section to discover what it is like.
4 Junction; roll one die:
   1–2: T-junction
   3–4: Crossroads
   Use this section to discover what each of the new passages is like.
5 Door; roll one die:
   1–2: In left wall
   3–4: In right wall
   If you examine the door, turn to DOOR.
   5–6: Ahead
6 Roll one die. If the result is 1–5, roll on this table again. If the result is 6, turn to FEATURES.
New acquisitions in the Warlock’s Library, reviewed by Paul Cockburn

Now look, Warlock. This really is the limit. I’ve put up with sharing an office in your great tower with a troll who never washes and who has warts and all, and who always thinks he knows more about these gamebooks than I do, but I draw the line at actually having to play through the books with him. He cheats, he eats the dice and he steals my pencil. I won’t have it.

Sorry readers, you weren’t meant to hear that. It’s just that I’m very upset. You would too if you had to spend all morning playing the new Fighting Fantasy Two-Player adventures with a Troll. Just thinking about it makes me go all shivery. Pity, because they’re pretty neat books, as you’ll soon see...

Clash of the Princes (The Warlock’s Way & The Warrior’s Way)
Andrew Chapman
Puffin
£3.50 for both books

Now’s your chance to pit your wits against your best friends! With this two-book set, you compete for the great prize, the Kingdom of Gundebad! One player is Warrior-Prince Clovis, and the other is Lothar, Warlock-Prince. These are the two sons of Gundober XVI, the current King, and both are his potential heirs. Tradition says that all the children of the King compete to become heir by going off to find one of the Sacred Gems which were scattered when the Ice Demons sacked the city. Right now, that means Clovis and Lothar.

Each player has a separate book, which works more or less like any other Fighting Fantasy Book. The normal rules for SKILL, STAMINA and LUCK are used, and the books appear to be traditional paragraph books. The difference is that you can decide how far you will cooperate with your brother; a clever little mechanism ties the two books together, and there will be times when your brother will do something which will completely change the adventure for you.

This is all achieved by a device whereby you record numbers on a piece of paper divided into two columns. Each column will carry a number, and that number will help make some of the routine decisions when choices are offered. That way, you will always know what your brother is doing, even if you don’t know what your brother is doing, if you know what I mean.

You can choose to begin the adventure cooperating with your brother – it’s a long, dangerous adventure, after all. But you can easily be separated, and then you will each read paragraphs one at a time, until you get to a point where you are asked about the numbers on that bit of paper. This means that you have reached a time when what your brother is doing might affect you. The books mesh together really well, and each covers things that the other misses; thus, while Clovis is lying helpless upon the ground, attacked by a giant moth, Lothar’s book allows the mage to cast a spell against the creature.

All sounds pretty good, yes? The only problem as I can see it is that the book falls into the old trap of sometimes making choices for the reader. Suddenly, Lothar decides to go for a wander around, and falls down a pit. You will also find yourself being robbed of all your gold and provisions pretty regularly. It gets a bit dull sometimes.

Of course, sooner or later you are bound to have to face up to your brother, since only one of you can bring the gem back to Gundobad. It’s an exciting adventure, and deciding just when to strike out on your own is going to be the real trick.

OK, Derek, get off to the slimy bath in the corner, and let me get on with the other books.

Treachery in Drakenwood
Fortress of the Firelord
Paul Vernon
Unwin
£2.95 each

If you’re D&D fans as well, you might have heard of Paul Vernon, because he writes lots of material for magazines like the amazin’, mega-brill White Dwarf (ahem, Cockburn, I said no plugs for that scum-ridden rag you edit; prepare to know the real meaning of pain – The Warlock). Gulp! Sorry, oh great Warlock. Anyway, now Paul’s written the first two of a new series of solo gamebooks, which owe a lot to the ideas and conventions of roleplaying. In fact, this is the closest thing I’ve seen to D&D in gamebook form. In the end, though, you’ll have to decide whether this is a good thing or not.

The basic premise is that you can go anywhere, or do anything in a FateMaster book. The paragraph system allows you to back-track, which means you can re-visit locations looking for clues or treasure, or you can try out another route when you realise that your first choice was a wrong ‘un. This means you aren’t steered along a particular route after making one choice, but...
The real fun of the Lone Wolf books is that all of them tie together into this epic quest to make the Kai Masters strong again. After the first few, this has revolved around Lone Wolf attempting to master the various Disciplines of the Kai through finding the Lorestones of Nyxator. You’ve found one already, and now you know where the second is, a place called Herdos, and you will find that your choice of Kai disciplines will be stretched to the limit. One or two allies can be found within the adventure, but no-one else is prepared to venture inside. And who can blame them?

There are many horrors awaiting you in the Castle, and you will find that your choice of Kai disciplines will be stretched to the limit. One or two allies can be found within the adventure, but most of the rest of the place is crawling with the sort of people even Derek finds it hard to get on with.

The price you pay for this is that you get a book which you can’t always just read to get the picture of what your hero can see and do. For instance, if you go into a room with a monster and kill it, go away but then come back later, you’d expect to be able to see a room with a dead monster on the floor. Instead, these books rely on you keeping a map record of where you have been, and then use your common sense, because when you go back to the room you will re-read the paragraph that says the monster is in the room and would you like to fight it . . . Derek kept saying how trolls were the only creatures that could regenerate and that he’d been through this crossroads umpteen times and there was always a bloodbug dropping on him off the ceiling, and he was flippin’ fed up of it. I think I see his point.

The stories are pretty good. In Book One, the Lady Arowen has been kidnapped, and her powerful father is threatening to tear the continent apart with his army unless she is returned. So, you need to get on with things pretty quick, or you might be on the sharp end of an entire army. In Book Two, you run up against the Firelord, a pretty merciless sort of ruler, and you must overthrow him. Powerful stuff.

If you are prepared to accept that you need to be a bit more careful with these books, then they are going to provide a lot of good fun. If they don’t always work perfectly, it’s because they are trying to hard to be flexible. I’d forgive them for that, and just get on with rampaging through dark dungeons and the palace of the Firelord.

Castle Death
Joe Dever &
Gary Chalk
Beaver
£1.95 each

Gosh – Book 7, already! And still you are the last Kai Master of Sommerlund, trying to restore the Kai to their former glory. You must be potty. Nobody cares, everyone’s trying to kill you or eat you or remove bits of you from the other bits. If only you hadn’t made that silly vow.

Madame Guillotine
Simon Farrell & Jon Sutherland
Dragon
£1.95 each

History with a difference, eh? This new book series gives you the chance to take part in some of the great events of history, and to mess them about horribly. This first title takes you back to 1789, when all is not well in France. Harvests are failing, the King is an incompetent administrator surrounded by useless assistants, and there is a feeling of unrest in the air. You are Phillippe d’Auvergne, son of one of the landed nobility; you are also an officer in the 41st Regiment of Foot. This doesn’t make you an unswerving supporter of the King, however. You can see that many people are very unhappy with the way things are for France, and so, as the adventure begins and you are marching towards a disturbance in Paris at the head of your troops, you have many things on your mind . . .

Derek and I played through this book in completely different ways, as usual. He thinks Kings are real sissies who take baths all the time and he wanted to be part of the revolution. Me, I had a whole regiment of loyal men and lots of muskets, so I went for shooting the peasants. Either way, you can get a real insight into what must have been like for the people who were actually involved at the time. Being a nobleman was not a wonderful thing, and it seems sometimes as if you are bound to fall in the end. In the end, you will probably only survive if you flee France, and wait for old Boney to come and shake everything up again. Eh – what’s that, Derek? Oi’ Boney the Skeleton? No, not him, you dope . . . Some people need all the history they can get.

Derek’s Ratings
Amazin’!
Good
Boring
Not Bad
Bleaagh!

WARLOCK
The Warlock has once more dragged me from my nice, warm garbage pile and commanded that I reveal more hard-won and closely guarded modelling secrets to Warlock readers. I hope you lot appreciate it, for not only was I fast asleep, but I was also getting into this really promising nightmare involving an elf maiden and a bucket of frogs. But enough of that and on with the nitty-gritty. Last time I described the basic tools you need as an initiate modeller; this time I’m going to show how these tools can be used to accomplish some basic miniature magic – conversions!

So what’s a conversion then, I hear you ask? Well if you don’t keep reading you’ll never find out, so read on! Large as Citadel’s range of models is, it’s never easy to find the perfect representation of your favourite character. Often you can find something that’s close to how you imagine your adventurer to be, but there is always some detail not quite right: wrong headgear, wrong weapon, etc. But, with a little chopping and changing, it is possible to convert a model so it is exactly what you want – not only that but you’ll also have a unique figure for your collection (people will ask where you got it!). A conversion can be as drastic as you like, and can involve heavy rebuilding using modelling putty. The very easiest conversions are simple ‘swaps’, in which heads, limbs or other features from one model are swapped for those of another. How is it done? Read on . . .

THE PHANTOM HEAD SWAP!

This is a very easy swap in which a new head is transplanted onto a model’s body. Firstly take your basic model – one which suits your purposes, but whose head you don’t much care for. Then find a head! This can come from another model – perhaps an old model that you don’t want anymore or which is broken. Remember, this new head must look reasonably compatible with the body, so choose your components carefully. Remove the heads from both models using either your saw or scalpel. (Be careful here, as always, that you don’t cut yourself. Knives and saws can be dangerous if you don’t think about what you are doing.) Make the cut as low down to the shoulders as you can, but leave any collar or clothing on the body.

Now you could just glue the new head in place – but this wouldn’t prove very satisfactory: sooner or later the two bits would come apart. So, to overcome this problem, insert a metal ‘pin’ between the two pieces. This is not especially difficult, but requires a modicum of care – be patient! Take your pin-vice (as described last ish – a simple hand-held drill) and drill a hole into the model’s body where the neck was. The hole should be about 4-5mm deep and large enough to take a piece of wire. Now cut a piece of wire slightly longer than the hole is deep. Any stiff wire will do – paper clips can be used quite effectively; you can buy copper wire in assorted sizes from your hobby store. Mix a little epoxy-glue (Araldite or whatever) and fix the wire into the body so that a few millimetres stick out. Put the whole thing aside to dry; if you use the fast-setting epoxy glue this will take only a few minutes. You can sit down and drink a cup of tea, swat a few flies or have a good scratch while you wait.

The head will have to be drilled in a similar way to the body, drilling up through the neck. This can be a bit fiddly, as the whole head is probably only about 3-4mm long, and you want a reasonably deep hole to give you a firm bond. If you have access to one, it might be better to hold the head in a vice; if not a pair of pliers and a firm grip should do, but either way remember to pad the head with tissue paper to stop it being dented and marked.

The model’s neck is also likely to be quite thin, and the drill bit only a little thinner. Fake care, but don’t worry if your drill accidentally goes through the top of the skull, or if one side of the neck collapses in – it won’t make any difference to the end result. The angle you drill at will determine the position of the new head, so try to think about this before you make the hole. Once this is done you can test the fit of the pieces. The chances are that some adjustment will be necessary; you may have to trim the length of wire with pliers, or you may wish to bend it slightly to get a good angle. The new head might have a slightly too long neck, in which case you can file away some metal before gluing. Once you are satisfied, glue the new head in place and allow the whole lot to dry.
Your new model is now complete! Simple, wasn’t it? If there is a bit of a gap between the pieces, this can be put right with modelling putty, such as Milliput; the same goes for any holes in the head you might have created by over-zealous application of the pin-vice. If the model has long hair you might like to extend the hair over the collar too.

When using Milliput, you should thoroughly mix the two parts together, and then let the mixture ‘go off’ a bit. When freshly mixed, Milliput is too sticky to use, but as it sets it becomes less sticky and easier to work. A good trick is to mix a little talcum powder in with the mixture, as this makes it dryer and less messy. Once it has reached a suitable consistency make little sausages or balls, and apply to the model. Form the putty into shape using the flat of your scalpel blade, removing any excess as you go along. Hair and other detail can then be worked in with the scalpel point. Milliput can be smoothed whilst wet with fingers, a brush or any suitable modelling tool.

**TORSO SWOPS AND OTHER HORROR**

If you can swap a model’s head you can swap just about anything – the method remains the same. Whenever I convert figures I never throw anything away, but always keep the bits left over for use in future conversions. If you maintain a ‘bits box’ like this you’ll always have a source of potential conversions. Possibly the largest conversion you can do on an ordinary foot figure is a torso swap – the head and upper-body of one figure being transplanted onto the legs and lower body of another.

This is done as follows. Take your two models and separate them at the waist using a saw. Where exactly you make the cut depends on the models – but I find it helps to leave belts on the upper-half. That way the join is below the belt and conveniently out of sight. Pouchees, sword belts and other items may have to be removed altogether. Clean up the two cut surfaces with your files, as discussed last issue, and try to position the two halves more-or-less how you want them. One of the nice things about swapping torsos is that you can create super-dynamic poses, with the body and legs at right angles to each other. You’ll never see a model like this in the shops because it is impossible to mould such a figure – that’s why models are made in fairly ‘flat’ positions.

Once you are happy with the general fit, drill and pin the halves together in the same way as for the head swap. Because the pieces are larger they are easier to handle too. Clean up any areas from which you have removed knives, scabbards, etc. If you carefully remove such items whole, you can glue them back again once the swap is complete. Alternatively you can model new items out of Milliput – although this requires a little skill and practice.

If one or both of your donor halves is wearing a cloak this makes the job a bit more tricky – and recommended only once you’re more experienced. In other words, try something easier first. If the upper half has a cloak and the lower does not, it is a simple matter of using milliput to extend the cloak downwards, and this will also help cover the join of the model at the back. If both halves have cloaks you will have to remove most of the cloak from the lower half before you can re-model over it – an arduous task I must warn you! Remodelling the upper part of a cloak it not recommended – the folds around the shoulders are quite difficult, and you will have to do clasp detail too. Also the model is most visible from above, so this is the area where any mistakes will show up most.

However, a cloak is a good way of hiding most of the join on a torso swap, so why not have a go? You could always experiment with an unwanted figure first. Don’t just make up cloak detail as you go along, though – get someone to model for you and copy what you see (cloaks being hard to come by, sheets or blankets will do). You may get a few funny comments, but at least your figure will look better. Take a good look at the cloaks on other models too. If modelling cloaks in milliput doesn’t appeal to you there is always metal foil (flattened-out metal toothpaste, paint and tomato puree tubes are ideal for this). Foil can also be used to make banners and standards, a subject I may spend more time discussing in a few issue’s time.

And there you have it. There is one final word of warning we must add, however. Don’t go around telling your friends that you’ve been sawing the heads off people and cutting bodies up, or they’ll think you’re a complete and utter loony. We cannot be held responsible for the reaction if you tell your grannie what you’ve been doing either. Next issue I’ll reveal even more arcane knowledge from the forbidden tracts of modellers, if the sadistic old Warlock hasn’t tried his own conversions out on me again.

If you enjoy miniatures and modelling you should take a peek at the latest Citadel Journal, which is full of tips on painting and modelling together with colour photos of the latest miniatures releases and lists of the complete range of Citadel Miniatures. Ask for a copy in your local games shop.
One day young Derek was in the forest where Trolls are oft to roam...

...when he beheld a pretty maid and gave a little moan...

CORRRR!!
WOTTA SMASHER!

He ran at once to tell the girl how much that he adored her...

GIZZA KISS DARLIN'!

...but her response was swift and sharp and couldn't have been broader.

NAFF OFF!

"What could have put her off?" he mused, as he sat and had a think...

"My nose? My ears? My hair? My boils? — or perhaps it was the stink?"

Later that day, the girl did smile, at a tall man strongly built...

"It's me!" said Derek, "In disguise — and standin' on a stilt!

So shocked was she, the girl stepped back, and plunged into the well...

EEEKKKKKKK!

"Next time," said Derek, "I'll be MYSELF and find another gal!"

Splosh!
The R.A.T.S. are here.

They’re fierce. They’re mean. They’ll take on anybody... anything! And now you can win one!

The Warlock has always been fascinated by those marvellous Zoids creatures – in fact his throne-room is full of the things, all whirring and clanking about like demented dinosaurs. So when he heard that Tomy were launching a new range called R.A.T.S. – their special Robot Anti-Terror Squad – he just had to get his hands on some! Being a kindly old soul, though, he has decided in his wisdom to give you lesser mortals a chance to win some R.A.T.S. too.

The Prizes

The R.A.T.S. are the latest addition to Tomy’s best-selling range of futuristic war-robots. Built to defend the Earth from hostile hordes of alien robots, they are massive war-machines, equipped with an awesome array of weapons and programmed to seek out and destroy their enemies.

There are six different R.A.T.S. machines, including Starshooter – a deadly disc-firing war-machine; Grappler – who can crush lesser machines in its powerful jaws; and TBird – the skyborne devastator! Alongside them are the Battle-R.A.T.S. – massive battle-robots which fight at the controls of their R.A.T.S. or on foot. There are four different Battle-R.A.T.S., which means there are ten superb prizes for you to win! What do you have to do? Firstly, Earthling, read this...

The Secret Grid

In the grid are hidden names and words to do with the Zoids, all taken from the story you have just read. They are written up, down, side-to-side and even diagonally. All you have to do is find all 40 words, and strike them through on the grid. There are four different Battle-R.A.T.S., which means there are ten superb prizes for you to win! What do you have to do? Firstly, Earthling, read this...

The closing date for this competition is Monday, 1st September, and you should remember to include your name, age and full address. Get your thinking helmets on, Zoids fans, and may the best creature win...
As my old mother used to say to me, “Lockie”, she’d say, “if you want something doing properly, don’t give it to a smelly troll with movable spots!” This issue I have decided to take her advice, and handle the letters myself. That smelly troll, Derek, has been sent off with an axe in his ear (well, he had a flea in it already) and the postbag is mine all mine. Let’s see what rubbish that troll has left behind him . . . aha! A letter from a typical Warlock reader.

Dear Warlock,

“It’s about flippin’ time!” I think to myself as I grapple with the proprietor of my local Scrolls & Scriptures newsagents over the price of one measly copy of the tenth Warlock. We finally settle a price of 1 gold coin (he values his life) and I mount my trusty slime beast and set off home.

1 gold coin (he values his life) and I mount myself as I grapple with the proprietor of Warlock.

Dear Warlock (grovel, grovel),

Help! I need those books fast! I’ve got six trolls running loose in my designer torture chamber and I can’t control them. (Actually, they’re not true trolls. They’re a cross between gremlins and trolls, and are much more ill-mannered and badly behaved than Derek.)

I used to control them with threats – but now they’re immune to those horrors Zork and Choose Your Own Adventure which I’d threaten to read to them. Now I need something really grotesque and ghastly to call them. Hurry up please! Jimmy, what are you doing with those head crushers?! No! Stop! Aaaagh!

Yours bleedlying,
Sir Matt the Marauder
(c/o Paul Wainwright, Cumbria)

Many thanks for all your entries on this, and thank you especially to Paul, Martin Jose of Truro, though, as he would have won the competition had he been running it this month. He signed off a letter of complaint about Derek’s spelling with the week’s ‘Yours Oxford Dictionaries’ which I thought was so brilliant I could have thought of it myself! Tough luck, Martin.

Actually, I always find the PSes which people add the most interesting parts of their letters. As an example, take this letter from Graeme Down, from Maidstone:

P.S. I am out of spider food. Please could you send me 10 tins of Jamie Thomson, from Arta Kean of nowhere in part.

from MISTS.

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P.S. I am out of spider food. Please could you send me 10 tins of Jamie Thomson, from Arta Kean of nowhere in particular:

P.S. I am a female and hooked on FF. Is this odd?

Of course it’s not odd. In fact, from the comments coming from the typing pits it seems our slavering editorial goblins would like to hear from more of our female readers, though I think their request for photos, measure-

ments and phone numbers is going a bit far! Seriously, though, it doesn’t matter what you are – you could even be green with pink boils and three heads like Jamie Thomson – as long as you enjoy reading and playing gamebooks and other games. I mean, you wouldn’t even be as armed as the writer of this next letter . . . though I hope you are not!

Deere Warlorc,
Eye tinc etwe shood teech Deric th Trole lassin buy foursing hym taw half ay barf. Eye wertn two sea thar trater sur-

face spilling sum words corectlee wen hoe anserred thar mayle. Wre trolees shoot-

doo eniting rite.

Yors trolelee,

Borgrole th trole.

Well, there you have it! Reading Warlock can damage your health.
Mind you, so can reading Virgin Real-

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tion from last issue.

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I used to control them with threats – but now they’re immune to those horrors Zork and Choose Your Own Adventure which I’d threaten to read to them. Now I need something really grotesque and ghastly to call them. Hurry up please! Jimmy, what are you doing with those head crushers?! No! Stop! Aaaagh!

Yours bleellying,
Sir Matt the Marauder
(c/o Paul Wainwright, Cumbria)

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from), for it’s a superb magazine.

Don’t ask me to read it

Derek’s spelling with the words

the comments coming from the typing pits it seems our slavering editorial goblins would like to hear from more of our female readers, though I think their request for photos, measure-

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Deere Warlorc,
Eye tinc etwe shood teech Deric th Trole lassin buy foursing hym taw half ay barf. Eye wertn two sea thar trater sur-

face spilling sum words corectlee wen hoe anserred thar mayle. Wre trolees shoot-

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whole concept of rolegames, and the Dungeons & Dragons game in particular. It seems that so many of our readers are intrigued by the game, and many feel ready to move on to its slightly more complex rules – so we thought we’d better tell you all about it! And what’s more, in following issues we will be looking at other introductory rolegames, and other hard-hearted old skinflint you all think I was.

On the other hand, though, no matter how hard I try it seems I can’t persuade you, see. I’m not the heart-hardened old skinflint you all thought I was.

Dear Warlock,

Why is there no colour poster in your magazine. Will you put one in please, or my master will cast a freeze spell on you!

Yours hopefully,
Darren Feller, Anlaby, Hull.

Well, young Darren (he says, adopting his Can’t promise anything, of answering voice) the reason we don’t put colour posters in the middle of Warlock at the moment is one of cost. If we were to include a pull-out poster for each issue there’d be no Arcturus Archive, Omens & Auguries or Derek The Troll, as we couldn’t afford both without putting the price up – and you wouldn’t want that, now would you? Take a look at some of the fantasy magazines which do give away posters (mentioning no names, but its initial is P for Pathetic) and you’ll see that all you get is a measly adventure – and not a very good one at that.

However, since we have started to slip a little colour into the magazine and now that we have lots of pull-out gadgets and things planned, we should probably consider the insertion of colour posters rather more seriously. I will consult with some of my lesser art minions, and see what they can come up with. Can’t promise anything, of course, but once the soon-to-be-legendary Issue 13 is out of the way we may be able to do something.

Dear Warlock,

Please help me, I’m in great despair! I try and try to create a decent fantasy picture with real-looking and clear colours, and with perfect shading. Although I don’t expect wonders at twelve, I find my reasonably good equipment useless at such a task, wondering what paper and equipment to use. I get good marks in Art at school as well.

So please could you try to squeeze an extra sheet of print between the covers which explains how to set the picture out, the colours and paper to use and how to use them properly, and the effects which can be achieved (and maybe even a quick hint of the cost to put everybody off!!). This would help me, and many other budding fantasy artists, an awful lot in trying to make a good picture worthwhile.

Yours pleasingly,
Robert Clewley,
Deal.

Fantasy art? Well, we didn’t get much response on our feature article on Fantasy Art last issue, so we must assume that you don’t actually want to know about it. Of course, I could be wrong (me, wrong? Never!!) so if you do want to read about fantasy art, or about how someone like, say, Gary Chalk produces artwork, write in and tell us! Indeed, if you want anything special to feature in Warlock, write in and tell us! This may be my magazine, but it’s yours too . . .

Dear Warlock,

I was thinking the other day. There’s been Band Aid, Kids Aid, Live Aid, Sport Aid and Fashion Aid, amongst many others – so why not RPG Aid?

Yours sincerely,
Daniel Kemp,
Shrewsbury.

PS. And for all you slimy snails still stuck in the Maze of Zagor . . . Hard Luck!!

My sentiments exactly! Pah! I really cannot see how anyone can still be stuck in the Maze of Zagor after all these years. Some of our readers must have truly minute brains!

As for RPG Aid, you will be pleased to know that there IS going to be some special gaming fund raising. Called Dragon Aid, it will consist of a lot of people playing various games for a very long time, probably in central London, near the end of July. If you want to know any more, if you want to go and get sponsored, or even if you just want to send some money, you should contact Liz Holliday, Dragon Aid, 108 Twyford House, Chisley Road, London N15, as soon as possible. It is also possible that there will be other events later in the Summer, all designed to help raise money for the Band Aid Trust.

And now, some culture, from Andrew Beadnall of Cheltenham . . .

Dear Warlock,

What do you get if you cross the Lone Wolf with an Orc? An Uruk Kai!

What’s green and screams like hell? An Orc in a microwave!

What’s green and has difficulty turning around in dungeon corridors? An Orc with a spear through his head!

Andrew, please don’t write again. You’ve frighten all the bats in my tower with your revolting jokes. And if anyone else thinks they’re going to send in any jokes like these, let them be warned! Being. On the other hand, of course, the nasty monsters are always the ones with the treasure, so you always have to fight them anyway.

For my own part, of course, I am already tremendously wealthy, so for your utterly wonderful contribution to the field of scholarly learning, Andrew, I am awarding you this month’s ORB OF MERIT!! (Taran-taraa!!) Please write soon and tell us which two gamebooks you would like to receive as your prize and we will send them to you.

And finally, a brief excerpt from a very tasty little musical item sent in by the rather worrying John Robinson of Bottesford, near Scunthorpe: Hold a dragon in the air,

And stick Derek up your nose,
Write an FF book,
And lose a lot of luck.

Throne of the Warlock! That’s all we have space for this issue. Keep your letters coming in, as we are always pleased to read them, cook them and eat them and don’t forget that the best letter will win the Orb of Merit and a pair of gamebooks of your choice. This time, when you write in could you also tell us if you play role-playing and/or boardgames, and which are your favourites, so we can see if our least favourite article in Warlock is (only one nomination for this please)!

If you want to ask us any question and require a personal reply please enclose a S.A.E. Send all your letters to: The Warlock’s Quill, Warlock Magazine, Games Workshop Design Studio, Enfield Chambers, 16-18 Low Pavement, Nottingham NG16 3HY.
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WARRIOR

BACK ISSUES

In every walk of life there are people less fortunate than ourselves - the spotty, the smelly, the slimy! But we at Warlock are doing our best to help one special section of the community - the Warlockless!

Yes, believe it or not, there are some people out there who have missed out on a few vital back issues of our wonderful magazine. If you are in this desperate position do not despair, do not throw yourself under a bus - simply send us some money!

FREDDIE

ISSUES

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No 10 Rogue Mage

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Chewton Street, Hilltop, Eastwood, Nottingham NG16 3HY.
MEET
IAN LIVINGSTONE
AND
STEVE JACKSON
AT
GAMES
DAY 86

Just when we'd finished moving everything up from London to Nottingham ... it's
time to take it all back!
This is the main event of the year in the gaming calendar. It's your chance to see
all the different companies, all the different games and all the wonderful celebrities,
gathered under one roof in Central London. Two days packed with trade stands, com-
petitions, quizzes, events and lots of games!

WHAT'S ON

- AD&D Competition
- Demonstration Games
- Games Day Auction
- Live Roleplaying Displays
- The Games Day Awards
- Trade Stands
- Chaos Chat Shows
- Quizzes
- Figure Painting
- Competition

HOW TO GET THERE

Venue: The Royal Horticultural Society Hall, Greycoat Street, London SW1. Tube
to Victoria or St James' Park tube.
Also, buses will be running from Games Workshop shops in Sheffield, Man-
chester, Newcastle, York, Nottingham and Birmingham. Contact the store
manager for details.

COMING SOON....

Dates & Times:
Saturday, 27th September
(10.30am-6.00pm)
Sunday, 28th September
(10.00am-5.00pm)

TICKETS

Important Notice! Due to fire regulations, we must limit the number of places
at Games Day this year. Consequently, there may be a limit to the number
of people we can admit at the door. To make sure of your ticket, write to
Games Day, Games Workshop Mail Order, Chewton Street, Hill Top,
Eastwood, Nottingham NG16 3HY, enclosing a stamped self-addressed
envelope.

Buy your Games Day ticket now
£1.50 per day

IMPORTANT: You MUST tell us if you want a Saturday Ticket or a Sunday Ticket

FURTHER DETAILS: Write to Steve Baker, Games Workshop, 1 Dalling Road, Hammersmith
W6 or telephone (01) 741-3445

HELPERS: Games Workshop require able-bodied, intelligent and sophisticated
helpers to join the Games Workshop trolley at Games Day. If you would like to help
particularly if you would like to run a demonstration game - contact Steve Baker
at the address above.
Hello and welcome to another gruesome gallery of noxious nasties suitable for the *Fighting Fantasy* game. They can also be added to the wandering monster tables in the book *Out Of the Pit*, for use with our earlier article on rolling your own random solo adventures – though if I were you I’d think twice about including some of these monstrous little horrors! (Calm down, Gascoigne, and get on with it! – *The Warlock*). Alright boss, keep your scales on! I just wanted to ask the little reptiles if they wouldn’t mind sending a few more monsters in, as the pit is getting a bit empty. Since you insist, though, I shall just pull back the bolts and let this month’s monsters out . . .

**LIGHTNING CREATURES**

by Barnaby Holmes

<table>
<thead>
<tr>
<th>SKILL</th>
<th>7</th>
</tr>
</thead>
<tbody>
<tr>
<td>STAMINA</td>
<td>10</td>
</tr>
<tr>
<td>Habitat:</td>
<td>Mountains</td>
</tr>
<tr>
<td>Number Encountered:</td>
<td>1</td>
</tr>
<tr>
<td>Type:</td>
<td>Elemental/humanoid</td>
</tr>
<tr>
<td>Reaction:</td>
<td>Hostile</td>
</tr>
<tr>
<td>Intelligence:</td>
<td>Average</td>
</tr>
</tbody>
</table>

The Lightning Creature is a shocking monster which dwells only at the storm-lashed tops of the highest mountains or on the Elemental Plane of Air, where it can rely on a continuous supply of the lightning which keeps it alive. Made up of pure elemental energy, it assumes a vaguely humanoid shape for most of the time, though it can transform itself into other shapes if need be. It is related to the Air Elementals, it is thought, and is sometimes found in their company. Storm Giants sometimes use them as guardians of their cloud-based citadels, but Lightning Creatures are most commonly found on their own.

Lightning Creatures need the power of the thunderstorm to keep them supplied with energy, and must be struck by lightning at least once a month to survive. The power of the bolt is stored in their crackling bodies, ready to be unleashed at a moment’s notice. Because of this, fighting a Lightning Creature can prove to be very perilous. If you hit one with your sword, or any other metal weapon, you will be electrocuted in a flash of sparks.

If you score a successful hit, the creature will take one point of damage, but you will take two and your sword will be buckled and blackened, and all but useless. If the creature hits you it scores a normal 2 points of damage, except if you are wearing metal armour, in which case it causes 4 points! Throwing a weapon at the creature will require you to Test Your Skill, by rolling less than or equal to your SKILL score on two dice. If you succeed, the weird monster will short out, causing it 5 points of STAMINA damage, though the weapon will be lost. Similarly, throwing something like a bucket of water over it will require you to make a successful Test Your Skill roll again.

Some adventurers have reported encounters with a rarer type of Lightning Creature, which can also shoot brief flashes of electricity at their opponents. After the normal attack has been made, a roll of 1 or 2 on one die means the Lightning Creature has zapped its opponent for a further 2 points of electric shock damage! As you can imagine, therefore, Lightning Creatures are very dangerous opponents – should you ever meet one you’d better pray you remembered to put your leather armour and rubber boots on!

**SHROUDED WANDERER**

by David Picking

<table>
<thead>
<tr>
<th>SKILL</th>
<th>9</th>
</tr>
</thead>
<tbody>
<tr>
<td>STAMINA</td>
<td>13</td>
</tr>
<tr>
<td>Habitat:</td>
<td>Dungeons, Caves, Ruins</td>
</tr>
<tr>
<td>Number Encountered:</td>
<td>1</td>
</tr>
<tr>
<td>Type:</td>
<td>Undead</td>
</tr>
<tr>
<td>Reaction:</td>
<td>Hostile</td>
</tr>
<tr>
<td>Intelligence:</td>
<td>High</td>
</tr>
</tbody>
</table>

When the Demon Princes gather their undead hordes into armies to attempt another cataclysmic assault upon the Earthly Plane and the Forces for Good, they choose as their captains the Shrouded Wanderers. Always appearing as a tall, decaying skeletal figure clad in a rich but rotting shroud, a Shrouded Wanderer is a thoroughly evil being which only maintains its unliving state by virtue of its own extreme wickedness. When not called upon to lead a battalion of howling hordes from the Abyss, a Shrouded Wanderer stalks dark and dangerous places in search of victims to kill in sacrifice to his satanic masters.
A Shrouded Wanderer’s unflagging hatred of all living things endows it with a tremendous strength, but it rarely ever needs to engage in close combat. When danger threatens it can summon to its aid either 2 to 7 Zombies (all SKILL 6 STAMINA 6) or 1 to 6 Ghouls (all SKILL 8 STAMINA 7, and with the usual paralysing ability, as described in detail in Out of the Pit). If a Shrouded Wanderer is forced into combat it will usually fight with a weapon such as a long sacrificial dagger, though on the battleground an adventurer who has died at the hands of a Shrouded Wanderer.

Like all the most powerful members of the undead, a Wanderer can only be harmed by silver or magical weapons, which cause the usual 2 points of damage. Normal weapons will appear to cut into the creature, but will not cause it any actual harm. The best weapon to use against a Shrouded Wanderer, however, is fire – a successful hit using a blazing torch or a vial of lantern oil will cause 4 points of damage to the creature as its deathly dry shroud and skin gets consumed by the flames. They have no fear at all of crucifixes, holy water or other blessed artefacts.

Any living being killed by one of these vile creatures does not become a member of the undead, but remains dead forever. Even the gods cannot raise to the Happy Battleground an adventurer who has died at the skeletal hands of a Shrouded Wanderer.

COBRA PEOPLE

by Simon Hall

SKILL: 10/9/6
STAMINA: 8/6/4
Habitat: Deserts, Ruins, Wilderness
Number Encountered: 1 to 3
Type: Reptile/humanoid
Reaction: Hostile
Intelligence: High

Created by an insane caarth witch-priest to honour the satanic Demon Prince Sith, Cobra People (also known as kassistra to the caarth) are a hybrid between snakes and humans. They share many of the physical characteristics of the Serpent Guard (called justrali by their caarth masters), being leathery-skinned human-armed snakes around 3 metres in length. Their eyes are red, their fangs needle-sharp and venom-carrying. Originally bred as servants to the snake people, they have slowly managed to escape their master’s rule, and now live in solitary family groups well away from civilisation, be it human or caarth. They may be warriors or priests, worshipping a wide range of greater and lesser demons, including Sith herself, Trabaten the Lord of Extermination (a demigod servant of the repulsive demon Ishtra), Vermistra Queen of Serpents, and many more.

The scores given above for SKILL and STAMINA are for adult males, adult females, and young respectively. Both male and female share all the daily duties, though most of their priests appear to be adult females. Both sexes possess a number of special attacks which can make fighting Cobra People very dangerous. Cobra People have poisoned fangs, which they will use 3 times in 6 (roll 1 to 3 on one die) after they have scored a successful hit, to cause a further 1 to 6 points of damage, in addition to their normal 2. More importantly, though, the victims begin to stiffen, and within 6 Attack Rounds they will be completely paralysed, unless a healing potion (such as a Potion of Stamina) can be applied. The paralysis will last 4 to 24 hours – roll 4 dice and total their scores. Once their victims are paralysed, the Cobra People will drag them back to their encampment to eat or enslave.

With any group of Cobra People warriors, there is a 1 in 6 chance that one is a priest. Priests fight alongside the warriors, but as well as the deadly venom attack they have the power of mesmerism! This cannot be used during battle as such, for it requires the victim to be close enough to be entrapped by the brilliantly-sparkling eyes and soft, soothing hiss of the priest. Resisting the hypnotism of a Cobra People priest requires two successful Test Your Skill rolls. If they fail they will be all but completely under the control of the sinister priest, who can order them to do just about anything apart from killing themselves – though they can be told to kill others. They can only be freed from the grip upon the death of the priest who hypnotised them. Since the Cobra People are so well-armed with weapons and poison, though, this rarely happens . . .

ARCRON

by Chris Bormond

SKILL: 8
STAMINA: 10
Habitat: Dungeons, Ruins, Caves, Wilderness
Number Encountered: 1
Type: Monster
Reaction: Hostile
Intelligence: Average

Arcrons are peculiar jelly-like creatures covered in tentacles and suckers, found wandering in a number of desolate parts of the world. They are foul beasts, the result of an accident during an experiment to spawn a new creature carried out centuries ago by the sorcerer Ransond, of the all-but-forgotten land of Sorvok. During his experiment something went drastically wrong and the laboratory exploded, killing the wizard but letting his new creation escape. The badly-mutated creature fled into the wilderness, and little was heard of it for many years. However, the Arcron reproduces by dividing into two perfect copies of itself, like an amoeba, every twenty years or so. Now, over half a millennia later, there are many hundreds of the beasts scattered around the world, wandering the wilds in search of food.

They are repulsive beasts, covered in a thick slime which smells vilely. More importantly, though, the mucus is sticky. If an adventurer scores a successful hit on it, their weapon will injure the creature, but then stick to its slime on a roll of 1 to 5 on one die. It would not be too difficult to prise off, if one could get a foothold and tug, but unfortunately the creature has several long tentacles, with which it will try and enfold and crush its opponent. If the Arcron scores a successful hit, there is a 3 in 6 chance that its sucker will have stuck on to its opponent, who must then score a successful hit in the next round to break free, or take another 2 points of damage. Because of their sticky slime, Arcrons are terrible beasts in fight, though an adventurer can sometimes gain a good idea of their nature from the weapons and bones stuck to them, the remains of previous, less-fortunate adversaries.

This month’s crop of nasties are a vicious lot, aren’t they? Keep sending in your monsters to Out Of The Pit, but do remember to put your name and address on each one that you send. You can send submissions together with a letter, or an article, providing you mark each item clearly so our rather stupid new Editor doesn’t burn or eat the wrong ones by mistake. More blood-curdling beasts in two months time . . . if you’re still alive by then, that is!
In the futuristic nightmare known as Mega-City One, only a handful of men and women uphold The Law. They are the Judges, and this is the story of the most famous of them all – Judge Dredd!

Who’s the most popular comic character in Britain? No, not Dennis the Menace – he’s nothing without Gnasher now! Derek the Troll? You jest, surely! No, it’s Judge Dredd, who stars every week in the galaxy’s greatest comic, 2000 AD! And why is he the greatest? You mean you don’t know? Let us explain . . .

Judge Dredd first walked the streets of Mega-City One in February 1977, in issue number two of a new comic called 2000 AD. He was a policeman, but no ordinary one! The year was 2098, and normal police officers had been replaced by the Judges, who managed to combine police, judge and executioner all in one. They were dressed in menacing black uniforms that protected them from some of the knock-knees they received in the line of duty, and wore all-over helmets that hid everything but their mouths! Their futuristic weapons, Lawgivers, could fire six different types of shell, including Heat-Seekers and the rebounding Rubber Ricochets, according to the needs of the situation. Patrolling the Mega-City on foot or mounted on Lawmasters (massive armoured bikes that carry powerful laser cannon and an intelligent computer) they hunted down criminals wherever they tried to hide.

Judge Dredd quickly established himself as a stern, rather po-faced justice-machine without much sense of humour or compassion, but who always got his man. To him the citizens are all potential criminals, and he has no time for their peculiar ways – some of them very peculiar! Mega-City One is a truly bizarre place, full of weird and wonderful things. Perched along the eastern edge of what was once the United States, it is penned in by the Cursed Earth, a vast radioactive desert that stretches across the continent, roamed only by disgusting mutants and renegade dinosaurs (yes, dinosaurs – scientists bred them genetically from fossils but they escaped and spread!). In the other direction there is only the Black Atlantic, a foul, pollution-encrusted ocean which stretches as far as Brit-Cit and a nuked-out Europe.

Mega-City One in 2108 is home to close on 420 million people, all of them absolutely crazy! Over 90% of them are unemployed as the result of robots and droids, so the citizens are forever looking for daft ways of spending their time. There’s Boing!-be-, a miracle spray-on substance that swells up around the user and lets him bounce around like a ball! It used to be used in the streets, until people started getting squashed; now its use is only permissible in the special Palais de Boing, where people can bounce around to their heart’s content. Some citizens spend their time eating for a hobby; gross Mega-City fatties, as they are called, can weigh up to 2 tonnes, their vast bulk supported by wheels at the front and back! Other cracked citizens keep up with the latest fashions, making themselves Ugly by using special creams and sprays to add spots, warts and boils! And some just turn to crime . . .

Dredd himself said that every citizen was a potential criminal, and he was right! There are so many perps (‘perpetrators’) in the Mega-City that the Judges have trouble coping with them all. Right at the top are the criminal gangs, the mobs, who model themselves on the old syndicates and gangsters of centuries before. They run rackets in selling body parts, illegal youth drugs (known as ‘stookie glanding’, after the parts of the alien creatures the drug comes from), sugar, old comics, addictive sweets known as Umpty Candy, anything that is illegal and will fetch a high price. Inter-gang wars, The Mega-Rackets, keep whole areas of the Justice Department busy all the time, what with all the smuggling, armed robberies and inter-gang murders.

After the mobs come the professional perps, bank robbers, murderers, vigilantes and the like. Hired killers set themselves up as Blitz Agents, hiring their deadly services to the highest bidder. Street pirates leap from speeding hover-cars to rob the ever-circling Mo-Pods, giant mobile homes which help ease the city’s chronic housing shortage. Taps and dips perform muggings and pick pockets. The street punks are a big problem, with bored young citizens trying to find something to do to pass the time between school and retirement – even if it breaks the Law.

And then there are the ordinary citizens, with their petty intrigues and heinous crimes. Actually, there are so many laws in Mega-City one it isn’t the least bit surprising that citizens break the Law. On the roads there are rules about driving too slow as well as too fast; dropping one piece of litter will earn someone six months in the ‘Cubes; it seems that the Law is everywhere! Most citizens live in towering city-blocks, crammed into tiny apartments with their equally crazy neighbours. It’s no wonder that many turn ‘futsie’ under Future Shock Syndrome, just grab a gun and start shooting! Others, though, manage to get away with legalised violence by joining the local battalion of the Citi-Def peoples’ militia to train with real weapons in case of war. Their ‘exercises’ have been known to demolish whole Sectors of the city!
Striding manfully between all this is Judge Dredd, Lawgiver in hand and a wry comment on his lips. He’s seen more than his fair share of action on the streets of the Mega-City, and it has slowly turned him into the city’s top Judge! In the past he has been entrusted with many key missions. When Mega-City Two on the western coast was struck down with a deadly plague virus, it was Dredd’s expedition which fought its way across the Cursed Earth to deliver the antidote. It was Dredd who led the quest across half the galaxy in search of the legendary Judge Child, the young mutant who was predicted to one day become the Chief Judge of the city during the time of its greatest crisis. When Dredd found him, though, the child turned out to be evil, and Dredd left him where he was.

Judge Dredd’s greatest triumph was in the defeat of the invading Sov armies during the Apocalypse War of 2104. It started after the Sovs secreted a drug in the Mega-City’s water supply which caused Block Mania (with the citizens of each block declaring war on their neighbours). The dread- ed red armies invaded, smashing the heart out of the city with nukes before their war-droids and robot tanks swept through the ruins picking off the survivors. The Chief Judge was kid- napped and forced to spout pro-Sov propaganda before Dredd found him and killed him. It was Dredd, too, who finally led a force of Judges into the heart of the Sov’s country, taking control of a missile base and then loosing the Sov’s own nukes on their capital, East-Meg One.

Life in the irradiated ruins of Mega-City One is slowly dragg- ing itself to its feet again, though there are still many dangerous areas inhabited by mutants and renegades. But watching over the city are the Judges, ever-vigilant, ever- strong, with Dredd at their head.

The Judge Dredd strip is so popular for many, many reasons. Dredd himself is a very interesting character, being so tough and stern and po-faced that he looks ridiculous. It’s no wonder the younger Judges call him ‘Old Stony Face’! He’s a man of action, though, and his exploits are always exciting in the extreme. Behind him, though, is the whole crazy spectacle of Mega-City One, with its towering city-blocks and spiralling roadways, inhabited by hosts of loonies, muties, punks and futsies. So much of Mega-City life seems to be a mirror of the Twentieth Century, but portrayed with a very black humour so that things never get too serious. If you want top- class, thrilling entertainment spend a few hours in Mega-City One, in the company of Judge Dredd.

Now YOU can follow Judge Dredd’s exploits in our easy-to-enter competition!

If the article you’ve just read has whetted your appetite for Judge Dredd (and let’s face it, if it hasn’t you’re probably a four-eyed mutie with no brain), you might just want to enter our free competition. Those rather wonderful people at Titan Books have generously given us ten copies of Judge Dredd 1, which features some of the great man’s collected strips from 2000 AD, to give away as prizes to the first ten lucky readers pulled out of the Warlock’s hat after the closing date.

Titan Books publish a truly vast range of books featuring collected strips starring Judge Dredd. At the last count there were 20 of them, though the range may well have grown by a few more by the time you read this! There is a standard range, featuring short stories from 2000 AD, and they also print a range of epics, which include the awesome Cursed Earth, Judge Caligula and Apocalypse War series. Titan Books also print collected editions of other stories from 2000 AD (and other comics too), including Nemesis the Warlock, Rogue Trooper, and the extremely desirable Halo Jones. All their books are well worth collecting, so why not start your own collection by entering this competition?

Alright, you say, so what do I have to do to win these utterly zarjaz prizes you keep going on about? Well, all you have to do is take a look at this picture of good old Judge Dredd mak- ing a typical arrest. Go on, look at it! Notice anything funny about it? That’s right, it hasn’t got any words in the speech bubbles. That’s because you’re going to write them in! The ten funniest, silliest or most apt captions will win a prize. Get your thinking helmets on, readers. Your entries must reach us by Monday, 1st September. Please send them to this address:

Judge Dredd Competition,
Warlock Magazine,
Games Workshop Design
Studio,
Enfield Chambers,
16–18 Low Pavement,
Nottingham NG1 7DL.

If you are interested in Judge Dredd we heartily recommend you contact Titan and ask for one of their amazing catalogues. It’s packed full of Judge Dredd goodies – including pages and pages of books, records, badges, candles, posters and T-shirts. How do you get hold of a copy? Simply send a large SAE to this address: Forbidden Planet Mail Order, PO Box 378, Lon- don E3 4RD. Alternatively, you could pop into their famous Forbidden Planet shop on Denmark Street in London, where you’ll find all of their truly mega range of Judge Dredd mer- chandise on sale, as well as other comics, books and more besides. Who knows, you may even bump into the Warlock picking up a few comics for the slaves to read!
In the pages of 2000 AD you can read about the exploits of that most famous of all lawmen, Judge Dredd . . . but with these games you can be him! Robert Neville tells you all about them.

Alright, so we’re going a bit overboard on Judge Dredd this issue, but why not? He’s the most popular comic book character in the UK, and so many of you lot have written in asking, nay, pleading with the Warlock to have a Judge Dredd feature. Of course, the thing that is most interesting to us all is that there are a number of great games and miniature figures based upon the man and his enemies. Even better is that over the page you will find a free pull-out Judge Dredd game to play yourself! How do we do it? Simple – we’re brilliant.

Anyway, let’s have a look at these games then. Judge Dredd – The Boardgame is the best place to start, as it’s ideally suited to both new and experienced gamers. For beginners it offers some very easy rules, fast and exciting play, and a very good introduction to Judge Dredd’s world. For more experienced gamers, though, it provides a great excuse to forget all that heavy-handed dungeon-crawling and monster-bashing and simply have fun! (It’s also a great game to have around when you are trying to entertain some of your more boring non-gaming friends for a few hours – even a complete idiot can play this game with only a modicum of help!). And for all you Warlock readers, of course, there is an added attraction in that the game was developed by someone called Ian Livingstone, who you may just have heard of.

Each player is a Judge, stalking the streets of Mega-City One in search of perps (criminals) to arrest. The Judge catching the most perps wins the game – couldn’t be simpler, eh? Well, no, actually. Play is governed by the use of Action Cards, which allow each player to move quicker, shoot straighter and so on – but everyone also has hindrance cards, which slow you down, spoil your aim and so on. It gets quite frustrating when you are just about to arrest Judge Death for Littering, with the help of Judges Dredd, Anderson, Hershey and Giant, with a laser team and stumm gas support – and the creep turns out to be the notorious spent, Edwin Parsley, who makes his living confessing to other people’s crimes! That sort of thing is happening all the time, which means the game is great fun, with everyone trying to stitch the other players up while still making their own arrests!

Incidentally, the game is very pretty to look at, with board and cards drawn by the various Judge Dredd comic artists. One nice feature is the booklet which comes with the game, explaining all about the Mega-City, its crimes and criminals by providing background information for all the cards. In short, this game is simple, fast and fun, but makes a tremendous change from all those long-winded wargame things. It’s a very suitable game for a beginner to gaming who’s only played Monopoly and a few gamebooks before, but more sophisticated gamers have been known to enjoy it too!

I am going to have a bit of trouble talking about the next game, for the very simple reason that it was designed by two people rather close to Warlock magazine, figures columnist Rick ‘Head-sever’ Priestley and Marc ‘Editor of Warlock and don’t you forget it!’ Gascoigne (That’s right, work yourself out of a job – Ed.). I have to tread very carefully here, or I’ll end up in the same state as Jamie Thomson. The game I’m trying to summon up the courage to describe is Judge Dredd – The Role-Playing Game (you know, these Games Workshop people come up with some really imaginative titles, don’t they?).

Actually, I needn’t worry very much, because it’s not a bad game. Just because it happens to be the best-selling rolegame in the UK at the moment, and just because it’s won a few awards; that won’t affect me! The game is a multi-player role-playing game. That means it is like Fighting Fantasy (the book), but more complicated. Games are run by a referee, the Game Master, who sets up and runs adventures for the players (the Judges) to play in. The game comes as two books plus a set of dice and maps. The first book, The Judge’s Manual, tells the players how to define their Judge by using characteristics like Strength, Initiative and Combat Skill (just like our own SKILL, STAMINA and LUCK, really), how to fight and perform investigations, and how to be good Judges.

In the other, much fatter Game Master’s Book, there are rules for inventing adventures, for playing criminals and creatures, and for running the game during play. This book also features an amazingly comprehensive background section which tells you just about everything you want to know about Mega-City One, from slang words for an anorak to the price of a robe-dog licence! Even if you’ve never ever seen a Judge Dredd comic you’ll quickly be able to run a game of JDrp because of this background – and the fact that the game is crammed with illustrations taken from the comic, of course!

JDrp is not really recommended for outright beginners, as it is quite a complex game, and a big step up from the likes of Fighting Fantasy. However, if you have an experience of games like Dungeons & Dragons and other more advanced rolegames you will really enjoy being a Judge for a day with Judge Dredd – The Role-Playing Game. There is already an adventure pack for the game, called Judgement Day, which features the return of a master criminal and several very weird events. Can’t say any more or I’ll ruin the plot for those of you who want to play it! Suffice to say that it is great fun, and that there are many more adventure packs being prepared even as you read this. Alright then, if you’ll excuse me, citizens, Judge Neville has got some perps to catch. Now, where did I put my Lawgiver?

Judge Dredd – The Boardgame, Judge Dredd – The Role-Playing Game, and Judgement Day are all produced by the mega-brill Games Workshop (don’t they get everywhere?) and are available in all the best games and toy shops.
Welcome to Metal Mayhem, our brand new figures page. In every issue we will be showing you the very best figures, designed by the award-winning sculptors, and painted by the most talented painters. For the very first column we thought we’d show you a selection of Judge Dredd figures, since we’ve got a rather lot of Judge Dredd in this issue, and some of the latest figure releases, all from good old Citadel Miniatures. That’s enough words for now; let’s look at the pictures.

Fig 1: J013 Sky Surfers painted by Colin Dixon
Fig 2: J01 Judge Dredd painted by Colin Dixon
Fig 3: J08 Fire, Team & Man & Angel painted by John Blanche
Fig 4: J06 & J02 Anderson & Fenn painted by Colin Dixon
Fig 5: J03 Para take on Ltd Angel: No Contest Painted by Colin Dixon & John Blanche
Fig 6-11 Lord: Grom, Brond, Grum, Grim & Uller, some of the New Imperial Swedes painted by Colin Dixon
Fig 12: Steven Battle Crew painted by Pete Taylor Winner of Best Regiment at Birmingham Dragoncon.
Fig 13: G03 Gnome Goblin Guard painted by Kevin "Goblin Master" Adams with the New Monster Points Set.
ARE THE LAW IN MEGA-CITY ONE!

JUDGE DREDD

THE GAME OF CRIME-FIGHTING IN MEGA-CITY ONE

Mega-City One, where more than 400 million citizens live on a knife-edge of tension. Crime is a way of life for many, but one fact can be relied on - Judge Dredd is the Law! Whether the crime is littering or murder, no one escapes his justice. Now you can join Judge Dredd in this fast-action board game of crime-fighting in Mega-City One. You can arrest the Angel Gang, Judge Death, and other notorious lawbreakers - but look out, they're tough, and sometimes you might need a robodoc to fix you up.

JUDGE DREDD

THE ROLE-PLAYING GAME

In Judge Dredd - The Role-Playing Game you become a Judge and strive to uphold the law in a city of over 400 million (every one a potential criminal!). This is a game playable by upwards of two players plus a controlling Game Master who acts as the players' guide, taking them from adventure to adventure in their relentless battle against crime. Special game features include:
- Judge's Manual covering all you need to know about creating your own Judge character, developing special abilities, and using all of the Judges' equipment such as the Lawgiver, Lawmaster, etc.
- Game Master's Book giving special rules for running the game, detailing the Mega-City, city blocks, perps, etc. A unique collection of information about Mega-City One culled from the pages of 2000 AD and assembled into one package. Includes a guide to the crimes, perps and even slang of the 22nd century.

Plus! Cut-Out Character sheet with over 60 stand-up card characters for you to use with the game, 2 play sheets and a set of polyhedral dice.

JUDGEMENT DAY

THE FIRST ADVENTURE PACK FOR JUDGE DREDD THE ROLE-PLAYING GAME

Judgement Day contains a complete scenario for the Judge Dredd game. As a team of Judges temporarily assigned to the SJS, the players pursue a trail of mystery to the prison colony of Titan. There they will learn of the terrors in store for the inhabitants of Mega-City One, before they return to Earth to face one of 2000 AD's greatest villains, in a cataclysmic fight to the finish! Look out for future Judge Dredd Scenarios.

GAMES WORKSHOP

FOR ACCESS & VISA ORDERS RING THE MAIL-ORDER HOTLINES ON (0773) 769522/760462
As part of our special feature on Judge Dredd, we thought you would enjoy playing a game based in Mega-City One. So, using the special pull-out mapboard in the middle pages, Warlock presents a thrilling battle-game for you and your friends to play and enjoy.

INTRODUCTIO

This all-action boardgame features a brawl in a shuggy hall, a futuristic entertainment centre in Mega-City One, in the year 2108 in what was once the United States of America. Each player takes on the role of a gangster, street punk or mutant, who must fulfil his or her given task before the all-powerful Judges arrive to arrest everyone! You will need some ordinary six-sided dice, pencils and paper. The game has been designed for use with the simple **Fighting Fantasy** rules, but we have also inserted stats for Judge Dredd – the Rote-Playing Game, if you would rather play it with that. If you intend using the JDrpg rules, you should ignore absolutely everything under the heading ‘How To Play’ (you can read it, but you’ll only be wasting your time!). There is one very major difference between Shuggy Hall Brawl and the JDrpg – in this game you play the bad guys!

THE PIECES

Carefully prise up the staples and remove the colour middle pages of this magazine, before bending them back again (a screwdriver or blunt knife may help). It will help if you stick the double-page spread to a sheet of card to strengthen it before you snip it out. Photo-copy or snip out the record cards from page 27 and separate them into a small pile. Cut out all the counters and accessories (or use metal miniatures), to leave the plan of the shuggy hall. What’s a shuggy hall? Let us explain... .

In the 22nd Century city known as Mega-City One there is unemployment well over 90%, so there is a great mass of people who need entertaining all the time. Shuggy is a weird kind of snooker or pool played on a table with lots of hills and holes all over it. It is played in shady dives in the seedier parts of the Mega-City, where gangsters and punks place illegal side-bets on the outcome of the games and live in constant fear of raids by the Judges.

THE PLAYERS

This game can be played with from three to fourteen players, providing you can get them all around the table (and providing you know fourteen people who want to play!). You’ll also need a referee or Gamesmaster who will govern the game and play all the other characters (usually called Non-Player Characters, or NPCs). If no-one wants to volunteer to be the referee you will have to offer, since it’s your copy of the game. Don’t worry, though, because being the referee is even more fun than being a player! If you have three or four players you may allow them to play three characters each; if you have five, six or seven you can let them play two each.

Before you play, you should place the various accessories on the board, in the following places—

**Tables:** A6, A10, A13, A14, B4, C7, D4, E7, E12, F6, F7, J11

**Chairs:** around bar, tables & walls (and under starting characters!)

**Vid-Games:** D8, D9, L8

**Vid-Phone:** L7

**Tri-D Screen:** B11

**Plants:** D6, E5, K7

**Lamps:** F15, J6, L15

**Fire Extinguishers:** A3, D15

Each of the characters also has a starting location. You should call out each number in turn (starting with number 1, of course) and allow the player to place his or her character on the appropriate spot. When you come to the NPCs you can place them yourself (won’t that be exciting?).

HOW TO PLAY

At last!, you think to yourself. This game uses a modified version of the good old **Fighting Fantasy** rules as invented by those two megastars Steve Jackson and Ian Livingstone (we have to mention them or they sulk). Take a look at one of the characters from page 27. Each is defined as having **SKILL**, **STAMINA** and **LUCK**. If you’ve ever played a **Fighting Fantasy** book you’ll know exactly what those represent; please bear with us while we explain them to the newcomers...

**SKILL:** This reflects the character’s amazing combat prowess. If it’s a high number he or she is a good shot and has a powerful right hook; if it’s a low number they are a complete and utter sap and had better stay out of the way or they’re gonna get hurt!

**STAMINA:** Now this one shows how tough the character is. Big, fat and strong people have high Stamina scores; weedy wimps have low ones. Couldn’t be simpler! When you get hurt your STAMINA goes down. To recover 2 points of STAMINA a character must stay in the same place, without doing anything other than talking (not even defending themselves from attack – it’s hard work, resting) for 3 Rounds!

**LUCK:** This last score simply indicates how naturally lucky the character is. Luck will help someone dodge flying bullets, exploding bombs, pianos falling from windows, and so on. Lucky people are going to survive the most incredibly silly situations without batting an eyelid. Conversely, unlucky people tend to trip over their own shoes a lot.

As you’ll soon see, the SKILL, STAMINA and LUCK scores will change constantly during the game. If any of these scores reaches ZERO (or even less!) the character is considered unconscious or dead or completely vapourised, and must leave the game!

Testing Skill, Stamina or Luck

At various times during the game we are going to ask you or the players to Test Your Skill, for example, or one of the other two scores. At this point you should roll two dice. If the result is less than or equal to your score, you have succeeded in your test; if it is greater than your score, you have failed. The various rules below will tell you what happens if you are successful or not (keep on reading – all will be revealed!). LUCK is a bit dicey, though, because every time you are called upon to Test Your Luck you have to reduce it by one point. Be very careful when choosing to Test Your Luck.

THE ROUND SEQUENCE

Every character in the game is allowed to do one thing in a round. All these ‘things’ are listed below. As GM, it will be your job to ask each character in sequence what they will be doing in their
part of the round, and to record the rounds as they go by. How does this work? Let’s show you!

For example, you ask the owner of character 1 (Jimmy the Jammer) what he’s going to do. He replies that he’ll move towards the bar. Character 2 wants to stay put and passes. Character 3, played by a jerk not known for his subtlety, hits character 6 over the head. They fight using the rules below. Character 4 throws a vid-game at character 9, which luckily misses. Character 5 sneaks over towards the vid-phone to ring the Judges. Character 6 punches character 3 back... and so on, until everyone including the NPCs have had a go! Then it’s round 2, and so on, until everyone is dead or fed up or it’s time for tea . . .

**THINGS!**

Characters may perform one of the following during their part of a round. They may also speak at any time, without using up their turn.

**Moving:** Every character has their own movement rate, in squares, detailed on their character cards; the rate for the NPCs is detailed below. If someone wishes to move in their round, they may do so up to the full extent of their movement rate. They don’t need to use all of their movement rate, but they can’t save any for next Round. Movement is sideways or along – never diagonal. However, it can also be up or down. Climbing onto a table, chair or shuggy table costs one movement point, even though you are staying on the same square. Climbing up a ledge from one level to the next costs two points. Each square can only hold one character at a time.

**Fighting:** If someone wants to hit someone with something, or to shoot someone, they do the following things. For a punch or hand-held weapon (like a club, hand-bag or table) the opponents must be on adjoining squares on the same level. Each player rolls two dice and adds them to their SKILL. Whoever has the highest score has scored a hit and the other person must lose some STAMINA points. The damage for each character’s weapons are listed on their character cards; if they don’t have a weapon their fists will do 2 points of damage. (Alternatively, you could use the new rules presented in *Take That!*, in the last issue – we’ll shift them back issues somehow!)

For a missile weapon like a gun, or for throwing something at someone, the person attacking must first find out if the target is in range (all plants, cues, chairs, fire extinguishers and lamps may be thrown for three squares and two points of damage; the rest are prohibited except as detailed on the character cards). The attacker must then Test Their Skill using two dice. If they make it, the shot has hit and the target loses the appropriate damage. If someone is hiding behind a large object like an overturned table, a shuggy table or the bar you should add 2 points to the dice roll (i.e. they are harder to hit!). For a missile being thrown rather than fired, the target is allowed to Test Their Luck to avoid the missile, if they so wish. If they are successful the object misses. To throw someone about, you must make a successful hand-to-hand combat roll; instead of damaging them you can throw them two squares (they only get hurt if they fall over a ledge).

Fire extinguishers are special weapons, for you can also spray people with them. They fire for 3 squares, causing 2 points of damage (Test Your Skill to hit, no save), but whoever is hit must also lose their next turn. On the right-hand wall of the hall there is a stand of ten shuggy cues. These may be thrown like javelins (see above) or can be used in a hand-to-hand fight where they add 1 point to the usual fist damage.

**Falling:** The shuggy hall map has three levels to it, differentiated by the various colours. Each level is two metres higher than the next one down, so it’s more than likely that someone is going to fall or get pushed off it. Falling off delivers three points of damage unless they successfully Test their Luck (they don’t have to make this test, of course). Falling off a chair or table causes two points of damage to STAMINA unless a *Test Your Luck* roll is made.

**Other Actions:** Any one of these may be performed in a turn, without resorting to die rolls – Play vid-game; Use vid-phone; Play shuggy; Buy drink; Put down weapon and get another one; Hide behind something; Perform special action (such as pick-pocketing) as defined on character cards. If someone wants to do something else not covered by the rules, it’s the referee’s job to decide whether they take 1 Round or 2, and whether they need a *Test Your Luck* to survive, and so on. See, we said it was fun being the referee!

**THE JUDGES**

It is the prime job of character 1, Jimmy the Jammer, to ring the Judges and then escape. As soon as he spends a Round on the vid-phone, roll two dice and add eight to the number. The Judges will arrive in that many Rounds time, everyone still in the club will be arrested, and the game will be over. If Jimmy hasn’t rung the Judges by Round 20, the barman or his bouncer should try and ring them, if they are still alive!

**THE NPCs**

There are five characters for you to play, listed here. They have card counters but don’t have character cards.

1. **Barry Abnormal** SKILL 8 STAMINA 19 LUCK 12, 3 squares, shuggy cue (3), 25 creds. Barry is with his girlfriend (Sadie Whiplash, 16) for a quiet game of shuggy. Anyone who even looks at Sadie will be eating shuggy cue! Start F11.
2. **Sadie Whiplash** SKILL 6 STAMINA 17 LUCK 10, 3 squares, shuggy cue (2), 8 creds. Sadie is here with Barry Abnormal (15) but would rather not be. She’d really like some tough, glamorous criminal mastermind to hang around with. She has a seduce skill attached to her skill, which operates like a hand-to-hand combat roll but causes no damage – if she wins the roll the target has to comply with her wishes for a Round (unless he does so willingly!). Start H9.
3. **Rattie** Apology SKILL 8 STAMINA 17 LUCK 12, 3 squares, fists (2), 2 creds/426 in till behind bar. Bravo runs this joint, and doesn’t want anyone causing trouble. If anyone does he’ll set Rollie on them, and then stay behind the bar throwing glasses and bottles at people (range 5 squares; damage 2; unlimited supply) Start G1.
4. **Rollie** Apology SKILL 8 STAMINA 22 LUCK 6, 2 squares, fists (3), 12 creds. Rollie is so dense X-rays don’t go through him, so when any trouble starts he will lay about him with great gusto. If things look like they’re going very wrong, though, he will start to cry and try to hide under the table, blubbing for help. Start A1.
5. **Jimmy the Jammers** 116 STAMINA 50 LUCK 15, 3 squares, fists (15) but would rather not be. He’s the star of our show, so use him wisely. Starts in bag at feet of Dav Golding, A9 – but don’t place it on the board until it appears.
6. **Rattie** SKILL 12 STAMINA 9 LUCK 12, 4 squares, bite (3). The Cursed Earth rat in Dav Golding’s bag starts the game under sedation, but unknown to the trader it is going to wake up. When it does this up to you – when the action flags let it gnaw its way out and start bling! Rattie is the star of our show, so use him wisely. Starts in bag at feet of Dav Goding, A9 – but don’t place it on the board until it appears.

Rattie has standard JD-rpg stats.
CAST OF CHARACTERS
Before play starts you should photocopy this page (you have permission to do this, for personal use only), clip out each character, shuffle them and dole the first fourteen out to your players according to the rules under Players above. The characters each have the following: Fighting Fantasy characteristics; movement rate in squares per turn; weapons/damage/range/shot/s, any credits (money) they are carrying. The card ends with the character’s starting position on the grid, and the character’s stats for use with the Judge Dredd role-playing rules. Remember that players should keep their character sheets hidden, revealing only what other people can see, as the game progresses.

1. Jimmy the Jammer, SKILL 9, STAMINA 16. Luck 9, 3 squares, shuggy cue (2), 205 creds. You are a full-time shuggy player and a good one at that. Tonight you are feeling lucky, and are determined to take as much money as you can off everyone in the place. You can also be a nark for the Judges, though – if any trouble starts you must try and creep around to the phone to ring them. After that, try and grab any money lying abandoned on the shuggy tables. Start K14. S1 I35 CS18 DS5 TS10 SS70 MS10 PPS2

2. Skum Three-Feet, SKILL 8. STAMINA 30. Luck 7, 1 square, fists (3), 3 creds. You are a great big three-armed mutie. In fact, you are so big that you’ve sat at a table all evening without buying a drink but no-one’s asked you to leave. That’s just as well, cos you hate norms. If one talks to you you’re just gonna have to hit him. You can throw a table or video game and anyone who speaks to you. In fact, if anyone does anything to offend you you’re going to turn furie and try and kill everyone in the place! Start D7. S4 I25 CS22 DS0 TS32 SS25 MS0 PPS1

3. Martha O’Leary, SKILL 11. STAMINA 17. Luck 12, 4 squares, fists (2), 21 creds. You came here for a quiet drink end pleasant game of shuggy but this place is the pits. You hate muties and man and shuggy players and people who drink and anyone who speaks to you. In fact, if anyone does anything to offend you you’re going to turn furie and try and kill everyone in the place. Start D4. S2 I29 CS18 DS17 TS23 SS55 MS0 PPS2

4. Jack Jackson, SKILL 9. STAMINA 22. Luck 7, 3 squares, pistol (4/4/4), 188 creds in boot. You are a reporter trying to get the gen on the gangster Horrible Debut and so you’ve dressed as a typical citizen and have come here to take photos of her illegal deals or steal her private papers from her handbag. No one must suspect you are not an ordinary happy-go-lucky citizen – so act like one! Start L17. S3 I22 CS19 DS15 TS33 SS19 MS6 PS11


6. Kori Nationstrete, SKILL 12. STAMINA 19. Luck 9, 3 squares, laser pistol (5/5/4), 643 creds. You are a vigilante, on the lookout for any crime you can. You are also looking for members of Martin Degville Block, who you will attack with an incredible violence. Start G7. S3 I28 CS26 DS8 TS1 SSS2 MS19 PPS4

7. Dennis the Mincer, SKILL 9. STAMINA 24. Luck 8, 2 squares, fists (3), 1 cred. You are large end not too clever, but you’re fanatically loyal to ‘Da Boss’ (Luigi Luigi Frankie Luigi). Or so he thinks. Really you’d love to ditch the little spug and be a bodyguard to someone like dot luscious Harriola Debut (14). Start A14. S4 I19 CS29 DS0 TS16 SS16 MS0 PPS1

8. Luigi Luigi Frankie Luigi, SKILL 7. STAMINA 21. Luck 13, 3 squares, knife (3), 2110 creds. You’ve come here to talk terms with Harriola Debut (14). As soon as the woman’s here you’re gonna get Dennis (7) to bump her off subtle like. Start A15. S2 I16 CS20 DS28 TS0 SS75 MS0 PS6

9. Johanna Lubbly, SKILL 12. STAMINA 11. Luck 13, 3 squares, pistol built into bag (4/4/6), 2100 creds. You’ve set yourself up as the buyer of a rare Cursed Earth Rat and are here to meet the buyer. Really, though, you hate animal dealers and are going to kill him for being so cruel to that poor little rattie. Start J7. S3 I27 CS25 DS32 TS18 SS39 MS17 PPS11

10. Pool Rumbender, SKILL 13. STAMINA 10. Luck 12, 3 squares, fists (5), 22 creds. You are an incredibly drippy, really wimpy citizen, who come in here to pick up a woman! However, you are also a student of Jar-Koff, a special martial art that allows you to hurt people, providing they attack you first. Start F5. S1 I63 CS72 DS3 TS0 SS1 MS12 PPS2

11. Vaggie Scum, SKILL 10. STAMINA 20. Luck 9, 3 squares, head-but (3), 0 creds. You are here to play the machines. Trouble is, you got no money and you know this drokk-ing machine only needs 3 more goes to get to the jackpot! Start D9. S3 I21 CS22 DS8 TS63 SS47 MS0 PPS3

12. Suicide Sidney Simpson, SKILL 7. STAMINA 17. Luck 9, 3 squares, machine gun (no bullets!), 653 creds. You’ve popped in here for a quiet drink, but of course these places are so tough that your disguise is the only thing that will stop people mugging you. May tough and everyone will leave you alone! Start B5. S2 I17 CS16 DS7 TS18 SS3 MS0 PPS7

13. Frito Gumgee, SKILL 6. STAMINA 23. Luck 6, 2 squares, bite (4), 45 creds. You are a mute, but no-one would notice it if they didn’t look too hard. That’s good, cos if anyone says you’re a mute you’re going to bite them! You collect shuggy balls, incidentally, so get as many as you can! Start J5. S1 I27 CS22 DS12 TS19 SS57 MS0 PPS18

14. Harriola Debut, SKILL 10. STAMINA 21. Luck 12, 2 squares, pistol in purse (3/3/7), 502 creds. You’ve come to see that creep Luigi Luigi Frankie Luigi, but what you are really looking for is a big, strong, well-armed man to be your bodyguard. Incidentally, you absolutely hate little men and wimps, and if anyone messes up your new dress they’re gonna die! Start E8. S3 I31 CS46 DS0 TS0 SS74 MS0 PPS35

To make your amazing colour card characters stand up, first snap them out from next to the map. At point A fold them back, and at B fold forward to make a ‘foot’. Use some glue or double-sided tape to hold ‘em together – and start playing!
By Ruth Pracy

We present a sequel to The Floating City, printed in Warlock 8, for both Fighting Fantasy and Dungeons & Dragons. In the previous adventure, you fought your way through the cruel lands of Winter. Now you must return to the peaceful land of Summer—but first you must pass through Autumn!

This world you were born into has no seasons: only fixed regions of perpetual summer and winter and all shades in between. And you—who knows where you came from—you wander on your solitary way whenever fancy takes you, meandering down the paths of adventure and legend.

It has been a long time since you left The Floating City in the land of Winter, and you are tired of wandering through the snowy wastes. Almost unconsciously, you have turned your steps homewards, towards the bright Region of Summer where you were once so happy. The weary miles are beguiled by memories of sunlit hills, happy pastures of rippling lakes and sparkling rivers, and blue skies. You will rest when you get there, you promise yourself all you need do is pass through Autumn...

You stand on the very edge of Winter looking out across a green valley to the wooded country beyond. It looks tranquil in the afternoon sun, but you know that it is a strange place, well deserving of its other name—The Land of Changes.

It is the dividing line between the regions of Summer and Winter—perpetual Autumn. But leaves cannot fall forever—they must also grow, and disquieting tales are told of them growing. It is said that the plants are different here; that they can bud, blossom, seed and die in a few short hours, and that the wind can play their growing as a minstrel plays his lute. The warm winds from Summer cause all to bloom and grow, but in the chill of Winter they fall, or curl back in their buds. And when the wind gusts and swirls, ah, then the whole wood ripples and writhes with the coruscating iridescence of flowers and foliage opening and closing, swelling and shrinking. It is called 'the Changing', and is greatly feared. When it happens no traveller is safe—and if there should come a storm...

You shrug to yourself. Whatever the tales say, you have to cross the place to get home. Striding out across the valley with a resolute air, you plunge into the shadowy depths of Autumn.

Illustrations by Pete Martin
**Introduction**

This issue's testing solo adventure is suitable for use with both the standard Fighting Fantasy rules, and the popular Dungeons & Dragons system; you may play using either. We have, as usual, included the Fighting Fantasy rules; you will also need 2 ordinary dice, a pencil and an eraser. To play it with the Dungeons & Dragons rules you will require the Basic Set (Set 1), a pencil and an eraser.

**Using Dungeons & Dragons Rules**

If you are using the Dungeons & Dragons system, you should roll up a first level Fighter, according to the method given in the Basic Set. Equip him or her with a sword and a shield (which style you choose is up to you, determined of course by your initial money roll); you also have a backpack, which holds a small supply of food and drink for your trip. In the text which follows, all special D&D material will be presented thus – D&D: various special rules.

**Recovering Hit Points**

Towards the end of your adventure, as you near your goal, you may find that your Hit Points are falling dangerously low. There are two ways of restoring them.

**Potions:** In your possession you have two doses of a Potion of Healing, which you may take at any time during your adventure, except during combat or if you are being chased, to restore 2–7 Hit Points (see p.43 of the Dungeon Master's Manual if you need any more details).

**Provisions:** The food and drink you carry is good for five separate meals. Whenever you are not in combat or being pursued, you may sit and rest, and eat one portion of your Provisions. Eating a meal restores 3 Hit Points. Remember that you have a long way to go, so use your Provisions wisely!

**Using Fighting Fantasy Rules**

If you have already played the adventure in Warlock 8, The Floating City, you may continue to use the same character, if you wish. If not, follow these instructions and create a brand new adventurer.

You should first of all roll to determine your Initial Skill, Stamina and Luck scores. There is an Adventure sheet here which you can use to record the details of your quest.

**Skill:** This reflects your swordsmanship and general fighting expertise. Roll one die; add 6 to this number and enter the total in the SKILL box on the Adventure Sheet.
STAMINA: Your general health and fitness, your determination and your will to survive are all reflected in this score. Roll two dice; add 12 to the number rolled and enter this total in the STAMINA box.

LUCK: This simply indicates how naturally lucky you are. Luck – and magic – are facts of life in the fantasy land you are about to explore! Roll one die, then add 6 to this number. This is your LUCK score; you should record it in the appropriate box on the sheet.

As you’ll see, your SKILL, STAMINA and LUCK scores will change constantly during an adventure. You should keep an accurate record of these scores, and for this reason you are advised to write small in the boxes or to keep an eraser handy. However, you must never rub out your Initial scores. You may be awarded additional SKILL, STAMINA or LUCK points, but these must never exceed your Initial scores.

You have in your possession a sword and shield, and a backpack stocked with a few provisions (food and drink) to sustain you on your journey.

Fighting Battles On Your Quest
You may come across paragraphs which instruct you to fight a creature of some sort. You should resolve the battle in the following way:

First record the creature’s skill and stamina scores in the first vacant Monster Encounter Box on your Adventure Sheet. The scores for each creature are given each time you have an encounter. The sequence of combat is then:

1. Roll the two dice once for the creature. Add its SKILL score. This total is the creature’s Attack Strength.
2. Roll two dice once for yourself. Add the number rolled to your current SKILL score. This total is your Attack Strength.
3. If your Attack Strength is higher than that of the creature, you have wounded it. Go straight on to Step 4. If the creature’s Attack Strength is higher than yours, it has wounded you. Go straight to Step 5. If both scores are the same, you have managed to avoid each other’s blows – start the next Attack Round by going to Step 1 above.
4. You have wounded the creature; subtract 2 points from its STAMINA score. You may use your LUCK here to do additional damage if you wish, as described below. Go on to Step 6.
5. The creature has wounded you; subtract 2 points from your own STAMINA score. Again you may use LUCK at this stage.
6. Make the appropriate adjustments to either the creature’s or your own STAMINA scores (and maybe your LUCK score too, if you used it).
7. Begin the next Attack Round, by returning to Step 1.

This sequence continues until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Fighting More Than One Creature
If you come across more than one creature in a particular encounter, the instructions will tell you how to handle the battle. Sometimes you will treat them as a single monster; at other times you may fight each one in turn. You’ll just have to wait and see what happens!

Testing Skill or Stamina
At various times during your adventure you may be called upon to Test your Skill or Test your Stamina. At this point you should roll two dice. If the result is less than or equal to your score, you have succeeded in your test; if it is greater than your score, you have failed. The options will tell you what happens in either eventuality. You do not need to subtract anything from your scores when you Test your Skill or Test your Stamina – though you do when you Test your Luck, as you’ll see in a minute.

Luck and Its Uses
At various times during your adventure, either in battles or when you come across situations in which you could either be lucky or unlucky (details of these will be given in the encounter itself), you may call on your luck for help to make the outcome more favourable. But beware! Using luck is a risky business and if you are Unlucky the results could be disastrous.

TESTING YOUR LUCK: Roll two dice. If the number rolled is equal to, or less than, your current luck score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your current luck score, you have been Unlucky, and you will be penalised.

Each time you Test your Luck you must subtract one point from your current luck score. Thus you will soon realise that the more you rely on your luck, the more risky this will become.

USING LUCK IN BATTLES: You now know how to Test your Luck. However, in battles you always have the option of using luck either to inflict a more serious wound on a creature you have just hit, or to minimize the effects of a wound the creature has just inflicted on you.

If you have just wounded your opponent, you may Test your Luck as described above. If you are Lucky, you have inflicted a severe wound and may take an extra 2 points from the creature’s stamina score. However, if you are Unlucky, the wound was a mere graze and you must restore 1 point to the creature’s STAMINA he instead of scoring 2 points of STAMINA damage you do only 1).

If the creature has just wounded you, you may Test your Luck to try and minimise the wound. If you are Lucky you have managed to avoid the full damage of the blow. Restore 1 point of the 2 you should have taken. If you are Unlucky, you have taken a more serious blow. Subtract 1 extra STAMINA point.

Remember that you must subtract 1 point from your own LUCK score each time you Test your Luck.

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Remember that you must subtract 1 point from your own LUCK score each time you Test your Luck.
Restoring Skill, Stamina & Luck

SKILL: Your skill score will not change much during your adventure. Occasionally, a location may give instructions to increase or decrease your skill score. A Magic Weapon may increase your skill, but remember that only one weapon can be used at a time! You cannot claim 2 skill bonuses for carrying two Magic Weapons. Your skill score can never exceed its initial value unless specifically instructed. Drinking the Potion of Skill (see later) will restore your skill to its initial level.

STAMINA: Your stamina score will change a lot during your adventure as you fight deadly adversaries and undertake arduous tasks. As you near your goal, your stamina level may be dangerously low and battles may be particularly risky, so be careful!

Your backpack contains enough provisions for five meals. You may rest and eat at any time, except when in combat or if you are being chased, and you may eat only one meal at a time. Eating a meal restores 4 stamina points. Remember that you have a long way to go, so use your provisions wisely!

Remember also that your stamina score may never exceed its initial value. Drinking the Potion of Strength (see later) will restore your stamina to its initial level at any time.

LUCK: Additions to your luck score are awarded throughout the adventure when you have been particularly lucky. As with skill and stamina, your luck score may never exceed its initial value. Drinking the Potion of Fortune (see below) will restore your luck to its initial level, and increase your initial luck by 1 point.

Magic Potions
On this quest you may take with you one of three bottles of magical potion, chosen from this list:

- A Potion of Skill – restores skill points.
- A Potion of Strength – restores stamina points.
- A Potion of Fortune – restores luck points and adds 1 to initial luck score.

The potion may be taken at any time during your adventure, except during combat or when you are being chased; you don't need a special instruction to take it. The drink will restore the appropriate characteristic to its initial level (and add 1 to it, too if you take the Potion of Fortune).

Each vial of potion holds enough for two measures. In other words, you may restore the same characteristic twice during the adventure.

Now you are equipped and ready for all that lies ahead of you. Let the adventure begin . . .

1

The forest itself is very still, but all around you is a whispering and a rustling, almost like the sound of tiny creatures laughing and the scuttle of little feet. Your spine tingles and the hairs on the back of your neck stand up, and although your reason tells you that the sounds are perfectly natural, you feel you are not alone. You have learnt to trust your keen instincts by now,' so stealthily you draw your sword and tiptoe forward – but your steps sound like cannon fire on the accumulated leaves and twigs of a hundred autumns!

You stop again, wondering what to do. Will you shrug and step out boldly, letting anyone who wants to hear you (turn to 54)? Or perhaps you should tread even more cautiously, aware that your noisy progress will attract the attentions of any large creatures nearby (turn to 41)? If neither of these appeal to you, maybe you should retrace your steps and look for a more suitable way through the wood (go to 139).

2

You are startled and amazed to see that the inside of the nest is decorated with gold, jewels and fine tapestries! As you gaze around this palatial dwelling, a beautiful woman rises from her seat and runs towards you, her hands outstretched in greeting.
“Welcome!” she cries, and embraces you like a long lost friend. There is healing in her touch and all your ills are instantly made whole. Restore your LUCK, SKILL, and STAMINA (FF) or Hit Points (D&D) to their Initial scores. In gratitude, you may give her a gift.

Will you give her:
- some diamonds – turn to 66,
- a tooth – turn to 193,
- a crown – turn to 6,
- or nothing – turn to 180?

Brandishing the pendant ahead of you, you run through the clearing as if death were at your heels, expecting at any moment to feel its icy grip clutch at your heart. But after only a few moments you find yourself among the bushes on the other side. Turn to 187.

One of the heads crunches and chomps on the food with relish. You have succeeded in whetting the creature’s appetite! Go directly to 81.

The crumpled body of the Fachan lies before you. As you watch, though, it fades away into nothingness, leaving only its club and mantle behind. You may take either of these if you wish. Turn to 115.

The woman looks at it scornfully, before throwing it to the floor in disgust! Turn to 166.

The Moss Maiden sighs deeply. “So be it,” she says. “I waited many, many centuries for a warrior such as yourself to come to me. I can wait again for another. Wind our horn, my brave adventurer!”

You lift the horn to your lips, and give it a tremendous blast. Turn to 49.

You stagger out, and plunge back into the heart of the storm which is raging through the forest. Turn to 144.

The Brownies eye you with distaste. Not only have you spoiled all their fun by refusing to step into their net, but you have out-waited them as well. They stare at you with their severe, brown eyes for a while, and then start to move towards you in a group.

Will you ready your weapon and prepare for battle (go to 85), or simply stand your ground (turn to 95)?

With a tremendous rumbling, the side of the dell opens up before your alarmed eyes, to reveal the entrance to a huge cavern! You peer cautiously inside, but it is dark in there and you can only see a little way into the gloom. Gathering up your courage, you step into the cavern, but stop dead as your ears are assailed by an unearthly growling! Towering above you is a many-headed dog, which peers down at you as if you are something distasteful.

“Give me the key!” it howls at you. Staggering back out into daylight and quaking with fear, you realise in an instant that there is no way that you can fight this monster and win. If you have any of the following items, you may offer them to the hound:
- A crown – turn to 71.
- Diamonds – turn to 12.
- Garlic – turn to 106.
- Gold – turn to 100.
- A ham – turn to 4.
- An orb – turn to 185.
- A pendant – turn to 46.
- A pinch of Heal-All – turn to 164.
- A ruby – turn to 42!

Alternatively, if you possess one, you may put on a mantle (go to 88) or a red hood (turn to 17), or even blow your horn (go to 49).

At last, after fighting your way through the sickening forest, you spot what looks like a huge, spherical bird’s nest, woven from twigs and moss, among the trees just off the track. Will you make for it, hoping to find shelter (go to 197, or would you rather press on (turn to 148)?
The creature looks down at the diamonds, then raises its head and howls with derision. Turn to 81.

In an instant, the world changes. The glade is now full of hideous female forms, wrapped in cloaks and cowls. They ate the GWYLLION, devilish evil spirits who waylay travellers and adventurers, attacking them to steal their souls. You are in deadly peril. If you have a dagger, go to 50. If not, turn to 174.

Your eyes open wide in amazement! There is a ruby, as red as fresh blood, burning in the depths of the tree. You plunge your hand into the cavity and seize it. A shudder runs through the tree, and you are not a pleasant companion. It quickly draws your sword as the fear-staring you in the face, you fumble desperately for your sword. FF: Test your Luck D&D: Test your Dexterity. If you are successful, turn to 159; if not, turn instead to 38.

Alas, your meal does you little good. The churning and whispering of the foliage soon becomes unbearable, and you are physically sick where you stand. FF: Deduct 3 STAMINA points; D&D: deduct 3 Hit Points. Now go straight to 11.

Suddenly you are alone with yourself – and you are not a pleasant companion. In you solitude, you will be forced to look deeply into yourself until you have gained enough wisdom to be safely released into the world again. Your adventuring is postponed for a long, long time.

Amazingly, you have chanced upon the only way to defeat the foul Gwyllion! FF: Recover 1 point of LUCK.) With an eerie whispering and rustling, their shadowy forms slowly combine into a misty column of vapour, which streams upwards to vanish into the clear blue sky. Turn to 116.

Realizing that the audience is now at an end, you thank the woman profusely. With a courteous bow, you leave her hut. Turn to 168.

Your eye is caught by something which sparkles and glints in a hollow in the tree. You may reach in for it (go to 14) or pass by and re-enter the woods (go to 128).

You grit your teeth in fearful expectation, but hold firm as the iron touches your forehead. To your amazement, though, it does not hurt, but rather feels marvelously refreshing, as energy and health pours into you! You look up at the woman, and see that she is old and wrinkled no longer, but young and beautiful.

“For your courtesy and bravery, traveller, I have bestowed upon you the Mark of true Sight,” she says. “Hereafter you shall see things as they truly are, and what is hidden shall be plain to you.” Then she reaches behind her, and produces a small horn. “Blow this when you need aid,” she tells you, “and help will surely come to you.”

Turn to 22.

The wind begins to rise, a gentle breeze slowly rustling through the trees and undergrowth. It is warm, blowing from the sweet lands of Summer, and it causes all the buds of the flowers around you to swell and start to bloom – in a few short moments the forest is alive with colour! Spring has come to the Land of Changes at last. Turn to 160.

Inside, it is dark and dusty, with a powerful smell of creosote or wood sap. Through the gloom, you can just make out something glowing ahead of you. Will you stumble forward into the darkness and investigate further (turn to 102), or leave this oppressive place (go to 93)?

You limp painfully through the wood. Your ankle hurts more and more with every step you take, and your arm is a torment. Turn to 25.

Bidding you farewell, the Brownies present you with food for your journey – a large ham and a string of onions and garlic (counts as 2 Provisions). You are rather dubious about accepting the pungent-smelling vegetables, but thank them anyway. And lastly, the present you with one of their tiny, delicately-carved knives as a token of friendship. Chattering their farewells, they lead you to the edge of the village. Turn to 92.

You step off the forest track – and come face to face with a terrifying FACHAN which bursts from the trees. It has only a single eye, one veiny leg, and a great...
hairy hand protruding from the middle of its chest! It wields a club, and is wrapped only in a flowing mantle woven from twisted feathers. With a single bound it is upon you!

**FACHAN**

**F**: SKILL 9 STAMINA 12  
**D&D**: AC 5, HD 2, HP 12, Damage 1–6

If you defeat the Fachan, turn to **189**.

30 Your sword arm is useless, hanging limply by your side. Worse still, your other arm is not strong enough to open the chest. (**FF**: Deduct 1 STAMINA point;  
**D&D**: lose 1 Hit Point.) You turn and leave in disgust! Go to **75**.

31 The wind rises slowly as you walk, blowing warmly from the Lands of Summer, and even as you watch, all around you the buds of the foliage begins to swell and burst into leaves and bright flowers. Spring has come to the Land of Changes! Turn to **175**.

32 Do you have a tooth among your possessions? If you do, turn to **177**. If not, you must fight.  

**MOSS MAIDEN**

**F**: SKILL 3 STAMINA 5  
**D&D**: AC 9, HD 1, HP 5, Damage 1–3

If you win, turn to **84**.

33 The walls of the hut are festooned with shelves and cupboards, and strange outlandish things hang on hooks from the rafters.  

What will you examine?  
The cupboards – go to **162**.  
The hanging objects – go to **141**.  
Or the shelves – go to **96**.  
Or will you leave the hut? Go to **64**.

34 As you walk, through the wind grows stronger, blowing from all directions, and suddenly the Changing is upon you! The swelling and shrinking of the buds vies with the swaying of the trees, as the foliage sprouts and withers in a writhing movement that is quite nauseating. You feel revolted and sickened by all the mutating fertility around you. Turn to **114**.

35 The Brownies indicate that you should follow them. You hesitate, unsure of their intentions, and instantly they close in upon you, looking threatening. Will you fight them (turn to **85**), or go with them peacefully (go to **68**)?

36 You grab for the hilt of your sword, and prepare for battle.  

**MAZZAMARIEDDU**

**F**: SKILL 9 STAMINA 12  
Owing to your weakened condition the creature will score 3 points of damage for every successful hit on you.  
**D&D**: AC 5, HD 2, HP 12, Damage 2–7

If you survive the savage attacks of the Mazzamarieddu, turn to **112**.

37 As you walk, you daydream of the gracious lands of Summer – of golden sunlight dappling the hills, of lush green grass rolling down the flanks of the valleys to tumble over the lips of placid sky-blue lakes. You begin to feel at peace with the world, knowing that you will soon be in the lands of Summer themselves. Turn to **44**.

38 The glade is full of hideous female forms, swathed in sinister cloaks and cowls. They are GWYLION, evil spirits who waylay travellers like yourself. You are in deadly peril, for few weapons can harm them—your sword certainly can’t! Choose your weapon quickly:

- A clove of garlic – turn of **106**.  
- Heal-all – turn to **164**.  
- A horn – turn to **147**,  
- A knife – turn to **21**,  
- A pendant – turn to **191**,  
- Or a ruby – turn to **42**.

40 Inside it is warm and musty, dimly lit by sunlight seeping through cracks in the hut wall. An unbelievably old woman, covered from top to toe with the shaggy greys and greens of moss and lichen, rises to greet you, grinning broadly at you with pointed teeth. Will you greet her (go to **138**) or draw your sword and attack her (turn to **32**)?

41 You are well-rewarded – just as you are about to step into it, you notice the edge of a net, cunningly concealed amongst the fallen leaves. Quickly you back away from it, looking around to see if you are being watched. Will you hide, hoping to encounter the trappers (turn to **51**) or walk carefully around the net and continue on your way (go to **37**)?

42 Fool! Do you think you can ward off evil with the Heart’s Blood of a murdered tree? You fully deserve the fate which now falls on you. Turn to **81**.

43 The yarn is worse than useless, for it tangles and snags on the sharp rocks, snapping in several places. Far too late you remember that the Moss Maiden said it would guide you forward! Unless you have a horn, you are doomed to wander these tunnels for ever—your adventurer ends here. If you do have a horn, and wish to blow it, turn to **49**.

44 All of a sudden you emerge from the trees to find yourself in a sunlit glade, and your thoughts jerk back to the present. The glade is wide and covered with grass, and in the centre stands a stone with a hole bored right through it. Will you examine the stone (turn to **98**) or cross the glade to the other side (go to **181**)?

45 Exhausted by all your exertions, you try and block out the noise of the storm, and lay down to sleep. Turn to **140**.

46 As the hound gazes down at you, the pendant crumbles to dust in your hand. Turn to **81**.

47 Little figures run from their hiding-places among the trees. Only half your height, clad all in brown and with
shaggy beards, the BROWNIES nevertheless look formidable opponents. One shins up the tree and unceremoniously cuts the rope holding the net – and you up in the air. With a crash you fall to the ground. FF: Deduct 2 STAMINA points; D&D: lose 2 Hit Points. If you are still alive, turn to 35.

48
The woman’s shape shifts, becoming vague and shadowy as she towers above you.

“Worm!” she cries. “How dare you violate my hospitality thus!” With a screaming rush of noise in your ears the shadow descends upon you, something sharp claws at your throat, and you know no more.

49
You blow your horn, producing a long, pure note that seems to echo on long after you have finished blowing into it. The reverberating sound is answered, as the thunder of hooves grows nearer and nearer. With a roar, the WILD HUNT bursts upon you, pouring down out of nowhere, their flaming dogs and antlered steeds galloping swiftly towards you. One of the riders reaches down and grasps you with a black studded glove, and drags you up behind him, as the Hunt streams into the sky to the accompaniment of baying hounds.

The unearthly procession gallops through the sky until it reaches the lands of Summer. As the band swoops down again, your mysterious saviour deposits you on a grassy bank, before turning his peculiar mount skywards again to rejoin the Hunt. You have returned safe and sound to the lands of Summer, where you may live your span in peace – though you will not be remembered as a brave adventurer.

50
You quickly draw the knife, but to your horror the blade withers and crumbles away before your very eyes. Brownie blades are only effective against evil if given in friendship – and yours was stolen! Turn to 195.

51
It seems that whoever set the net as a trap is almost as patient as you at waiting, but eventually small figures appear through the trees. Will you get ready to attack them (go to 199), or remain hidden (go to 109)?

52
The hag’s shape shifts, becoming vague and shadowy as she towers above you. “Faint-heart! Poltroon!” she cackles at you. With a screaming rush of noise in your ears the shadow descends upon you, something sharp claws at your throat, and you know no more.

53
There are no more surprises in this ancient place. You decide to settle down for a much-needed rest, which refreshes you. FF: Recover 2 STAMINA points; D&D: regain 2 Hit Points. After a few hours, you feel fit and tested enough to continue on your way. Turn to 179.

54
The next thing you know, you are neatly netted and quite helpless. Turn to 47.

55
The Moss Maiden draws you to her, and gives you a sickly kiss in greeting.

“Welcome, my child!” she says. There is healing in her touch, and your wounds seem to vanish in an instant. (All your STAMINA or Hit Points return to their Initial levels.) Once you have recovered from the light-headed feeling of being fit and well again, she asks you if you wish to help her with her work (go to 124) or simply sleep (go to 167)?

56
As the Mazzamarieddu is composed mostly of air, your blows have little effect on it.

MAZZAMARIEDDU
FF: SKILL 9 STAMINA 12
If you hit it, deduct only 1 point from its STAMINA instead of the usual 2.

D&D: AC 3, HD 2, HP 12, Damage 1–6
If you survive 4 Attack Rounds, turn to 152.
No one has ever defeated the powerful Redcap before! **FF:** Add 2 LUCK points; roll 1 die and regain that many STAMINA points, up to your initial level. **D&D:** Roll a d6 and regain that many Hit Points, up to your starting score.

In the whirl of wild magic released when the foul creature died, you find yourself magically transported to a new location. The skies whirl and the air grows hazy, as you feel yourself moving. You blink – and the scene in front of you changes.

Roll one die.
- 1 – go to 134
- 2 – go to 54
- 3 – go to 153
- 4 – go to 140
- 5 – go to 70
- 6 – go to 101

You examine the peculiar place as best you can. There is little in it beyond the usual domestic tools and furniture, but in one corner you find an interesting-looking chest. If you want to open the chest, will you use your sword (turn to 107) or a club, if you have one (go to 111). Alternatively, go to 45.

You look down in horror – the ground beneath your feet has turned to quicksand. Already you are up to your knees, and then your waist. No matter how hard you struggle, the quicksand pulls you harder, sucking you like a slobbering mouth into its slimy embrace. Your adventure ends here.

Where the stone once stood, something else now rests, glinting and sparkling. It is a golden crown, heavy with jewels. You may take this treasure if you wish, and leave the glade. Turn to 187.

Unbidden, words from the Sacred Scriptures form themselves in your mind and then pour from your lips. Redcap screams in agony as he hears the holy words, and turns and flees. He has left one of his teeth behind him, though, which you may take if you wish. Now go to 89.

Confusing images pass before your eyes; billowing clouds do not muffle the sound of galloping hooves; the full moon gazes down on strange silent figures. You feel a great sense of impending doom, and the image of a horn very similar to yours looms before you. Quickly you turn away – go to 87.

Several Brownies waiting outside the hut look at you keenly for a few moments, then seem to lose interest. You seem free to do as you will. You may explore the small settlement (turn to 76) or leave by the track at the end of the street (go to 128).

The woman’s eyes flash excitedly.

“Good!” she cries. “Greatness can be yours!” She states at you, mutters a few words, and . . . turn to 54 (you may keep your possessions).

The woman looks at them for a few moments, then throws them on the floor in extreme disgust! Turn to 166.

Exhausted beyond belief, your spirit broken, you stagger from the peculiar nest and out into the wood, wandering aimlessly wherever your feet decide to take you. Turn to 112.
Delighted that they have discomfited you—
they are a mischievous folk—the
Brownies lead you through the woods to
their village, a cheery little place of turf
huts and well-tended gardens. (FF: add
1 LUCK point.) Leading you through the
village to the very, last hut, they halt and
indicate that you should enter. Turn to
129.

Almost at the limit of your strength, you
come to a ruined tower which pokes up
through the trees. Will you enter and
shelter here (go to 101) or continue to
chance your luck in the woods (go to 144)?

You sleep soundly, undisturbed by in-
truders or dreams, wake, and sleep again,
the iridescent movement of the plants
filling every fibre of your being. At last
you awaken, filled with joy after your
long rest. Standing amongst the beautiful
flowers, you gather your things and
mount your steed. Turn to 131.

The moss Maiden looks at you with
sadness in her eyes. The wraith
Maurus, her most beloved son, is
nameless. While you are thinking of
him, she makes a pass with her hand, and
the iridescent movement of the plants
rises sharply against a rock. Turn to
131.

You examine the strange nest, but find
nothing of note. Turn to 131.

You stumble onwards, too tired to
care what happens to you any more, and
suddenly, you find yourself in a small
clearing. You tumble into it, bringing up
sharply against a rock. Turn to 131.

The tree shimmers, and the next mo-
tion a woman stands in its place, tall
and green-skinned, with a merry face.
She smiles, and kisses you once on each
cheek. (FF: add 2 LUCK points). You thank
her, and pass on. Turn to 99.

The heads growl and snarl, and a savage
fire blazes in the hound’s eyes. Its teeth
snap and grind as it lunges at you, biting
deply. Your adventure ends here.

Seizing an opportunity, you fling the
club to one side and fumble for your
sword— but drop it as it slides from its
sheath! (FF: Test your Luck, D&D: Test
your Dexterity. If you make your roll,
turn to 113; if not, go to 142.

Looking through you see a peculiar vi-
sion—a wild, stormy sky full of strange
figures on antlered steeds, who gallop
through the clouds; the heavens reverberate
with the melody of their horns. Evil things
fly before them, and all the world cowers
beneath their feet. You start backwards as their leader flies
right towards you, blowing on a horn
just like yours. Turn to 87.

Suddeniy you emerge from the trees to
find yourself in a sunlit glade. In the cen-
tre of the grassy clearing is a stone, with
a hole bored through the centre. Do you
examine the stone (go to 98) or cross the
glade and re-enter the trees on the other
side (turn to 181)?

The tree shimmers, and the next mo-
tion a woman stands in its place, tall
and green-skinned, with a merry face.
She smiles, and kisses you once on each

You draw your sword, and instantly the
Mazzamarieddu
solves a hedge screeching yell, and
collapses in upon itself in an instant. The
battle is over before it has barely begun.
All that remains is a battered red hood
and 20 gold pieces; you may take these
if you wish. Turn to 74.

You. catch your sword by the blade, rais-
ing it pommel first so that the hilt forms
a cross. Instantly the Mazzamarieddu
gives a hideous screeching yell, and col-
lapses in upon itself in an instant. The
battle is over before it has barely begun.
All that remains is a battered red hood
and 20 gold pieces; you may take these
if you wish. Turn to 74.

You draw your sword, and instantly the
eight Brownies all produce small dag-
gers. They are diminutive but fierce
fighters, and they outnumber you severely
— as one falls another will take his
place. Fight them one at a time.

If you win through to the end turn to
143.

Inside it is warm and musty, lit only by a
dim light, but the wind’s roaring seems
miles away and you begin to feel better
immediately. But the hut is occupied; a
woman works furiously— spinning,
Weaving, sweeping, cooking, dusting, sewing—she somehow keeps it all going at the same time! She is a Moss Maiden, covered from top to toe with the lumpy, shaggy greys and greens of moss and lichen. When she finally notices you, she stops and holds her hands out in greeting, a crooked smile revealing her pointed teeth.

Will you go to her (turn to 55), or attack her (go to 130)?

87

Stunned by the alarming visions you have witnessed, it takes you a moment to adjust back to reality. Go to 39.

88

The voluminous cloak wraps itself around you, and all of a sudden you find yourself being lifted into the air! Higher and higher you go, passing through every obstruction as if it wasn’t there. Looking down now, you can see the forest, and far, far away the glimmering lands of Summer, which you will never reach now. Higher and higher you go, until the last few tendrils of the atmosphere fall away and you float lifeless above the world...

89

Leaving the tower, you press on through the woods, which seem to stretch on forever. After only a short distance, however, you come to a great spherical nest-like dwelling, made from twigs and moss. Your True Sight tells you that this is a good place, and you enter. Turn to 2.

90

You choose a hut, and find an empty corner in which to make yourself comfortable and sleep out the storm. Outside the wind howls, but you rest peacefully. FF: regain 4 stamina points; D&D: recover 3 hit points. Eventually you wake, and continue on your way. Turn to 179.

91

They lead you into a hut where a sumptuous feast has been prepared! All through the rest of that day—and well into the night—they entertain you like a prince. Outside the storm rages on, but inside all is warm and friendly. FF: regain 1 luck point and 3 stamina points; D&D: recover 2 hit points. Turn to 182.

92

An ancient elder tree stands sentinel there. It is so gnarled and twisted that it looks almost human. Will you approach it (turn to 186), or leave the village (go to 99)?

93

Opposite the shed is another of the little turf huts, surrounded by a carefully-tended garden. The hut’s occupant has been growing cabbages—but very strange cabbages, it seems, for they glinten and sparkle! You cross the street and examine them more closely. Turn to 198.

94

You must fight the dreaded Redcap. Human strength can avail little against him, and you are in a very bad way already...

Redcap

FF: skill 10 stamina 10
D&D: AC 3, HD 3, HP 22, damage 1-8

If you manage to survive, turn to 57.

95

The Brownies sweep past you and disappear into the wood, as if you weren’t there! Dumbfounded, you watch them march away. Will you follow them (turn to 169) or move onwards—ignoring the net of course (turn to 37)?

96

The shelves hold a great many jars and bottles, bearing labels such as To Spoil the Shot of Elves and To Make Whole the Half-Hearted. You are particularly intrigued by one jar, which is labelled Heal All, and you take it—the stuff could be very useful in your line of business.

Now you may examine the cupboards (turn to 162) or the hanging objects (turn to 141), if you have not done so already, or you may leave the hut (turn to 64)?

97

Gether takes the crown, and with shaking hands places it upon his head. A great radiance fills the cavern, bringing the sparkling stalactites and stalagmites to life; wonderful music ripples from their stony sides. The man stands straight and tall, for he is old no longer.

"Thank you! Thank you!" he cries. "You have restored my kingdom to me! Ask what you will of me as reward." Turn to 200.

98

The stone is ancient, and no human hand has made the hole that pierces it, for it is Self-Bored Stone, and magical things may be seen through it. You place your eye to the hole. Turn to 13.

99

Leaving the village, you resume your journey through the wood, reflecting upon how peaceful everything seems. The sun is shining brightly, and the hum of insects buzzing around the new-grown flowers fills the air. You come to a sunny glade, which has a large stone with a hole bored through it at its centre. Will you cross the glade to the other side (turn to 39), or stay and examine the peculiar stone (turn to 163)?

100

The hound looks at you with disdain, for it has no use for gold. Turn to 81.

101

As you stumble across the threshold, you hear an evil laugh, and glance up in terror. Standing before you is the foul Redcap, with his red eyes, long pointed teeth, bloody hands, and grisly hair streaming as far as his iron-shod boots. There is a pikestaff in his hand and a faded red cap on his head. Your heart quails, for you know that this Brownies greatest pleasure is to dye his cap in the fresh blood of his victims—and the next one might very well be you! FF: Test your luck; D&D: Test your wisdom. If you make the roll, turn to 161; if not, turn instead to 94.

102

A beautiful, jewel-encrusted pendant hangs glimmering on the wall. You cannot help but take it, hanging it around your neck and covering it with your jerkin. Leave here by going to 93.

103

The Fachan roars in triumph. By leaving the track you have forfeited your advan-
tage. FF: lose 1 LUCK point.) Battle is joined!
FACHAN  FF: SKILL 9 STAMINA 12
D&D: AC 5, HD 2, HP 12,
Damage 1–6
If you survive the battle, turn to 189.
104
The breeze begins to grow stronger, blowing warmly from the distant lands of Summer, and all around you buds begin to open. Turn to 173.

105
A terrible rumbling starts, centering upon the ground beneath your feet. With a horrible roar the ground opens up below you, and you plunge into a bottomless pit.

106
This isn't Transylvania! The hound is undeterred by garlic. There is no escape – your doom is upon you . . . Turn to 81.

107
Your blade snaps cleanly against the hasp of the chest! You curse loudly. FF: deduct 2 SKILL points unless you can find another weapon to use; D&D: unarmed combat will allow you to score only 1–2 points of damage against an opponent unless you can obtain another weapon. You may try using a club, if you have one – turn to 111; if you don’t have one, go instead to 45.

108
It is warm inside, but dark and gloomy too. A very old, and quite revoltingly dirty woman squats by a fire.

“Sit by me,” she croaks, beckoning with a glowing poker. Will you do as she says (go to 171), or choose a seat a little further away (turn to 52)?

109
Clad all in brown, with shaggy hair and beards, the eight small men look quite formidable. Long knives are stripped to their hips, and a few look as though they’ve already seen service in a few wars. They are BROWNIES, and as a man they turn and face your hiding place!

110
Will you stay where you are (turn to 165) or step out boldly (turn to 9)?

111
Totally exhausted, you are unable to save yourself from falling when the trees suddenly end and you find yourself in a leafy dell. You tumble forward into it, bringing up sharply against a rock. Turn to 131.

112
Your fatigue grows heavier and heavier with every step, as you plod on through the wood. You can hardly keep your eyes open, and you stumble all over the place as you drag yourself along. Suddenly a leafy dell opens up in front of you, and you tumble into it. Your knees buckle and you fall to the ground, bringing up sharply against a rock. Turn to 131.

113
You catch your sword by the blade, raising it pommel first so that the hilt forms a cross. Immediately the Mazzamari- du gives a hideous screeching yell, and collapses in upon itself in an instant. The battle is over before it has barely begun. All that remains is a battered red hood and 20 gold pieces; you may take these if you wish. Turn to 74.

114
The world is whirling and spinning around you, and you feel very sick. You must find shelter quickly. Turn to 11.

115
You arrive at a fork in the track. All is quiet, perhaps unusually so, the only sound being the rustling of the totes in the breeze which has just started to blow. Which direction will you go in – right (turn to 34) or left (turn to 31)?

116
As the Gwyllion vanish, a joyous song pours forth from the stone. You turn, alarmed and then amazed, to see a
golden light issuing from the hole, as the glorious music fills the air. Then the stone itself fades, shimmering away into the air, leaving you alone in the quiet sunshine. Turn to 60.

117
You are alive, but terribly weakened by your battle. In a daze you eat some Provisions, and then crawl away. Turn to 19.

118
“Alas, I had thought more of your spirit,” the Moss Maiden mutters. Then she says a few garbled words and suddenly everything goes hazy. You rub your eyes – and you are sitting on a hillside overlooking the bright land of Summer. You are safely back home again – though you are not a hero . . .

119
You turn – and find you are facing into the forest! Again and again you try to look back, and fail. Wherever you look, the track leads off into the forest. Finally, afraid and confused, you walk backwards – and are instantly locked in the grip of an invisible vice. You are held rigid, as if the air itself has solidified. You choke and splutter, but its grip grows ever stronger, until you slip into unconsciousness. Turn to 123.

120
The ball of yarn glows brightly in your hands. Just as the Moss Maiden promised you, it guides you forward. You wander through the echoing tunnels, which seem to wind on and on, until you corn to a huge chamber, ornamented with stalactites and stalagmites which glow in radiant colours. At the centre of the chamber a wizened, white-haired old man sits slumped on a rotting chair. He is Gether, the Keeper of the Secret. Turn to 172.

121
It is a shameful victory. You survey the carnage with grief, now chillingly aware that had you been courteous to the old woman, and less greedy, this need not have been: You might as well keep the ruby, though, and you can take one of the Brownie knives if you wish. Now turn to 104.

122
You sneak up behind the Mazzamaried-du as stealthily as you can, hoping that the wailing of the wind will hide the noise of your footsteps. How will you attack the bizarre creature – with a sword (56), or with a club, if you have one (132)?

123
You awaken dazed and bewildered, to find your body bruised and sore. FF: 2 stamina points; D&D: lose 2 Hit Points. You carefully struggle to your feet, resolved not to try turning back again. You set off down the track with a resigned air. A breeze has sprung up, blowing gently from the sweet lands of Summer, and all around you the buds begin to swell and bloom. Spring has come to the Land of Changes. Turn to 137.

124
Never have you worked so hard! Dusting, polishing, scrubbing, darning, you seem to be doing it all. And yet the more you do, the better you feel! By the time the storm is over you feel positively rejuvenated. Over breakfast the Moss Maiden breaks her silence and talks to you.

“My child,” she begins, “you have the look of one who could accomplish great things, but you have not done all you should in this place. What would you do? I could send you home (turn to 118), or set time back a little so you can make your choices anew (turn to 65), or send you on your way with what little help I can (turn to 135).” Which will you choose?

125
As you stumble across the threshold, you hear an evil laugh, and glance up in terror. Standing before you is the foul RED-CAP, with his red eyes, long pointed teeth, bloody hands, and grisly hair streaming as far as his iron-shod boots.

There is a pikestaff in his hand and a faded red cap on his head. Your heart quails, for you know that this Brownie’s greatest pleasure is to dye his cap in the
f fresh blood of his victims – and the next one might very well be you! You must fight him.

REDCAP

D&D: AC 3, HD 3, HP 22,
Damage 1–8

If you survive for 6 rounds turn to 

36.

126

Your oath taken, the Moss Maiden hands you an orb of purest crystal and a ball of yarn.

“The orb is the key,” she tells you, “and the yarn will guide you forward, if you use it wisely. My name is Lina – remember the letter of my name, for it may help you. The secret is that you should seek Gether, the holder of the secret! Now go, my child, with my blessings.”

Deep in thought, you return to the track through the woods. Without really noticing where you are going, you walk for some while, until you come to a leafy dell with a pillar of rock in the centre. Turn to 153.

127

The trek through the woods seems interminable, and your spirits get lower and lower. You stop for a little while, and rest, before continuing. Turn to 79.

128

The Brownies do not hinder your departure. As you stride through the woods, a breeze blows up, blowing warmly from the sweet lands of Summer, and all around you the buds begin to swell and bloom. Spring comes to the Land of Changes. Turn to 137.

129

It’s warm and humid inside, and rather gloomy. A revoltingly dirty old woman squats beside a fire. She looks up at you, beckons with a glowing poker and croaks. “Sit by me.” Will you do as she says (turn to 171), or choose a seat a little further away (turn to 82)?

130

You may wear a mantle, if you have one (turn to 88). Otherwise, start your fight.

MOSS MAIDEN

D&D: AC 9, HD 1, HP 5,
Damage 1–3

If you win, turn to 58.

131

You regain consciousness, and rise shakily to your feet. The storm is over. Turn to 153.

132

Though it is a formidable weapon, the club has an affinity for evil. It twists in your hands as you strike, sparing your opponent its full force: FF: lose 1 SKILL point; D&D: fight at –1 when using the club. If you have a mantle, you may put it on (turn to 88). If not, you must fight the devilish creature. Go to 56, but if you make 4 successful attacks on it go to 77 instead.

133

As if your other miseries were not enough already, you begin to retch as waves of sickness sweep over you. FF: deduct 2 STAMINA and 1 SKILL point; D&D: lose 2 Hit Points, and fight at –1 until you can take a Potion of Healing. Turn to 69.

134

This path is almost clear of leaves, and much less noisy. It leads you straight into the wood, but after a while the trees begin to close in around you, and twigs and leaves again cover the ground, cramping and snapping underfoot. Will you turn back (go to 119) or carry on regardless (go to 154)?

135

The Moss Maiden gives you two farewell presents – an orb of the purest crystal, and a ball of yarn. She sighs rather sadly, as if sorry to see you go.

“I can do no more for you than tell you to seek the guardian rock. Now go, child.” And she leads you out of the nest. Turn to 153.

136

“You have killed our Green Lady!” says one.

“You have plucked the heart from our Guardian,” intones another. “For this you shall die.”

The eight Brownies raise their weapons.

BROWNIES

D&D: AC 5, HD 1,
HP 2, 1, 3, 6, 4, 7, 4, 4,
Damage 1–3

If you win through, turn to 121.

137

As you walk, the wind grows ever stronger, blowing from all directions now – and the Changing is upon you! The swelling and shrinking of the buds vies with the swaying of the trees to create a surging sea of movement that is quite nauseating. Your sense of direction completely confused, you fall to your knees, coughing and retching. Will you try and struggle on (go to 158) or lie where you are, hiding your face from the storm (turn to 70)?

138

Her embrace heals all your ills – restore all your characteristics to their starting levels. She studies you closely, staring at you until you turn your head away with embarrassment.

“My child,” she says, “I see you have not accomplished all you should in this place. What would you ask of me? I can send you home (turn to 118), or set time back so that you might make your choices anew (turn to 65), or send you on your way with what little help I can give (turn to 135)?” Which will you choose?

139

You crunch your way out of the wood, and back into the valley: it is a relief to be out from under those lowering trees! You stroll along the valley, enjoying the sun on your shoulders and the piping of the skylarks above you. At last you espied a break in the trees, and turn toward it. Go to 134.

140

When you awake, you feel stiff and weak. You ache in every joint, and your limbs don’t seem to want to work. You gaze down at your hands, and are mortified to see that they have become bony and twisted – the hands of an ancient! You rush to a mirror which hangs on the wall – it is true! You have become old overnight! FF: deduct 3 SKILL and 6 STAMINA (remove the same from your Initial scores as well!); D&D: remove 5 Hit Points (from your Initial score too), and from now on fight at –2. If you survive this, turn to 67.
You grab the pommele of your sword and prepare for battle— but the Mazzamarieddu is made mostly of air, and even the keenest blade has little effect upon it. If you have a mantle, you may put it on (go to 127). If not, you must fight the foul creature.

MAZZAMARIEDDU

**FF:** Skill 9 Stamina 12
If you hit it, deduct only 1 point from its Stamina instead of the usual two.

**D&D:** AC 3, HD 2, HP 12, Damage 1–6
If you survive, turn to 117.

Bodies litter the woodland floor, their small limbs twisted cruelly in attitudes of death. You are saddened that you should have slain so many, and wonder if they would have hurt you at all. Your confidence is shaken. **(FF: lose 2 Luck points.)** You shake your head, and continue your journey. Before you set off again you may take one of the Brownie’s knives, if you wish. Now turn to 127.

You are nearing the limit of your resources, when you see a huge spherical nest-like building woven from twigs and moss. Will you stop and investigate the strange building (turn to 86) or pass it by (go to 110)?

You stumble, and the last sight you see is Redcap’s cruel pike thrusting towards you . . .

An ancient elder tree, so gnarled and twisted that it looks almost human, stands at the end of the village street. Intrigued, you approach it. Turn to 23.

Alas! This is the only place where the horn cannot help you, for the deathly silent Gwyllion steal sound! Tendrils of icy cold reach out for you, and you know no more . . .

As you stagger onwards, the whirring wood conquers your resistance, and you运用FF: lose 2 Stamina points; **D&D:** lose 2 Hit Points. Turn to 73.

You step, panting . . . The track looks different, and you wonder how far you have come. You look around, and quickly realise you are lost. **(FF: lose 1 Luck point.)** Turn to 115.

Suddenly, you perceive that the wail increases in pitch, and you see ahead of you a whirling knot of wind which has formed itself into an almost-human shape. You stagger towards it, caring little for any danger it may threaten. Turn to 18.

An old, cracked voice calls out, “Enter.” You can only obey – turn to 108.

Without warning the Mazzamarieddu strikes you a mighty blow, knocking the sword from your grasp. **FF:** Test your Luck; **D&D:** Test your Dexterity. If you make the roll turn to 83: if not, turn to 190.

You stand up in front of the pillar of rock. Looking carefully, you can see that its sides are each intricately carved with an arcane letter. You trace them with your finger, and then press one.

Will it be: A – turn to 105, J – turn to 59, L – turn to 188, or Z – turn to 10.

The track begins to narrow, and in the distance you hear a peculiar thumping noise, which seems to be drawing ever closer. Will you go to investigate it (turn to 29) or wait on the track (turn to 16)?

Having inflicted a hail of blows on you, the Brownies abandon you in the wood. You are bruised all over and your ankle is sprained. Your sword-arm feels twisted and numb, and may even be broken. **FF:** deduct 4 Stamina points and 1 Skill point; **D&D:** lose 3 Hit Points and fight at –2 until you can be healed. You must find help – and soon. Turn to 27.

The howl of the wind takes on a new note, and through the whirring trees you see a spinning cloud of air and vapour. It is the MAZZAMARIEDDU, a wind spirit which can only travel when it sees the blood of a murdered man. It is facing away from you, and you know you are probably safe if you stay on the track. Will you ignore the creature (turn to 114), or leave the track and take it by surprise (turn to 122)?

The Brownies’ village is a cheery little place of out huts and well-tended gardens. As you walk down what appears to be the main street, you come to a large hut, which towers over the surrounding dwellings. No one seems the remotest bit interested in what you are doing, so you decide to enter it. Will you prepare for what might be inside and draw your sword before you enter (turn to 170), or knock and wait to be invited in (go to 151)?

You fight your way through the wind-whipped branches, dimly aware that you have strayed off the track, and are feeling very ill. **FF:** lose 2 Stamina points; **D&D:** lose 2 Hit Points. Turn to 150.

You grab your sword by the blade, raising it pommele up to form a cross. The Mazzamarieddu gives a horrible cry and collapses in on itself, then vanishes, leaving only a small pile of (20) gold pieces and a battered red hood. You may take these if you wish. Turn to 112.

But the wind grows stronger, gusting around you from all directions—and now the Changing is upon you! The stomach- turning swirling and shrinking of the buds vies with the swaying of the trees to create a restless sea of movement that is quite nauseating. Turn to 133.
Vainly you struggle to draw your sword. As Redcap’s pike plunges towards your heart, words of the Sacred Scriptures poor unbidden from your lips. Redcap gives a dismal yell and vanishes, leaving behind him one of his long teeth. You may take this if you wish; now go to 192.

You open one of the cupboards. It is much larger than you expected, and very dark. Suddenly something gives you a violent shove, propelling you into the darkness and slamming the door behind you. Turn to 20.

No human hand made the hole that pierces the stone – it is a Self-Bored Stone, and magical visions can be seen through it. You put your eye to the hole. Do you have the full Mark of True Sight? – if so, turn to 78. If not, turn to 63 instead.

It Heals-All alright! It’s a deadly poison, and as soon as you open the jar your fate is sealed . . . You are dead in seconds.

The Brownies leap upon you and drag you from your hidey-hole, belabouring you with sticks, stones and their own gnarled fists. You have no change to defend yourself – their onslaught is too sudden and violent. Turn to 155.

There is a ripping sound, as the very fabric of Time and Space is torn asunder!

A mighty blow flings you through into a Summer pasture – home at last, but naked and forever shamed. Your adventure ends here.

The woman leads you to a pallet by the fire, and gestures for you to lie down. Gratefully you fling yourself upon it, and sleep. Turn to 140.

Several Brownies are waiting outside – they look at you keenly for an instant, then cheer with delight to see the Mark on your forehead. Turn to 91.

The Brownies march through the wood to their village, leaving you skulking in the undergrowth close by. The little settlement seems peaceful enough – will you enter (turn to 157) or retrace your steps (turn to 139)?

At the far end of the darkened but sits a disgustingly dirty and very old woman. She rises as you step into the room. Turn to 48.

She smiles at you, revealing a revolting set of rotten teeth. Then she takes a red-hot branding iron from the fire.

“Are you brave, stranger?” she asks. Are you? FF: Test your Luck; D&D: Test your Wisdom. If you make it turn to 24; if not, turn to 184.

Gether looks up at you as you approach.

“At last!” he cries. “After so long – so long! Have you my crown? My crown of song?” Well – have you got it? If you have it, turn to 97.

If not, all you can do is blow your horn, for there is no other way out of this place for you. Turn to 49.

The gentle rocking of the wind makes you feel sleepy. Will you return to the village to rest in one of the huts (turn to 90), or keep walking (turn to 137)?

You are unable to see the Gwyllion when you turn away from the stone, but you can sense the icy tendrils of their presence as they close in on you. Turn to 195.

But the wind grows stronger, blowing from all directions – and the Changing is upon you! The stomach-churning swell-
ing and shrinking of the buds vies with
the swaying of the trees to create a sea
of movement that is quite nauseating.
However, you stare resolutely ahead,
fixing your gaze on the track which is the
one stable object in this insane land. You
stagger onwards . . . Turn to 156.

176
You dash through the glade, expecting
invisible death to overtake you at any
moment. But before you know it you are
on track again, running blindly until you
are exhausted. Turn to 149.

177
The tooth makes you impervious to
weapons. The Moss Maiden cannot harm
you at all, and you kill her easily. Turn
to 84.

178
You gaze into the ruby’s depths, feeling
delighted. It is redder than the reddest
thing you have ever seen, and utterly en-
trancing. When you finally raise your
eyes from its contemplation, you find
you are surrounded by crowds of
Brownies. Their eyes are filled with
grief, and you see your death reflected
there. Turn to 136.

179
Stiff and sore, you continue on your way
until you come to a huge spherical, nest-
like building, woven from twigs and
moss. Will you stop and enter (turn to
40), or pass it by and keep walking (turn
to 110)?

180
The woman draws back from you, as if
offended. “No, you know not gratitude,
nor courtesy,” she mutters. Turn to 166.

181
As you move across the glade, you sense
something intangible reaching out
towards you. You could not know it, but
this clearing is haunted by the Gwyllion,
hideous female spirits who waylay
travellers. Terrible hands lay hold of you,
and invisible talons rip and tear at your
flesh. Your adventure ends here . . .

182
The next day, the Brownies take you on
a tour of their village. There are won-
drous things to be seen, magical gardens
and enchanted plants: one row off cab-
bages has diamonds glittering in its
leaves instead of dewdrops! (You may
take some if you wish – no one will see.)
The flowers tinkle gently as you pass,
and their voices whisper to you of the
Summer lands far away, filling you with
a burning desire to be on your way. Turn
to 28.

183
Your wish, all along, has been to return
to the lands of Summer. The Moss
Maiden sighs deeply.

“Alas, peace will be yours, but your
heart’s desire, glory and heroism, will
never be. Blow your horn.”

You obey, putting the horn to your
lips and blowing a mighty blast. Turn to
49.

184
As the fiery brand nears your forehead,
you flinch, so that only half of its pat-
ttern touches you, and the old woman
sighs sadly.

“Had you held firm, stranger, you
would have gained the Mark of True
Sight. As it is, I know not what you will
see – perhaps some of that which is hid-
den will be revealed to you, perhaps
not.”

You look at her, and see to your
bewilderment that her shape is vague,
fluctuating between an old hag and a
young and beautiful woman. She pats
your hand consolingly.

“I see some of the truth is yours,” she
says. Then she reaches behind her and
produces a small horn. “Blow this at
need,” she says, “and help will surely
come to you.” Turn to 22.

185
The dog accepts the orb, and bows its
heads in deference to you. “Pass,
friend,” it growls at you. You pass by.
Turn to 15.

186
The branches of the tree tremble as you
advance, and as you put out your hand
to touch it the tree shimmers and its
outline changes. Will you wait to see
what happens (turn to 80) or leave the
village (turn to 99)?

187
You continue walking through the forest.
Sometime later you come to an old, ruin-
ed tower, which rears up through the
trees. Ahead of you there is a doorway.
Will you enter (turn to 125), or pass it
by (turn to 89)?

188
You hear an ominous rumbling hum,
which rises in an instant to an ear-
piercing whine. A strange magical crackl-
ing comes from the stone, and without warning a blaze of energy shoots out of it, frying you to a crisp in an instant.

189

The Fachan’s body lies before you. As you watch, it fades away, leaving the club and mantle behind it. You may take these if you wish, then push your way back to the track. Turn to 115.

190

Even as you fumble for your sword, the Mazzamarieddu is upon you, its teeth tearing at your throat. Your adventure ends here.

191

You hold the pendant aloft, and the Gwyllion pause. You have cleverly given yourself a chance. FF: Test your Luck, D&D: Test your Dexterity. If you make the roll, turn to 3; if not, go instead to 62.

192

Will you leave this terrible tower (turn to 8), or stay here and wait out the storm (go to 53)?

193

“You have wisdom as well as True Sight,” the woman says. “For this tooth protects its bearer from any weapon. All else: riches, power, I possess, but not this. I thank you.”

She looks at you thoughtfully. “The Mark of Truth is upon you, and there is glory in your eyes. I am the Moss Maiden, and many gifts are mine Two things I can now grant you, but you must choose between them. Will you have your greatest wish (turn to 183) or your heart’s desire (turn to 196)?”

194

The Fachan is plainly confused by your tactics. He dithers for a while, then his temper gets the better of him and he leaps onto the track. Immediately he slumps – the track is draining his energy! You seize your chance and leap to attack him.

FACHAN

FF: SKILL 4 STAMINA 6
D&D: AC 8, HD 1, HP 6,
Damage 1–3

If you survive, turn to 5.

195

Your sword is useless against the ghoulish Gwyllion. Your only hope is to run through the clearing and hope you make it. FF: Test your Luck, D&D: Test your Dexterity. If you are successful turn to 176; if not, turn instead to 62.

196

“Well-chosen!” the Moss Maiden cries. “I knew your heart was true! I know of a quest greater than any yet accomplished.”

You listen enthralled as she tells you of the great mountains surrounding the edge of the world, and how tales tell of the secret of the Universe itself which lies hidden beyond them. She also says that no one has yet found a way across the peaks.

197

Lifting the tattered hide flap which serves as a door, you enter the dwelling. Turn to 86.

198

Where ordinary cabbage leaves hold raindrops, these hold diamonds! You may take some if you wish, and then turn to 146.

199

They are all in brown, with shaggy beards and long hair. They are BROWNIES, little people who despite their size can prove to be doughty and ferocious warriors. There are eight of them. Turn to 85.

200

You tell Gether of the quest laid upon you by the Moss Maiden. He falls silent, thinking deeply, it seems. At last he raises his eyes to yours, and nods.

“Indeed, I think that this knowledge was intended for you,” he says. “It is true that no man may scale the mountains of Winter, for they form a wall around the world. But there is a way under them – although what lies beyond I cannot tell. But I do know that he who would travel to the Edge of the World must first seek the Stupa of the Lost Land. And the Lost Land, it is said, lies beyond Winter. If you will go there your road begins here, in the caverns of my kingdom, and I will show you the beginning of it.”

He smiles at you, and lays his hand upon your shoulder. “But first, my friend, we must rejoice, and make merry, for today I am delivered, and my realm made free.”

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