

FIRST ENCOUNTER

June 1982 No.1

FREE

Collectors Edition

COVER CONTEST!

**Send in your Art!
It Could be on next Issue's
Cover**

What's Inside!

Figure Reviews

Stories

Quizzes

Articles

Details

- 1-Picture must be inked, cannot just be penciled.
- 2-Must be on Cover Size paper
- 3-Must pertain to Fantasy or Science Fiction.
- 4-That's All

Make sure to write Name, Address, Phone Number
winners name will be published in Next Issue.
GOOD LUCK and SEND IT IN NO MATTER WHAT AGE YOU ARE

The First Dragons Lair Open D & D Tournament

Held June 5 & 6
at The Dragons Lair
7487 Edmonds St. (Vista Plaza)
Burnaby, B.C. Phone 521-4945

1ST PRIZE

EACH MEMBER OF THE FIRST PLACE TEAM WILL WIN A COMPLETE SET OF T.S.R. HANDBOOKS INCLUDING THE DUNGEON MASTERS GUIDE

2ND PRIZE

THE 2ND PLACE TEAM WILL WIN A SET OF THIEVES GUILD SYSTEM-"TOMBS OF SHALE CHUUN"- "DUKES DRESS BALL"- "AGAINST THE BLACK HAND"- "ASSASSINATION"

3RD PRIZE

THE THIRD PLACE TEAM WILL WIN A SET OF MIDKEMIA PRESS PUBLICATIONS-"CITIES"- "BLACK TOWER"- "CITY OF CARSE"- "TOWN OF THE OUTLANDS"- "TULAN OF THE ISLES"

Details

- 1-Entrance Fee is \$5 per team member
- 2-Team must consist of (5) Five players
- 3-All entries must be in by Sunday May 30, 1982
- 4-Characters will be pre-rolled by the D.M.
- 5-Judges Decisions will be final
- 6-Winners must consent to having their names published in the First Encounter Magazine
- 7-Club teams welcome

HELLO!...and How are you Fantasy Role Players and War gamers doing lately? Snuff out some Half-Orcs or take over a city with your troops perhaps? Well, I thought I should tell you a bit about this magazine which some friends and myself have put together. This magazine was not put together to cut up other magazines like The Dragon, White Dwarf, Sorcerer's Apprentice etc, but rather to work around some of their ideas, to better assist you in your gaming. Now, although this first issue is primarily about ADVANCED DUNGEONS AND DRAGONS, as we progress in issues, we will have more and more articles, storylines etc., on War gaming (Civil War, Napoleonics etc).

A special note I thought, I should let you people know about, is the fact that I am in constant search for Good Art work, Storylines, Ideas, and suggestions so please do not hesitate to send in your work to our office.

One last thing I would like to tell you, is that magazine will eventually cater for you gamers into T & T, RuneQuest, Traveller, Boothill, etc. so please be patient, and also I would like to say, that YOU the gamers, have the Power to keep this magazine a FREE magazine by 1.-Send in complaints and tell us what would better it and make it more interesting, and 2-Tell the shops that you Shop in, that you found out about them, or the fact that you found out they had the product you required, from seeing it in the FIRST ENCOUNTER magazine.

Kelly P. Villemaire
First Encounter-Editor

Contents

Article on Pole Arm Weapons.....	Page 1
Science Fiction Serial (Paradox).....	Page 6
HAVE YOU (Underwater Module).....	Page 9
Figure Review.....	Page 16
Crossword Puzzle.....	Page 18
Answer to Crossword Puzzle.....	Back Cover

Mail to-----First Encounter Magazine
5249 Rumble St., Burnaby, B.C.
V5J 2B7

First Encounter is published Bi-monthly by Western Canada Press
Publisher, Advertising Manager-Kelly Villemaire

If you would like to advertise an announcement, convention, sale etc, these are the Rates for 1982

1 Full Page-\$150 ½ Page-\$100 ¼ page(4x5")-\$65 4"x4" min. size-\$50

Circulation-1500

Pole Arm Weapons

by Kelly Villemaire

OK, so why are we doing an article on Pole arms when I know everything about them, right!! But, do YOU. I DM at many clubs and one thing that always gets to me, is that people are constantly saying "My player will have a Ranseur for a weapon, they deliver pretty good damage, by the way-What's a Ranseur"

Another reason we are doing this is because of unanswered questions in the Players Handbook, like "Why is a Ranseur capable of disarming an opponent on a score required to hit AC 8" Well here are your answers and illustrations.

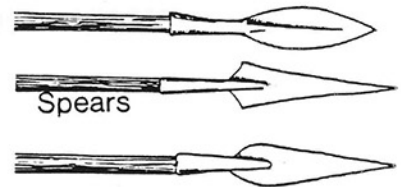
NOTE: Although on the following pages, certain weapons, will be put under a different name category for damage vs. opponent, weight, A.C. adjustments etc., they are physically different in most cases, or are just the same weapon under a different name. example; Lochaber Axe listed under Guisarme on Page 37 of TSR's Players Handbook.

DEFINITION OF A POLE ARM: a weapon on the end of a stick.

Actually it is a bit more complicated than that, as certain Pole Arms are not just a weapon on the end of a stick, but rather a strategic weapon used mostly by infantry men to give them an advantage of striking the opponent or holding the opponent at a distance, before he or she themselves can be struck. To be a Pole Arm Weapon, the length of the shaft must be no less than five feet in length

What was one of the first Pole Arms to be used?

A SPEAR

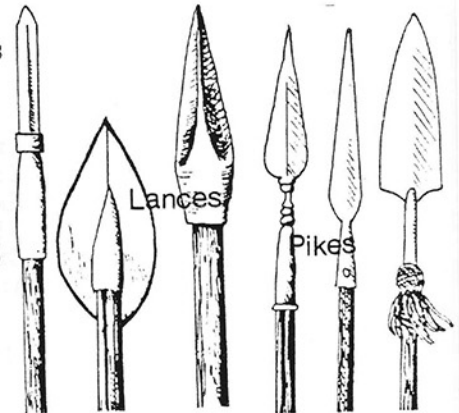


Spears

What is the difference in a spear from a Pike, besides the obvious length differences in these weapons?

AS MOST PEOPLE PLAYING D & D KNOW, ANY SPEAR WITH A SHAFT OF 15' OR LONGER IS CONSIDERED TO BE A PIKE.

NOW THE DIFFERENCE-IN WEAPONS BESIDES LENGTH, IS THE WAY THEY WERE EMPLOYED-IN MASSES. IN OTHER WORDS A SPEAR CAN BE THROWN OR THRUST, BUT A PIKE IS AND WAS USED PRIMARILY TO DELIVER A THRUSTING ATTACK AT AN OPPONENT AT LONG RANGE AND TO KEEP HIM, HER OR IT THERE. A LANCE HOWEVER IS A LONG SPEAR CARRIED BY A MOUNTED MAN OR WOMAN, AND IS EMPLOYED, NOT TO KEEP THE OPPONENT AT BAY, WHILE THRUSTING, BUT TO GET THE FIRST ATTACK IN WHILE CHARGING, SO AS A RULE IT IS NOT CATEGORIZED AS A POLE ARM WEAPON.

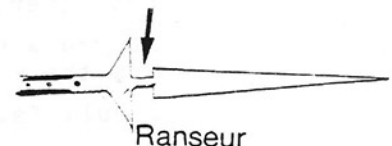


Lances

Pikes

Why can a Ranseur disarm an opponent?

AS SHOWN, WITH THE ARROW, WITH THE DESIGN OF THIS WEAPON, THE OPPONENT'S WEAPON CAN BE STUCK OR LODGED IN THIS SECTION, AND WITH THE TWIST OF THE SHAFT, YOUR OPPONENT'S WEAPON COULD BE TAKEN OR BROKE RIGHT AWAY.

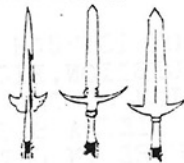


Ranseur

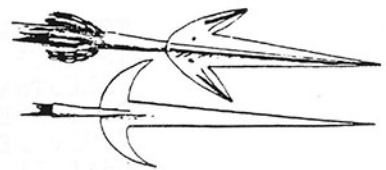
What does a Spetum and Partisan look like?

AS NOTED, UPON FIRST GLANCE-A SPETUM LOOKS LIKE A RANSEUR, EXCEPT FOR THE ANGLE OF THE TWO BLADES, JUTTING OUT FROM THE SIDE OF THE HEAD. A PARTISAN HOWEVER, IS BASICALLY A POLE WITH, (IN MOST CASES) AN OX TONGUE BLADE ON TOP, AND TWO SIDE BLADES, LIKE THE SPETUM.

Partisan



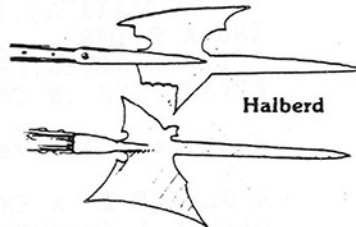
Spetum



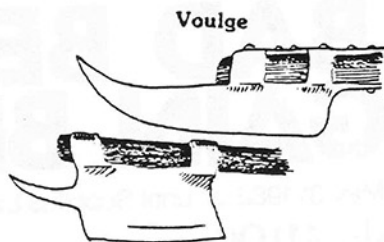
2

Is a halberd the same as a Pole axe?

YES, IN SOME WAYS THEY ARE ONE AND THE SAME, HOWEVER UPON VIEWING, THERE ARE MANY DIFFERENT FASHIONED HALBERDS OR POLE AXES. CERTAIN POLE AXES CAN BE USED TO THRUST, AS THEY HAVE A DAGGER POINT ON TOP, AS WELL AS THE AXE BLADE USED TO CLEAVE. THE BARDICHE, I CONSIDER TO BE IN THE AXE OR POLE CLEAVER FAMILY AS WELL, AND THE SAME GOES FOR VOULGES AND THE LOCHABER AXE -WHICH IS NOT AN AXE AS IT IS FASHIONED MUCH LIKE THE VOULGE ALTHOUGH WITH THE HOOK ADDED TO THE WEAPON AS A TIP OR BLADE BACKING, IT IS MUCH LIKE A GUISARME.



Halberd

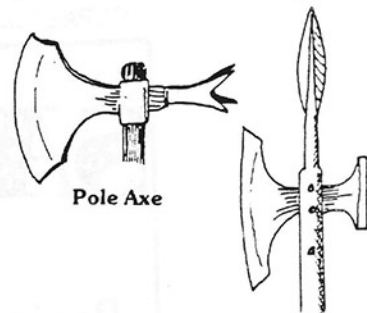
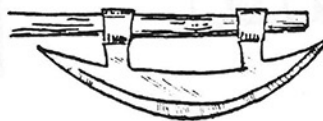


Voulge

Lochaber axe



Bardiche



Pole Axe

NEWTON HOBBY HORSE

*The Shop In Surrey For All Of Your
War & Fantasy Role Playing Games*

T.S.R. MODULES

- Divine Right
- Knights of Camelot
- Warlocks & Warriors
- NEW Gamma World, Boothill
Top Secret Mini Module
& Referee Screen

G.D.W.-TRAVELLER

Lead Figure by

Ral Partha

Grenadier

Citadel

ACE OF ACES

TUNNELS & TROLLS

POLLY S Water Based Paints

HIGH FANTASY

I.C.E. Products

Spell Law

Arms Law

Claw Law

AVALON HILL War Games

Magazines

- Dragon
- Adventure Gaming
- Different Worlds
- White Dwarf
- Sorcerers Apprentice

CHAOSIUM PRODUCTS

- Runequest
- Thieves World
- Call of Cthulhu
- Dragon Pass
- Stormbringer
- Elric
- Worlds of Wonder

NEW EON GAMES LINE

- Cosmic Encounter-Hoax
- Darkover-Runes-Quirks

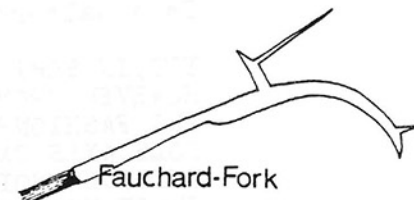
**Located in The Newton Square,
7093 King George Hwy. Surrey**

Call 591-3443

Is a Fauchard a Sickle blade on the End of a Pole?

3

THIS WEAPON IS MUCH LIKE WHAT YOU HAVE DESCRIBED IN YOUR QUESTION, EXCEPT FOR, AS YOU CAN SEE IN THE ILLUSTRATION ON THE RIGHT, THAT THE BLADE IS NOT SO CURVED LIKE A SICKLE OR SCYTHE. THIS WEAPON COULD BE USED IN CUTTING OR THRUSTING ATTACKS AND THAT IS ABOUT IT, AS IT OFFERED NO OTHER OFFENSIVE OR DEFENSIVE ADVANTAGES MUCH LIKE THE LATER DEVELOPED FAUCHARD-FORK, WHICH AS YOU CAN SEE IS MUCH DIFFERENT IN DESIGN, DOES MORE DAMAGE (IN ADVANCED D & D PLAYING), PLUS IT IS ALSO CAPABLE OF DISMOUNTING A RIDER.....TRY THIS WEAPON ON YOUR NEXT OUTDOOR ADVENTURE, AS THE FAUCHARD FORK OFFERS MANY ADVANTAGES IN COMBATING.



What is a Glaive?

A GLAIVE IS A KNIFE BLADED SPEAR THAT OFFERS A THRUSTING AND CLEAVING TYPE OF ATTACK BUT NO DISARMING OR DISMOUNTING CAPABILITIES.



SALE

AT

**BIG BAD BEN'S
BARGAIN BIN**

Sale Ends May 31, 1982 or until Supplies Last

Basic D & D Sets - On SALE For Only \$11.99

Selected Figures 50¢ Each

NOW ONLY - Get a FREE Judges Shield with any purchase of a Basic Set!

Battlemats \$11.95

20% OFF OF ALL BOXED GAMES

(Top Secret, Boothill, Awful Green Thing from Outer Space, Snits Revenge, etc)

20% OFF all T.S.R. Mini Games

Ral Partha Napoleonics (lead figure packages) \$1 each

Napoleonic Rule Books 50% OFF

RULES FOR MEDIEVAL WAR GAME SUPPLEMENTS - 50% OFF

Greyhawk-Gods, Demi-Gods & Heroes-
Eldritch Wizardry -Swords & Spells-
Blackmoor-Chain Mail

Sorcerers Apprentice, Adventure Gaming, White Dwarf magazines \$2 each

Canada Way

Edmonds St.

Mary St.

Dragons Lair

BEN BROWNJOHN
Dungeons & Dragons Specialist

Vista Plaza
7487 Edmonds Street
Burnaby, B.C. 521-4945

What is a Guisarme and Why are there so many Guisarme combination type weapons?

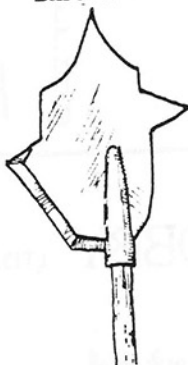
A GUISARME IS A WIDE-BLADED WEAPON WITH A SHARP CUTTING EDGE ALONG ITS CONVEX SIDE, WITH A SPIKE ON THE OTHER SIDE OF THE BLADE WHICH COULD BE USED TO PENETRATE ARMOUR WHEN THE WEAPON WAS SWUNG. THE SHARP CURVED HOOK WAS PRIMARILY USED FOR PULLING HORSEMEN TO THE GROUND. PROJECTING FROM THE IDEA OF THE GUISARME, CAME MANY COMBINATIONS, LIKE THE FAUCHARD-GUISARME WHICH IS BASICALLY A FAUCHARD WITH GUISARME FEATURES BUILT IN IT. ALL OF THE GUISARME COMBINATION WEAPONS, CAN DISMOUNT A RIDER, AND THEN BE USED TO SLASH, CLEAVE OR PUNCTURE THE FALLEN VICTIM. NOT BAD EH! THE ENGLISH BILL HOOK, WHICH SOME SAY IS THE SAME AS THE FRENCH GUISARME (AS IN THE PLAYERS HANDBOOK BY TSR, PAGE 37), BUT I TOTALLY DISAGREE, FOR YOU CAN SEE THE ONLY FEATURE VERY MUCH LIKE THE GUISARME IS THE SHARP BLADE, PLUS CAN YOU SEE HOW THIS WEAPON CAN DISMOUNT A MOUNTED OPPONENT BESIDES A DIRECT HIT FROM THE SHARP POINT ON TOP?....IT HAS NO HOOKING DEVISE! REMEMBER THIS POINT IF!, YOU DECIDE TO USE THIS WEAPON.

ANOTHER NOTATION-YOU MAY USE A LOCHABER AXE (IT IS TREATED AS A GUISARME VOULGE IN PLAYERS HANDBOOK BY TSR), BUT ONCE AGAIN, THERE IS A DIFFERENCE, FOR THE HOOK ON CERTAIN LOCHABER AXES ARE NOT FORMED WITH THE AXE BLADE, SOOOOO IF YOUR AXE BLADE BREAKS IN COMBAT, YOU STILL DO HAVE THE HOOK.-(NOT BAD, IF USED FOR TRIPPING OPPONENT)

Guisarme



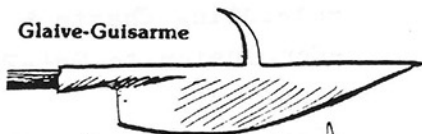
Bill Hook



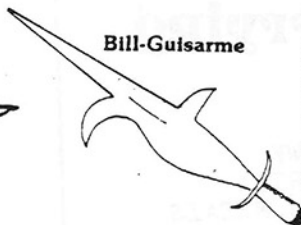
Fauchard-Guisarme



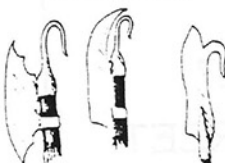
Glaive-Guisarme



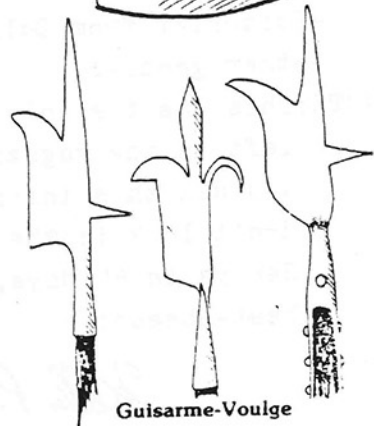
Bill-Guisarme



Lochaber axe



Guisarme-Voulge



MODULES

T.S.R.
CHAOSIUM
T & T
I.C.E.

LEAD FIGURES

HERITAGE
RAL PARTHA
CITADEL
GRENADIER

MAGAZINES

DRAGON
ADVENTURE GAMING
DIFFERENT WORLDS
WHITE DWARF
SORCERER'S APPRENTICE

NEW GAMMA WORLD, BOOTHILL, TOP SECRET
Mini Module & Referee Screen

Willowbrook Mall
Fraser Hwy. & No. 10 Hwy.
Langley, B.C.
Call 533 2441

Is a Lucern Hammer, the same as a sledge hammer?

NO, THE LUCERN HAMMER HAS FOR ONE THING, A LONG SPIKE ON THE END OF THE POLE, PLUS IT HAS A HAMMER-LIKE HEAD WITH THREE PRONGS. IT WAS USED VERY MUCH LIKE THE HALBERDS WERE USED EXCEPT IT WASN'T AS EFFICIENT AGAINST ARMOUR, AS THE AXE BLADE WAS. STILL IT IS A VERY GOOD WEAPON FOR DELIVERING DAMAGE ON AN OPPONENT.

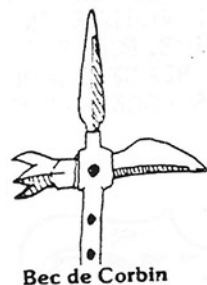
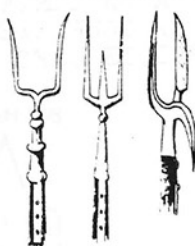
Is it True that not all fighters can use a Bec de Corbin?

THIS WEAPON, WAS USED BY KNIGHTS AND NOBLES ONLY, IN THE LATE MIDDLE AGES AND INTO THE RENAISSANCE ERA. FOR FANTASY PLAYING, I WOULD SUGGEST THIS BE USED IN THE SAME MANNER, HAVING ROYAL DEFENDERS OR CHIEFTAN GUARDS USING SUCH WEAPON. THIS WEAPON IS VERY EFFECTIVE AGAINST PLATE MAIL OPPONENTS, FOR THE WEAPON'S HEAVY CROW BEAK, WAS DESIGNED TO PUNCTURE THIS TYPE OF ARMOUR IN PARTICULAR. ALTHOUGH THE BEAK IS THE MAIN FEATURE OF THIS WEAPON, IT IS NOT THE ONLY ONE, AS IT IS BACKED BY A FLAT HAMMER HEAD OR BY A CLAWED HEAD, MUCH LIKE THE LUCERN HAMMER HAS. THIS WEAPON HAS A THIRD FEATURE, IN HAVING A SPEAR HEAD FOR THRUSTING. WITH ALL THESE GREAT FEATURES FOR FIGHTING OPPONENTS IN PLATE MAIL, THE WEAPON WAS NICKNAMED, "THE CAN OPENER".

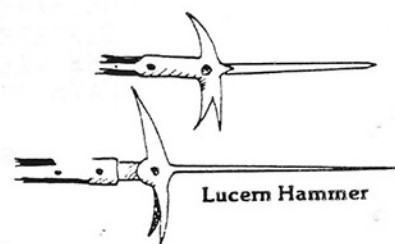
Is A Military Fork a Hay Fork?

YES, BUT IT WAS STRENGTHENED & STRAIGHTENED TO FORM A VERY PIERCING TYPE OF WEAPON.

Military Fork



Bec de Corbin



Lucern Hammer



TAMMA HOBBY LTD.

**Specializing in Imported
MODELS
But Also Garrying**

T.S.R.

Lead Figures; GREYHAWK
RAL PARTHA
MARTIAN METALS
CITADEL

TESTORS, HUMBROL, PACTRA paints

MICRO ARMOUR

MINIFIGS-NAPOLEONICS

CALL 872-3727

3420 CAMBIE STREET
VANCOUVER, B.C. V5Z 2W8

Next Issue!

★★★★★★★★



- Cartoons
- Letters Page (So Send Letters)
- Articles on More weapons
- Assisting Charts & Tables
- Conclusion to Sci-Fi Story
- Art Strip
- Editorial from Dull Editor
- other goodies

NOTE: This was the only spot I had left in the magazine to tell you all this information. So don't look in the back for it. See ya in 60 days, OK 59 at the best-Sheesh!

Kelly P. Villmain



PARADOX

6

by Larry Jeselon

Terra's mammoth Empire Arts Center was filled to capacity. All eyes are fixed on the lithe, graceful bodies of the gravity dancers. Through intricate spiralings, their weightless bodies re-define the scope of human movement. The women are beautiful, clothed in diaphanous synthetics and beams of light. But it is the patternings in space of the male danseur that quickens the pace of the Center and Home-Holovoid audience..... for there is something about him that is.....different.

Two men sitting in the front row, watching the ballet are whispering between themselves, "I came to Terra for help, Stanhope--for an agent unknown on Luna--not to sit through some boring ballet." "Ah yes" stated Stanhope, "the case of our dead ambassador, A nasty business that. But I did have these tickets, Esterhouse, and my wife being off-word, I thought...." "That I'd like to watch some bleeding Fairy twist in zero gravity" interjected Esterhouse. "Don't be so provincial. You'll come to like the lad once you get to know him. He's your new agent, you see. Come backstage and I'll introduce you."

Backstage is, in reality, a landing pad below the huge ampitheater. The dancer float about, and out of the antigravity field in which they performed, to resume their normal weight. "Don't let this upset you, Esterhouse...it makes for a great cover." "HRRMPH!" was all that could be heard coming from Esterhouse.

Just then, Paradox lands and all the dancers rush over to greet him.

"Paradox, you were wonderful!"

"The crowd is giving you a standing ovation."

"Paradox?" asks Bureau Chief Esterhouse.

"His stage--and I.S.A. name, Old Man" replies Stanhope. "Paradox. I'm assigning you to Luna Bureau Chief Esterhouse here."

"A mission?" answered Paradox. "THANK YOU, Sir!"

Paradox comes over and gives Stanhope a kiss on the cheek. "Disgusting" cries Esterhouse, "I need a good man for this job, not a....." Just then Paradox, this quiet, meak fellow interjects stating "Excuse me, sir, but you must be in serious trouble--trouble no ordinary agent can get you out of, or the I.S.A. wouldn't dream of using me! Now, let's get down to the tawdry details of my mission, shall we?"

Less than an our later, an I.S.A. shuttle leaves Terra for the moon. Aboard the shuttle, Esterhouse briefs Paradox on the death of the Terran Ambassador to Luna. "A bloody mess, literally and diplomatically. So far we've held off the press with the story that he suffered a heart attack..." "But the Ambassador had no history of heart trouble, so why did he carry this pillbox?" asked Paradox. "I.S.A. Luna thinks it has the answer to that. But first, let me show you this holovoid."

Feeding a wafer-thin micro-engraved disc into a slot in his collapsible briefcase, Esterhouse activates the portable three-dimensional hologram unit. The Holovoid speaks: Subject: Vincent DeLys, late Terran Ambassador to Luna. Nearly at retirement age after a long and distinguished career in the diplomatic service. His mission: At the behest of the Emperor, to resolve longstanding differences between Full-Terrans and genineered Lunan colonials. A widower when he arrived on Luna, Ambassador DeLys soon met and married Catherine Worth.

"She is the only daughter of a wealthy Terran Family whose mining interest keeps them on Luna. She seemed to put some new life into the old boy. But let's move on....", said Esterhouse.

Esterhouse then slips another disc into the Hologvoid projector slot. "Following the wedding, DeLys settled into embassy routine, making contacts with prominent Terrans on Luna at the many parties arranged by his vivacious young bride. That's when embassy intelligence reports he first met..."

Esterhouse pushes the button on the Hologram unit. "Subject: Sebastian Seasons--interplanetary spice smuggler, unindicated, suspected of also trafficking in narcotics."

Esterhouse then turned off the machine and turned to Paradox. "Swason's money makes him socially acceptable, despite I.S.A.'s file on him, so it wasn't too shindig. We probably wouldn't have thought too much about it, if a few months later, embassy robo police hadn't caught an aide passing official secrets. Small stuff, but still a treasonable offense. We questioned him, standard interrogation. Promised him immunity if he'd reveal his contacts. He seemed terrified of something. Shook like a leaf, he did--when suddenly, he began to--smoke. What happened next was our first exposure to the hellish effects of fireflite!" "FIREFLITE" said Paradox. "My, we have got a problem haven't we?"

Bureau Chief Esterhouse again inwardly curses I.S.A. Central for assigning him Paradox. Then he feeds another disc into the Hologvoid. "Subject: Fireflite; First synthesized from pyrophenol-2 and gelignite in the high temperature laboratories on Mercury. Smuggled off-world--it soon spread from the servant species to become a "thrill drug" used by full-Terrans".

Esterhouse turns off the Hologvoid and turns to Paradox. "You can see the importance of this case, then? Missing embassy secrets. Diplomatic staff found to have fatal Fireflite habits, and then the Ambassador himself going inferno...." "You seem to be having a hot time on the old, cold moon these days." Paradox cut in. Esterhouse almost instantly snaps back "Blast it, were talking about a scandal that could set back Terran-Lunan relationships for a decade! We've got to discover who was supplying the Ambassador and his staff with fireflite because the same pusher obviously upped the price for the fireflite antidote from money to embassy information! My theory is that the Ambassador, nurturing a secret addiction, balked at betraying Terra and chose the only honourable way out of his dilemma. He refused to co-operate in exchange for the antidote, and allowed himself to go 'Ferno',"

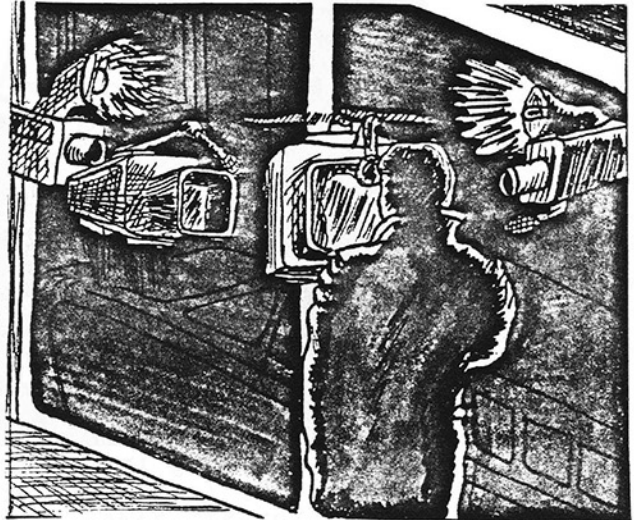
The Chief looks up and sees Paradox kissing the lovely flight attendant and yells, "PARADOX!". Paradox looks up and says, "oh sorry, Sir. You were saying?"

When they landed on the moon, they got a warm reception at the space Terminal by a bunch of newsdrones. "Please sir, an interview...!"

"A Hologvoid for my station!"

"Will you be performing here on Luna?"

Paradox looks toward one of the drones and answers; "Oh yes, you'll get to see me in action." "You idiot, get away from those cameras! Are you trying to blow your cover?" whispered Esterhouse.



"Why are you being accompanied by an I.S.A. Bureau Chief, Sir?" asked one of the news drones. "I guess the I.S.A. decided that an artist of my stature needed personal protection" replied Paradox. "Paradox, where are you going?" yelled Esterhause, "PARADOX!!!"

"But, I've learned in my travels to every outpost of the empire that the best protection any entertainer can have is the love of his fans" said Paradox. "I've lost sight of him in the crowd, sir!" "Why, so have I" replied the news drone. "Find him!" screamed Esterhause, "He's not exactly hard to recognize!" "I--I think I saw him last over that way, sir!" one of the aides said.

Confusion reigns, but one non-descript Lunan, in rather uncharacteristic garb, escapes it and the Space Terminal by descending a rampway leading down from Ptolemaeus Dome's upper levels. He soon leaves the clean glow of the stars and the fibre-filament illumination of the great all-enclosing overhead Dome itself as he enters the grey environs of the first Subterranean Sector. There are still Terrans here--civil servants, merchants, mechanics--but their ranks thin out as the twists and turns of the rampway lead the Lunan ever downward. Metalmine: This is the working-class district of the Fifth Subterranean Sector. Kids play on narrow stone streets in front of grim housing hewn from the crust of Luna itself. Finally the Ninth and final Subterranean Sector--SIN CITY--a mining town thriving on the labour of Lunans whose work carries them ever deeper into Luna's core where they tear their livelihood from the hellish mineral mines of this long-dead world. The illicit attractions of Sin City are as perverse as they are plentiful, and to them throng the scum of the Empire to buy and sell anything....at any price. The only Terrans here are those who have forgotten what it is to be human. The Lunan walks towards a door with a sign on it, Carl Yaz Tremski, Weaponsmith. He opens the door and goes in, sitting at a bench is a part man-part machine. "Hello, Yaz" says the Lunan. "I don't recall being on a first name basis with no Lunan! State yer business or get out!" replied Yaz. "I guess the bionic eye they gave you after you lost your own in that duel on the Betelgeuse Asteroid hasn't improved your sight any, Yaz, otherwise, you might have recognized an old friend!" The only reply coming from Yaz, was "Mark, you scurvy son of a space dog" "Not mark" hushed Paradox, "The Code-name is Paradox. Got a priva-seal? Lunan walls have more ears than a Saturian spicestalk." "This way" replied Yaz "The priva-screen I developed neutralizes any listening device within fifty meters. But how in seven hells did you make me think ya looked Lunan? Telapathics? Ya play with my mind?" "No, not telepathics, Yaz. This is the real thing. I'm a shape-shifter-genineered to alter my physiology into that of any race I please wherever I please...although my control gets a little sloppy if I don't rest, between changes. See?"

"Ya've gone from Lunan to Terran to Mercurian to me and back in the blink of an eye! Can ya do a Neptunian, too?" "If you'd like," replied Paradox. "Heh-Heh, never mind! Some things are better left alone! But how in the...?!" "Remember our days at the I.S.A. Academy, Yaz? You were one hell of a weaponry teacher but there was nothing in your lectures about what an agent should do when he's pinned down on a lonely asteroid by a gang of spice smugglers. Oh, maybe I could have held them off until help arrived, if the asteroid itself hadn't been radioactive, that is! I know there's no sound in the vacuum of space, but I swear I can still hear the high of the laser burst, that tore apart the cliffside behind which I'd taken shelter, bringing it down on top of me! I can still see the leering face of the smuggler, I'd come to capture and the words he said as he looked down at my body. 'We'll leave him and let this radioactive rock we're on, boil his blood'. The smugglers left me. I was no longer conscious when the I.S.A. Roborescue squad finally arrived. My dad being a bigshot in the I.S.A., they figured they'd better take me straight to I.S.A. Central on Terra. There, without even telling my family that I was still alive, they placed me inside an isolation chamber and got to work, picking and probing. You see, I'd set a new record for the amount of radiation a man can absorb and still be alive. I.S.A. Chief Stanhope was called in and informed of my condition." "Is there any hope of saving the boy" asked Stanhope.

continued Next Issue

Have You Ever Played a Half-Orc Cleric Assassin in an Underwater Adventure?

The HAVE YOU which will appear in almost every issue of this magazine, is designed to test your skill as a dungeoneer and your knowledge of AD & D Rules, Monsters etc, as per the T.S.R. Handbooks. This mini-test or Quiz offers adventure in various caverns, rooms or whatever, where you are to choose what seems to be the best reaction to what you are encountering. It is not possible in some areas of this module, to enter a room, and pick what seems the best choice and still sustain damage-just pick the best choice. In other words, in certain cases, the best choice may be one, which will minimize the damage taken, but cannot prevent damage altogether. Let Us See if YOU can succeed in your Mission.

CHARACTER DESCRIPTION

Name: Groff SlimeTong Race: Half-Orc Class: Cleric/Assasin
 S-18 (60%) I-11 W-15 Ch-14 C-14 D-16 Level: 4/5
 Armour: Leather Clothes: Green Shirt, Brown Pants, Green Cloak & hood, H & S
 Weapons: +3 Bastard Sword, light crossbow, Flail of swift moving, dagger* boots
 Spells taken: 1 LEVEL: Create Water/Destroy Water
 Cure Light Wounds/Cause Light Wounds
 Remove Fear/Cause Fear
 Detect Evil/Good
 2 LEVEL: Know Alignment
 Silence 15' Radius
 Hold Person
 Snake Charm
 Spells from Scrolls: Speak with Animals
 Remove Curse/Curse
 Continual Light/Continual Darkness
 Miscellaneous equipment: 2 days rations, Quiver & 1 score bolts, small sack,
 Ring of Warmth, Waxed spell book, backpack,
 50' Magic Rope, wraps around victom**
 Hit Points: 11

*Dagger has poison injector in tip

**Magic Rope can only be used Once

NOTE: You can only pick or use a spell once

You've been travelling through an endless maze of tunnels, searching for this one cavern, which has a large rectangular pond inside it. Well, this pond no lies before you in this vast cavern with the ceiling covered with stalectites. Yes, the type of cavern and pond described to you, by the loud talking idiot at the Green Grass Inn. It was quite easy to talk him into the alleyway, and You being one of the best Assassins in Town, it was quite easy to slit his throat. Before the body had hit the ground, a voice came from behind you, and along with it came a tall, cloaked recognizable town official. He had been sitting at the bar, listening to the old fool, just like you had. He was indeed not a member of the Assassin Guild, so you once more drew your dagger and asked what he wanted. When you were mere inches away he produced a large sack, which he said was for you, IF you could succeed in your mission. But what mission?

The MISSION to go down to the underwater cavern where the rectangular pond can be found, for there also can be found the famous potion for underwater breathing, an item much needed to Assassinate King Glib; leader of a nearby Aquatic Elven tribe.

Now in front of you, lies the pond that will lead you to the Aquatic Elven lair, where the King dwells. He doesn't know it yet, but he could very well be dead by the morning, and you could be very rich. 6,000 gold pieces seems like nothing for all the trouble you've gone to and for what might lie ahead. But after all MONEY IS MONEY.....

ROOM 1-There is what seems like an endless supply of sand surrounding this pool which is in the direct centre of this cavern. You find this odd, since the ceiling has stalectites, so you definitely try to avoid being under them. As you go down to the edge of the pool, you notice that this is indeed not a pool, but an underwater tunnel leading downwards, but how can you go down, when you still do not see the bottle or flask that is supposed to contain the underwater breathing potion? You ponder to yourself, if the fool you killed by the Inn, was just a barggard. Just then you notice a flask with a blue liquid inside, lying in a puddle. You wonder if something is amiss, you then decide to:

A-Boot around the puddle, with your boots to check for traps, then pick up flask and drink it.

B-Just Bend down, pick it up, examine the flask, then drink it.

C-Cast a Destroy water spell, then pick up flask from the ground and drink it.

D-Take out your dagger (poison tipped), and gently pick up flask and drink from it

E-Cast continual light spell on end of sword and dip it in the water to see what might lie in it

F-Drop magic rope around it and pull it up.

G-Cast remove Curse spell, then pick up the flask and drink it.

ROOM 2-Before you enter the water, you decide to put on a human disguise, then you slowly procede in the water and amazingly enough, brething it. At the bottom of the pond you notice a 15'

Come in and See
Ross at The
Newest Franchise
Store Of



We Have All You Will Need In....

- TSR Modules
- CITADEL, GRENADIER, RAL PARTHA lead figures
- HERITAGE lead Figures (Dungeon Dwellers Series) Sold Separately
- ACE OF ACES
- NEW GAMMA WORLD, TOP SECRET, BOOTHILL Mini Module & Referee Screen
- TRAVELLER
- S.P.I.-G.D.W.-AVALON HILL Fantasy, Sci-Fi, & War games

Mission Hills Shopping Centre
Lougheed Hwy., Mission, B.C.
Call 826-4147

wide exit going downward, on both sides of the exit tunnelway is lots of shell. 11
ed fish (like mussels, clams-small sized, oysters etc), seaweed, sand, but swim-
ming in the middle of the exit is an Eel. Will You

A-Swim to Seaweed, hide in it, till eel goes by, then attack with
your +3 bastard sword

B-Try to swim by it and if it attacks you, stab it with your +3
bastard sword.

C-Cast Cause light wounds on it, then swim by it

D-Cast a Snake Charm spell On it, then swim by it.

E-Cast a Speak with animals spell, then bribe it with food

F-Cast a Cause Fear spell, then swim through

G-Cast Hold Person, then attack it.

H-Swim to seaweed, hide in it, till eel goes by, then use magical
rope to hold it, then swim by it.

ROOM 3-As you enter the tunnelway, you expect it to get dark, but it doesn't,
for you notice the rocks on the side of the wall illuminate the underwater
tunnel. After travelling downward through the tunnel for quite a while, the
tunnel suddenly starts to travel upward steeply. You find yourself surfaced
in an underwater chamber, where the chamber is half filled with air and
half filled with water. You notice an exit on the opposite wall and procede
to swim towards it, on top of the water, when you notice something coming
from the direction you were headed in, just then a dorsal fin breaks the water.

Will You: A-Cast Cause Light Wounds on oncoming creature, then attack with
your +3 sword in hand

B-Cast Know Alignment, then talk to it, if you know it.

C-When the creature comes out of the exit tunnel, attack it, as
to surprise it.

D-Cock crossbow and fire it the second it comes in the cavern.

E-Wait until it comes in all the way, then attack it with dagger.

F-Cast Cause Blindness spell on it then attack

ROOM 4-After leaving this half filled cavern, you proceed down the 20' wide
water filled corridor and travel about 80 feet, when you come across another
cavern except this one is larger and is completely filled with water. You
proceed ahead about 20 feet when you notice to freshly killed bodies. You
move up a bit closer and notice the one body to be an Aquatic Elf with a
Trident thrust in it's chest. About two feet beside the elf, is the body of
a creature that looks like a Hobgoblin except it has green skin, webbed hands
and feet and gills. You stand there checking out the rest of the cavern when
you feel something grab your legs. You turn around and see that the severely
wounded hobgoblin type creature is indeed alive and kicking. You draw your
sword and is about to hack this creatures hands off, when you see three
dolphins charging towards you at full speed.

Will You: A-Cut off creatures' hands, grab trident and swim towards
the small exit from this cavern

B-Cast fear spell on Dolphins, then cut the creature's
hands off.

C-Cast Speak with animal spell on Dolphins, and quickly
tell them about what is happening.

D-Cast Cause light wounds spell on green skinned creature,
grab trident out of Elves Body and attack Dolphins

E-Cast Hold Person Spell on Creature, kill it
then attack dolphins, using +3 sword

F-Cast Fear Spell on Creature and then try to
outswim dolphins.

G-Cast Cause light wounds on dolphins, then
kill the green skinned creature with your
Flail of Swift Moving.

H-Pull out Holy Symbol and attempt to turn
the creature, then cast Speak to Animals
spell on Dolphins to explain what happened.

Western Books

WITH TWO LOCATIONS
FOR SCI-FI & FANTASY
magazines, paperbacks,
comics and records

701-12TH ST. NEW WEST. 525-2232
740 COLUMBIA ST. also

After getting out of the last predicament, you decide to be more careful and move more slowly. After leaving the chamber you proceed through the cavern underwater hallway. You travel about 200 feet when you come to a dead end, although there is an old rusted iron grate on the floor. You easily lift it, toss it aside and proceed downward into a yet larger cavern probably 450' in diameter. As you slowly swim downward you notice this cavern to be not as bright as the others as the bright stones on the wall are not in this area.

This dark, ugly place is in fact not encased in solid rock, like the other caverns but rather encased with mud walls, ceiling and floor. You suddenly notice that there is an exit from this cavern and you can see that beyond it is the great ocean bed, No more travelling in caverns anymore. You swim toward the exit, when you also notice beside the exit is a rather large boat encrusted with mud and barnacles, just then a humanoid like creature rushes out from under the boat towards you. You can see that this creature is what looks like an Old lady with long scraggily hair, has warts, small horns on top of her head, plus sharp pointy fingers. It just hits you that this is a Seahag that you have heard so much about. Will You

A-Pull out Holy symbol and try to turn her

B-Cast Remove Fear spell on yourself and attack her with your Sword

C-Cast Remove Fear spell on yourself, attack her with your flail

D-Cast Remove Fear spell on yourself, cover your eyes completely and attack, thrusting your Newly found Triton hoping to hit her.

E-Cast Remove Fear on Yourself, avert looking at her eyes and attack with your Sword

F-Move in up to her and throw your magic rope around her

G-Cast Blindness Spell on Her, then attack with dagger

H-Cast Hold person spell on her, then shoot her with crossbow.

After you leave this final cavern, you find yourself at the bottom of the sea, and you spot the Aquatic Elven village that you have been told about. You almost missed it, because this walled village made of corral and shells is surrounded by lots of Seaweed. You look up and notice you are probably 1000 feet underwater which gives you a real feel of power to think that you have

reached a spot where no man has gone and lived to tell about it. You quickly put on your aquatic Elf disguise and move on towards the village.

ENCOUNTER 6-On the way Towards the village, you are passing a patch of Sea weed, when you spot coming around the other side of the sea weed, a Lacedon (Marine variety of a Ghoul). This creature is almost within reaching distance

SHOULD YOU: A-Wait till it comes around and ambush it with your sword

B-Tie it up with Magical Rope, then cut its throat

C-Cast Fear Spell on it, then attack with Trident or Sword

D-Present Holy Symbol and say "Begone Vile Creature"

E-Quickly realize you are in an Aquatic Elf disguise, walk by it fearlessly

F-Cast Cause Blindness spell, then attack it with sword.

G-Wait till it comes around and ambush it, by shooting it with your crossbow.

H-Cast Speak to Animals, then offer it food, for bribing.

BOARDWALK

GAMES LTD.

Specialists in Fantasy & Wargames

GAMES-FIGURES-MAGAZINES

Carrying T.S.R., Judges Guild,

Flying Buffalo, Metagaming,

G.D.W., Chaosium, Citadel,

Ral Partha, Martian Metals

and much More

Back Issues of the Dragon from No. 44

874-2244

U-13 Broadway Plaza
601 West Broadway,
Vancouver, B.C. V5Z 4C2

ENCOUNTER 7-At the Large Coral walls of this Elven Village,there is a large 13 shell door which you knock on. Three guards come to the door and graciously let you in. You inquire where the Emperor is currently,as if you belong there, and they calmly tell you "In the Temple as always". So you proceed on to the temple thinking this is gonna be a piece of cake. As you enter this small temple,you notice it is dark and dingy,not like most temples you have seen, but you don't care how clean they are here. You go down the centre of the temple and at the end you see on the left side a doorway...the doorway to the Emperors chambers. As you move ahead a Salt Water Naga quickly appears from the shadows and bars your way. It is casting some kind of spell at you.

WILL YOU:A-Cast Cause Light Wounds,then attack with +3 sword

B-Cast Dispel Magic,then attack with Flail

C-Cast Speak with Animals,and tell it you are a friend to see the king.

D-Cast Snake Charm on it,then walk past it,on through the door.

E-Cast Continual darkness,then attack

F-Cast obscure alignment and walk by it

G-Cast Remove Fear spell on It

H-Cast Cause Blindness,then Attack with Sword

ENCOUNTER 8-When you open the door to the Emperors chamber,you see the King is still sleeping amazingly enough in his bed. As you Approach the bed you notice the room is quite nicely decorated,but quite small for a King (only 120' x 130' roughly). You are just about to cut the Kings throat,with your poison dagger,when the door opens and an Elven Guard rushes in towards you, throwing his trident

WILL YOU:A- Cut Throat,Cast Cause Light wounds on guard,then attack

B-Cut Throat,Cast Fear Spell on guard

C-Cut Throat,Cast Continual darkness then attack guard.

D-Cut Throat,Cast Silence 15' Radius,then attack with sword

E-Cut throat,Cast Hold person then attack

F-Cut throat,shoot crossbow at the oncoming Guard

G-Cut Throat,Cast Hold Person and Silence 15' radius,then kill guard.

H-Cut Throat,shoot crossbow, then Cure light Wounds on Self.

ENCOUNTER 9-After Leaving the Coral Village on a job that was fairly easy, you decide to take a different route back. With the King's ring in your hand for proof,you begin counting the money in your head. Your thoughts are suddenly broken,when you stumble upon a barnacle encrusted chest with some sort of carvings on the side of it. Curiosity gets the best of you and you decide to open it up. It takes quite a while,and a bit of difficulty but it finally springs open,and what springs out of it is a Water Weird. You instantly react by:

A-Casting Cause light wounds,then you flee

B-Casting Snake charm spell,then flee

C-Attack with +3 sword,then look in chest after killing it

D-Attack with Flail,then look in chest

E-Cast Fear Spell then Flee

F-Cast Destroy Water,& look in chest.

STRATAGON 3

HELD JUNE 12-13,1982 at the
CENTURY PLAZA TRAVELODGE
1015 Burrard,Vancouver,B.C.

WARGAMING-BOARDGAMING-LECTURERS
D & D TOURNAMENT

DISTRIBUTERS and MANUFACTURERS
WILL BE PRESENT

CONVENTION PRICES

Adult-\$8 Advance For Weekend

\$10 at the Door for both days
or \$6 per day

Under 16-\$6 Advance for Weekend

\$8 at the Door for both days
\$5 Per day

D & D TOURNAMENT

\$6 Advance for Weekend

\$4 Per day at Door

\$1.00 for Open D & D Gaming

FOR ADVANCE TICKETS CONTACT:

George Barnard

471 Laurier Ave.,Port Coquitlam

Or Call 942-5469

ENCOUNTER 10-After the Last experience,you decide,to forget the scenic viewing and just get back and collect the assasination Fee. You are almost back to the cavern entrance where,you came from,when you stop swimming,upon seeing a creature much like a Beholder,except it has two pinchers and two eye-stalks on top of its head. You slowly sneak up on this creature,when it quickly turns to you

Will You:A-Throw your magic rope around its two eye stalks and lunge at it with your +3 Sword or Trident

B-Cast Speak to Animals and bargain with it,with the 60 g.p. on you

C-Cast Cause Light Wounds on it,then attack with Crossbow

D-Cast Continual Darkness,then Attack with Trident or Sword

E-Cast Cause Blindness,Then Attack with Trident,Sword or Crossbow

F-Shoot at Eystalks with Crossbow,then attack with Sword

G-Shoot at Big Eye,then attack with Sword,after putting away the crossbow

H-Pull out holy symbol and try to turn it

I-Cast Hold Person on it,then attack with dagger

ENCOUNTER 11-After killing this vile creature,you procede to the cavern,only to find out,that it has caved in. Panick has now struck you,as you know time is running out.Then you notice a small cave entrance to the right,that you never noticed before.You move the Seaweed blocking it,aside and proceed up through a 6' wide tunnel. You go up hundreds of feet,when the tunnell starts to go down abit and comes to a dead end,but upon close observation you can see there is a secret doorway.You open the doorway,and see another tunnel leading upward on a 45 degree angle. You travel about 200 feet and you notice there is no more water in the tunnel and up ahead is a wooden door. You go to the door and slowly open it.Inside,beyond the door is a beautiful room with a table,chair,silk carpets,bed,silk sheets,cupboards full of fresh vegetables and other foods,just then you see a humanoid figure approaching from another entrance,you pull out your sword expecting battle only to see a young beautiful women dressed in beautiful silk clothing carrying a towel. She walks to the corner of the room where there is a beautiful gold bath tub. You are not sure but you figure she might be a princess or something like that. She slowly undresses and is about to hop in the tub,when she turns towards you

WILL YOU:A-Apolagize,and show her your wounds

B-Cast Hold Person On her and explain to her how you got in and apolagize

C-Pull out your holy symbol and tell her you are here to ward off evil spirits.

D-Cast Remove Fear Spell on Her and ask her to help you Out.

E-Cast Silence 15' Radius so she can't call her guards

F-Run past her quickly,apolagizing

G-Shoot her with Crossbow so she Won't call guards

H-Run past her quickly,ignoring her

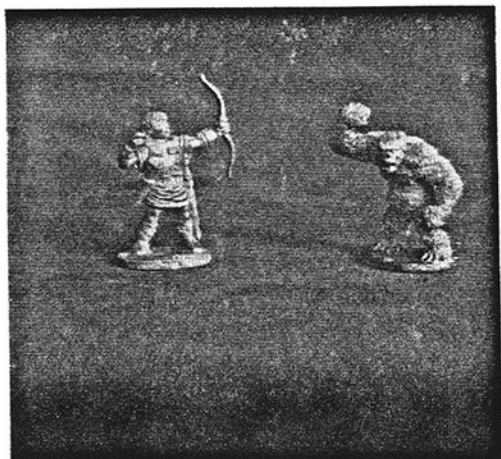
I-Attack her with +3 Sword

After leaving this room,there is a 10' wide tunnel leading directly to the outside,1 mile out of town GO COLLECT YOUR MONEY ONE WAY OR ANOTHER HEH HEH!!

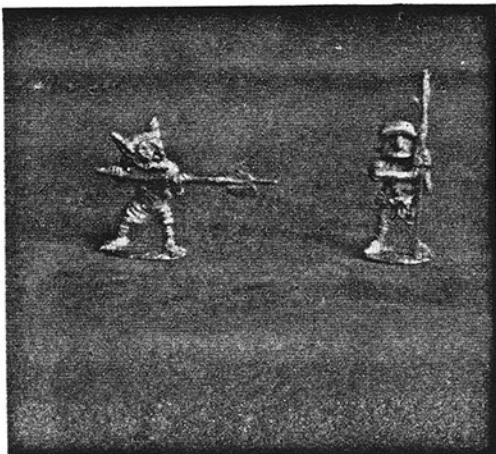
ANSWERS

- 1-A-Hidden Crab grabs low soft boots (Take 2 h.p.)
 B-Surprised by Giant Crab (Take 4 h.p.)
 C-Success-Hidden Giant Crab doesn't Attack
 D-Attacked by Hidden Giant Crab (Take 1 h.p.)
 E-Successful-Blinded Hidden Giant Crab (No dam.)
 F-Successful-no damage
 G-Surprised by Hidden Giant Crab (Take 4 h.p.)
- 2-A-Seaweed is more Weed Eels (Take 5 h.p.)
 B-It Attacks (1 h.p. damage)
 C-Killed it instantly (No damage)
 D-No Good (Take 3 h.p. dam.)
 E-It Does no good with Eels (take 4 h.p. dam)
 F-It flees in Panic (No damage)
 G-No good on Eels (Take 2 h.p. Damage)
 H-Seaweed is more Weed Eels (Take 5 h.p. dam.)
- 3-A-Does bit of damage to oncoming Dolphin (3 hp dam)
 B-Dolphin swims by friendly, your talk has fooled it
 C-Does damage to Dolphin but you (Take 2 h.p. dam)
 D-Does damage to dolphin but you take 1 h.p. dam.)
 E-Does damage to dolphin but you take 1 h.p. dam.)
 F-It works, but you (take 1 h.p. damage)
- 4-A-No problem and No damage
 B-By time spell is cast you (take 1 h.p. dam.)
 C-Dolphins come in and kill creature for you
 D-Killed creature but dolphins (deliver 4 h.p. dam)
 E-Killed creature but dolphins (deliver 4 h.p. dam)
 F-Spell works and Dolphins swim by you
 G-Killed creature but dolphins deliver 2 h.p. dam.)
 H-Creature delivers 2 pts dam before you realize it
 does no good, Dolphins help kill creature
- 5-A-No good, Instant Death from Sea Hag's Gaze
 B-No good, Instant Death from Sea Hag's Gaze
 C-No good, Instant Death from Sea Hag's Gaze
 D-You amazingly Kill her, but (take 2 h.p. dam)
 E-Killed her (no Damage)
 F-You are Dead from Sea Hag's Gaze
 G-It works, but this creature still gives (1 hp dam.)
 H-No good, Almost Die from gaze but only get 1hp dam.
- 6-A-Killed it but take 1 h.p. damage
 B-It works-but you still receive 1 h.p. damage
 C-No good on Ghouls, take 2 h.p. damage
 D-It Works No damage
 E-You're not an Elf, though, take 4 h.p. damage
 F-It works but creature still delivers (1 h.p. dam.)
 G-It Hits, but in melee you still take 1 h.p. dam.
 H-Forget it Take 4 h.p. damage
- 7-A-It works a bit, Take 3 pts damage in melee
 B-It works, cancels know alignment spell (melee 2hp)
 C-It doesn't work, creature attacks (Take 4 h.p.)
 D-Doesn't Work on Nagas (Take 3 h.p. damage)
 E-No good in already dark place (Take 2 h.p. dam)
 F-Works, as it was checking your alignment no dam.
 G-What a choice (Take 2 pts damage in melee)
 H-Works (Take 1 h.p. dam in melee)
- 8-A-Killed King, Guard wounded (Trident hits-2hp)
 B-Killed King, Guard cringes in corner, No dam
 C-Killed King, Guard has Infravision (Take 2hp)
 D-Killed King, Quiet battle, but take 1 hp dam.
 E-Killed King, It holds but he shouts for more
 guards which rush in so take 4 hp damage
 F-Killed King, Lucky Hit, in melee take 1 hp dam.
 G-Killed King and Guard is no problem (No dam)
 H-Lucky Hit, Killed king and Cure yourself 2 hp.
- 9-A-Takes bit of damage, you take 3 hp while fleeing
 B-No good, take 4 h.p. dam
 C-You take 2 pts damage and must flee as it reforms
 D-You take 1 pts damage and must flee as it reforms
 E-No good, take 4 pts damage while fleeing
 F-Works somewhat, no damage and find a Gold crown
 which is worth 5 game points
 10-A-Rope saves you from being charmed, but creature
 is still a formidable foe that delivers 3 hp dam.
 B-No good, take 5 h.p. damage
 C-Does bit of damage, in melee you take 2 hp dam.
 D-Great move, No damage
 E-Great move, but take 1 hp damage in melee
 F-Lucky Hit, but in melee take 3 hp damage
 G-Lucky Hit, but you are charmed by other eye stalks
 and killed.
- H-No good, take 4 hp damage
 I-No good, take 3 hp damage
 A-She is a Nymph-Seeing her disrobed causes instant
 Death to You-Sorry about that
 B-This Nymph, laughs while you slowly die from seeing
 her disrobed-Bye Bye
 C-No good against invisible evil spirits or Nymphs
 and you die from seeing her disrobed
 D-This Nymph does not fear you, and you die from see-
 ing this creature disrobed
 E-This Nymph has no guards, you die from seeing her
 disrobed
 F-You die from seeing her disrobed-Tricky huh!
 G-You killed this Nymph, But you die from looking
 H-You get away from this Nymph alive
 I-You die from seeing this Nymph disrobed.

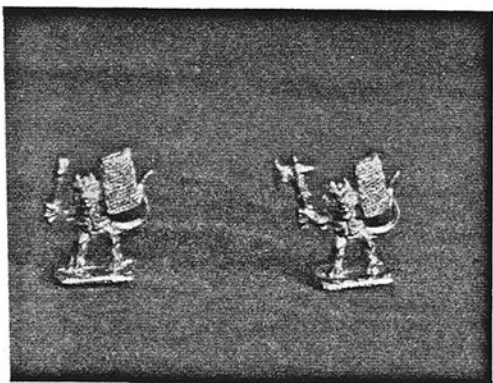
Figure Review by KELLY



These new figures by Ral Partha, the Ape, and Half-Elf Ranger with Bow, I think are great. From the fur on the Ape to the Elven features of the Ranger, these lead figures are pure detail. Both figures are in attacking positions, and are in perfect scale. The overall rating, these figures should get are 9 out of 10.



These Citadel gnolls are pretty good for detail, weapon selection, facial expressions etc, the only thing you might find wrong is that they look like deep Gnomes as in the Fiend Folio by T.S.R., but it is your prerogative of what you can use these as. NOTE: These are just two of the @ 150 different types of Gnolls produced by Citadel, maybe you can build an army



These kobolds were originally produced a couple of years back by HERITAGE. They are alright for detail, have the correct weaponry and armour, almost in scale, but the thing I like the most is that they look just like Kobolds in the Monster Manual by T.S.R. The overall rating for these figures is about a 6.

The Ral Partha Figures are available at The Dragons Lair, Boardwalk Games, The Comic Shop, Good stuff Games in Langley, Mission, Coquitlam, and Larry's Good Stuff Games in North Vancouver, Newton Hobby Horse, Leisure World, The Toy Castle, Citadel Figures are available at Leisure World, Goodstuff Games in Coquitlam, Mission, Langley, and Larry's Goodstuff Games in N. Vancouver, The Toy Castle, Dragons Lair, Boardwalk Games, Newton Hobby Horse, The Comic Shop. Heritage Figures are available at Goodstuff Games in Langley, Leisure World.

Good Stuff Games

in North Vancouver
at 2045 Lonsdale Ave.
FOR SELECTIVE HOBBIES

988-6511



Burnaby Hobbies

Ral Partha 20% Off Sale

CITADEL

MARTIAN METALS

GRENADIER PACK SETS (ON SALE \$8.95)

T.S.R. MODULES Marked down

METAGAMING SALE-\$5.50 per Microgame

G.D.W.-TRAVELLER

MINIFIGS-Napoleonics

5209 Rumble St. Burnaby

Telephone 437-8217

Leisure world

- T.S.R. Modules
- Lead Figures by Ral Partha, Citadel, Martian Metals, TSR (Greyhawk), Grenadier
- Heritage Lead Figures (Dungeon Dweller Series) and (Lord of The Ring Series)
- THIEVES GUILD
- current and back issues of The DRAGON Magazine.

NEW ADVANCED DUNGEON & DRAGONS
INSTANT RUB-DOWN PICTURE TRANSFERS
(Monsters, Humanoids, Dragons, Giants)

581-5313

1385 Guildford Town Centre
Surrey, British Columbia
V3R 7B7



T.S.R. Modules -D & D, GAMMA WORLD

Lead Figures by RAL PARTHA, GREYHAWK,
GRENADIER, CITADEL

Game Aids-Dice

- Players Handbooks
- Monster Manual
- Dungeon Masters Guide

DRAGON Magazines

WE ALSO CARRY

AFX Roadrace Accessories

Train Accessories

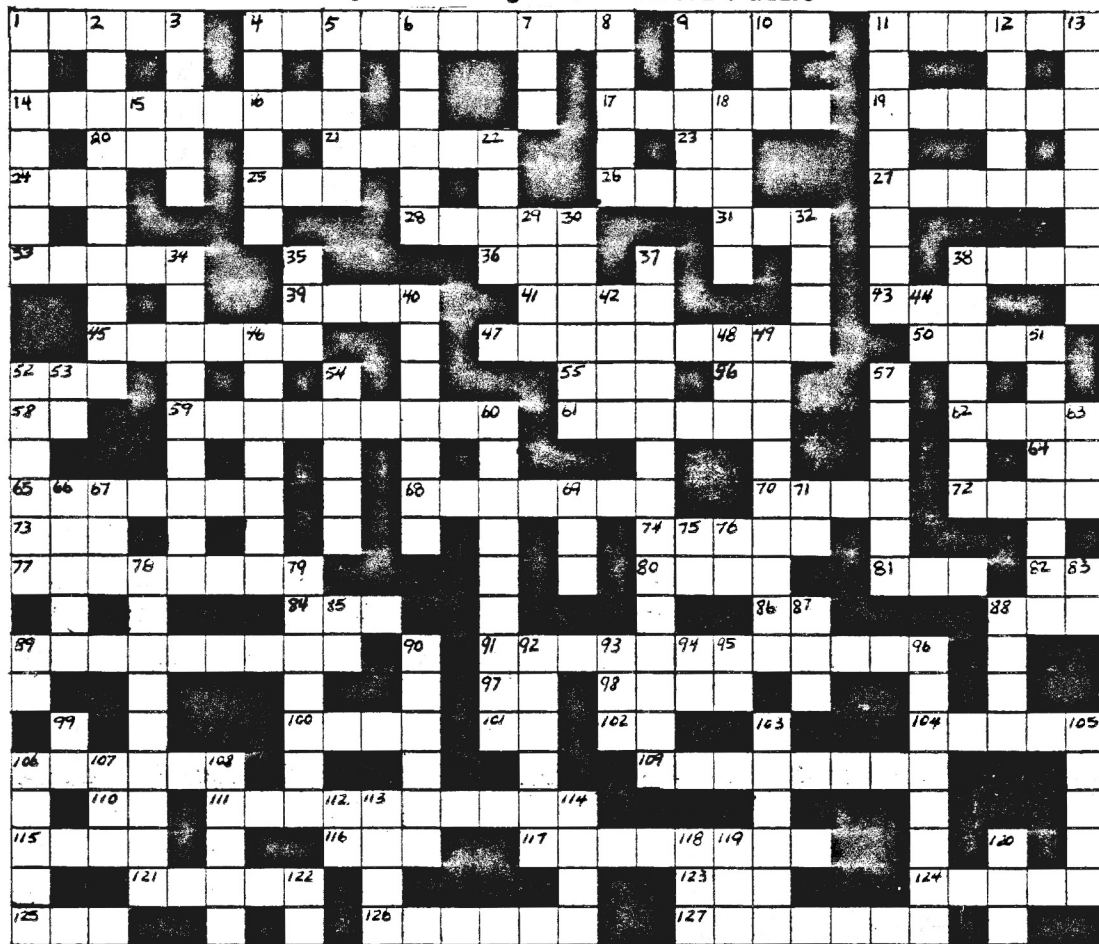
PACTRA balsa wood

Haney Plaza
Dewdney Trunk Rd.
Maple Ridge, B.C.

467-9641

Dungeon & Dragon Crossword Puzzle

18



ACROSS

- 1.- The best weapon against skeletons
- 4.- This creature has a body that resembles a huge bloated buffalo and gives off an offensive odour HIND: Gaze causes Death
- 9.- A Norse God
- 11.- A creature found in the Nine Hells and chosen to form Wraiths or Spectres
- 14.- A creature in the Ape family
- 16.- A Feature of and Orc's Face.
- 17.- A type of dragon that breathes a cloud of scalding steam
- 19.- A form of fungus
- 20.- This creature comes as a Giant " " Electric " " or Weed " "
- 21.- A two headed giant creature
- 23.- First and last letters of a creature from the Elemental Plane of Fire.
- 24.- A small insectoid creature that seeks a warm place to lay eggs, in this part of the anatomy
- 25.- First Name of creature described in 24 across
- 26.- A type of monster often feared by armoured fighters
- 27.- Rumoured to be from the Elemental Plane of Water.
- 28.- Creature (Giant) found where there are great buffs, cliffs etc.
- 31.- Something affected by distance
- 33.- Terrain, herds of animals are often found in.
- 38.- Type of elemental
- 39.- Noble title often similar with Count.
- 41.- Something unagreeable with monks.
- 43.- I am one of many types, to name a few I come from the woods, sea, or Gray What am I?
- 45.- Creature typically equipped with a spiked wooden club & wooden or wicker shield
- 48.- The best way to go through a cavern full of Troils at Low level.
- 50.- A Type of Elf.
- 52.- A Warrior's weapon is " " weapon Only.
- 55.- First initials of (1) type of mold (2) a type of bear (3) type of deer
- 56.- An old greeting
- 58.- The last two letters of a type of displacer beast
- 59.- Broken Bones, Rotting Eye and Bloody Head are some of these

- 61.- A 2' tall creature
- 62.- Getting revenge (syn.)
- 64.- An aquatic variety of the purple worm
- 67.- A weapon a Cleric would favour
- 69.- A monster found only in icy Cold regions.
- 73.- Time for a Werewreature.
- 74.- Type of Sphinx
- 77.- Wolves are constantly doing this.
- 80.- Spirit " " or Water " "
- 81.- Spider's container for poison
- 82.- Gain these each level Abv.
- 84.- Receive this from a mummy
- 86.- A type of alignment Abv.
- 88.- What must be done to a vampires head after filling the mouth with holy wafers.
- 89.- A 4th level cleric spell
- 91.- A type of chart for certain characters
- 97.- 1st and 4th letter of this horned wooly creature
- 98.- A trait noticed of players (character) with a low dexterity
- 100.- Something instilled by a mummy
- 101.- First and third letters of this poisonous creature
- 102.- A type of monster found in forested areas
- 104.- Slang word for this reptilian humanoid monster
- 106.- A type of devil
- 110.- Type of weapon HINT: type of Pole arm
- 112.- Creature from the elemental Plane of Air.
- 115.- What can be found in a Players handbook?
- 116.- First letters of (1) Creature that lives in mountains HINT: Short (2) Hate elves, and are tribal (3) creature can imitate voice of man or woman
- 117.- Referred to as Sea Devils or Devil men of the Deep
- 121.- Liches employ this type of creature
- 123.- Favourite spot for henchman, and hirelings to be found
- 124.- Water Sprites
- 125.- Giant insect
- 126.- Cousin of Dwarves
- 127.- Thieves favourite sport.

DOWN

- 1.- Larger cousin of Goblins
- 2.- Four Eyed 8' tall creatures
- 3.- Creature that must be burned or immersed in acid for death
- 4.- Type of Dragon
- 5.- Type of Were creature
- 6.- Fire " " Water " "
- 7.- Name of god, that is half goat, half man HINT: God of Fields
- 8.- Type of creature often found in sylvan woods.
- 9.- A dwarves most hated enemy yet they are twice the dwarves size
- 10.- something you get sometimes from giant rat bites
- 11.- 2nd level MU Spell.
- 12.- When human and attacking the worst type of lantern to have is a " " one.
- 13.- 1st level druid spell.
- 15.- First two letters of these war crazy men.
- 18.- Kind of Giant
- 22.- Snake like creature
- 29.- Sea " "
- 30.- Type of devil appear as nude male or female human with wings
- 32.- Type of coloured fungus
- 34.- This creature can be a leg breaker or marrow sucker
- 35.- One of the deadliest types of dragons
- 37.- A blood sucking creature and a acid spitting creature
- 38.- Creature from the Elemental Plane of Fire.
- 40.- A prehistoric carnivorous bird.
- 42.- something usually at the end of a 50' rope
- 44.- Type of alignment Abv.
- 46.- Marine form of a ghouli
- 48.- Type of " " ar " "
- 49.- nickname for a beholder
- 51.- Demon Lord of Gnoils
- 52.- Missile weapon often used by bugbears
- 53.- What monsters are often referred as
- 54.- " " Mole
- 57.- These type of weapons gain a hit bonus on all A.C. except 10
- 60.- Weapon often used by goblins
- 65.- Title of a 2nd level druid
- 67.- First initials of (1) a regenerating creature (2) type of elemental (3) Type of undead
- 69.- direction mace & chain often attacks defender in.

- 71.- 4th and 2nd letters of this creature made of clay, stone or iron
- 75.- First two letters of a snake like creature
- 76.- This creature comes in wild or war with only an "O" standing between these two letters
- 78.- One of these types of creatures comes from water
- 79.- Creature with head and forepaws of an eagle and body of a lion
- 83.- First two letters of this flying type of dinosaur.
- 85.- first and last letters of this wart covered creature
- 87.- Trap set often to vent out anger
- 88.- type of sphinx
- 89.- Gamemasters Title in D & D Abv.
- 90.- Magic Users Spell Hold
- 92.- Poisonous creatures
- 93.- transportation used by explorers in dungeons
- 94.- First letters of (1) race of intelligent rays (2) creature that lives on dung, offal and carrion.
- 95.- One type of direction in Dungeons Abv.
- 96.- Partys usually listen for noise before " " rooms
- 99.- Type of Stick weapon
- 103.- Famous adventurer SINBAD with spelling mixed up, D is first letter
- 105.- Green " "
- 106.- Several headed type of Dragon
- 107.- Sumatran " " " "
- 108.- Creature is 80% likely to have tamed wolves, brown bears to serve as guards in their lair.
- 112.- Abbreviation of Basic Game
- 113.- Often associated with goblins (what type of creature " ")
- 114.- Often found in crypts and dungeons
- 118.- Type of elemental.
- 119.- First three letters of this Hyena faced monster
- 120.- Weapon often used by Dwarves
- 122.- Abbreviation for general type of protection status.

VANCOUVER'S D&D CENTRE

The COMICshop

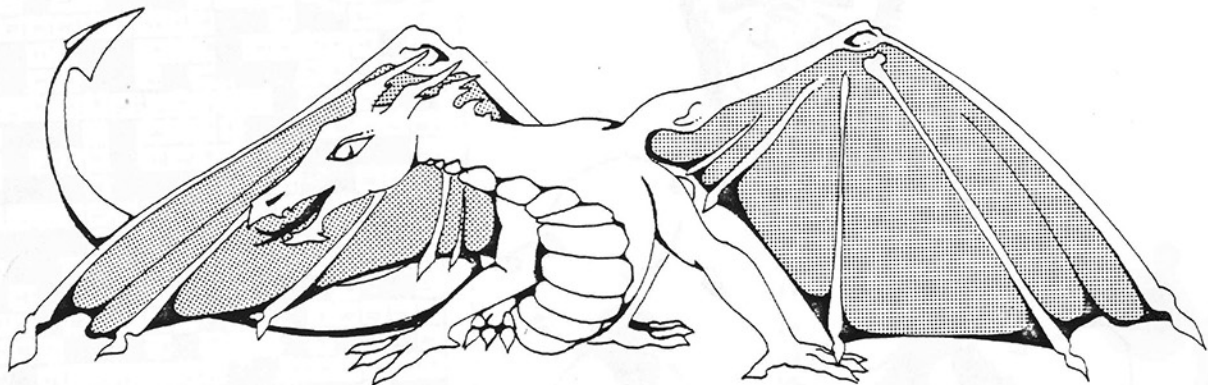
2089 West 4th Avenue

Vancouver, B.C. Canada V6J 1N3

Mon.-Sat. 11:00 - 6:00 Fri. 'til 8:00



visit with our Dungeon Master --- Fri.-Sat.



Canada's Largest Comic Art Store!



in Coquitlam Centre
on The
Barnet Highway
 461-3344

Current and Back Issues of
 DRAGON

SORCERER'S APPRENTICE

WHITE DWARF

DIFFERENT WORLDS

ADVENTURE GAMING

NEW ADVANCED DUNGEONS & DRAGONS
 INSTANT RUB-DOWN PICTURE
 TRANSFERS

AVALON HILL War & Sports Games

Lead Figures by

Ral Partha

Martian Metals

Grenadier

Citadel

Heritage

G.D.W.-Traveller

T.S.R. Modules

D & D

Gamma World

Top Secret

Boothill

POLLY S water based paints

JUDGES GUILD

Full CHAOSIUM Line

ACE OF ACES

BATTLEMATS in Stock

All Types of Dice

Come On Into Our Store
 — — HUMAN SCUM!



Answer to Crossword Puzzle

