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WHITE WOLF Magazine (ISSN 0897-9391) is published bi-monthly by White Wolf Publishing. The mailing address for all items is: White Wolf Publishing, 1298 Winter Place, Anniston, AL 36201. The phone number is (404)-832-9994. WHITE WOLF is distributed through subscription and distribution services throughout the United States and Canada. Overseas subscriptions are available. All subscriptions are priced as follows: any U.S. address= \$22, any Canadian address= \$32, overseas via surface mail= \$45, overseas via airmail= \$80. All rates are for twelve issues. Checks or money-orders should be made payable to White Wolf Publishing. Subscribers are given constant notification of the last issue of their current subscription by the number following their name on the address label.

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Welcome to our second Halloween issue. Issue #4 was the first such issue, but that one was done back in 1986. Let me quickly interject an apology for the short length of this issue. We are pretty certain that we have overcome the mail problem that we had been having, but we wanted to make sure that you got your Halloween issue by Halloween. Makes sense, eh? In order to accomplish this we had to push the schedule of the magazine up a week and thus had to shorten the issue a bit.

This is the first issue of WHITE WOLF which has been done entirely on computer. Yes, we finally stepped out of the Dark Ages by making this move. Feel assured that the content of the magazine will remain in the Dark Ages (at least as far as our fantasy content is concerned). Working with the desktop publishing actually means more work for the staff here at WW, but we feel that the quality of the magazine has improved as well. The magazine is even more under our control now as we

do not have to try to catch mistakes made by our old typesetter. Nell's Composition served us well, but we did encounter several problems with them.

Good news for those of you interested in writing for WHITE WOLF. We have re-established our contest column, "On Your Mark", and it will remain a permanent fixture in WHITE WOLF.

To clear up something that may have confused you in issue #11- we announced the article "The Order of Hermes" as the first of a regular column. That was a truth, but because we had trouble coming up with a title for the column, no logo appeared at the top of that article. The second installment of the column, "The Keepers of the Law", does carry the logo- People of the Land.

To close, I would like to give a quick thanks to David Argall who has taken his time after each issue to send his opinions of the articles and the content of the magazine to us. We would like to see more of this as it gives us a better feel for what you want. After all, though we write the magazine, we write it for you.

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Capsule Reviews

by Stewart Wieck; Stewart is the Editor-in-Chief of *WHITE WOLF*

Ironhedge

Empire Wargames, Box 94, Marne, MI 49435
designer: John Brooke
price: \$25

Ironhedge is an interesting game that is presented in a form unlike other RPGs. Let me explain- the game consists of the following items: a stand-up map/GM screen, index card sized characters and encounter cards, five differently colored d6, two pocket-sized rulebooks, and about seventy index card sized "world cards" (my own term).

Ironhedge is a complete RPG game. All the rules are here and an entire world is presented. The game system itself is a little simplistic, but this seems to be the goal of the game- to cut down on unnecessary complications. The system does serve it purpose.

The attractive feature of Ironhedge is the material for Ironworld, the campaign setting provided. A map of Ironworld appears on the GM's screen. Numerous places of interest are marked on this map (e.g. Skull Castle, Hun Tomb, Yin Pyramid, etc.). Each of these places then has one or more "world cards" devoted to them. The cards map the entire structure and describe the contents. This means a truly phenomenal amount of material. Some of these cards are also devoted to Moonworld, an actual moon which revolves around Ironworld.

A major drawback of the package is its tiny size. The rulebooks are about 3 1/2" x 5". While this makes them easy to carry, it also serves to make them distracting to read. Empire Wargames offers a basic game option for \$6 which gets you one rulebook and a few character and encounter cards. My recommendation is to ignore this offer. The strength of the game lies with the detailed "world cards" and the campaign setting. Either go for it all, or forget it.

Pandora's Dice Wheel

Pandora's Treasures, 315 W. 400 South, Smithfield, UT 84335
price: \$14.95 or \$34.95

Pandora's dice wheel is a gaming aid which takes the place of dice (or supplements the use of dice). The product is an actual wheel about 5" in diameter which is marked in progressively larger rings to represent d3, d4, d6, d8, d10, d12, d20, d30, and d00. A spin of the wheel will bring a number for each one of the possible dice underneath a pointer. Therefore you can now spin instead of roll.

Two different kinds of wheels are generally available. First, there is a plastic base wheel (\$14.95) and a wooden base wheel (\$34.95). My only experience has been with a plastic base wheel, and the pointer broke after a short time of use. However, the wheels now use a flexible pointer which my original wheel did not have, so this problem has been alleviated. I have seen the wood base wheels and they do seem greatly superior to the plastic ones.

While Pandora's Dice Wheel will not cause you to drop your dice and use it exclusively, you might consider it as a game aid to supplement the use of dice (to speed things up a bit) if you are prone to the use of such aids.

The wheel also comes with a short booklet titled "Pandora's Futurescope". The book just lists some tables which

might be used in conjunction with the wheel for the state of a day's affairs.

The Adventurers' Guild

The Adventurers' Guild, 401 New Castle Rd., Marshalltown, IA 50158

Bestiary (\$2.95): This book lists some 60 new monsters for FRPGs. While nicely formatted, the book doesn't present any especially unique creatures. Most receive little more than a paragraph or so of description. Some of the monsters are from actual mythologies so they are interesting in that respect.

Bounty Hunter's Handbook (\$3.25): Eighteen high level fantasy bad guys are presented in a sort of fantasy FBI top ten listing. The supplement would have been more interesting if villains for a variety of levels had been presented, but many of the characters are very interesting. Several own new or unique magic items and each is given a monetary and experience value.

Tome (\$5.50): 300 character bust pictures; something around 1000 character names; and weapon, armor, and shield diagrams are presented in the Tome. While of lesser quality, the character pictures could be used as visuals to help players focus on the fact that they are talking to an actual person, not a faceless bystander. If you have trouble naming characters, then the list will do you good. The diagrams are interesting and apparently historically accurate.

