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The magazine of Fantasy, Swords & Sorcery and Science Fiction Gaming

Vol. 1, No. 3
October

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DRAGON RUMBLES

Someone once said that all you needed to play fantasy games was a willing suspension of disbelief. This philosophy goes far to succinctly sum up fantasy gaming, but only on the surface. What is most essential is an active imagination; without one there can be no "fantasy."

Webster's New Collegiate Dictionary, 1975 Edition, defines fantasy as *— 2) FANCY, esp: the free play of creative imagination 3) a creation of the imaginative faculty.* It defines imagination as; *the act or power of forming a mental image of something not present to the senses or never before wholly perceived in reality.*

As is obvious from the above, the two are integrally interconnected. The Dictionary goes even further into that fact because it credits imagination, fancy and fantasy with a "shared meaning element"; *the power to form mental images of things not before one.* To ask a Bushman of the Kalihari to describe a clipper ship would be folly. Even if you told him how it worked and what its purpose was, he wouldn't be able to describe anything that you would recognize as a clipper ship. He would be able to describe it only in terms of or comparisons to things he knew. Even the concept of an ocean would be unbelievable to him.

As the preceding example illustrates, imagination is dependent upon background, at least in terms of visualization. To a 14th Century AmerIndian, a ship that sailed from the East Coast of North America to Europe was just as fantastic as a ship that sailed to the specks of light in the night sky. Everything we perceive is subconsciously compared to what we've seen before.

All of these points have been made in defense of including "fiction" within the pages of THE DRAGON. The complaints have not been numerous by any means, but most are marked by their vociferousness and vehemence.

All the games we play are fiction; historical battles are historical fiction at best. I include fiction in TD so that the reader's fictions will be better: fuller, more complete and better founded. Some of the fantasy campaigns now extant rely entirely upon the work of one author, or are centered around only one cycle or mythos. If **that** suits you, fine. As for myself, I'd rather play in a campaign that blends many cycles, mythos' and authors' work. It seems to have a richer flavor.

Subconsciously or consciously, every bit of fantasy, s-f or S&S you have read has contributed to how you perceive and deal with fantasy gaming. Even if you read a concept that you violently dislike, it has affected your perception of gaming; chances are you will overreact in the opposite direction. The more concepts you explore, regardless of whether you agree with/accept them, or not, the more raw material you have for your own imagining process.

In response to these letters, fiction will no longer take up nearly as much space. The Niall story in the last TD took up so much space because of a lack of communication between myself and the typesetter; it was set too large. In the future, though, I will still include what I think is worthwhile fiction. A good proportion of material printed is submitted by the readers, and occasionally I'll print something that might not be top-flight writing, but contains worthwhile ideas or concepts. (As a side note, I will be printing a new Gardner Fox-Niall story in TD #6 — **"Beyond the Wizard Fog.")**

You can see the new format in this issue that I will use for fiction. I feel that THE DRAGON should and will be more than a variant magazine, as it is meant to deal with all aspects of Fantasy, Swords & Sorcery and Science Fiction Gaming. If a reader adopts just one idea, gimmick, concept, etc., from a story, or adopts a measure in opposition to one, then it will have served the purpose of furthering fantasy gaming.

Editor

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DOES ANYONE REMEMBER?

WAR OF THE EMPIRES?

by Gary Gygax

Possibly the earliest science fiction wargame was a postal offering from Tullio Proni. The original version came out, I believe, in 1966, although the copy of the rules bears no date. Both of these early versions of WAR OF THE EMPIRES were reproduced by the ditto process, and although the revised version was a considerable improvement over the original, both were a far cry from the standards demanded of amateur-produced games marketed today.

The game itself was based on the concept of a universe-wide power struggle between two socially hostile groups. On the one hand was the Greatest Empire, a monarchy/aristocracy with dreams of binding every habitable planet to the throne. Opposed to this colonialist empire was the League of All Worlds, basically a confederation of all planets, systems, and multi-system governmental forms wishing to resist the expansion of "The Empire." WAR OF THE EMPIRES then assumed that Terrans were being enlisted as commanders, for they represented a race which could boast "some of the deadliest fighters in the Universe" (according to THE WAR REPORT, Vol. 1, No. 1, February 7, 1967).

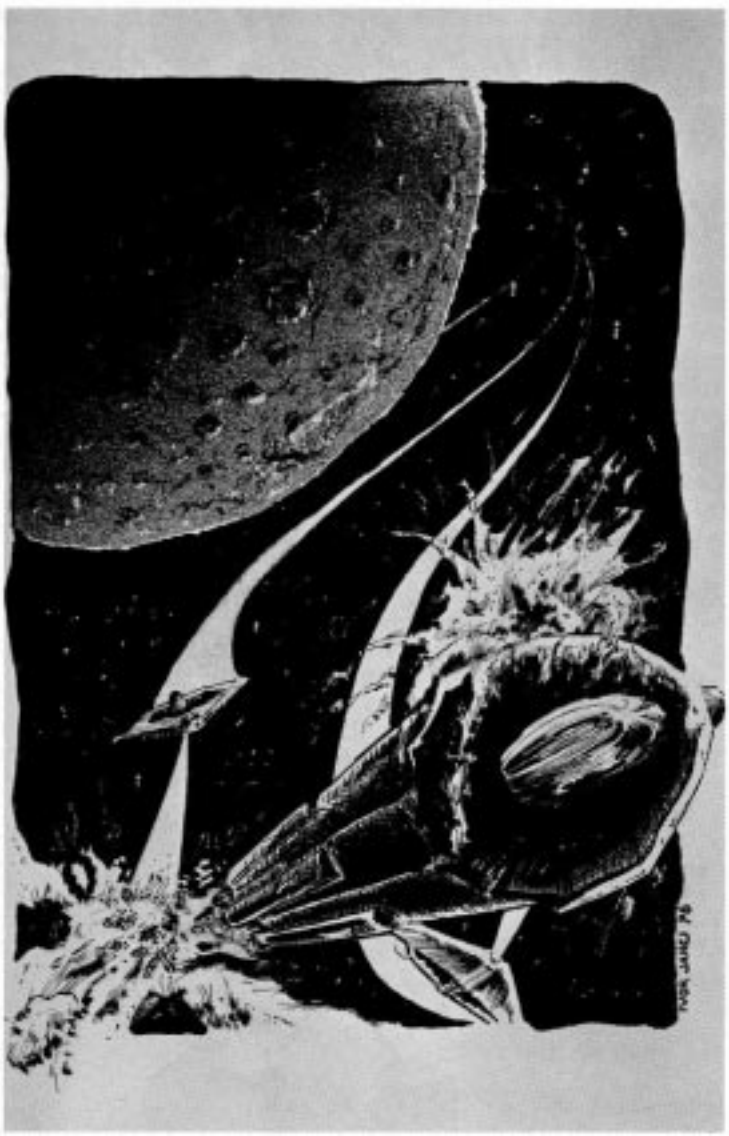
Proni's game was aimed primarily at postal play — although I assume that he and his associates engaged in face-to-face contests also. The designer served as the "Master Computor." Those that joined the campaign opted to come in on one side or the other, and each Greatest Empire commander was matched with a commander of the League of All Worlds by the Master Computor. Proni furnished each a set of rules for their initial contest, and each also received a duplicate copy of a "sector map." The latter showed the starting positions of the space ships and the location of solar systems in the sector. The two antagonists had to use a random number system to decide who was to start at the "X" or "Y" positions, while the player getting the second position choice moved first.

The opponents then strove to move to the most desirable solar systems. Desirability was stated in two ways: Each system was given a build limit number, the number indicating how many new ships could be constructed in that system each turn. Additionally, the systems were all given monetary values, the number of "credits" the system was worth to the player retaining it at the end of the match. Play was, in most cases, conducted postally. At first the players had only "scout" ships to claim systems with — or attack the antagonist with. As systems were claimed the opponents were then able to construct other sorts of ships: torpedoes, cruisers, battleships and fortresses (for system defense, non-mobile) in addition to further scout vessels. The different types of ships moved at differing rates and had progressively stronger attack and defense modes. Except for the torpedo, ships could "hyperspace," move three times normal movement but only in a straight line. Torpedoes moved only normally, but their speed was much greater than the other ships.

When the contest was decided in favor of one or the other player, each noted their total losses in ships (and fortresses) as balanced against their credit gains for claims of new systems. The whole was then sent to the Master Computor for recording. The winning player was moved up a rank. Assuming that both players wished to engage in another game, each was then assigned a new opponent from the opposing side, the new opponent having a record as nearly similar to the player as possible. News of concluded games, player lists by side, rules comments, scifi book reviews, and similar material was published in **The War Report,** the game newsletter, also done by Proni, which began publication about the time the second edition of the rules was released.

The War Report ended almost as quickly as it began, only two issues being published (February and April 1967). Although Proni stated in the second issue that there were thirty postal players engaged in WAR OF THE EMPIRES, something caused him to drop the entire project. When his mastering of the campaign went by the board the whole project ground to a halt. No response from repeated letters indicated that Proni was quite serious in his evident intent of dropping the game. After repeated attempts to get the author to revive the game, I gave up, and for some two years the whole affair was in limbo. However, in early 1969 I again wrote to Proni and asked if he would be interested in trying WAR OF THE EMPIRES once again, or, failing that, would he object to my trying to get it re-established and functioning again. After six weeks with no reply I took the bull by the proverbial horns and went to work on the project.

sonification of the opposing factions was also included — military insignia, rank names, medals, orders of knighthood in the Empire, royalty, nobility, official positions, and League offices. I had access to limited free use of a Xerox machine, so copies of the rules were offered for the cost of mailing them, and with them went a one-page newsletter, **The New War Reports,** Vol II, No. 1, 28 April 1969. The second issue was published almost immediately, with a cover date of 1 May 1969. It was also distributed to the 22 players and various interested parties at no cost. It covered social and political information pertaining to the opposing powers, as well as other material similar to that of the original newsletter published by Proni. Bill McDuffie was kind enough to take over publishing the newsletter when the Xeroxing was no longer available to me. When the third issue of the magazine was published in August-September, 1969, there were over 60 active participants in the game. McDuffie published three issues of the newsletter in 1970, the last under date of May-June, 1970. Then the whole game went into another slow death again, as no further magazines came, and general communications ceased. Alan Lucien attempted to revive the game again by publishing and mailing Vol. 4, No. 1 of the newsletter in October of 1971, but the effort was fruitless. By then, participants had undoubtedly lost both interest and faith.

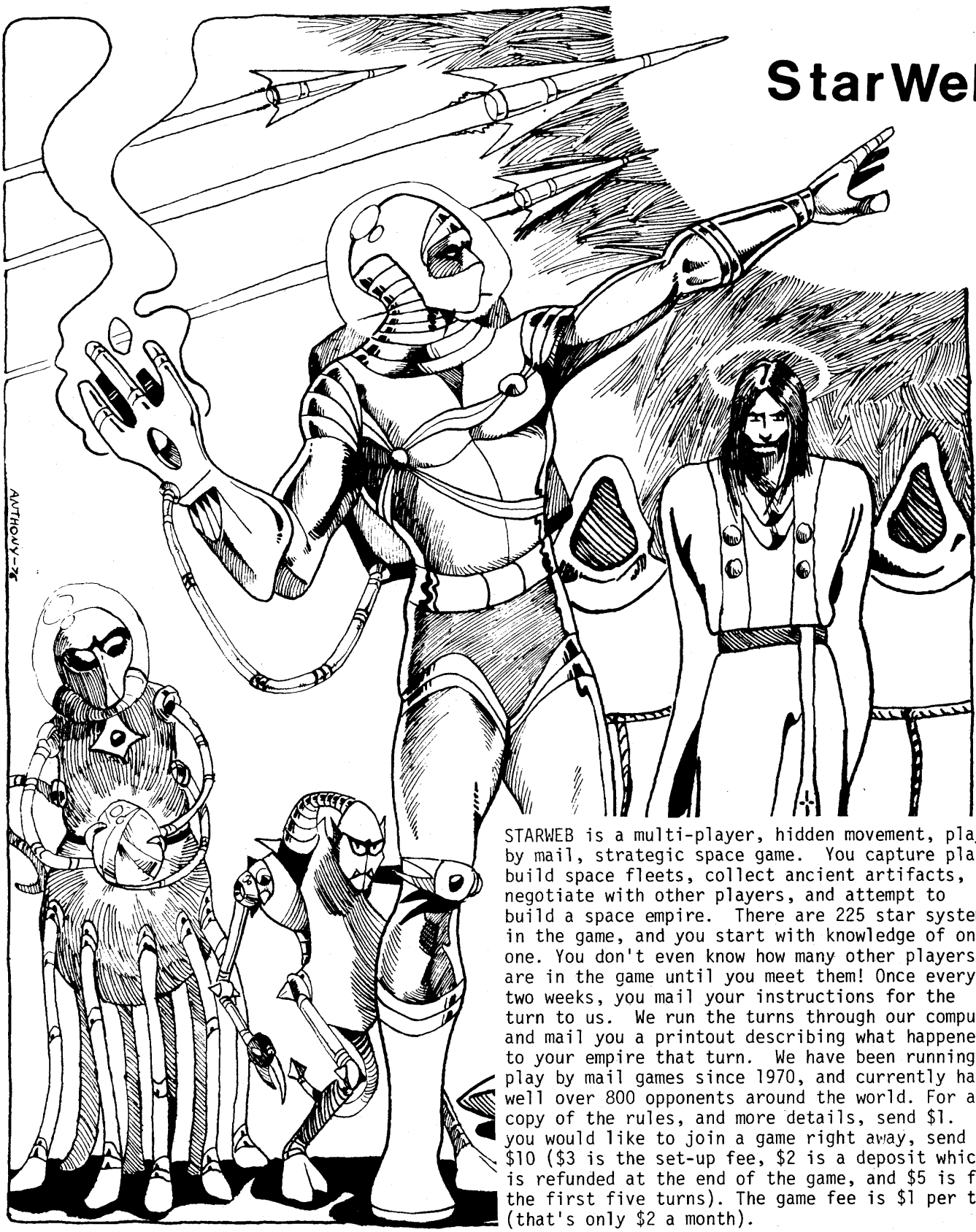


The demise of WAR OF THE EMPIRES must be blamed primarily on its total dependence upon the need for a game newsletter to tie the whole effort into a meaningful campaign whole. As sector maps had to be prepared by the Master Computor, they were sometimes rather weighted against one player — not intentionally, of course. When a participant got stuck with such a game the only ray of light would be the prospect of the next contest where he could possibly be on the lucky end of the imbalance — if one existed. Additionally, one loss would not have too serious an effect on the whole of the picture for the opposing sides. Similarly, the newsletter depended upon players to contribute material of all sorts — not only about their games and game-related considerations, but also about science fiction subjects in general. These contributions kept interest in the campaign and in the magazine at a high level. When publication was erratic, contributions fell off, and game interest was lost. This, in turn, meant less material for the newsletter, and a fatal descending spiral was precipitated.

WAR OF THE EMPIRES was an interesting game creation in many ways, and although the individual games were sometimes not much, the whole had great potential, for it offered continuing involvement in a science fiction campaign where players could play many postal games, become involved in authoring material for the newsletter, cover or read about almost anything connected with the whole genre, and so forth. If the newsletter could have been maintained regularly the campaign would probably be alive today, for the whole concept is basically as interesting now as it was then. Who knows, perhaps one of these days we will see the hobby's oldest scifi game rise once more from the ashes like a phoenix. Then once again Sub Commander Gygax will sally forth from the planet Arkham which circles Ankaa II, taking the dreaded **Curse of Yig** to battle in behalf of the League.

Anyone interested in becoming involved should "War of the Empires" be revived yet again, should write to: W.O.T.E.. c/o THE DRAGON, POB 756, Lake Geneva, WI 53147.

StarWeb



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NOTES ON *WOMEN & MAGIC*

by Len Lakofka

There will be four major groups in which women may enter. They may be FIGHTERS, MAGIC USERS, THIEVES and CLERICS. They may progress to the level of men in the area of magic and, in some ways, surpass men as thieves. Elven women may rise especially to high levels in clerics to the elves. Only as fighters are women clearly behind men in all cases but even they have attributes that their male counterparts do not!

Characteristics;

Strength 18 sided die and 1 six sided die.

Wisdom, Intelligence, Dexterity and Constitution all use 3 6 sided dice. (Any woman scoring 13 or 14 in strength may add 1 to her constitution score.)

Instead of Charisma BEAUTY is rated on 2 20 sided dice numbered 1-10 (so the range is 2-20, not 2-40.

Prime Requisites

Wisdom for **clerics**

Intelligence for **Magic Users**

Strength for **Fighters** (except that 'average' is not 7-10 and not 9-12)

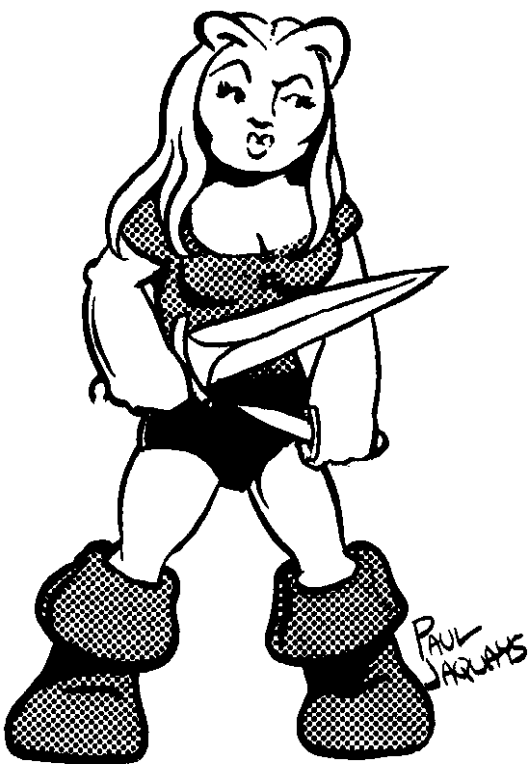
Dexterity for **Thieves**

Intelligence is important to upper level **thieves** when magic is used

Beauty and exceptional Beauty (15-18) (19-20) are important to **thieves, fighters** and **magic users.** Clerics may not use beauty if they are lawful or neutral. Chaotic Clerics may use their beauty score.

Experience Points for Advancement

Title	
FIGHTERS	
Fighting Woman	0
Swordswoman	1600
Gladiator	3200
Battle Maiden	6400
Shield Maiden	12800
Myrmidon	25000
Heroine	50000
Valkyrie	100000
War Lady	200000
War Lady 10th level	300000



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CLERICS	
Novice	0
Initiate	1200
Postulant	2400
Apostolate	4800
Sister	9600
Deaconess	20000
Canoness	40000
Prioress	80000
Superioress	160000
Matriarch	240000
Matriarch 11 level	320000
Matriarch 12 level	400000
THIEVES	
Wench	0
Hag	1000
Jade	2000
Succubus	4000
Adventuress	8000
Soothsayer	16000
Gypsy	35000
Sibyl	70000
MAGIC-USERS	
Medium	0
Seer	2400
Sage	4800
Mystic	9600
Oracle	20000
Enchantress	40000
Illusionist	65000
Sorceress	90000
Witch	180000
Witch 10th Level	270000
Witch 11th level	360000
Witch 12th level	450000
Witch 13th level	600000
Witch 14th level	700000
Witch 15th level	800000
Witch 16th level	900000
Witch 17th level	1000000
Witch 18th level	1200000
Witch 19th level	1400000
Witch 20th level	1600000
Witch 21st level	2000000
Witch 22nd level	2400000

FIGHTERS	Hit Dice	Fighting Capability	Spells
Fighting Woman	1+1	Man	none
Swordswoman	2	man + 1	none
Gladiator	3	*2* men + 1	none
Battle Maiden	4	*3* men	special for beautiful women
Shield Maiden	5	hero	special for beautiful women
Myrmidon	5+2	Hero + 1	special for beautiful women
Heroine	6+2	Hero + 2	special for beautiful women
Valkyrie	7+2	*7* men	special for beautiful women
War Lady	8+2	Superhero	special for beautiful women
War Lady 10th level	9+2	Superhero + 1	special for beautiful women

If the Chainmail system (not man to man) is used the tables are wholly correct. If the ""Alternate Combat System" is used subtract one level from all levels over one in every combat. If this is not done females would fight as well as a man at the same level for far fewer experience points.

	Hit Dice	Fight as	Spells								
CLERICS			**1**	**2**	**3**	**4**	**5**	**6**	**7**		
Novice	1	man-1	-								
Initiate	2	man	1								
Postulant	3	man+1	2								
Apostolate	3+1	2 men	2	1							
Sister	4	3 men	3	1	1						
Deaconess	4+1	3 men+1	3	2	1						
Canoness	5	hero -1	3	2	2	1					
Prioress	6	hero	3	3	2	1					
Superioress	6 + 2	Hero+1	3	3	3	2	1				
Matriarch level 10	7+2	Hero+2	3	3	3	3	1				
Matriarch level 11	8+2	Hero+3	3	3	3	3	2				
Matriarch level 12	9+2	superhero	3	3	3	3	3	1			
THIEVES											
Wench	1	man-l	-								
Hag	2	man	-								
Jade	3	man+2	-								
Succubus	4	2 men	1 limited and special								
Succubus	4	2 men	1 limited and special								
Adventuress	4+1	2 men +1	2 limited and special								
Soothsayer	4+2	3 men	2 1 limited and special								
Gypsy	5	3 men +1	2 2 limited and special								
Sibyl	5+2	hero-l	2 2 1 limited and special								

MAGIC USERS			**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**
Medium	1	man-2	1								
Seer	1+1	Man-1	2								
Sage	2	Man	2	1							
Mystic	2+1	Man+1	3	2							
Oracle	3	2 Men	3	2	1						
Enchantress	3+1	2 Men+1	3	3	2						
Illusionist	4	3 Men	3	3	2	1					
Sorceress	5	3 Men+?	3	3	3	2	1				
Witch	6	Hero	4	3	3	3	2				
Witch 10th level	7	hero+ 1	4	3	3	3	3				
Witch 11th level	8	Wizard	5	4	3	3	3	1			
Witch 12th level	8+1	Wizard	5	5	4	3	3	2			
Witch 13th level	8+2	Wizard+ 1	5	5	5	4	4	3	1		
Witch 14th level	9+2	Wizard+ 1	5	5	5	5	5	3	2		
Witch 15th level	9+3	Wizard+1	5	5	5	5	5	3	3	1	-
Witch 16th level	10+2	Wizard+1	5	5	5	5	5	4	4	1	
Witch 17th level	10+3	Wizard+1	6	6	5	5	5	5	4	2	
Witch 18th level	10+4	Wizard+2	6	6	6	6	6	5	5	2	1
Witch 19th level	11+3	Wizard+3	7	7	7	6	6	6	5	3	2
Witch 20th level	11+4	Wizard+2	7	7	7	7	7	6	6	4	2
Witch 21st level	11+5	Wizard+2	7	7	7	7	7	7	7	5	3
Witch 22nd level	11+7	Wizard+3	8	8	8	7	7	7	7	7	3

THIEVES — Women Statistics — see BLACKMOOR

Female thieves same as male except that higher level female thieves can learn some limited magic, and Beautiful thieves are capable of the spells of seduction and Charm Men. On page 11 of Blackmoor are additional statistics regarding thieves. Copy the 6 classes of female thieves down next to Apprentice through Master Pilferer. Dwarf, Elven and Hobbit Women may act as thieves.

Spells. To cast spells the Thief's intelligence score must be 12 or higher for all spells except Seduction, Charm Men and Charm Humanoid Monster where intelligence need only be 9. To cast Seduction, Charm Men or Charm Humanoid monster (I) the thief must have a Beauty score of 13 or better (plus intelligence of 9+).

Spells thieves may cast by level.

1st level	**2nd level**	**3rd level**
Charm Man I	Seduction I	Charm Men II
Light	Sleep +	Seduction II
Read Languages	Mirror Image	Charm Humanoid Monster I
Tarot Reading	Detect Magic +	ESP +
		Knock +

Note that some spells are at different levels for thieves than for regular magic users. These are marked with a +.

Charm men, Seduction and Charm Humanoid Monster will be explained in the magic user section.

Tarot Reading. The Tarot (78 cards) may be asked simple yes/no question ONLY. More complex divinings are beyond the highest level of thief given here. If you wish to have higher level thieves you might consider complex "Cross & Staff" readings also.

Yes/no questions must be precise and exact. They must relate to the very immediate future (1 day at most) of the present. Every question must be answerable by a yes or a no — there will be no embellishment. (Sibyl level 9 and beyond can tell something from the three cards used in answering yes/no questions but Sibyl level 8 and below can not.) The card replies will be Yes, Probably Yes, Probably No and No. The judge will cast a 12 sided die. He must weigh the most correct answer of those 4 choices with the numbers 1-6. 7-10 must be assigned to the remaining affirmative/negative and 11-12 to the remaining "probably" opposite.

Fighting Women

Fighting Women (warriors) may incorporate the spells of Seduction, Charm Men or Charm Humanoid Monster depending on their level and beauty scores (see spells of seduction, et al). Women's strength scores range from 2-14. Thus some weaponry and types of armor are too difficult for them to wield/bear without undue fatigue. Women are allowed 1000 points of encumbrance plus 50 times Strength rating at no movement loss. Anything over that weight reduces figure to half speed. Maximum load is 1.8 times encumbrance score. Women of ST 10 or lower wield Flail Battle Axes, Morning Stars at -1; Pole Arms, Halberd, Pike and Two Handed Sword at -2. Women of ST 12 or lower wield only the latter group at -1. Plate armor has a 20% greater fatigue rating in women of ST 10 or lower 10% in ST 11 or 12. Chainmail has a 10% greater fatigue factor in women of ST 11 or lower. ALL WOMEN wield a dagger at an additional +1.

MAGIC USERS

There is no limit to the levels to which a female may go in magic. Experience points above 13th level are comparable to male magic users and powers are nearly equal. You may make them equal, in fact, with no problem, beginning with Witch Level 13 = Wizard Level 13.

The spells of female magic users are the same as with male magic users with these additions. ("*" spells are for women only. "+" spells can be used by men or women.)

Level 1	**Level 2**	**Level 3**	**Level 4**	**Level 5**
Charm Man I*	Charm Man II*	Charm Humanoid Monster I*	Charm Humanoid Monster II*	
Seduction I*	Seduction II*	Seduction III*	Seduction IV"	Seduction V*

Level 6	**Level 7**	**Level 8**
Seduction VI*	Seduction VII*	Seduction VIII*
Charm Humanoid Monster III*	Magic Mount+	Charm Men III*
	Mind Meld +	
Poison +	Spirit +	Charm Humanoid Monster IV*
		Horrid Beauty*

Seduction I-VIII. This spell may be used on living humanoid unharmed males only by women with the proper beauty score.

Woman's Race	Male's Race Men	Elves	Orcs	Hobbits	Dwarves
Elf	10	11	10	10	10
Woman	11	12	11	12	12
Hobbit	12	14	13	11	12
Orc	15	20	11	14	17
Dwarf	13	15	14	13	11

Women with a lower beauty score than given in the chart can not Seduce the given man of the other race.

For Thieves add 2 to each score. For Fighters add 4 to each score.

Note that Female orc thieves can not seduce an elf nor can a fighter. The spell enchants the victim. He will remove his armor and lay down his weapon(s) (only talismans & Rings will not be laid aside) and attempt an encounter with the lady. While so enchanted he will defend as with no armor-l, will attack at 3 levels lower (use subtractions if he is a level 1, 2 or 3 figure). If weapon characteristics are used (per GREYHAWK) also subtract -5 from his die roll. He is at this lower rate of ability for two full turns if a first level seduction succeeds. On the turn after the seduction spell wears off he may try to escape and retrieve his weapon (but not his armor save for shield or magic helm). Cast a 20 sided die: 1-10 is locked in melee (this is with ANY foe who attacks while charmed unless he drives off/kills the attacker(s)), 11-15 obtain weapon but attack at 1 level below normal for next two turns, 16-20 obtain weapon (and shield/helm) and fight at full ability. Only if unmeleed may he don his armor again! He is attackable by ANYONE while under the spell of seduction — range 6" — 1 figure at a time (please!)

Duration of a Seduction spell:

Level of Magic User	Seduction lasts
1 or 2	2 turns
3 or 4	1+ (1-2) turns
5 or 6	1+ (1-3) turns
7 or 8	2+ (1-3) turns
9 or 10	3+ (1-4) turns
11 or 12	3+ (1-6) turns
13 or 14	4+(1-6) turns
15 or 16	4+ (1-8) turns
17 or 18	5+ (1-8) turns

Saving Throws against seduction. The Saving Throw is based upon **seduction level** (spell # — not level of seductress). **Beauty score. Wisdom** of person being seduced, and **type** of figure being seduced.

Sum seduction level and beauty scores.
Subtract the Wisdom of the Target Figure and add that product to a 20 sided die roll.

A Fighter needs a score of 13 or higher to be saved (That is NOT laid — is that being saved???)

A Thief needs a score of 12 or better to be saved
A Paladin needs a score of 10 or better to be saved
A Magic User needs a 9 or better to be saved
A Cleric needs an 8 or higher to stay celibate.

Charm men

Charm men is used versus hirelings and low level fighters. Thieves and Magic Users (it is ineffective on clerics). The men affected are those with 3 or fewer hit dice for Charm Men I, 4 or lower for Charm Men II and 5 or lower for Charm Men III. The Charmed Men will either 1) attack men with more hit dice if those men are within 12" or 2) become catatonic for:

Charm Men I 3+ 1-4 turns	4 + (1-4) affected
Charm Men II 4+ 1-6 turns	6+ (1-6) affected
Charm Men III 5+ 1-8 turns	8 + (1-8) affected

Catatonia occurs if no figure with more hit dice (or unaffected men with fewer hit dice — weakest figures are always affected first) is within 12" of the charmed man (men). The Spell's range is 16". Men so charmed, if and only if hirelings, may be taken over by the Charmer after 2 turns of catatonia. A figure with more Hit Dice (The captain of the Hirelings, their Boss, etc.) may attempt to prevent the Charm through the use of his Charisma. his Charisma score must be equal or greater than the Charmer's Beauty Score. Cast an 8 sided die and add the difference (if any) between Charisma and Beauty scores. A 6 or higher will dispel the Charm. Note: The stronger figure(s) must be with the weaker figures at the time the charm is cast. His Charisma can not break the Charm once it is in effect but the saving throw can prevent the Charmer from taking over the men. If she does not take them over they will stay in a state of catatonia for the full number of turns. Magic Users require a Beauty Score of 11 to Charm Men, Thieves 13 and Fighters a 16.

Charm Humanoid Monster

This spell may be used on the following male monsters: Hobgoblins, Ogres, Trolls, Giants, Mummies, Vampires, Gargoyles, WereWolves (either shape), Werebear (man only), Lizard Men and Centaurs. The Charmer must have a beauty score of 11 or higher for Magic Users and a 13 or higher for Thieves **or** Fighters.

The effect of the Charm is to prevent battle. The monster will disarm his victim but not try to harm/kill her. If the Charmer tries to use her weapon(s) and does not proffer it she may break the spell and he will try to kill her. The Charmed male monster either 1) Will become catatonic for 1-4 turns only if not attacked by anyone. Any attack may break the spell, 70% of breaking it. 2) Disarm and carry off the woman to his lair. The spell will last indefinitely. If she tries to fight an 8 or higher on a 20 sided die will mean that he'll try to kill her or if a 9+ he will try to grapple her and may harm her (50% chance).

Sum Beauty and Spell level, subtract his level and add to a 20 sided die roll. A 12-16 he will carry her off. 17+ is catatonia. Note: Vampires,

Gargoyles and Centaurs add 2 points to their level for intelligence/wisdom.

Poison

Any food or water (by choice) may be poisoned from up to 18" away. The poison is deadly inflicting 3 hits/turn and he will become unconscious at once. Purify Food & Water will rid the affected food/water only 40% of the time. Neutralize Poison will succeed only 60% of the time. Cure disease will succeed only 10% of the time. A Detect Magic spell will detect the spell as it is being cast 30% of the time.

Magic Mount

The magic user, through the use of any long thin piece of cloth, may summon a Wind Horse. He holds the cloth aloft and as the air catches it (any draft or air movement is sufficient) a horse will appear. The MU must place the cloth about the horse's neck as a bridle at once or the horse will dispel. The horse fights as 3 Heavy Horse and runs at 1½ times the speed of a light horse. Spell ends when the cloth is removed. Two people may ride the horse at full speed.

Mind Meld

This spell can be used by any two magic users. Only the stronger actually casts the spell the other does nothing (must be within 6" of each other when casting). After 1 full turn the level of the lower ranked MU increases by half the difference in their levels and the stronger MU's level goes up by 1. The MUs must be within 12" of each other at all times while the meld is in effect. To break the spell neither must move or be damaged for two full turns. If either receives damage points (note more melee is not sufficient) there is a 85% chance of insanity of the MU actually damaged and 50% for the other. Duration is for 1-12 weeks (insanity). The Meld may stay in force for from 6 +(1-8) turns and the spell must be broken. Any spell in effect at the time of breaking the meld is also broken.

Spirit

This allows the MU to have a non-corporeal body that can pass into and. through solid objects — the MU is visible but he can be seen through. Movement can be lateral only at a rate of 12"/turn. Duration is from 4 + (1-8) turns. The judge will inform the player one turn before the spell is to run out that it is coming to an end. While in spirit form normal weapons and missiles have no effect. Magic Weapons do only 50% damage. Spells are only 30% effective. Combat is possible with certain other non-corporeal forms; wraiths, specters, elementals of the type in which the MU is moving, and Shadows.

Horrid Beauty

This may be cast by any witches regardless of their beauty score but beauty will affect how the spell will act. Direct sight of the witch within 16" is required to have an effect.

Grotesque witches — beauty score 2-5
Ugly Witches — beauty score 6-9
Ordinary witches — beauty score 10-12
Beautiful witches — 13-16
Gorgeous witches — 17+

Grotesque Witches will scare the victim! Those with 3 or fewer hit dice will be scared to death! 3+1 or more hit dice will flee as from a fear spell with morale lowered by 2 points for 4+(1-6) turns.

Ugly Witches will scare those with 2 or fewer hit dice to death. Others will flee as from a fear spell with morale lowered by 1 point for 2-(1-4) turns. Beautiful Witches will Seduce all with 4 or fewer hit dice as with a 6th level seduction spell, no saving throw. 4+1 hit dice figures may have a saving throw. Gorgeous Witches will seduce all with 5 or fewer hit dice as with a 7th level seduction spell no saving throw. 5+1 may have a saving throw at -1.

Ordinary witches may have either effect on a 50/50 basis. Cast dice for every figure individually. Duration — 6 turns (longer in the case of seduction spells).

CLERICS

Neutral & Lawful clerics are never permitted to use their female charms. Chaotic clerics, however, are allowed the spell of **worship.** For neutral & Lawful clerics rate Charisma instead of beauty.

Spells & Abilities are the same as male clerics.

Worship is a 4th level cleric spell used by chaotic clerics of beauty score 11+. All men will idolize the cleric (within 12") — there is no contact and she has no power over them save to prevent combat and keep them in a trance for from 4+(1-8) turns. Those with 4+1 Hit Dice may have a saving throw as in a 4th level seduction.

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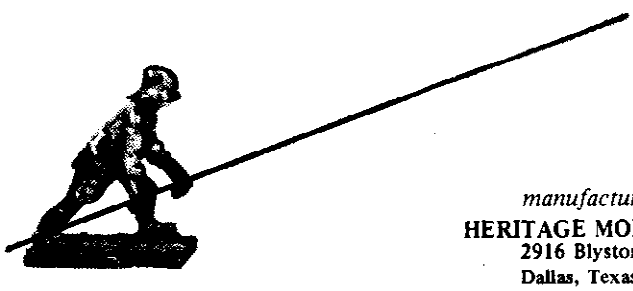

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The Search for the Gnome Cache

by Garrison Ernst

Summary:

Unable to resist the wanderlust any longer, Dunstan has robbed his father's strongbox and set forth on his quest of adventure and glory. In his naivete, Dunstan has cast his lot in with a band of scurrilous cutthroats, believing them to be adventurers sharing his noble pursuits.

In his naivete, Dunstan has cast his lot in with a band of scurrilous cutthroats, believing them to be adventurers sharing his noble pursuits.

CHAPTER THREE

Passing through the low portal, Dunstan blinked his eyes to accustom them to the dimness. Despite the high sun outside, once the heavy door shut, the common room of the inn was murky, lit by a few small diamond-paned windows and a smokey fire at the far end of the hall. Hewn beams of oak crossed crazily overhead, darkened by age and soot. A wizened man appeared from behind the board to the right. Franklin Theobald introduced him to Dunstan as their host, Innkeeper Krell, and then drew the proprietor aside in whispered conversation. Dunstan and the others proceeded to a large table nearby, but Dunstan noted that the innkeeper kept casting furtive glances their way as Theobald continued to speak earnestly to that worthy in low tones. Finally, a dry cackling on the part of Krell signaled the end of the conversation, and Master Theobald returned to their company.

"Well, fair sir," Theobald addressed Dunstan, "I've related the tale of our meeting to goodman Krell. He is most happy to welcome another — chivalrous warrior — to fight against the wicked (you **can** pay him, can't you?); you undoubtedly heard him laughing with merriment when I explained how your aid would make the vile Baron doubly vexed."

Before there was time to reply a buxom wench began plopping tankards of foaming ale before them, and while they thirstily quaffed the brew, trenchers were added bearing great collops of roasted meat. Stoups were set aside as the hungry men fell to. It was some time until satisfied grunts and belches around the trestle announced repast's end. Dunstan's head was swimming with fatigue and the effects of the strong drink, while the warmth of the food inside his stomach made him most comfortably drowsy.

"Here! Meggin, show young Master Dunstan to a bed. Can't you see your new guest is swooning from the exertions he has undergone?" The serving maid clasped him with a well-rounded arm leading him up the dark stairs to the rooms above. Although she smelled somewhat of smoke, spilled ale, and sweat, Dunstan found her soft breast rubbing his side most enticing. Drowsiness fled, and he began to send his hand from her shoulder to the low bodice of her blouse. Meggin giggled, but the firmness with which she removed his hand left no doubt that he would not have an easy time of it.

"Sorry, young sir, but old Theo said you were to be put abed, and he ain't meaning for me to be accompanying you. Just lay down there like a good fellow, and go to sleep. I'm regretting this as much as you — you're a handsome piece, you are, sir — and mayhap a bit later we can have a go at something else."

All the while she was talking, Dunstan had been steered to a narrow pallet. Meggin relieved him of his pack, placing it at the foot of the bed, and saw him settled down. In a moment she returned with a flagon of ale for assurance of restful slumber, and Dunstan gladly downed it. Laying back upon the straw, the inequalities of its distribution no longer troubled him in the least, and soon he was snoring. His last thoughts, however, were not of women's charms, but how he would settle matters with Aloward. Never could these varlets expect anything from him now, for their treatment of him during the journey to the inn had been most demeaning. The whole baseborn lot would soon learn not to discomfit their betters.

When Dunstan awoke it was to the slight sound of rustling, coming from somewhere towards his feet. All was pitch dark, and he knew not what to do for a moment. Finally, seeing no other choice he simply sat bolt upright and demanded, "Who's about?!" in as gruff and assured a manner as he could summon. Meanwhile he groped frantically for his sword, remembering with a flash of panic that it was still at home.

A hand touched the bed: "Theo — Master Theobald says that it is full dark outside; time you were up and down for eats."

"Who the hell are you? creeping about in the dark . . . What were you doing at the foot of the bed?!"

"Me, sir, I'm Bertram. You know me. I wern't doing nuffink but trying to find where the 'ell you were in this fryin' black loft."

Dunstan thought a moment and then demanded, "Why didn't you bring a light?"

"Too close to the thatch for candles or for torches, and that ol' barstid Krell ain't got but a couple o' lanthorns. Rot 'im if 'ell part with enny for such as me. Now why an' 'ell don't yer come down like was arsked."

Satisfied that he was perhaps too nervous, Dunstan felt about until he'd located his dagger and scrip. Nothing save his metal-studded brigandine and some extra hose and linen were in the pack, so he left it wherever it lay. Noise and laughter filtered up from somewhere below. Off to the right a faint glow seemed to indicate that the way lay in that direction.

"Well?" queried Bertram, "Yer ready yet?"

"Which way do we go, Bert?" The ex-soldier gave directions, and they were soon creeping towards the sound and light. Bert seemed to see very well in the dark, and Dunstan wondered why he hadn't located him with ease. In fact —

"Bert, why didn't you just call me, instead of crawling around as you did?"

"What's the difference? but if yer must arsk questions it was so as not tet start yer none — Master Theobald's orders, it were."

Hereupon they reached the stairs at the far end of a narrow corridor, and the ruddy glow from below made things seem well-lit after the obscurity behind. Dunstan thumped down to see what was afoot in the tavern, forgetting the preceding matter entirely. He was refreshed and hungry and he remembered what the comely wench had said regarding future sport.

It was evidently fairly early, for most of the patrons of the Riven Oak were engaged in eating rather than drinking — not that the latter was being neglected as far as Dunstan could see. Several flambeau shed their ruddy light on the room. Both the innkeeper and Meggin were continually rushing back and forth bearing food and liquids with which to wash it down to the crowded tables. Steaming golden fowl of various sizes and shapes appeared to be the most popular item, although there was a whole pig turning on the spit, and platters of other edibles were in evidence. The sight and the aroma set the errant's mouth to watering, and assuming an air of bravado he shouldered his way through the press towards the board where the scullions heaped the victuals from a kitchen off of the tavern room. Meggin passed just then, and he scooped a pewter ewer of wine from the tray. The girl laughed merrily at the gesture, but a grimey ruffian nearby shot him a murderous glance when the barmaid had to return to fetch him another for himself. Dunstan deliberately savored the yellow wine smacking his lips as he drained the container, set it down at the fellow's elbow, and swaggered away.

Just as he reached the laden bar, Krell appeared at his side: "Ah, yer Worship, there's a slight matter to be settled before ye sup . . ." Dunstan looked puzzled, so Krell went on, "The meat and ale which you and Master Theobald's company broke fast with comes to one nob, and the bed is 15 coms — the wine just drunk was on the house as ol' Theo is standing many a round tonight — but if ye wants to eat it'll cost another five coppers."

"What!" Dunstan fairly shouted, "Am I to pay for the company's breakfast this morning?"

The innkeeper merely bobbed his balding pate in agreement: "It is the custom that new members of Master Theobald's ga-- band stand the lot to their first meal at the Riven Oak; ye should be glad that it was morning, for tonight they'll consume near ten times that much, wot with drink and all."

Dunstan paid the two silver coins with ill-concealed bad grace. Another score to settle with that bunch, he thought, and turned once more to selecting his dinner with a new sauce added to his appetite. He had just decided upon a fat capon with the juices still runneling down its side where a fork had pierced it, but as he was reaching for the savory bird his arm was roughly pulled away, and he was half turned around by the force. There was the fellow whose wine he had taken, now evidently well into his cups and aiming to make trouble.

"Yer the young cock-o-the-walk red Theo brung wi' him, ain't ye?" Without waiting for a reply he continued: "Being a gemman an' all yer thinks 'at doing as yer please, but 'round 'ere airs a different way, an' I aims ter show it ter yer."

Young as he was, Dunstan had dealt with many such ruffians when serving with the Endstad Watch, and he had dealt in only one way. As the fellow was finishing the last of his windy spiel Dunstan drew his blade and cut at the villin's head. The horrified fellow leaped backwards to avoid the blow, so the blade cleaved the air where he had been a moment before and went on to upset half a dozen tankards of ale standing on the sideboard. One arced overhead, landing in the midst of a nearby table, and showering all beneath with its sticky contents in the passage.

Several of the men around the trestle jumped up, upsetting it upon those less spritely. Someone swore loudly. A platter and fowl flew in the general direction of Dunstan, but whoever heaved the missile had aimed badly, for it took an unsuspecting diner full in the back of the head. This fellow managed to remove his countenance from the mortress of brawn he had been blithely supping from, hurled his late meal towards the direction from whence the platter had come, and with a roar brandished a wicked-looking dagger. The challenge was immediately answered, and in a trice the whole establishment was a riot of brawling men.

Off to one side of the melee, Dunstan nevertheless did his part, plying his blade at any likely target. This soon cleared a space around him, for those who survived were loath to offer another opportunity, and those struck didn't arise again. He noted that a knot of men were stalking him, however, among them he could see the red locks of Theobald. Pausing to snatch up a likely looking sword, Dunstan immediately began working his way to the door, and someone shouted to stop him. A hefty kick sent a table over before his attackers, and one of the brawlers chose that moment to hurl himself upon the group. Seeing them momentarily distracted, Dunstan made the portal and effected his exit without difficulty. Seeing that the door opened outwards, he cast about for some means of barring it from the outside. A chunk of wood caught his eye, and one swipe of his sword served to splinter it to a convenient size. Teeth set in a humorless grin, the youth shoved several pieces of the kindling under the door, effectively wedging it shut. "None too soon," he murmured to himself as the thick planks vibrated to blows from within. Without glancing back, he set off down the lane.

He had not progressed far however, before he heard hoofbeats coming from ahead. Stepping quickly off the track he saw two soldiers carrying torches round a bend, lighting the way for a small party of horsemen behind. From their appearance they were Warders, so Dunstan shouted and made for them.

"Halt!" commanded the lead Warder. Dunstan stood stock still not wishing to be thought an enemy. "State your business, and tell us why you are running about the countryside with a bloody blade in your hand!"

Damn! He'd forgotten he was still gripping the weapon. No matter — "Sir Warder, I'm out seeking help, and you must have been sent by Heaven as I recently prayed! Just back there — waving back in the direction of the inn — I was peacefully supping when a band of rogues set upon me. Praise God they were too slow about it, and I managed to draw my blade and defend myself. By a miracle I managed to escape the place, wedging the door behind me to delay my pursuit, but I momentarily expect to see the red-headed leader and his pack of cutthroats behind me!"

The chief Warder looked closely at him for a moment: "What's your name, lad?"

" . . . Kenelm, sir, Kenelm of — Edgewood. But what matters that when there's mayhem afoot?"

"We are on the track of a young runaway and thief, close in description to you, in fact . . ." Here the rider paused a moment intently considering Dunstan once again: "But you are right, lad, one thing at a time. Follow me."

With that the footmen ran ahead and the Warders set off at a brisk trot. Dunstan debated only a second and then followed close behind. As they arrived at the Riven Oak a body of men were gathering in the yard, shouting and gesturing, with torches and weapons in evidence. They were so engrossed in their own business that the Warders' arrival went unnoticed. Dunstan heard Aloward shouting, ". . . and I tell you he's loaded down with gold! I felt the money belt myself, hidden beneath his jerkin." He got no further, for at this moment the lawmen came close.

"In the name of the Overking, I place this entire assemblage under arrest!" A torch was hurled at the speaker, and men scattered in all directions. Several of the horsemen gave chase, while the remainder dismounted and began to beat about the yard and outbuildings. The chief and the two footmen made for the inn itself. Dunstan hesitated not a moment, grabbing the bridle of the nearest of the Warders' mounts, he leaped into the saddle and kicked it to a gallop, shouting to drive the other horses away. As he fled past the startled lawmen, he saw that they had nabbed Theobald trying to slip out a window, then all was darkness as the horse thundered up the lane.

Upon reflection, Dunstan felt well satisfied. He had brought justice to the criminal band, avoided capture himself — for obviously the Warders had been close on his trail, and was now mounted instead of afoot. Too bad, though, thought he. He **had** missed both his supper and Meggin.

CHAPTER FOUR

Sometime during the night he had dozed in the saddle. The horse had evidently left the road to graze in the fields and continued to wander thus. Dunstan never noticed that they had left the track, it being little different than the surrounding land, and it was only at first light that he was alerted to the fact. He dismounted to stretch. A quick look around revealed no sign of human habitation, so he remounted and urged the tired horse up a large, steep hill. Rolling partly-wooded country stretched in all directions, and far ahead the land seemed to rise. The sun was on his right, so Dunstan decided he wasn't lost after all. Somewhere a few leagues ahead, Dunstan mused, there would be a road parelleling the base of the course to follow. There were maps of the kingdom aplenty, and the young man had had many opportunities to study them; his father had encouraged a thorough knowledge of the Overking's land in order that Dunstan should have a better grasp of the movement of goods from place to place.

There was more than a geographical problem facing him, however. The appearance of the Warders at the Riven Oak had shaken Dunstan more than he would admit to himself. He had assumed that his father would allow his absconding with the petty cash to pass, and that Rodigast would never set the law on him, but the error of Dunstan's reasoning had been brought home quite forcefully. Cursing his father, he gave up all notions of journeying to Rauxes, for as soon as he sought service with any lord his identification would be required, and that would mean immediate arrest. The question, then, was where to go — and what to do. Well, thought he, if the capitol of the kingdom is forbidden to me, there is no choice but to seek my fortune as far away from the court of the Overking as practical. How far was practical? South were forbidding deserts — beyond them who knew? There were the Monley Isles eastward, but they were in too close proximity to Endstad. To the west were the vast stretches of the Silent Forest, farther still the outpost of Far Pass, and then only arrid steppes. Where else, then, could he journey save to the north? The realm of Eddoric IV reached far in this direction, but the borders were constantly in turmoil as the people of that region were fiercely independent, resisting any attempt to push the Overking's sovereignty beyond the Arnn River. Service in one of these marches could be obtained with ease, and promotion would be rapid for the opportunities of battle were common.

Having worked the matter out to his satisfaction, Dunstan gave the flagging mount an hour's rest and then headed towards the blue Upplands visible in the north. He knew that he had turned his back on everything familiar, for he dared not return until he at least could bear the pennon and acorn badge of knighthood. Twilight was draping its long shadows across the land when horse and man neared the hamlet of Huddlefoot, and Dunstan purposely allowed his mount to plod the remaining distance so as to arrive at dusk.

Huddlefoot rested at the base of the Upplands on a secondary lane which connected Forgel Road at Dyrham to the Wild Road just above Edgewood-Town. Thus it boasted a large inn, stable, blacksmith, and several other businesses in addition to the usual sprinkling of yeoman's cottages. Avoiding the public house, Dunstan made for the stableyard. Once there he took care of the horse himself, and sent a boy to fetch him a pasty and a jug of beer. Claiming shortage of funds — a not uncommon plight among travelers through Huddlefoot or elsewhere — he arranged to sleep in his horse's stall at the cost of another copper. After rubbing and currying the Warder's former mount, he ate a satisfying supper while the beast munched oats and hay. Before burrowing deep into a mound of straw, a few lead plumbs in the stableboy's pocket assured being awakened before sunrise.

***

"Time ter be risin', Sor," the boy accompanied the words by gently prodding the sleeping form buried in the rustling straw. This is an odd one, he thought, for his dress bespoke a person of means, but he claimed his pockets to be empty. His hands were soft looking, but the sword he wore and his eyes seemed to indicate a soldier. Well, he was no mercenary — neither was he esquire or knight. Perhaps . . .

"What the hell are you bothering me for in the middle of the night?" the young man groaned.

"Sorry, Sor, but yer arsked ter be got up afore the sun. It'll be light in ard a —"

Still groggy, and aching all over, Dunstan pulled himself erect: "I'm up. Here. Take these coms and fetch me whatever they'll buy in the way of vegetables, cheese, bread and bacon. I'll see to saddling my steed in the nonce." Dunstan feared that the brand of the Overking upon the horse's rump would attract undue attention to him. So far it had gone unnoticed, and he planned to keep it that way. For the first time he delved into the saddlebags that had come with the "gift" mount, finding a writ signed by both his father and the Lord Mayor of Endstad-Town for the apprehension of one Dunstan of the House of Derodus which he quickly stuffed back. The only other item was a well-used and travel stained cloak, which he immediately appropriated as the morning was chill. While it didn't exactly make up for the jack lost at the Riven Oak, it helped.

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Cavalry

NSC 1	Norman Knight with Spear
NSC 2	Norman Knight with Sword
NSC 3	Norman Knight with Standard
NSC 4	Norman Knight with Spear
NSC 5	Norman Knight with Mace
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Personalities

NSX 1	King Harold (on foot)
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Note on Horses: Norman cavalry ride leather-harnessed horses, M-2, M-5, and M-8

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Dunstan was cloaked and waiting when Mellerd the stableboy came back with a sack loaded with various items of food, and he had another large crock of small beer besides. Smiling broadly at the amount his coins had purchased, the youth packed the bags full, putting the beer in the sack and adding it to the load. He'd eat on the way, but sparingly, for it was a long journey and towns had to be shunned. Was that everything? He got into the saddle and asked: "Was there any change left?"

"No, Sor," answered Mellerd, head down and toe drawing an aimless pattern in the dust.

Swinging the horse close to the lad Dunstan reached down and took him by the ear: "So, you're a little thief and liar, are you . . . perhaps I should report you to your master."

"Please don't do it," he pleaded, "He'll whup me sumpin' fierce! I — I'll give back your change, Sor. It be two plumbs."

"You'll have to do better than that, boy." As Mellerd looked up helplessly, Dunstan said: "You churl. I don't want more money, I want to know how well you know the country between here and Forgel?"

"Oh, Lord, Sor, I ain't never been far as that. I knows the hills right well, as my fambly lives up that way, an' me and my brother Taddy hunted 'em lots 'for Pa 'prentised me to Master Grund."

These words suited him to a turn. Dunstan smiled now as he said: "Up you go behind me in the saddle, and you can show me the way."

"What? If I were to do that, I'd be breakin' my 'prentisship, and I'd get beat real bad!"

"Take your choice: get whipped now for stealing from me and then lying about it, or come with me and get whipped later . . . No. Wait a moment, boy. I'm going to tell you something that must be kept absolutely secret — you can keep a secret, can't you?!" When Mellerd nodded assent, Dunstan reached into the saddlebag containing the writ and drew it forth. The boy's eyes widened at the important-looking document. "This is a Warrant from the Overking himself, and I am his personal courier. You see, I am a knight, but I must go in disguise, as this business is most confidential. Look at the horse's rump; the mark of the Overking is there to prove I speak true." The stableboy looked, nodded, and hesitated. "Tell you what: I shall furnish you with a citation explaining you were on Royal service, and I'll trow your Master — Grund you said? — will reward instead of beat you upon your return!"

"You'd do it for me, Sor? I ain't worth such trouble, but most honored I am. Course I guide, forgive me for actin' so bad . . ."

"Come, come. Of course I excuse your conduct. The matter is settled." So saying, Dunstan gave Mellerd a hand up and they were soon riding northwards into the Upplands.

Once they had left Huddlefoot well behind Dunstan made his guide dismount and pace along side. The horse would tire far too easily having to carry double, and even considering how skinny the boy was, and he was obviously agile enough to keep up on foot. The noon halt was at the bank of the stream that was the only major inlet to Lake Dyrn. Dunstan grudgingly shared some of his provisions while he questioned the lad about the lay of the land ahead. His guide managed to recognize a considerable portion of the surrounding area, so Dunstan felt confident that his sudden inspiration to make this yokel serve as pathfinder had been wise indeed. That night they slept under the stars, Mellerd under the saddle blanket and his new master curled beneath the Warder's cloak.

The next two days and nights passed in much the same manner, although Dunstan relented occasionally and allowed Mellerd to ride while he worked the kinks out of his back and legs. The boy seemed happy enough with his new lot, enjoying the open and his freedom from the hard chores of the stable. Despite his humble station, Mellerd was a bright lad. This taste of freedom made him ever less eager to return to Huddlefoot and service under miserable Grund. He studied Dunstan carefully as they traveled along:

"I be right happy, Sor, that we not be traveling through the Upplands of Nyrn 'stead o' these good hills of Dyrn." Dunstan vaguely inquired what was wrong with the former, so the boy went on: "Yer ain't heard 'bout that terribul country? Why, airs most slimey great beastswhatlives in the waters o'Nyrn, an' the hills above the lake are cursed too! Ain't no folks lives there — only bad things like gnolls.

At this Dunstan recalled both maps showing the area under discussion to be in fact uninhabited and tales of the place told to him when he was a nipper to keep him in his bed at night. He shuddered: "Well, we are not thereabouts. Be quiet and save your wind for walking."

"Why air we takin' to **these** hills, Sor, 'stead o' you ridin' the high roads? If the Overking's business yer upon, it'd be quicker to go as honest travelers do . . ."

"Didn't I tell you to shut your mouth?" Dunstan looked hard at his guide but could read nothing from the lad's face. Changing his tack with care, he went on: "Sorry, boy, to be so sharp. This mission is most secret and important, and I must not be seen by certain enemies, for all would then be lost. You see, my life is at risk here, and the hard journey and the care I have to take have made me most ungentle. Upon my knightly honor, I crave your pardon."

Conversation ended there, and the pair continued along in silence for a distance. Upon cresting a rise they came to the cut of Crosshill Street, much to Dunstan's surprise. When he questioned Mellerd as to why the lad hadn't informed him that they were near this passage, the boy admitted that he had never traveled this far from his home.

"So! This ends your employment with me, boy. I suppose that you served well enough — return to Huddlefoot with my thanks and those of the Overking."

"Mayn't I have a scrap o' vittles to see me back please?" Dunstan rummaged around and supplied him with half a loaf, some onions, a lump of cheese, and as a magnanimous afterthought, a pair of lean sausages. Mellerd tucked the lot in his blouse: "An' the writ 'splainin' hows I been on a mission . . .?

Dunstan cursed the boy roundly. The little bugger hadn't forgotten that promise as he had hoped. "I haven't time — let alone quill and parchment — you churl! Be off with you! My word will serve as well as writ."

"Yer ain't no knight!" shouted Mellerd. "I'd thunk so for a long time. This here proves it — knights keeps air word! Yer an outlaw or worst. Soon's I see someone I'll tell 'em 'bout you sure!"

Should he run the little bastard through? Dunstan wondered. It wouldn't do to have him telling tales all over the countryside . . . Then again, disposing of the body would be troublesome, and it could be found if not hidden carefully, which might lead to someone putting two and two together. While Dunstan was considering, Mellerd had backed off a ways and was regarding him with caution. "You've divined the truth, boy, but only a part of it. I'll strike a bargain with you . . ."

Mellerd had continued to back away: "Come here!" The lad stopped moving away, but he didn't approach. "Well, then, go tell whatever tales you wish. Who'll believe a runaway stableboy? All you'll receive for your troubles will be a return to Master Grund and beatings every day for a fortnight — if you're lucky." Dunstan began to ride down the slope towards the road: "I'd have offered you adventure and honest service with me, for I'm no real outlaw." This he called over his shoulder as he descended. He was across the thoroughfare and climbing the other bank before he looked back. Mellerd followed at a distance.

(to be continued)

Birth Tables for D & D

by Brad Stock & Brian Lane

Starting a new D&D campaign is sometimes hard on the players. The newly rolled characters just seem to appear out of the thin air at the moment they are ready for their first adventure. It is better for both the player and the DM to know about the character's previous knowledge and experience; the player can better know his character and the DM can set up situations in which a player can use his past experience and skills. Therefore, we have come up with the following birth tables to aid the DM in rolling up new characters for a campaign.

I SOCIAL CLASS

01-30 Commoner
31-85 Merchant
86-95 Gentleman
96-00 Noble

II SIBLING RANK

1-1st
2-1st
3-2nd
4-2nd
5-3rd
6-4th
7-Bastard
8-Bastard

On a roll of 1 on a 6-sided dice, a player is orphaned. 1st son receives inheritance. No one receives Allowance.

1st son receives 10% more Initial and Allowance; bastard receives 10% less.

III SOCIAL RANK

		Initial	Allow.	Inher.	Skills
COMMONER					
01-25	Peasant	10	-	-	A
26-40	Average	30	1	15	A
41-70	Well-to-do	60	5	50	A
71-00	Wealthy	100	10	100	A
MERCHANT					
01-25	Small	**50**	**5**	100	B
26-60	Average	100	10	150	B
61-80	Well-to-do	120	15	200	B
81-95	Wealthy	170	20	250	B
96-00	Very Wealthy	200	30	400	C
GENTLEMAN					
01-20	Impoverished	70	-	75	B
21-65	Average	100	5	150	C
66-90	Well-to-do	150	15	250	C
91-95	Wealthy	200	20	350	C
96-00	Very Wealthy	250	35	600	D
NOBLE					
01-20	Impoverished	80	-	100	D
21-40	Poor	120	10	150	D
41-85	Average	200	25	300	E
86-95	Well-to-do	250	35	450	E
96-97	Wealthy	300	45	700	F
98-00	Very Wealthy	400	60	1000	F

"Initial" is the amount of money a player receives at start. It is multiplied by the player's level.

"Allowance" is the sum of money a player's family sends each month for the first year or until the player reaches 3rd level, whichever comes first.

"Skills" — The letter determines how many skills may be chosem.

A — one from Group 1
B — one from Group 1 and Group 2
C — one from each group
D — two from Groups 1 and 2 and one from Group 3
E — three from Group 1, two from Groups 2 and 3
F — four from Group 1, three from Groups 2 and 3

IV FATHER'S OCCUPATION

If:	Roll on this table
Commoner	1
Merchant	2
Gentleman	3
Noble	3

The number obtained indicates which table under SKILLS should be used to roll father's occupation.

V SKILLS

Percentage numbers are ignored when choosing a player's skills. One of a player's skills must be his father's occupation (unless prohibied.)

Group 1
01-10 Vagabond
11-55 Farmer/Serf
56-60 Tinker
61-65 Miner
66-70 Woodsman
71-75 Sailor
76-85 Fisherman
86-95 Craftsman
96-99 Soldier
00 Adventurer*

Group 2
01-35 Normal Merchant
36-60 Ind. Craftsman
61-65 Scribe
66-70 Seaman
71-75 Slaver
76-80 Animal Trainer
81-85 Shipwright
86-90 Master Merchant
91-95 Bird Trainer
96-00 Adventurer*

Group 3
01-02 Assassin/Spytracker
03-05 Sheriff
06-08 Magistrate
09-11 Sage
12-15 Alchemist
16-20 Physician
21-25 Artist/Sculpter/Musician
26-30 Engineer
31-40 Soldier
41-45 Interpreter
46-50 Writer
51-55 Astronomer
56-60 Don Juan
61-65 Orator/Actor
66-70 Dream Interpreter
71-75 Biologist
76-80 Seaman
81-85 Gambler
86-90 Astrologer
91-00 Adventurer*

Crafts

1 -Tailor	7-Carpenter
2-Smith	8-Armorer
3-Fletcher	9-Bowyer
4-Cobbler	10-Mason
5-Horseman	11 -Cartographer
6-Weaver	12-Jeweler

Notes

Group 1 — Peasant may not roll above 70; Well-to-do may not roll below 31; Wealthy may not roll below 52, with 52-55 equalling Adventurer.

Group 3 — A player may not choose the first 5 skills: they are prohibited.

Adventurers — No player may be an Adventurer. This possibility is taken care of under PREVIOUS EXPERIENCE. For fathers, roll on Table VII.

Craftsman — Roll under Crafts for a father.

Ind. Craftsman — Independent Craftsman: A craftsman who owns his own shop. A player would not own a shop, but would know a craft. Roll under Crafts for a father.

Soldier — Player receives +1 on hit probability until he reaches 4th level.

Interpreter — Character may know languages as if his intelligence was 3 higher.

Orator/Actor — +1 when rolling random reaction of monsters.

VI NOBILITY

Table 1: Father's Title

01-30	Knight
31-60	Baron
61-80	Count (Earl)
81-90	Marquis
91-95	Duke
96-00	Royalty (Go to Table 2)

Proceed to Table 3 (unless Royalty)

(If a player is a 1st son and his father is dead, he receives his father's title, but not his position. Knighthood cannot be inherited.)

Table 2: Royalty	**minimum wealth**
01-30 Distant	Average
31-60 3rd Cousin	Well- to-do
61-80 2nd Cousin	Wealthy
81-99 1st Cousin	Very Wealthy
00 Immediate Family	Initial: 1000, Allow: 100

All of the above are traced from the Royal Family to the player.

A child in the immediate family is never an orphan.

If a player's Social Rank does not conform to the minimum wealth, it is immediately raised to that level.

After rolling on Table 2, all but those in the immediate family return to Table 1 and reroll, ignoring 96-00. Immediately raise father's title one notch (Knight = Baron; Duke = Duke.)

Table 3: Father's Position

Knight	**Baron**
01-40 1	01-40 1
41-50 2	41-50 2
51-90 3	51-80 3
91-95 4	81-90 4
96-00 5	91-95 5
	96-00 6
30% A	25% A
Count (Earl)	**Marquis**
01-35 1	01-30 1
36-45 2	31-35 2
46-65 3	36-50 3
66-80 4	51-80 4
81-90 5	81-90 5
91-00 6	91-99 6
	00 7
20% A	15% A

Duke
01-20 1
21-25 2
26-40 3
41-72 4
73-82 5
83-95 6
96-00 7
15% A

Key:
1 — Land Holder Only
2 — Orator
3 — In Army
4 — Courtier
5 — Sheriff
6 — Magistrate
7 — Advisor to the King
A — Adventurer*(this is a separate roll.)

VII *ADVENTURERS

Commoner	Merchant
01-50 1st level	01-40 1st level
51-70 2nd level	41-65 2nd level
71-95 3rd level	66-75 3rd level
96-00 4th level	76-85 4th level
	86-95 5th level
	96-00 6th level
* *	* *
1-5 fighter	1-4 fighter
6-8 thief	5 thief
	6-7 cleric
	8 magic-user

Gentleman	Noble
01-35 1st level	01-30 1st level
36-50 2nd level	31-45 2nd level
51-65 3rd level	46-60 3rd level
66-80 4th level	61-75 4th level
81-90 5th level	76-85 5th level
91-95 6th level	86-90 6th level
96-98 7th level	91-94 7th level
99-00 8th level	95-98 8th level
	99-00 9th level
* *	* *
1-3 fighter	1-3 fighter
4 thief	4 thief
5-6 cleric	5 cleric
7-8 magic-user	6-8 magic-user

VIII RACE

A player may roll a random race under Table 1 OR roll his characteristics first, and then hope to fulfill the requirements under Table 2.

Table 1

Commoner		Merchant	
2	Half-goblin	2	Hobbit
3	Half-orc	3	Half-elf
4-10	Human	4-11	Human
11	Half -elf or Dwarf	12	Dwarf
12	Hobbit		

Gentleman or Noble

2	Hobbit
3-4	Half-elf
5-8	Human
9-10	Dwarf
11-12	Elf

Race:	# of dice rolled					
	S	I	W	C	D	Ch
Half-goblin/Half-orc	3	2	3	3	2	2
Elf	3	3	4	3	4	4
Dwarf	4	3	3	4	3	3
Half -elf	3	3	3	3	3	4
Hobbit	2	3	3	4	4	3
Human	3	3	3	3	3	3

Table 2

Elf	Dwarf
S — any	S — 9-18
I — any	I — any
W — 9-18	W — any
C — 9-18	C — 13-18
D — 9-18	D — any
Ch — 13-18	Ch — any
Hobbit	**Half -elf**
S — 3-12	S — any
I — any	I — any
W — any	W — 9-18
C — 13-18	C — any
D — 13-18	D — any
Ch — any	Ch — 13-18

Half—goblin/orc	Human
S — any	S — any
I — 3-12	I — any
W — any	W — any
C — any	C — any
D — 3-12	D — any
Ch — 3-15	Ch — any

IX CHOOSE CHARACTER CLASS

X PREVIOUS EXPERIENCE
(multiply by % dice)

Commoner	Merchant
01-85 nil	01-70 nil
86-96 x20	71-90 x20
97-99 x30	91-96 x30
00 x50	97-99 x50
	00 x70

Gentleman	Noble
01-60 nil	01-50 nil
61-80 x20	51-70 x20
81-93 x30	71-85 x30
94-97 x50	86-92 x50
98-99 x70	93-97 x70
00 x100	98-99 x100
	00 x130

The tables themselves should be self-explanatory; simply go straight through them, ignoring anything that isn't appropriate.

I adjust nobility to the race. I know that in our campaigns the world is dominated by the humans. Therefore, a non-human cannot be higher than Earl.

Either or both tables under RACE can be used. We both use Table 2. Table 1 has been used in the past. A variation of Table 2 can be used by substituting 9-18 wherever 13-18 appears, thereby making it easier to become a non-human. Also, when Table 2 (not a variant) is used, it may be possible to remove some of the restrictions pertaining to the various races. Rather than letting any player be an elf and then limit his advancement, simply limit the number of people who can be elves. This is done by placing the requirements on various features. (Anyway, whoever heard of an ugly elf?)

To those who worry about letting a player start at higher than first level: It is a great help in keeping the low level parties alive. Anyway, if players don't deserve it, for some odd reason, they don't tend to keep themselves alive. A player who can never get himself past 1st level, is still going to get himself killed if he starts at 2nd; it will just take him longer.

Now to run an imaginary player through the tables: His roll under I is a 97 = Noble. Under II, he rolls a 7 = Bastard. He rolls to see if his father is alive: 5 = yes, he is.

Under III, he rolls a 95 = Well-to-do. Therefore his initial gold is 250 (-10% for bastard) with an allowance of 31. His skill class is E.

Under IV, he finds that his father's occupation is to be rolled under Table 3: 42 = Interpreter. This is automatically one of the player's skills. He may now choose 3 from Group 1, 2 from Group 2 and 1 more from Group 3.

Under VI, Table 1, he rolls a 92 = his father is a Duke. Table 2 is ignored. Table 3: he rolls a 52; looking under Duke he finds that his father is a courtier. He rolls to see if his father is an Adventurer (15% chance): 9 = yes.

Under VII, he rolls a 63 and a 7. Looking under Noble, he finds that his father is a 4th level magic-user.

He now goes to VIII and decides to use Table 2. He rolls his characteristics and, fit for nothing else, chooses to be a human.

He now chooses his character class — cleric.

Under X, he rolls an 89. Looking under Noble, he finds that his multiplier is 50. He again rolls the percentile dice, getting a 41. 41 X 50 = 2050. He starts the game as a second level cleric.

These tables should take care of most aspects of a character.. However, more tables can be added. Some may be wondering why each table is used, so we will give you a few reasons.

In a human oriented society, it is very important to know in which social class the character belongs. It determines how the character should be treated (i.e., nobles are more honorable with nobles). Sibling rank is important; it dictates treatment from the character's parents.

Instead of every character starting with 3 dice of gold, we feel that this amount should be determined by the wealth of the family; in a campaign there is always a minute chance of being an influential person (high noble or adventurer.) Of course, these tables are just suggestions and can be modified to fit each of your campaigns.

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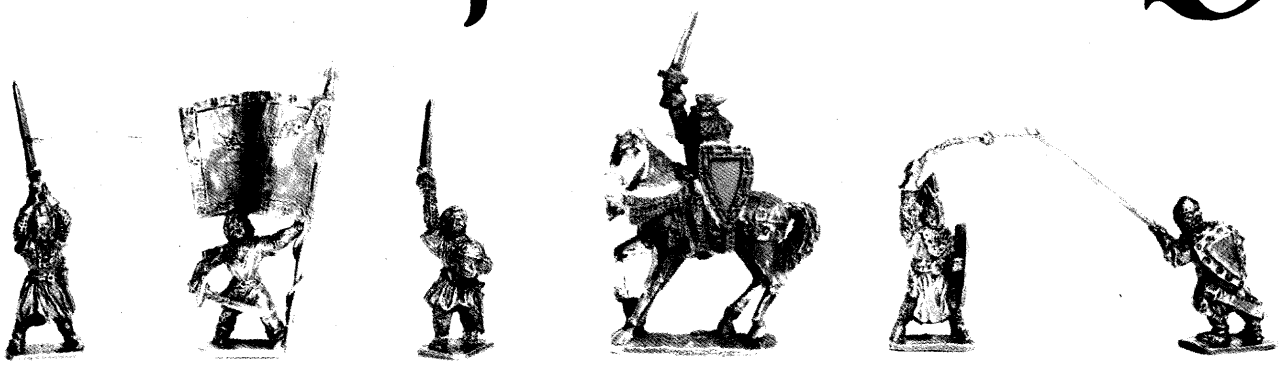

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WARGAMING WORLD

The past couple of months have seen some truly fabulous figures released, much to the delight of fantasy figure collectors everywhere.

The biggest contribution has to be from **Archive Miniatures** in California. Like the Phoenix of legend, Archive has risen from the ashes of its first failure, if that is the correct word; the events surrounding this are not of interest here, but the figures certainly are worthy of notice. As this is written, more samples are enroute, but only those already received will be noted.

All of the figures show remarkable detail; perhaps too much in a couple of cases if you're a bit prudish. (But, Virginia, even monsters have genitals.) There is a very nice, windblown magic-user, patterned after the '76 Tolkein calendar Gandalf. The Fellowship set is very Renaissance in flavor, which is a pleasant respite from the Northern European mold that so many producers have fallen into. Their Minotaur and Satyr figures are beautiful, but the novelty award must go for the Barbarian Duck figure. Readers of Marvel comics will recognize him as Howard the Duck, or Melvin, in his present incarnation. It's not every day that a party will run into a duck armed with a sword and wearing a horned helmet.

My only regret concerning these figures is the rather steep price, but I guess you have to pay a premium for premium figures.

Ral Partha has released some beautiful figures, showing the same quality that has become their best selling point. They now have an unmounted Death Dealer that is very nice, and two new magic-user/cleric types on round bases with scattered paraphernalia at their feet that are mini-doramas in themselves. Two of their more interesting figures are their Valar; tall, stately, exotic and somewhat surreal. Their Norman and Haradrim cavalry figures are among the best cavalry available.

The only thing that Ral-Partha can be faulted for is the seemingly poor care they take of their molds. The very newest stuff is always intricately detailed and crystal sharp; all too often, subsequent castings start losing that clarity as more and more are made.

Custom Cast has introduced a new line of Chivalry figures, centered in the Arthurian legend, which clearly classifies them as fantasy, although the majority of them would grace any medieval army. Once again, they are beautifully detailed and offer some interesting poses. They seem to be utilizing a new means of detailing; instead of raised sculpture, they are using tiny pinpricks to effect the detail. While this can substantially increase the intricacy of detail, it makes for tough painting. Be advised to use as thin a paint as possible; too thick a coat will obscure most of it.

There is yet another new company in the fantasy figure market; **Dragontooth Miniatures.** They offer the largest dragon available to date. It is a beautiful beast, vaguely Oriental and very imposing. Dragontooth makes everything big, very big. Their dwarves are 25 mm tall, but this makes them perfect for use with Elastolin sized figures. Their trolls are nice, though the weapons are not too imposing; the Pegasus is very nice.

Speaking of new companies, **Grenadier Miniatures** will probably sound new to the majority that read this. They make some of the very finest figures available, but have an absolutely wretched distribution system, making them impossible to get in many areas. Hopefully this will change very soon. In the meantime, harass your local dealer to carry them. They have a complete fantasy/S&S line of figures. Much to their credit, most of their figures are purely original, looking like no picture, comic book or dust jacket you've ever seen. They have taken the booming accessory line one step further, in that they produce sets of treasures, artifacts and paraphernalia. They have a torture chamber set complete with Iron Maiden and grinning torturers, red-hot tongs in hand. The wizard's chamber set has grimoires, scrolls, flasks, decanters, skulls, the whole bag. Plus a work bench, bookshelf with skull bookend and a wizard fiendishly at work. Their most striking new set is the Necromancer's Chariot. Drawn by two unicorns, looking as though it were constructed by mad demons, it is an impressive vehicle for the necromancer, complete with familiar perched on his shoulder. Good for at least -4 on enemy's morale throw.

On an entirely different track, **Valiant Miniatures** has come out with an entire line of small space craft. This is the first line to look like they are designed for deep space, not re-entry. The line is not complete yet, but looks to be really extensive. The smallest single ship is about 11/16 in. long. When the set is complete, adaptor pieces will be sold that will enable them to be combined as modules into bigger ships of your own design. In the meantime, I plan to get enough to use as Stellar Conquest counters. — TJK.

MAPPING THE DUNGEONS

This column is provided as a service to D & D and EPT players and DM's everywhere. To be listed as a DM, all you have to do is send a card to this column, care of the magazine, with your pertinent data on it. Only one name to a card, no letters will get entered **(it's hard enough keeping this up as it is — Ed.).** Be sure to specify D & D or EPT or both.

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Dear Sirs,

I have been a student of military history for the past several years when I discovered TSR Hobbies. After ordering the DUNGEON game out of a magazine I got the TSR catalog and found the world of wargaming.

The biggest problem I have at the moment is that I don't know any other wargamers in this area to get with.

I subscribed to your magazine, ***The Dragon*** and sat down to write you about your first, or rather, my first issue. You wrote in the front that you wanted letters to ***Out-on-a-Limb*** so I decided to write my impressions as a newcomer.

As a little background, I am a 31 year old steelworker. I read sci-fi and fantasy voraciously and have several thousand books. Also I have been studying military history, especially naval history and I am presently designing a naval warfare game to submit to TSR staffers for consideration. My brother and a friend and I are presently studying and setting up **Star-Probe** and **Alien Space** games. We three rather prefer boardgames at present. On to **The Dragon** however. Vol. 1 #2 August.

The article on Monkish Combat was almost completely over my head. I simply had no background to understand what was going on.

On the ***Gnome Cache,*** it seemed strange and slightly, well, stupid. I am sorry! But the writing was so good about a subject so terrible. If it was simply a try at humor, I am surprised at its inclusion in such a class operation as **The Dragon** seems to be.

The little mentioned article on future issues (such as the upcoming **Empire of the Petal Throne)** was ***curiosity*** provoking. We are thinking of ordering **EPT** if we can find out a little more about it.

The article (story) ***Search for Forbidden Chamber*** was dull. Again the writing was excellent, the subject matter inane. Why not let such an obviously talented writer, write a scenario on one of the actual games, such as the description in the back of the rule book of the **DUNGEON** game (not D & D). It was interesting as well as informative.

The art work is good. I enjoyed it. Please explain what is the section marked Mapping the Dungeon — with all the names and addresses?

The section on D & D Judges was interesting, very, but was like coming into the middle of the picture. I believe it would be very exciting to be a judge or referee in one of these wargames. I intend to get deeper into this phase of the game.

Shadow of a Demon, by Fox, was good, as was the artwork.

The article, ***Feathered Serpent*** by Lynn Harpold, was excellent. The following quote "Mesoamerican Sun Kingdoms" deserves a game all by itself. Hope to hear more from this artist in future issues.

Don't stop your advertisements! They are fascinating to a newcomer like myself even if oldtimers are bored with it.

The ***Creature Feature*** is fascinating even if I don't understand it. Wish I knew more about it (D & D).

Your ***Press Release*** was the kind of thing I am looking for. Critiques of the various games, some idea what they are about, this is interesting, again, especially to a newcomer.

The article on the ***Alchemist*** was fascinating, if baffling.

All in all, the whole book was certainly interesting, if different. I would suggest that the upper half of your front page be a symbolic dragon design, used in every issue, to get proper identification for the 'zine. The lower half could contain small art insets of illustrations of interior articles.

I hope this has been a good letter for you. I operate a small portion of the National Group of Science Fictioneers called ***Perry Rhodem Committee.*** We operate an organization supporting the Perry Rhodem Science Fiction series. I hope to begin a wargaming group here if I can find enough members. Thank you for your courtesy and keep up a 'rare and noble endeaver' for the fantasy wargamers of America.

Very Sincerely yours,
Garry F. Spiegle

Dear Sirs,

A couple of weeks ago I wrote to you asking for permission to xerox some of your tables. I had taken them and cut them out, laid them out differently to provide a compact set of all important tables for GMs. I wanted to sell them to a few friends at cost (no profit). I received a short, curt reply, stating: "Dear Sir: In response to your question, **no, you** may not reprint anything."

I don't know whether this is going to become your standard policy; I don't know whether this is your blanket response to all inquiries. If it is, however, I would like to lodge a protest. Those with a background in many different fandoms have some knowledge of the results of a company oppressing an infant hobby with this type of policy — comic fandom, for instance, was stunted, and nearly ruined, by comics companies' refusal to allow amateurs to use pro characters in their fanzines. It's also interesting to note the route Star Trek Fandom has gone with the allowance by Paramount of fan activity.

I might also point out that an active and prosperous D & D fandom is as much, if not more, to your benefit than to anyone else's. The existence of a hard-core group that buys all TAE D & D-related products can only help your business.

It therefore distresses me to see a restrictive policy adopted. If I and those like me were setting ourselves up in competition with already-available TSR products I might more readily understand your qualms. Unfortunately, real D & D fans are well aware that the supply of playing aids for TSR is, sadly, pitiful. THE CHARACTER ARCHAIC is unmentionably useless. No **convenient** complete set of tables exists.

I therefore find it hard to swallow or understand your attitude. Not only would I not be competing with an extant TSR product, I would not even be seeking or making a profit. I would only be trying to make the like of people who already bought all your products easier. And, although I'm not a lawyer, I have some doubts of the legality of your preventing photocopying of your material in a different form for non-profit purposes. I believe Congress has, or is in the process of, modifying the copyright laws to take into account the "Xerox revolution." I would not try to sell my tables over your objections on such grounds, however, since — despite my dissatisfaction with this stance — I still have great respect for your company.

Everyone is grateful to TSR for providing us with such a useful, flexible, and fascinating fantasy game. But, for God's sake, **you're** not providing effective products for enthusiasts of your game; it seems you are doing a disservice to your loyal customers by preventing others from providing these products as long as they're not trying to make a profit.

Sincerely,
Scott Rosenberg

Sorry to distress you, Scott, but the NO still stands, and will do so until we have a few matters resolved. Right now, we have denied permission to everyone not licensed by us because it was the only way to sort out just what is going on.

I agree that fandom is a good thing, and would do nothing to stifle it, but we had to draw a line, and now are faced with sorting out the mess. At such time that we have accomplished this, then we will be able to give permission where appropriate. At this time our policy is NO EXCEPTIONS, draconian as that may seem.

I don't know where you got your information regarding copyright law, but you have it just backwards; if we (publishers and printers) have our way, the new laws you speak of will clamp down on the "rip-off revolution, " as it should be properly known.

I suggest you check out the Judges Guild ad appearing elsewhere in this issue. They seem to be quite competent. — Ed.

Editor:

I have some comments on the first issue of **The Dragon.** First, though, I want to recommend Stith Thompson's ***Motif Index of Folklore Literature*** to any D & D referee who is looking for new ideas. The multi-volume book is rare, but invaluable if you can find a copy in a large library. It lists virtually all motifs appearing in the myths and legends of most western countries, in great detail. It is well organized into sections such as "Magic," "The Gods," and so on. Just going through the volume on magic can give a referee many ideas for magic items and episodes in the wilderness, and there are other volumes nearly as useful.

I was disappointed at the amount of space taken up by ads and illustrations. Surely there must be worthwhile articles that could be used instead. I also wonder why so much fiction is included. We certainly can find material of equal, and likely better, quality in the library or bookstore. One expects **The Dragon** to be a gaming magazine, and fiction is a total waste

from a gaming viewpoint, no matter how good (or bad) it is.

The game reviews could be more complete. For example, WHITE BEAR, RED MOON has a very unusual combat system which promotes the go-for-broke battle. The entire game can, and often does, depend on the result of a single die roll in a battle involving literally dozens of units. The "Gyp Factor" in the game is very high. But none of this is mentioned in the review. Again, there are no zones of control in CITADEL. A unit must enter the square in which an upside-down counter is placed in order to "discover" it, and the rules specify that every upside-down counter must be accessible to the heroes without the necessity of checking any other counter. Using the same amount of space, the reviewer could be more accurate.

I respect Wes Ives' work and his GMing, but I wonder if his system puts too much stress on die rolls and not enough on the players controlling the characters involved. My philosophy has been to avoid luck factors whenever possible, and while his system reduces the judgment load on the referee, it increases the amount of luck present in the game. Players are handicapped enough by their ability rolls as it is.

Finally, I cannot understand how Smith's "Three Kindreds of the Eldar" got past the editors. Obviously it is intended to be based on Tolkien's work, but it shows considerable confusion and inaccuracy. It seems pretty bad for the game, too, largely in the 50% increase in abilities of a Noldorin magic-user. The necessary information is available in ***Lord of the Rings*** and ***Guide to Middle Earth,*** and one must wonder what Smith was using. There are two basic types of elves, Silvan or east-elves who may never leave Middle Earth, and the Eldar or west (high)-elves. The Eldar divided into two groups, the Sindar, who stayed in Middle Earth, and the Eldar proper, who journeyed over sea to Valinor early in the First Age. The only difference between the two is that some stayed and some went; all have the right to go over sea when they wish. Of the three kindreds of the Eldar, only the Noldor are named. Most of the elves who returned to Middle Earth to attack Morgoth were of the Noldorin kindred, but there may have been other kindreds involved, and other Noldor may have remained in Middle Earth throughout the Age — in other words, some Noldor were Sindar, and others Eldar proper. After Morgoth was overthrown, all the Eldar proper in Middle Earth, including the Noldor, were permitted to return to Valinor. Galadriel was the only exception. Some chose to tarry in Middle Earth a while, and at the same time many Sindar went over sea. Some of the Eldar proper withstood the call of Valinor for two more ages, even after having been there once. Those Eldar who remained in Middle Earth after the First Age, including Sindar and Eldar proper, often ruled over Silvan elves. It is possible to justify a difference between Eldar proper and Sindar because the former have lived in Valinor and the latter have not (yet), there is no evidence for this. The provision for Silvan elves going over sea is ridiculous — they **never** did. The chances given by Smith for other elves to go over sea are much too high. The Eldar proper always yearned for Valinor, but some remained in Middle Earth thousands of years. The Sindar, once they saw the sea, also yearned for the West; but Legolas, our example, withstood the call for 120 years, essentially forever in a D & D campaign. The requirement that Noldor (meaning Eldar proper, I guess) must do a great deed is also ridiculous. Only Galadriel was exiled after Morgoth fell, and no other elf. Before the end of the War of the Great Jewels, it was the Eldar proper **as a group** who must do a great deed in order to redeem themselves, not as individuals, and not Noldor only. Galadriel may have faced a similar requirement later, but she was a unique individual. Finally, the 1.5 range and effects advantage of Noldorin magic-users in Smith's system is much too large and unbalances the game, with no justification from the source. The system below follows Tolkien more closely and fits better with a balanced campaign.

There are no ability requirements for Silvan elves. These have all powers listed in D & D and, in addition, are immune to disease and to aging effects, such as a Staff of Withering, because they are naturally immortal. Silvan elves may advance to 8th level fighter (9th with 18 strength) and 4th level magic-user (5th with 18 intelligence). They may be Lawful or Neutral and are never evil.

A character must have at least average abilities in all six categories, and a total of at least 63, in order to be one of the Sindar, and in addition, a minimum 13 wisdom and a total of 67 in order to be one of the Eldar proper. (The addition is intended, to reflect gains acquired in Valinor — one might say the Eldar proper are closer to purity than the Sindar, but the difference is added to make the game more interesting and is not "realistic.") A Sindarin elf may advance to 8th level magic-user (9th with 18 intelligence) and 4th level fighter (5th with 17 strength, 6th with 18 strength). One of the Eldar proper may advance to either 11th level magic-user (maximum regardless of intelligence) or 11th level fighter (maximum regardless of strength), but not both. The player must choose one path or the other when he becomes one of the Eldar proper.

In addition to Silvan elf powers, the Eldar (Eldar proper and Sindar) have these additional powers: 1) they may learn one language per intelligence point, but do **not** begin with knowledge of orc, gnoll, hobgoblin; 2) they can calm/control their own animals, and can communicate **simply** with small birds and other innocuous creatures (no monsters); 3) they may speak mind-to-mind with each other, range 2½" per level of the more experienced; 4) they have keen eyesight (treat as two power binoculars or microscope); 5) they have True Sight: +1 per level vs. phantasmal forces, see through illusions 5% per level, see the true shape of a polymorphed or shapechanged being 3% and 1% per level respectively (and optionally, see hidden (but not invisible) enemies 1% per level (shadows, Blending, Beguiling). When they see through an illusion or see a true shape, they will be unaware that the illusion or false shape exists. For example, an Eldarin elf of the 5th level would have a 15% chance of seeing a polymorphed ogre mage as an ogre mage rather than as a human, but if he succeeds, he would not even know that the ogre was polymorphed.

All Eldar and Half-elves are Lawful and good in this world. Half-elves have the same requirements and powers as Eldar proper, but advance as specified in GREYHAWK.

For convenience, one can refer to Eldar proper as Noldor, but this is not accurate. A realistic chance for going over sea is one in one thousand per **year** for Eldar proper, and one in one hundred per year for Sindar once they have seen the western ocean, but one in ten thousand before then. Do not roll at all until the elf has reached his maximum level.

Sincerely,
Lewis Pulsipher

After receiving and reading this letter, I felt it only fair to let Larry answer the technical side of this letter. I know Larry to be well versed in Tolkein lore, and would use him as a source anytime. I'll respond to some of the charges/complaints after Larry. — Ed.

Tim,

Here it is:

As to Lew's criticism of my 'simple' system of dealing with D & D elves, I must disagree with him on several points. First, a 50% increase in the Noldor's abilities is not too much in the light of only a 10% chance of being a Noldor. Second, my sources were LotR and GME. Then also, it does not state in either source that the Silvan elves were not allowed across the sea, but that many did not wish to go. They do however, leave you with the feeling that some did cross. In Lew's favor I will say that the Silvan elves are not Eldar, but were placed on the chart as a ratio factor in comparison with the Sindar and Noldor elves.

Now, it's Lew's turn to be confused. The Eldar are divided into three groups, these are: Noldor — High Elves, Deep Elves, the Exiles (all the same); Sindar — Grey Elves;? — Sea Elves (listed in Guide to Middle Earth).

And, of course, then there are the Silvan Elves (listed as Wood and East Elves). All are separate, no Noldor are Sindar Elves.

After Morgoth was overthrown, not all of the Eldar were permitted to return (read Appendix B), you will find Gil-galad listed as the King of the Noldor **in Exile.**

The reasons for making the chances of crossing so high is (1) Characters have a tendency of not playing Elves like elves, (2) It fits inside the D & D scope of play to allow a chance of them leaving, if you use Lews % chance of leaving, you might as well not bother as it is too small. Overall, if you want to know about Elves, read all sections referring to them in Guide to Middle Earth for the proper view of things. I simplified things, Lew comes right out and confuses the matter even more by giving statements about the Eldar that are false. I wonder what sources HE was using.

As to his way of running the different elves in D & D, it is another way, and I will leave it up to the players as to which one to use. One note however, is that I like additional powers given to the Eldar and would advise that they be used no matter what system you use,

Happy Dungeoning,
Larry Smith

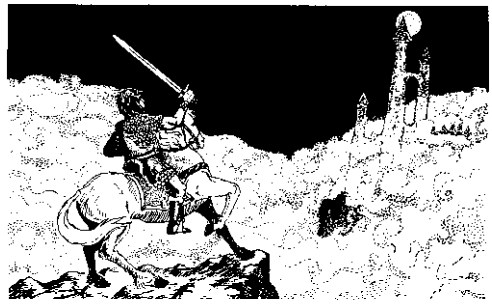
Without ads, there would be no DRAGON: without art, it would be dull and lifeless. THE DRAGON is neither an APA-zine nor a fanzine; we are a pro-zine. Ads pay the freight. To judge from the first letter, some people really like the ads. Numerous surveys have verified this.

In regard to fiction, please read this issue's DRAGON RUMBLES.

In regard to reviews, I suggest you read Intelligence Report in LITTLE WARS, Vol. 1, #2. The PRESS RELEASE column is syndicated, and provided as a service. As this magazine completes its "shakedown," we plan to do more extensive reviews by staff personnel.

Isn't it amazing how two people can use the same data and yet draw such widely differing conclusions? — Ed.

"Beyond the Wizard Fog"
by Gardner Fox
coming in TD #5!



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A Plethora of Obscure Sub-Classes

The authors of D & D have asked me to stress that none of the following are to be considered "official." I feel that the purpose of THE DRAGON is to provide new ideas and variants, and have printed in the past and will probably print in the future things that I wouldn't let in my own campaign; a great deal of them are superflous and better handled by the DM. Be that as it may, I would like to urge caution and discretion in allowing the proliferation of weird sub-classes. All too often, they only make it harder for the DM, and are often too powerful to use as player-characters. In the last TD, the alchemist was intended to be recommended as a non-player character, as are many of these. — Ed.

HEALERS

by C. Hettlestad

Healers, as the name implies, are designed to allow rapid repair of other characters in large campaign games. Basically the healer is a combination of magic user and cleric with a dash of fighter. However, the healer has a set of spells exclusive to himself (although many can be found elsewhere) and is not allowed to switch class at any time under his own decision.

Basic prerequisites for a Healer are high, a minimum score of 15 each in intelligence, wisdom, and dexterity. Further, they are restricted in that they can only be lawful or neutral. A chaotic healer is not allowed, and would become a mere fighter if forced to change alignment from allowable areas.

Healers may not wear any armor or shield; but may use any weapons and/or magical items. The various books to be found will not aid the healer in any way and can only hurt. There are certain special abilities conferred upon the healer at certain levels.

At 4th level — can detect molds, slimes, etc. at 40 feet.
At 8th level — can determine types of potions.
At 12th level — can read magical and clerical scrolls.
At 16th level — can use 4 1st level magic-user spells.
At 20th level — can use 4 2nd level magic-user spells.

		Hit Dice	Spells & Level						
Level & Title	Experience Pts.	8-sided	1	2	3	4	5	6	7
1 Apprentice	0	1	l	-	-	-	-	-	-
2 Frosh	5000	2	I	-	-	-	-	-	-
3 Sophomore	10,000	3	1	1	l	-	-	-	-
4 Junior	15,000	4	2	1	l	l	-	-	-
5 Senior	25,000	5	2	2	1	1	l	-	-
6 Intern	50,000	6	2	2	2	1	l	l	-
7 Resident	100,000	7	3	2	2	2	1	1	1
8 Senior Resident	200,000	8	3	3	2	2	2	1	1
9 Practitioner	300,000	9	3	3	3	2	2	2	1
10 Medic*	400,000	10	4	3	3	3	2	2	2
11 Doctor	500,000	10+1	4	4	3	3	3	2	2
12 Doctor, 12th	600,000	10+2	4	4	4	3	3	3	2
13 Doctor, 13th	700,000	10+3	5	4	4	4	3	3	3
14 Doctor, 14th**	800,000	10+4	5	5	4	4	4	3	3
15 Doctor, 15th	900,000	10+5	5	5	5	4	4	4	3
16 Doctor, 16th	1,000,000	10+6	6	5	5	5	4	4	4
17 Doctor, 17th	1.100,000	10+7	6	6	5	5	5	4	4
18 Doctor, 18th	1,200,000	10+8	6	6	6	5	5	5	4
19 Doctor, 19th	1,300,000	10+9	7	6	6	6	5	5	5
20 Doctor, 20th	1,400,000	10+10	7	7	6	6	6	5	5
21 Doctor, 21st	1,500,000	10+11	7	7	7	6	6	6	5
22 Doctor, 22nd	1,600,000	10+12	8	7	7	7	6	6	6
23 Doctor, 23rd	1,700,000	10+13	8	8	7	7	7	6	6
24 Doctor, 24th	1,800,000	10+14	8	8	8	7	7	7	6
25 Doctor, 25th	1,900,000	10+15	9	8	8	8	7	7	7

* Highest level for Dwarf.
** Highest level for Hobbit, Half-Elf or Elf.

1st Level	2nd Level	3rd Level
1. Detect Magic	Neutralize Poison	Raise Dead
2. Detect Evil	Cure Disease	Cure Serious Wounds
3. Detect Poison	Purify food & water	Cure Blindness
4. Detect Disease	Slow	ESP
5. Detect Invisible	Haste	Animate Dead
6. Detect Phase	Invisibility	Strength

4th Level	5th Level	6th Level
1. Stone-Flesh	Raise Dead Fully	Imp. Cure Serious Wounds
2. Mind Blank	Cure Insanity	Clone
3. Energy	Cure Paralysis	Water Breathing
4. Cure Lycanthropy	Longevity	Talks to Plants
5. Wake Spell	Teleport	Speak with Animals
6. Fly	Size Control	Speak with Monsters

7th Level
1. Sterilize
2. Neutralize Gas
3. Blade Barrier
4. Remove Curse
5. Remove Charm
6. Cure Deafness

1st Level Healer Spells:
1. Detect Magic: same as magic-user spell of same name
2. Detect Evil: same as magic-user spell of same name
3. Detect Poison: A spell that allows user to determine if poison is being used within a 30' radius, and where. It will also tell what type poison.
4. Detect Disease: This spell will tell user what disease is present (within **30"** range)
5. Detect Invisible: same as magic-user spell of same name
6. Detect Phase: A spell to find secreted treasure hidden by out-of-phase equipment (spells); and to find creatures that are out of phase, duration 6 turns

2nd Level Healer Spells:
1. Neutralize Poison: same as clerical spell of same name
2. Cure Disease: same as clerical spell of same name
3. Purify Food & Water: same as clerical spell of same name
4. **Slow:** same as magic-user spell of same name
5. Haste: same as magic-user spell of same name
6. Invisibility: same as magic-user spell of same name

3rd Level Healer Spells:
1. Raise Dead: same as clerical spell of same name
2. Cure Serious Wounds: same as clerical spell of same name
3. Cure Blindness: This spell will cure blindness incurred by any characters due to any cause (including curse)
4. **ESP:** same as magic-user spell of same name
5. Animate Dead: same as magic-user spell of same name
6. Strength: same as magic-user spell of same name

4th Level Healer Spells:
1. Stone-Flesh: same as magic-user spell of same name
2. Mind Blank: same as magic-user spell of same name
3. Energy: use of this spell will restore one life level to a character who has lost one to a wraith or similar happenstance.
4. Cure Lycanthropy: This spell allows user to remove the stigma of lycanthropy from anyone so afflicted.
5. Wake Spell: This spell will waken anyone put to sleep through various means.
6. **Fly:** same as magic-user spell of same name

5th Level Healer Spells:
1. Raise Dead Fully: same as clerical spell of same name
2. Cure Insanity: allows user of this spell to cure anyone of insanity
3. Cure Paralysis: allows user of the spell to cure paralysis, or negate it in any effect.
4. Longevity: Reduces 10 game-years from the game-age of the character this spell is used upon (note — this will counter the effect of aging caused by a staff of withering, ghost attack, etc.).
5. Teleport: same as magic-user spell of same name
6. **Size Control:** this spell will neutralize the effect of growth and shrinking potions or similar devices.

6th Level Healer Spells:
1. Improved Cure Serious Wounds: this spell will cure four 6-sided die worth of damage, with an addition of one per die (i.e., 8 to 24 pts.)
2. Clone: same as magic-user spell of same name
3. Water Breathing: same as magic-user spell of same name
4. Talk to Plants: this allows user of this spell to talk to any plant
5. Speak with Animals: this allows user of this spell to speak with any animal (up to the animal to decide to respond tho)
6. Speak with Monsters: same as clerical spell of same name

7th Level Healer Spells:
1. Sterilize: this spell will cleanse any room of any infection, mold, slime, or nasty creatures, up to 5 hit die.
2. Neutralize Gas: this spell will neutralize poisonous gases, tear or any other gases.
3. Blade Barrier: same as clerical spell of same name
4. **Remove Curse:** same as magic-user spell of same name
5. Remove Charm: this spell remove and or negate a charm placed upon a character, once this spell is used upon him. Range 3"
6. Cure deafness: this spell will cure deafness caused by any cause.

SCRIBES: NEW SPECIALIST DESCRIBED

by David Mumper

There hath been a new type of Specialist shown to exist. These are known as Scribes, and indeed have been hired for work by the Theurgist Merlin of Avalon who is called the Chicken Magician.

Scribes are rather rare and expensive Specialists who have the ability to read and copy magical writing from Scrolls and Books of Spells into the Spell Books of Magic-Users and Clerics. Only Scribes may do this, for there exists a curse upon all magical writing which causes any but Scribes, who know the counter-spell, to go permanently and incurably insane (Remove Curse not-withstanding). Scribes may belong to any of two vocations; either they transcribe magical spells or clerical spells.

Scribes are free-lance, which is to say they must be sought like any other Specialist. The cost for this is the same as for any other Specialist (100-600 gold pieces/week). The chance of finding a Scribe is 10%/week (cumulative), adjustments to be made by the referee based on generosity of offer, etc. When one is located, % dice are rolled by the referee to determine his alignment and abilities to be kept in a secret record.

Magical:	01-70 = lawful 71-90 = neutral 91-00 = chaotic	01-80 = lawful Clerical: 81-00 = chaotic

Die Roll	Abilities	% Mistake	% Insanity
01-25	1-3 level spells	25/75*	35*
26-50	1-5 level spells	15/45*	25*
51-75	1-6 level spells	10/30*	20*
76-85	1-7 level spells	5/15*	15*
86-95	1-8 level spells	2/6*	10*
96-00	1-9 level spells	1/3*	5*

*when attempting veils above his abilities

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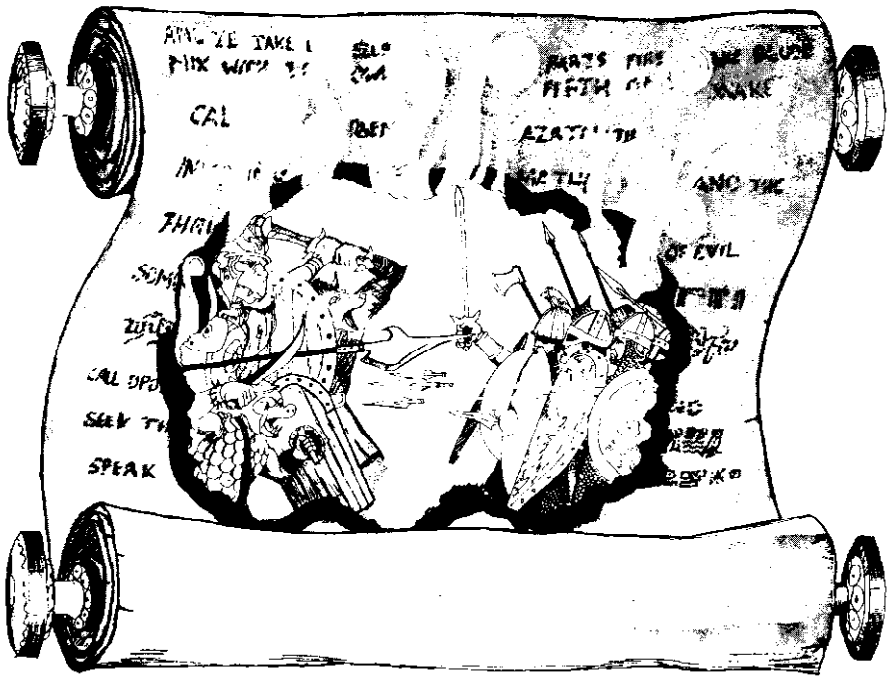

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By GARY GYGAX

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If the Scribe goes insane (detectable only by ESP, etc) the % mistake goes to 100%. Also, if the alignment of the Scribe differs from that of the employer, % mistake doubles in a lawful-chaotic/neutral relationship, and triples in a lawful/chaotic.

For every 5 spells transcribed, the Scribe's ability rises by 2.

When a mistake is made, the result when the employer first attempts the spell is at the discretion of the referee (i.e. a blind Wizard Eye), and mistakes may not be corrected.

The fee for the Scribe is 1000-5000 gold pieces/month, but being free souls there is a 5% chance (cumulative) that the Scribe will leave each month, thus necessitating a new search. This chance is doubled in the event of an alignment difference.

Samurai

by Mike Childers
as modified by Jeff Kay

A subclass of fighters, these characters may be of any alignment but tend generally to be neutral. For a character to be a Samurai he must have a dexterity greater than 15. He will preferentially carry the traditional pair of Japanese swords (daisho) and the Japanese composite longbow. Further, his armor will always be such that it will optimize speed and protection, with protection being sacrificed for speed if necessary. If a samurai's Katana (long sword) is taken from him, he will either pursue a vendetta against the thief (or the thief's employers) or commit **seppeku.** The exact actions are very dependent upon the situation and should be mutually agreeable between the player and gamemaster.

Swords made in the manner of the Japanese blades are special, though non-magical. A samurai of average intelligence or greater (9+) will be able to identify blades of Japanese type manufacture. With a higher than average intelligence (13+) a samurai can tell the exact type and character of a Japanese type blade by examination. The different quality blades are listed below:

KATANA (long sword): Blade approx. 30", weight approx. 3 lb.

	CHANCE OF CRITICAL HIT			
HIT MODIFIERS & DAMAGE	ABOVE "TO HIT" NUMBER	AUTO - MATIC ON ROLL OF	ENCUM BRANCE	VALUE IN GP
0	8+	20	50	18
+1	7+	19 & 20	45	240
+2	6+	19 & 20	40	480
+3	5+	18, 19 & 20	40	960

WAKIZASHI (short sword): Blade approx. 24", weight approx. 1¾ lb.

0	8+	20	28	16
+1	8+	20	25	200
+2	7+	19&20	23	400
+3	7+	19 & 20	23	800

All of these lose one step in the hands of a non-samurai, except that the hit and damage modifiers may not be less than zero. The swords may be used two-handed or one-handed but lose one step when used single-handed (with the same minimum as in the hands of a non-samurai). Both may be employed at the same time, one in each hand, by the samurai as he has the required dexterity above 15. They may be employed against the same or different targets.

Whenever the samurai scores the necessary number above his "to hit" number he has struck a critical blow. He then rolls a pair of percentage dice and consults the following table:

01-80	25% of Max Hit Points or 6 hit points (whichever is greater) and the loss of a limb (1 = right arm, 2 = left arm, 3 = right leg & 4 = left leg).
81-95	50% of Max Hit Points or 12 hit points (whichever is greater) and a major body hit (no additional damage other than hit points).
96-00	100% of Max Hit Points due to decapitation or other instant kill.

A samurai adds one point to his dexterity at each of the following experience levels: 8,000 - 64,000 - 184,000 - 368,000 - 616,000.

Japanese style armor is closely related to European plate in protective value, but is lighter (45 pounds max) and less restrictive. The trunk, upper arms, and hips are covered by a series of small overlapping plates laced together. The lower arms, lower legs and feet are covered by a mixture of chainmail and plate. The neck, armpits and inside thighs have less protection than with European chainmail. There are also several grades of armor which are cost-related. The following table provides specifics for Dungeons and Dragons:

GRADE	ARMOR CLASS	ENCUMBRANCE	VALUE IN GP
E	6	400	40
D	5	400	75
C	4	575	150
B	3	675	300
A	3	625	600

A samurai very seldom used a shield.

A further ability of the samurai is unarmed combat. The present sport of judo closely resembles the knowledge and techniques that these fighters had at their disposal. The judo techniques were generally reserved for use against unarmed opponents unless necessity dictated otherwise. Judo may be used by a samurai only if he has no weapon in his hands. When using judo, a hit indicates that the opponent has been thrown and it will take the opponents 1 or 2 melee turns to recover his feet. (NOTE: This assumes 10 second melee turns, adjust accordingly). If a roll of 19 or 20 is made the samurai may choose to score 1 to 4 points of damage on the opponent. For every 4 levels advanced the probability of causing damage increases by 5% (eg — a 4th level samurai does 1-4 points of damage on a 18, 19 or 20; a 8th level does the damage on a 17, 18, 19 or 20; etc.). On a roll of 20 a samurai may elect to subdue his opponent. For every 6 levels advanced the probability also increases by 5% in the same manner as inflicting damage.

The Japanese style composite or longbow (Yumi) may be fired standing, kneeling or on horseback. The weapon modifiers are as follows:

	DEFENDER'S ARMOR CLASS					
	2	3	5	6	7&8	9
Yumi(21)	-1-2-4	0-1-4	+2	+10	+3	+20 +4 +2 +1 +4 +3 +2

Cost 75GP
Encumbrance 50 GP
20 Arrows cost 5GP
Japanese quiver costs 5GP Encumberance 75

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A New View of Dwarves

by Larry Smith

Contrary to public opinion, Dwarves are not the poor fighters that many claim they are. In reading from Tolkein's LotR, Gimli proved the fact that he was just as good a fighter as anyone else. In playing Dungeons and Dragons, Dwarves are given the role of keeping an eye out for traps and slanting passages. Fighting is placed into the secondary role. But what of the other things that dwarves could do? In D&D, little or no guideline is given for the dwarves 'other' uses. This article is here as an attempt to bring the dwarves once more into the proper perspective that they deserve.

Dwarves as Fighting Men

Level	Name	Hit Dice	Exp. Pts.	Fights as	Special
1	Dwarf	1 + 2	0	1 Man	+2
2	Warrior	2 + 1	2500	2 Men	+1
3	Spearman	3	5000	3	Men
4	Dwarf Hero	4	10000	4	Men
5	Swordbearer	5	20000	5	Men
6	Axewielder	6	40000	6	Men
7	Champion	7 + 1	80000	7 Men	+1 17+ Strength needed for 7th
8	Dwarf Lord	8 + 2	160000	8 Men	+2 18 Strength needed for 8th
9	Dwarf King	10 +1	320000	10 Men	+1 Above plus, 12+ Intelligence 12+ Wisdom*

***Note:** Since there are only 7 'families' of dwarves, there can only be 7 Dwarf Kings. To decide whether the character is in the proper tribe and line, roll an eight sided die. 1 through 6 are for the first six tribes, 7 and 8 are for the tribe of Durin. For campaign purposes the Kingship of each line is open, the first dwarf to obtain it becomes that tribes King and as such, holds it until death. When a Dwarf King is made for that tribe, no other dwarf of that tribe may become 9th level until he dies.

Dwarves as Clerics

Since, according to Greyhawk there can be Dwarf clerics, players should be allowed the option to become one. So, if the character has a Wisdom of 15+ he may opt to be a cleric. A 17 Wisdom will allow the character to go to 7th level, as an 18 will allow him to go to 8th level. As being dwarves, they have all the benefits and restrictions of both cleric and dwarf. They roll an eight sided die when rolling for points.

Dwarves as Thieves

This category is the same as listed in Greyhawk, with the exception of rolling hit dice. This is changed to using a six sided die for points.

Dwarves as Magicians, Assassins, Monks, Paladins, Illusionists, Rangers or Sages.

The above is not allowed.

The Abilities of Dwarves

1. High Magic resistance. Add 4 levels when rolling their saving throws.
2. They may fully employ the +3 War Hammer.
3. They note slanting passages, traps, shifting walls & rooms on a die roll of 1-4 on a six sided die. Noting new construction is done automatically.
4. They are able to understand the languages of Goblins, Orcs, and Hobgoblins. They can speak Gnome and Kolbold in addition to their regular tongues.
5. When fighting the 'Giant Class' they add +1 to hit probabilities, and subtract -1 from chances to be hit.
6. They may judge properly, the full value of gems and jewels.
7. They can 'feel' when handling armor or weapons, if it is magical in nature.
8. All Dwarves with an Intelligence of 9 or better, and a Strength of 9 or better are capable of doing Smiths work.
9. All Dwarves with an Intelligence of 12 or better and a Strength of 9 or better are capable of doing Armorers work.
10. All Dwarves with an Intelligence of 15 or better are capable of doing Engineer's work.
11. Dwarves may use crossbows and short bows as their only 'bow type' weapons.
12. Dwarves may make use of the following 'regular weapons': Dagger, Hand Axe, Sword, Battle Axe, War Hammer, and Spear. All other weapons are used at a minus 1 to hit capabilities.
13. Dwarves with a Dexterity of 17 or greater can swim naturally. All others must learn how. However, since they have a fear of traveling on water, it will be very hard to convince them of the need to learn.
14. Only Dwarves with an Intelligence of 12 or better will even

consider getting on a horse. And only then at great need.

Dwarves Reactions to Others

To reflect their caution or moods in treating with others, roll their reactions with the following modifications:

Auto Attack — Goblins and Orcs
-2 to die roll — Sindar, Silvan Elves, and all men
-1 to die roll — All others, except those listed below
+0 to die roll — Hobbits and Noldor Elves
+l to die roll — Dwarves of different Folks
+2 to die roll — Dwarves of the same Folk (note: they will never attack their own Folk)

About Dwarves

Dwarves range in size from around four and a half to five feet in height. They are broad shouldered, quite strong and deemed very hardy. They reach maturity around the age of 50 and live to be about 250 years old. There is nothing more a Dwarf likes than gold, jewels, and treasure. Except, of course, a cavern of great beauty. Then nothing could compare. They will go out of their way to find these things, and will fight to keep them. They have a great hate for Orcs and Goblins and dislike Elves to a great extent. Insulting Elves is a hobby to them, as is chopping the heads off of Orcs and Goblins. They have their own rough system of honor and when an oath is given, it is never broken.

NEW D & D CHARACTER SUBCLASS: THE BERSERKER

by John Pickens

(This new class is highly experimental. Although the requirements appear low, only the boys in the 16-plus club are likely to do well at this. Be Warned.)

Berserkers are a sub-class of the class Fighting Man who are human and NEUTRAL. Both their Strength and Constitution must exceed 9, while their Intelligence must be below 9. At level 1, their maximum allowed armor class is 6. They may use any magical items available to Fighters with the exception of armor and shields. In addition to any experience bonuses for strength, berserkers receive double points for kills until they earn their wereshape (see below). Berserkers may **never** develop psionic powers.

Each berserker must become a shieldbrother in one of the following clans: Wererat, Werewolf, Wereboar, Weretiger, and Werebear. When the berserker earns his wereshape he will take that form when berserk, receiving all hit and damage bonuses. He does NOT receive any of the special characteristics of lycanthropes, though while in wereshape he may melee creatures vunerable to magical weaponry. Insanity will always involve reversion to wereshape.

Each clan has one Clanmaster, combat for this top spot being detailed under Monks and Druids in the various supplements. Shieldbrothers will always be friendly and help each other when possible. Failure to do so results in outlawry and open season on the outcast. Neutral lycanthropes of the clan type will not attack, though they may refuse aid. When the berserker earns his wereshape, he gains the ability to speak the lycanthropic language while in human form and communicate well enough empathetically with normal animals of his clan type to give simple commands which will be followed. At this level, horses will check reaction at -2 whenever he approaches.

Clan	Advance as	Gain Wereshape	Gain Followers	Max Dice	Clanmaster
Wererat	Cleric	6th Level	8th Level	9	11th Level
Werewolf	Druid	7th Level	9th Level	10	12th Level
Wereboar	Druid	8th Level	10th Level	10	13th Level
Weretiger	Fighter	9th Level	11th Level	11	14th Level
Werebear	Fighter	10th Level	12th Level	12	15th Level

Since a berserker is careless of his person in battle, he relies on his gods to protect him from the fatal blow. Since the gods approve of brave deeds (we hope!), the more of them the berserker performs, the more protection he will receive. Therefore, for every two levels the berserker achieves, his armor class is increased by 1.

SPECIAL ABILITIES AND RESTRICTIONS

Level 1: Not allowed to hire anyone for anything. Ability to recognize alignment and clan of lycanthropes and berserkers on sight.
Level 4: Reduce chance of being surprised by 1.
Level 6: Ability to detect hidden and invisible enemies. Gains a 4th Level Companion who may be any Neutral Fighter type or Bard
Level 10: The berserker may hire others, but such hirelings are -2 on loyalty and may never have a rating higher than 15.

At the appropriate level, the berserker will be joined by 2-12 Followers with a loyalty of 16-plus, one of whom must be a Bard of level 3-6. If killed, these followers may never be replaced. **Use** these tables:

FOLLOWERS	LEVELS*	EXTRAORDINARY
01-60 Fighter	01-50 2nd Level	01-40 Berserker (Shieldbrother)
61-70 Magic User	51-65 3rd Level	41-65 Lycanthrope (Weretype)
61-70 Magic User		
71-80 Elf	66-80 4th Level	66-75 Druid, Level 3-7
81-90 Dwarf	81-90 5th Level	76-85 Bard
91-00 Extraordinary	91-99 6th Level	86-90 Ranger
	00 7th Level	91-95 Hill Giant
		96-99 Stone Giant
		00 Two rolls, ignoring 00

*Wererats	5%
Werewolves/ Wereboars	0%
Were tigers	+5%
Werebears	+10%

BERSERKING

There is only a chance of a character berserking when the referee deems the conditions are suitable for the arousal of battle lust. The basic chance is 10% for a character to go berserk. A berserk attack may only be triggered once per melee.

Add 20% if the berserker bites his shield (voluntary).
Add 10% per round of melee (cumulative).
Add 10% per Follower or shieldbrother he sees die.
The death of the Companion causes an automatic berserk.

Advantages while berserking

Intelligent opponents must check morale, if applicable (eg: A Balrog doesn't).

All attacks are at +2 in addition to any strength bonuses.

The berserker is immune to psionic attack.

The berserker adds 6 to level or key check if wielding a magic sword.

Disadvantages of berserking

A berserker may not withdraw from melee while berserk.

A berserker remains berserk for as many melee rounds as he has constitution points, but the attacks at -2/-2 for the rest of the melee. If in wereshape, he will maintain it for the duration of the melee.

If still berserk at the end of the melee, he has a 10% chance of turning on his friends until killed or the fit wears off. Deduct 1% per level to a minimum of 1% (0% for Clanmasters).

The berserker must rest a complete turn after each fit.

EXAMPLE: A Werebear berserker of Level 10 with a Strength of 16 and a Constitution of 10 will drop his weapons and attack as a Werebear when berserk. Hit probability is +3, damage is 2-4/claw and 3-9/bite (3-17/bug), and armor class is 2 (7-5). After ten rounds, he fights at -2, each claw doing 1 and biting at 1-6 (hug 1-14). Berserkers never cause lycanthropy.

Two Penultimate Sub-Classes

THE IDIOT CLASS

by Gordon Davidson

An Idiot is obtained by paying 160 gold pieces at the beginning of the game or at a city, if one is present (50% chance). The player also has the opportunity to buy a midget for 200 gold pieces. The midget adds 5% to all base chances.

The Idiot's purpose is to confuse the enemy so that it will run away, attack a wall, commit Hari Kari, eat all its treasure or some related act, just so it will not attack the troop (confusion lasts 3 melee turns). There is a 15% chance that the confused monster will attack anyhow.

Chances of Confusing

Monster level	chance of confusing (at first level)
1	65%
2	55%
3	45%
4	35%
5	20%
6	10%
7	05%

Idiots raise levels and become more effective with higher level monsters but less effective with the lower level monsters. This can be attributed to the more refined idiocy that is accompanied by the more experience.

Chart comparing the Idiot level to chances of confusing —

Idiot Level

Monster level	1	2	3	4	5	6	7	8	9	10	11	12
1												
2	55%	57%	53%	51%	49%	47%	45%	43%	41%	39%	36%	31%
3												
4	35%	37%	39%	41%	43%	45%	47%	45%	43%	41%	40%	39%
5												
6	10%	12%	14%	16%	18%	20%	22%	24%	26%	28%	30%	32%
7												

An Idiot's prime requisite is constitution (so he can stay goofy). Can trade 3 for 1 with Wisdom
4 for 1 with Intelligence
An Idiot can take his Wisdom and Intelligence down to 6. For each constitution point above 12 add 1 point on chances to confuse.

There is only one Idiot per expedition. He can wear full armor but for each level above level 9 he loses 5% effectiveness. The opposite occurs with cursed armor. The Idiot may not employ any Weapons though he may carry any articles. He may play with fire

After each confusion attempt (Tantrum) the Idiot must rest 2 days and be paid 10 gold pieces on the spot to Play with; otherwise he will hold his breath until he turns blue and won't play. A wounded Idiot confuses at ½% and must wait a week before trying again.

The Idiot melees as a man -2 and delivers at best 1 point damage.

Exceptionally BAD Abilities

Idiots are not known for their deftness but rather for their clumsiness. I take this into account.

When rolling for dexterity:

an above average score on the dice = an Idiot of average dexterity

an average score on the dice = an Idiot of below average dexterity

a below average score on the dice = a roll on the Exceptionally BAD Abilities chart.

Dexterity of an Idiot means his ability to hold things, walk without falling, dropping off cliffs, tie knots, untie knots, and the like. The chance number shows his chances of falling, etc.

01-50% = 3 out of 10 chance
51-75% = 5 out of 10 chance
76-90% = 7 out of 10 chance
91-00% = 10 out of 10 chance,

meaning that every 100 feet the Idiot will trip and fall, dropping everything that he's carrying with a 1 out of 6 chance that they'll break. For each fall there is also a 2 out of 6 chance that the Idiot will get a bloody nose and a 1 out of 10 chance that he'll break an arm.

Normal chances for falling =
Average dexterity = 1 out of 10 chance
below average = 2 out of 10 chance

LEVELS

Dummy =	0
Dope =	1001
Dolt =	2623
Dullard =	6157
Cluck =	9738
Klutz =	11,432
Cretin =	19,832
Weirdo +	30.876
Nut =	61,423
Fool =	88,749
Imbecile =	120,456
Idiot =	200,101

+200,001 additional points for each level above Idiot.

THE NEW CATEGORY: JESTERS!

by Charles Carner, William Cannon & Pete Simon

Jesters are amusing little fellows who attempt to defeat their enemies by making them laugh (usually). It is a difficult and specialized category to qualify for, since there are three prime requisites: INTELLIGENCE (15 or better), DEXTERITY (15 or better), and CHARISMA (6 or less). Jesters are always neutral or chaotic. Dwarves, because of their stunted height, make the best jesters. They can progress infinitely in the category. Hobbits are limited to 10th level advancement; Elves can go only to 6th level (Village Idiot). Men can reach only 5th level (Fool), and other types can reach but 4th level (Comic). Jesters are not allowed to wear any armour, but they can be thieves as well as funnymen. They use a 4-sided hit die, with a maximum of 10 dice. After that, add +1 per level. Due to their specialized status, they are limited to the following weapons:

All weapons with an * are magical, all weapons except the dagger can only be used by a Jester.

WEAPON	EFFECT
*Smelly sock (can be swung or thrown	stuns 1-4 turns Save vs poison
Dagger	
Acid-squirting flower	1-6 pts., Range 3'

Weapon	Effect
Pillow (swung only)	bursts on 1-2 (6-sided) blinds 1" diameter for 3 turns. If no burst, stuns 1 turn as Morningstar
Jester stick	as Morningstar
Laughing gas balls (thrown)	Range 30' uncontrollable laughter 3 turns save vs. Gas
Pies (thrown)	Range 20' blinds 1-4 turns
*Dirty underwear (thrown or swung	Range 10' stuns 1-6 turns; Save vs. poison
Tomatoes or rotten fruit (thrown)	Range 30' blinds 1 turn

INTELLIGENCE is what the jesters are dealing with when they battle the defender, so a new "Saving Throw" chart is needed for combat with them. The level of the man battling with the jester is inconsequential when rolling saving throws; intelligence is the only factor.

TABLE #1 (For Jokes aimed at high intellects)

INTELLIGENCE	SAVING THROW	
1-3	4	
4-6	6	
7-9	8	Failure to make total or above indicates attack having full effect.
10-12	10	
13-15	14	
16-17	16	
18	18	

TABLE #2 (For jokes aimed at those with low intelligence)

INTELLIGENCE	SAVING THROW
1-3	19
4-6	16
7-9	14
10-12	11
13-15	9
16-l7	7
18	5

EXP PTS	LEVEL	TITLE	SPELL (JOKE) 1	2	3	4	5	6	7	8
	1	Giggler								
2000	2	Jokester	1							
4000	3	Amuser	2							
8000	4	Comic	3	1						
16000	5	Fool	4	2						
32000	6	Village Idiot	4	2	1					
64000	7	Jester	4	3	2					
128000	8	Court Jester	5	4	3	1				
228000	9	C.J. 9th lv1	5	4	4	2				
328000	10	C.J. 10th lv1	5	5	4	3	1			
428000	11	C.J. 11th lv1	6	5	5	4	2	1		
528000	12	C.J. 12th lv1	6	5	5	5	3	1		
628000	13	C.J. 13th lv1	6	6	5	5	4	2	1	
728000	14	C.J. 14th lv1	7	6	6	5	4	3	2	
828000	15	C.J. 15th lv1	7	6	6	6	5	4	2	1

JOKES

1ST LEVEL

Giggle Spell — (1 or 2) — Affects thinking creatures of less than 3 hit dice. Causes laughter for 1 turn. Victims are -4 to hit others on attacks while laughing. Range: 2".
Pun — (1) — Causes attacker to pause and say "Wha-a?" Lasts for 1 turn. Victims may not attack in that turn. Range: 2".
Funny Face I — (2) — Affects 10 1st level types, 5 2nd, or 1 3rd. Causes laughter for 1 turn. No attack possible (by victim) in that turn. Range: 2".
Body Contortion I — An odd contortion of the body in which the tumbling jester avoids attack and becomes Armour Class 0. Duration: 1 turn.

2ND LEVEL

Pause — (1 or 2) — Utterance of this joke causes victims to stop and pause for 2 melee turns. Range: 2"
Joke — (1 or 2) — Causes laughter for 2 turns, affecting creatures 6 Hit Dice or less. Victims are -4 to hit on his attacks while affected by a joke. Range: 2".
Funny Face II — (2) — Same as Funny Face I except it affects 3 3rds, 2 4ths, 15th level type.
Body Contortion II — Same as Body Contortion I except user becomes Armour Class -4.

3RD LEVEL

Wonder — (1 or 2) — Causes victims to pause for 4 turns, if followed by an extended joke. If not, same as Pause. Range: 2".
Ventriloquism — (1 or 2) — Same as Magic User, but range: 3"
Thighslapper — (1 or 2) — Joke which takes 2 turns to utter. Causes laughter for 8 turns. Affects 10 1st level types, 9 2nd level types, 8 3rd, and so on. Range: 3".
Funny Face III — (2) — Affects 18th level type, 2 7th level types, etc. for 1 turn. Range: 2".
Obscenity — (2) — Renders lawful and neutral Clerics ineffective for 3 turns due to embarrassment. Affects other types as Joke spell.

4TH LEVEL

Boring Joke — (1 or 2) — This acts as Sleep spell. Takes 4 turns to utter. Puts a 10th level type to sleep for 2 turns, 9th level for 4 turns, and so on. Range: 2".
Decrepitating — (2) — This is a fart, literally. The higher level the jester, the funnier the fart. Thus a 7th level jester would incapacitate his target for 2 turns, an 8th level for 4 turns, etc. A maximum of 3 per game hour can be used by any one jester. Range: 3".
Bellyacher — (1 or 2) — Takes 2 turns to utter. Causes victim to laugh for 8 turns, plus level of jester.
Extension I — If done while subject or subjects is already laughing, this effort will lower the victim's resistance by 1, on the next roll for Saving Throw.
Strange Actions — Combines Joke and Body Contortion I.

5TH LEVEL

Extension II — Same as Extension I except lowers resistance by 2.
Pity — (1 or 2) — Acts as Charm Person, with limitations up to befriending the jester (referee's discretion).
Gutbuster — (1 or 2) — Same as Bellyacher, except that it also does 1-4 pts damage while victim is laughing.
Insult — (1 or 2) — This is a tricky joke. When uttered, there is a 50% chance that the target will flee (1-3 on a six-sided die), crushed with embarrassment. There is also a 50% chance that victim will become enraged and immediately attack. Affects any character for 1-20 turns (roll 20 sided die).
Quick Puns — (1) — An additional pun per the level of the jester above 8th. NO saving throw. Range: 3".

6TH LEVEL

Extension III — Same as other Extensions, but lowers resistance by 3.
Die Laughing — (1 or 2) — Takes 3 turns to tell. Kills all under 8 hit dice. Others take ½ damage of total hit points. Takes victim 2 turns to die, or 2 turns in which he takes ¼ damage per turn (if he makes his saving throw). Range: 2".
Uncontrollable Laughter — (1 or 2) — Causes incapacitation for 10 turns. Affects 1 10th level type, 2 9ths, etc. NO saving throw. Range: 2"

7TH LEVEL

Killer — (1 or 2) — Kills all under 12 Hit Dice. Takes 3 turns to utter. Those who make Saving Throws take ½ damage. Victim takes 2 turns to die, or takes ¼ damage per turn if saving throw is made. Range: 3".
Ballbuster — (1 or 2) — Takes 3 turns to utter. Renders victim incapacitated for 1-10 turns. Affects any thinking creature, no matter what level. NO Saving Throw. Range: 3".

8TH LEVEL

Voice Projector — Doubles range of any joke uttered. Duration: 4 turns.

Jesters have the same chance as a Magic User to get a spell except you use their wisdom score as a base instead of their intelligence.

GenCon IX's D&D Elimination Tournament

by Bob Blake

Several questions have been raised regarding why the tournament was designed the way it was.

1) "Why were there no intelligent encounters?" Our goal was to have each group DMed the same, and I'm sure most would agree that 10 DM's would run an encounter with the same Theurgist 10 different ways. There was no way to take into account all variables, hence no way to be sure each party faced the same circumstances. I therefore chose to delete intelligent encounters in this tournament.

2) "Why were 'useless' spells such as Sleep and Charm Person included on the Spell Lists?" The Spell Lists were made up using percentage rolls for intelligence per **Greyhawk.** Not all the spells a Mage takes on **any** adventure are "useful" if he fails to encounter anything to use them on. Also, we were looking for how well the Magic Users prepared themselves by looking at the total spell mix they selected.

3) "Choosing languages was useless, as nothing would talk. All monsters attacked on sight." Again, this was done to maintain consistency among DM's, and keep things as simple as possible.

4) "Why only 100 entrants? You could easily have had 200!" Indeed true, but there were two limiting factors. One was physical space to put everybody. The other was the number of DM's we had — 10. One favorable comment we had was that the size of each group was limited to five, one DM per group. This meant that our limit was 50 entrants per session, and we had time for but two sessions on Saturday. It would have been nigh impossible to hold sessions on Friday, as the DM's had to be briefed to be sure all understood how situations were to be handled.

5) "Why an individual rather than a team event?" At the outset of the design phase, we decided on an elimination event by individuals rather than teams because we wanted to gauge how well strangers could adapt to D&Ding together. A team event is not out of the question, of course, and plans for another tournament are now being made around a team concept.

I would like to take this opportunity to thank all my DM's, especially Dave Griggs, Bill Gammel, and Dave Emigh, who answered my plea for help in SR #7. Gentlemen, you were all superb.

Also, thanks to Rob Kuntz, Dave Meggary, and Mike Carr of TSR Hobbies for their help, and especial thanks to Gary Gygax, who suggested we hold the tournament on the lawn behind Legion Hall instead of in Horticultural Hall, thereby getting us the space we needed.

Plans are proceeding apace for a tournament for GenCon X in 1977. Check forthcoming issues of **The Dragon** for details.

Anyone wishing a copy of the tournament run at Gen Con IX may write me. The preliminary round and the final round are $2.50 each, a copy of both is $5.00. You'll get everything you need to spring this on your own D&D group! Send requests to: Bob Blake, R1 Box 47, Valparaiso, IN 46383.

Finally, accolades to the winners. They were:

Champion Fighter . . . . . Eric Ortega
Champion Mage. . . . . Allen Hammack
Champion Cleric. . . . . Stan Wood
Champion Elf . . . . . Tony Svarenka III
Champion Dwarf . . . . . Jeff Boyce

CONGRATULATIONS!!

GenCon IX Final Update and Stategists Club Awards

This years SC awards for "Creativity in Gaming" for 1975 were awarded as follows:

***Best New Game* — Empire of the Petal Throne by M.A.R. Barker**
***Outstanding Designer* — Prof. M.A.R. Barker**
***Outstanding Writer* — E. Gary Gygax**
***Best Miniature Figure Release (Series)* — McEwan "Heroes & Wizards" Fantasy Line**
***Outstanding Wargame Publication:* The Strategic Review**

Miss Teenage Wisconsin, Jennifer Johnson, was on hand to add a touch of class to the ceremonies and presented all of the plaques.

The Con itself went very well. We had more space and tournaments than ever, but also more people. Sad to say, lots of people were disappointed when they couldn't play what they wanted. We had figured on more people than the previous year, but not nearly as many more as we had. Paid attendance was in the vicinity of 1300, with crowds of over 1000 on both Friday and Saturday.

This year's auction set all time records for goods sold. I "lucked" into the role of auctioneer and enjoyed myself immensely, at the cost of my voice and vocal cords for two days after.

The organizers of GenCon wish to thank every person that attended; for the mob scenes that occurred, only one or two gamers lost their cool in all three days. On the debit side, this years crowd set new records for dirt and litter, necessitating a massive cleanup that lasted two days.

We thought it was worth it; we're proud of our "oldest and the best" reputation. GenCon X will be better yet: "See you in '77!"

Combat Modifications for Dexterity

by Steve Cline

Dex.	Hit	Missile	Damage	Defense
3-4	-1	-2	-1	-1
5-8	N	-1	N	N
9-12	N	N	N	N
13-14	N	+1	N	N
15	N	+1	N	+1
16	+1	+1	N	+2
17	+1	+2	-1	+3
18	+1	+2	+1	+4
51-75%	+2	+3	+2	+4
76-90	+2	+3	+2	+4
91-99	+2	+4	+2	+5
00	+3	+5	+3	+6

Hit = to hit with hand held weapon

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Empire of the Petal Throne

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WINTER FANTASY-1

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Games will not be pre-registered. Due to the flexibility of the events planned a pre-convention schedule will not be printed. A schedule of events will be posted at the door. For further information contact.....Robert Kuntz, 334 Madison Street, Lake Geneva, Wisconsin 53147.

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