Vol. III No. 6
NOV. 1978
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The Dragon 29

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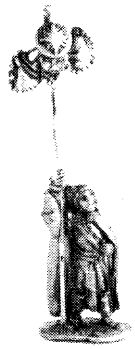
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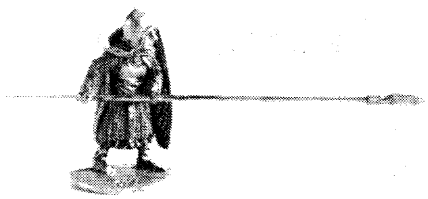
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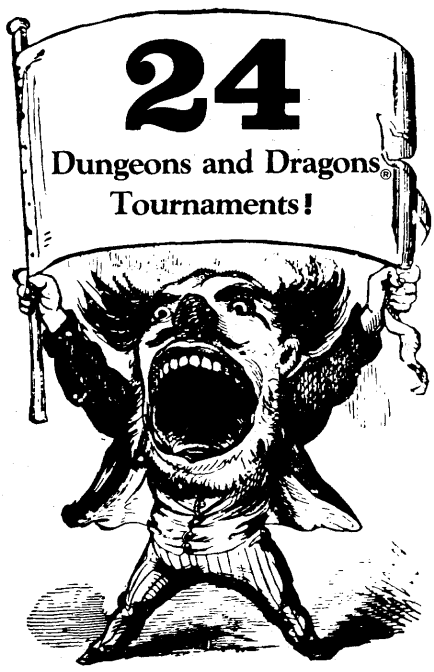

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Contents

Vol III No. 5
November 1978 #20

Features

Imperium - *best game of 1977* **3**
A New Look at Witches in D&D **11**
GenCon *Photo Album* **16-17**
Preview - L ot R Movie **23**

Design/Designer's Forum

Imperium Clarifications & Addenda **4**
It's A Good Day To Die - D&D *Death Stats* **26**

Variants

Mythos of Polynesia in D&D **8**
Demonology in D&D **13**
The Asimov Cluster - Traveller Variant 20
W ot R Variant - true hidden moves **28**
Demonic Possession in D&D **32**

Reviews

Source of the Nile - *See Africa and Die!* **18**

DragonMirth

Wormy **10**
FinieousFingers **30**

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For those of you that might not have guessed it from last issue, we've found it necessary to make some changes. The biggest one, the one that most people noticed the most, was the cover price increase. For two long years, we had tried everything else in an effort to stay even with inflation. Paper alone has gone up 21% in the past two years; the costs of inks, labor, power to run the presses, and postage have also soared — postage over 60% in some categories and classes. There is no sense in beating a dead horse; it was necessary and unavoidable.

One of the other changes was a new printer, who used a different color lab to separate Wormy and Finieous. They did it very badly. Printing errors were made, as in inevitable in such circumstances. As I write this, the glitches seem to have been ironed out. We changed for the same old reason: $$$. We are trying to save costs wherever possible, and the new printer will do that, if they work out.

Some of you might wonder why we waited until after Halloween to do this issue, instead of doing it last month. Good question! Now for the good answer. November has always seemed to me to be the dreariest month of the year; cold, damp, windy, dying, not quite winter but certainly not autumn. A good month for horror stories, that debuts with All Hallows Eve, November is bleak, dismal and dreary; it must have been Poe's favorite.

Everybody seems to like December. TD readers should certainly enjoy the special issue we have planned.

We plan to reintroduce our controversial ***Out On A Limb*** letters column. Letters submitted to *OOAL* should be typed, doublespaced. They should deal with responses to previous articles, responses to editorials, and if it works out, responses to previous letters. You may substitute "rebuttal" for "response", if you wish. They should NOT deal with character assasination, ridicule or petty fault-finding. All letters are subject to editing, and only the author's name will be printed, or in rare instances, his or her initials. All letters must be signed.

Next month sees the return of Monty Haul, and more of his incredible tales. We will also be reviewing ***OLYMPICA, DRAGONLORDS, KING ARTHUR'S KNIGHTS AND The Silmarillion.***

Next issue will also see an article that is sure to generate a number of letters to *OOAL* on why we included it. Our reputation is founded on our emphasis on fantasy and science fiction, yet we will include an article that probably isn't either. The game is ***RAIL BARON.*** While it isn't science fiction, it could be arguably classified as fantasy. For that matter, every simulation is fantasy, by strict definition of fantasy. This does not presage an inundation of conventional game articles. It does, however, provide a tenous justification and definition. ***MONOPLY*** is a fantasy game, in that what is being abstractly simulated will never really happen to the players. ***RAIL BARON*** has become an orphan child of gamin; neither fish or fowl,

cont. on page 24

If your mailing label says TD 20 — this is your last issue

Publisher's Statement

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The Making of a Winner

Imperium — Outstanding Game of 1977

by Marc Miller

Ed. Note: In the face of fierce competition, ***Imperium*** *captured this year's Strategist's Club Award for Outstanding Game of 1977. It was something of a mild upset, and a feat worthy of recognition. It has been a favorite of mine for only seven or eight months; I simply overlooked it prior to that. I ran the* ***Imperium*** *tournament at GenCon XI, and no two games' results resembled each other. It is not particularly innovative; the designer admits this in the following article, and credits ideas where due. It is well balanced, well thought out, very polished and an exciting challenge easily concluded in a single evening. In short, it is something of a rarity, possessing that difficult-to-definite hallmark of a classic; it works and its fun.*

Imperium began as two separate and distinct games, each trying to achieve a different science-fiction goal. One game was titled *Imperium,* and was a giant; the other was tentatively called *Star-Fleet* and was more conventional in size.

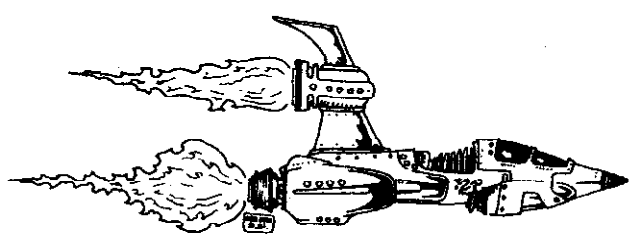
The original *Imperium* was an interstellar economic game for three, four, or five players. Designed back in 1974, it used a simple light speed movement system (ships moved at 1 hex per turn) and allowed quite a bit of freedom in what ships could be built. In addition, troop units could also be produced, and they became necessary for the invasion and seizure of worlds. Combat was similar to the *Europa* air system. One aspect of the game was what we called "wagon train to the stars." As each ship was built, it was sent out immediately, and on the next turn, more were sent out, often to the same goal. The result was long lines of ships literally telegraphing their blows to the other side; in some cases, two sides would each have long lines which would eventually meet for long, continuing battles. Finally, the game had a sort of role-playing rule, where each player had a son (or daughter) who could rise through the ranks of the army, navy, marines, civil service, or the scouts, (and if he survived) eventually reach high rank. At high rank, he had a die-mood in the appropriate type of combat (or civil service)situation. If he was killed along the way, he was lost forever.

StarFleet was a smaller undertaking, aimed at being a conflict boxed game with a mounted map from the beginning. It used a half-parsec scale and introduced planetary surface boxes (I remained convinced that this sort of game should have army as well as navy action). Initially, the starships had a variety of movement factors, so that the lighter ships could move farther and faster than the capital ships. The concept comes from Doc Smith's *Lensman* series, and is carried out in the *Lensman* game, but it turned out to be rather unrealistic in this particular game. More important things were going on anyway, and the game was laid aside for a while.

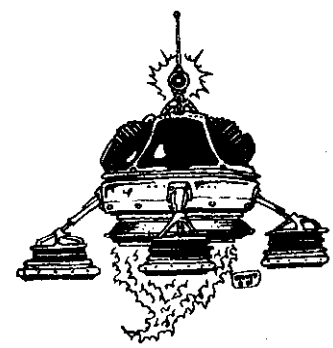
At that point, work began on *Traveller,* which was about the best thing that could have happened for the whole Imperium idea. Working out and finalizing the *Traveller* role-playing concepts, as well as the background ideas on how the universe works provided a very useful reference work to consult when I went back to working on *StarFleet.*

Traveller was released at Origins 77, and I talked to a lot of people there about science-fiction, including mention of *StarFleet,* and other ideas for new SF games. Lou Zocchi, who produces Star Trek models, as well as Star Trek rules, pointed out a very real conflict if we called our game *StarFleet* as it sounds like a Star Trek title.

When we returned from Origins, the whole matter was brought up at a staff meeting, and we tackled the old Imperium idea as well. Now, the problem with the old Imperium was that we all liked the game, and talked about publishing it "someday," but it was, by this time, over three years old, put together by designers who were then amateurs (though now professional), and technology seemed to have passed the game by. Reluctantly, we decided that we weren't going to publish that game. The decision did clear the way for the next problem. Lou's point on the *StarFleet* title was well taken, so we decided not to use it and let Lou know to ease his mind). Instead, the *StarFleet* design would use the *Imperium* title. That set the stage for the *Imperium* games as it finally appeard, and final work began on the game.



One of the problems to be solved was the star map. We had one, but it suffered from a decided lack of terrain; ships could move anywhere, and change course in mid flight. It was nearly impossible to predict where an attack would come from, and really strained the players as they tried to anticipate everything. Another problem was the ships themselves, with a variety of movement factors, and really random combat factors. In trying to rethink the whole idea, I turned to *Traveller* starships to see if that could be worked in. The immediate result was the penciling in of nearly all *jump-1* and *jump-2* lanes. The network was appealing, and with a little judicious repositioning of a couple stars, some nice strategic patterns emerged. At the same time, the idea of movement factors began looking ridiculous in the context of two-week jumps in a two year turn. Instead, the idea of unlimited jumps (so long as no enemy lies in the way) was instituted. In fact, the new rule gave a lot of tactical freedom to both players, so much so that they could easily leave a flank unguarded if they weren't careful. Definitely, the game was proceeding nicely.



One indication of this whole process remains on the map. While Sirius stands as an important location, Altair is off in a corner alone and virtually useless. It was there originally, and those jump routes led to it. But it never comes into play because no one ever goes there. Perhaps, if I had the game to do over, I might make Altair a bit more important.

With *Traveller* jump routes included, it was natural to create squadrons of *Traveller ships to determine the factors on the counters. Frank Chadwick and I spent some time creating a variety of starship squadrons (with a number of ships, including resupply ships, command ships, and line ships) and then reducing the tonnage, lasers, missile potential and other apsects to the counter factors in the game. It was necessary to add shields (or screens) which are not in Traveller* in order to make the game play better, but otherwise, the counters represent squadrons of well though out ships, rather than a variety of random factors. In addition, the Terran player was given a preference for beam armament, while the Imperials were given a preference for missiles. Then Terran missile boat counters were added when, in the course of play, the Terran learned that missiles were not to be underrated.

Frank Chadwick looked at the combat system as it was shaping up, and started rambling on about AH's *Victory in the Pacific.* He especially liked the day/night rule in that game, and thought it could be adapted to this system. The result was the die roll for range in each combat round, as well as the lining up of the ships for combat one-on-one. A lot of the game designer's art is the use of rules that other people have come up with in other situations. Used badly, it can make a terrible game; used well, this technique can add flavor and variety. To quote John Harshman on this particular rule, "Yeah, just ripped it right off."

One problem with nearly every intersellar war game is that each side seems to be the mirror image or the other. That kind of initial situation ins inherently fair, but it is also quite unrealistic. In all the wars that have been fought, each side has some sort of disadvantage or advantage, or both. We decided early in the design stages that *Imperium* would not have a perfect balance of dispositions or forces. The title *Imperium* here proved useful; it obviously referred to the opponents of the Terrans, but the map

was simply not big enough to show an entire interstellar empire of any great size. Instead, we put nearly all of the Imperium off the map edge (and drew up a separate map to show what it looked like).

Now we were starting to have a good solid background for the game situation. By making the Imperial territory on the map a frontier, it became its own little microcosm, run by a provincial governor who was supreme ruler in his own right, but still answerable to the Emperor and his bureaucracy. That was certainly different from the opposing situation, where the Terran had effectively free reign on what he wanted to do. At this point, John Harshman pointed out the glory point rules in *Timbuktu,* and said any provincial governor for the Imperium is going to be concerned with status and glory rather than money or more worldly things. By using glory points we could easily note how well (or poorly) the Imperial effort was going: if the points got very high, the Emperor would be pleased, while if they declined, the Emperor would be displeased. Displeasing an Emperor can be fatal. In either case, glory points emerged as a sort of victory point and game length indicator. Playing a. few games showed that the length of a war, however, was rather short (which isn't bad, its nice to finish a game in a reasonable length of time), and the war didn't result in much territory changing hands. And, everyone wanted to play again. In fact, they just started up where the old game left off, beginning a new war.

Now, I will also admit that *Star Wars* came out just before Origins 77; I was in line at a Chicago opening the first week, and I saw it five times in three weeks. It puzzled me that the title was *Star Wars* — I saw part of one skirmish, certainly not several wars flashing across the screen. Now *Imperium* is several wars. Deliberately, the final form of *Imperium* includes the concept of a campaign consisting of several (Man, quite a few) wars, separated by periods of peace and retrenchment. Now *that's* a series

of *star wars.* While I am on the subject of that movie, I would like to point out that the fighters in the game are not derived from the movie; they were part of the ship sqadron types that were developed earlier. But once having seen the movie, I couldn't resist having one of the Imperial fighters color coded a sinister black.

Science fiction stories also influenced the game as it was being developed. Our operation is rather informal, and everyone makes suggestions as they go along. The solitary red dwarf off in one corner of the map reminded someone of Smade's Star (from *The Star King,* by Jack Vance — Smade's Star is a single star off at the edge of civilization, orbited by Smade's Planet, covered by Smade's Ocean and Smade's Continent, etc, etc, and owned by Smade). It got named that. Quite a few stars were named as we thought they would be by Terran colonists.

The rest of the stars also needed names, and using the stellar catalog numbers just didn't give enough flavor. After some discussion, we got David MacDonald (local ancient history professor) to give us a list of Sumerian words to serve as star names. They are scattered over the map board now for Imperial starts. I was surprised to see the same technique used by MetaGaming in *Warp War;* they also used Sumerian words for star names. Either one of us has a spy in the other's camp, or great minds follow similar lines.

I think one of the really important aspects of *Imperium* is the inclusion of troop units in the game. With the planetary surface boxes making visualization of world surfaces much easier, the actual worlds start becoming important. In modern warfare, the Air Force keeps insisting that it is all powerful, but no matter how much bombing goes on, you still need the infantryman on the ground to occupy territory. In *Imperium,* the same rule applies; starships can fight and bombard, but troop units are still needed to hold the territory that is conquered. The properly planned invasion can't just be a gaggle of big ships; it also has to include troops(and perhaps jump troops), transports, strike cruisers to suppress planetary defenses, perhaps an outpost or two to help in holding the world. In all, a major undertaking.

The troop units in *Imperium* also reflect our local preoccupation with details. The units have divisional numbers to add flavor. Frank suggested (quite rightly) that Imperial numbers would be quite high, the lower numbers being better and retained on station within the Imperium proper. The Terran forces have numbers derived primarily from American divisions. Rich Banner (our art director) served in Korea with the 2nd Division, so it's there; I served in Vietnam with the 23rd Division, so its there, too. Elite units are marked with stars, five pointed stars except for one. The 7th Division (really intended to be a Brigade) was reminescent of the Israeli 7th Brigade — its stars are six pointed Stars of David.

Finally, if this article makes it seem that designing *Imperium* was easy, let me say that it wasn't. It slowly evolved over the course of several years. Not the least in importance is the fact that I spend much of that time designing other games on historical subjects, learning what goes into a realistic game that is also playable and enjoyable. Over the past few months I have been toying with a sequal to *Imperium,* using the map of the *Imperium* that I created for background. So far, my work has shown me how lucky I was with *Imperium,* because the sequal is going together only slowly. Things keep not working right, or needing changes. I have to keep going back and playing another war in *Imperium* to recapture the right feel, and incidentally, for a good fun break.

Ed. Note: A couple of days before this went to print, I spoke with the author about the oft-rumored sequel/companion to ***Imperium.*** *Sad to relate, for the fans of this excellent game amongst which I count myself, the project has been shelved. The motives are laudable, as they don't want to cheapen an excellent product; I admire the integrity exercised in turning down potential sales. The designer made the decision based on his feeling that he couldn't duplicate the original without lessening it in some way. In this day of spin-off/spin-off of spinoff, in TV, movies, books, and, alas, gaming, it is worthy of note, and recognition, that not every company chooses that route.*

As the editor of a gaming magazine, I welcome the prospect of additional articles on this excellent game. Perhaps I'll someday get the designer to write about ***what he would have done if. . .*** *or perhaps one of you reading this will do an outstanding variant . . .*

Design Forum

Rules Clarifications and Addenda for Imperium

by Marc Miller

As people have started playing *Imperium,* they have, of course, come up with questions on what the rules actually mean and how they are to be implemented. Some of the questions come from faulty wording in the game, or from obscure placement of the relevent rule, or from just plain omission. In any case, the following items do need clarification, and should help make *Imperium* play even faster and better.

THE MAP

The printed jump lanes are permanent, and are the only jump lanes allowed to be used. I have heard suggestions for variants which allow creation of new jump lanes, but I think that would really ruin the flavor of the game. Starships must begin their movement phase in a system hex in order to use hyperjumps. There is no secret use for Altair; because its a tertiary system, it cannot allow refueling, and because it is bypassed by Ziggisi and Apishal, it is effectively useless.

Basically, the map is divided by the jump lanes into three areas (Sol, Lagash/Amarku, and the Sirius to Dingir region). The connections through Sirius and Nusku/ Kusham become quite important during the game. Unfortunately, the wording of Rule 14 is unclear about where forces may be placed at the beginning of the first war. The intention is that the Imperial player cannot place forces at Procyon or beyond Dirius, because he cannot "connect" them; he cannot initially place a tanker at Sirius.

THE COUNTERS

Several people have asked me about counter mix restrictions in the game. I have always felt that if players could agree, before the game began, that new counters could be built outside of the counter mix (that is, more destroyers, or dreadnoughts, or whatever) that was perfectly all right. I do think that the game has to be started that way, or else everyone is restricted to the counters provided.

cont. on page 28

DRAGON RUMBLES #19 REDUX:

How It *Should* Have Read

Ed. Note: Last issue, we printed two similar, but different editorials. Unfortunately, some errors were made on the page onto which they were continued, running the two together and mixing up their intents. This caused a considerable amount of confusion, so we are taking the rather extraordinary action of reprinting the botched pieces in their entirety.

Guest Editorial

MDG SHOWS *ORIGINS* (AND *GENCON)* HOW TO RUN A CONVENTION

by Gary Gygax

A few months ago in an exchange of letters between Don Greenwood and me regarding the relative merits of *Origins* and *GenCon* (carried in CAMPAIGN magazine), I said to the effect that the fellows in the Detroit area — and the gals too, of course — were very well organized, and it was quite likely that they would put on a bigger *Origins,* and *Origins* bigger than past ones and larger than *GenConXI* also. I am both happy and sad to tell you that I proved to be an oracle.

TSR was at *Origins* in force, and that was all to the good, for we had some 3,500 or so paid attendees for company. That amazing turnout was handled superbly by the MGD staff, despite last minute changes by the university, an unexpectedly huge crowd, and the usual run of minor difficulties which always plague a convention staff but are seldom known by the conventioneers. There were plenty of games and other events for the attendees, an ACW recreation by uniformed "troops" firing blank charges from muskets and a cannon on the lovely campus in Ann Arbor, and gamers still going strong at all hours of the night (and early morning). As the Kindly Editor of *Dragon* pointed out, there were some lows, but they were of no import when the overall impact of *Origins 78* is considered! The MDG deserve the thanks of the game hobby industry and game hobbyists alike for their superb management of what was undoubtedly the largest convention our hobby has seen! I recommend without reservation any convention sponsored by the MDG, for they certainly know their stuff. *(Wintercon* is always held on the first weekend in December, and if you can make it, you will certainly not be sorry. For details of dates, times and place see the regular DRAGON convention calendar schedule.)

GenCon weekend rolled around, and we were all filled with happy excitment and ready for four days of hard work. The gods did not smile. . . Torrential rains hit the area both Thursday and Friday. The Parkside Campus site was not affected, as the superb facilities there are all under one roof, but attendance was certainly hurt. Add that to the proximity of ***Origins*** in time and space, the facts that maps to the new location were not abundant, and some nasty people in Lake Geneva actually misdirected people or told them that *GenCon* was cancelled this year! You have a fair picture of what was shaping up. There were certainly plenty of things to do, for attendance was lower than last year and there were about twice as many games, seminars and movies scheduled. (As of this writing the PAW is still trying to get the university computer people to give them the final attendance count, but by guess is about 1,900 - 2,000 paid.) TSR personnel were new to the location, and the PAW staff were new to conventions, and together we managed to botch all sorts of things!

The light attendance, as well as many of the gamers there being broke from their purchases at ***Origins,*** made the exhibitors a bit unhappy. When twilight fell and the booth lighting was insufficient they became, shall we say, hostile — or at least a trifle more irritated. We saw where our errors lay, however, and plans are already underway for *GenCon XII* where we'll have a new lower dealer rate, more lighting, a multi-day entry fee of only $10 and all sorts of other inducements for exhibitors and gamers alike to attend — but that is another story you'll read about in *GenCon* ads and reports at a later date. The gamers were generally pleased with both Parkside and *GenCon,* rating the convention as better than past ones and giving Parkside's facilities so high a score as to assure that *GenCon XII* will be held there.

There is no question that MDG and *Origins* beat *GenCon* hands down in most categories in 1978. For those of you who might get the impression that we got a comeuppance, all I can say is that crow is not unpalatable when properly parboiled and baked in a humble pie and served with homily grits. For those who enjoyed *GenCon* more, I say a hearty thanks, and will see you at *GenCon XII.* Also, WAIT UNTIL NEXT YEAR! We are busily at work on the best *GenCon* ever, and the Convention Committee has been expanded to assure that everything goes as it should. Bob Blake, Len Lakofka, and Will Neibling have agreed to serve on the committee, and we will enlist the services of such excellent MDG personnal as Paul Wood, Mike Bartnikowski, and Bill Somers — all of whom were good enough to help this year too! Added to the staff are also Barry Eynon and Russ Stambaugh, given *Host* status (and responsibilities) for their past contributions to *GenCon.* I am a firm believer that competition can be beneficial. *Origins 78* gave *GenCon* a number of new goals to aim for, just as previous GenCons have set standards which Origins has sought to emmulate. Next year convention attendees will surely benefit regardless of which event they attend!

Dragon Rumbles #19

GenCon XI, my fifth GenCon, is now memory. It was an unusual GenCon, for a number of reasons.

For the first time, GenCon was held on the beautiful campus of The Univ. of Wisconsin-parkside, between Racine and Kenosha, WI, about 35 miles from the traditional Lake Geneva. The site was by far the best ever enjoyed by any GenCon. UW-Parkside was completely air conditioned, and all of the GenCon facilities were under a single roof, long though it was. This was a far cry from the old days in Horticultural Hall in LG, and far superior to even last year's con at the Playboy Convention Center at the Playboy Resort. The huge facilities swallowed up the crowds, for a pleasant change it wasn't the other way around GenCon XII will be there again.

Some of the other "firsts" caused some problems. For the first time, TSR people did not do all the work. We were ably assisted by the Parkside Association of Wargamers, a very large group of avid gamers who devoted thousands of man-hours to the con. There were some coordination problems, but no more than can be expected by a first-time sponsoring group, and none of them serious. All of the problems encountered were solved, and have already provided object lessons for future cons. While by no means perfect (are any of us?), PAW did a commendable job, *especially* commendable in light of their inexperience.

Another problem "first" was this year's attendance: for the first time in many years, the attendance was down from the previous year. There are a number of factors to be considered in this matter. First, and foremost, was the wretched weather on Thurs. and Friday. The skies opened up and dumped an incredible amount of rain in two days. On Friday night, it rained so hard that there were flashfloods all over the county, and I talked to numerous attendees who were caught in the storm and had horror stories of having their cars drown out, losing brakes, roads closed, etc. I even talked to one unfortunate fellow that was forced to spend Friday night in his car, pulled off of the road. Nowhere is it more evident what the weather did to GenCon than in the computer lists of attendees. All conventions depend heavily on a certain large proportion of their attendees from the surrounding area. (I can't help but sympathize with anyone that awoke on Friday morning to the downpour in progress and simply rolled back over and made other plans.) The computer lists show a distressing dearth of these local-radius attendees.

While there were some 2000 present at GenCon XI, it was much smaller than anticipated. We figure that we lost some 500 attendees to the weather alone.

We didn't supply enough maps of the site in a good deal of our pre-con publicity, which must also have had its effect on attendance.

There is no way to estimate how much attendance damage GenCon XI suffered from the proximity in time and space to ORIGINS 78. We feared that it would have an unpleasant effect, and our fears seem to have been justified to some extent.

One other factor undoubtedly had an effect; there were no cheap dorm facilities. We are working on that problem for next year.

One fact must be pointed out here: the attendees rated this GenCon better than the last, and had good reason to.

GenCon XI had more dealers and booths than ever before, offering the widest variety of merchandize ever seen at GenCon.

GenCon had more events and tournaments than ever, and far more than ORIGINS 78. Needless to say, with the small attendance, no one had too much trouble entering their favorite event, and many events went off as scheduled with fewer entrants than allowed for.

GenCon XI had the largest D&D tournament ever run. That same event has come in for a lot of criticism, some justified and some not. The biggest rap against it was its sanguine nature; only one group survived RD Two. The reason behind the high mortality rate was players' misconceptions, mostly. Too many groups adopted the "hack and chop" mentality, and ran into far more than they bargained for. This tourney relied far more on cunning and stealth than brawn and guts. Too many groups failed to heed their directives, and paid the price.

One rap against the event does hold up; it was chaotically run, though Bob Blake did as good as can be reasonably expected of any mortal. There were scoring errors, and there were other errors as well. An article in this issue explains it better than I could. Most of the organizational screw-ups were a result of bad communications between PAW and the tournament people, and none were fatal.

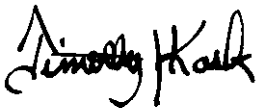
There were other minor problems, such as lighting in the display area. The problem was compounded when some exhibitors took it upon themselves to move some lights, and proceeded to blow out 25% of the circuits, as well as half a dozen spotlights. It was a real smooth move on some idiot's part.

There were a number of disappointed figure painters who never got the chance to have their figures judged for the WINGED VICTORY trophy awarded by WARGAMER'S DIGEST. The people doing the judging apparently just walked around and selected the group they liked from what they saw.

Succeeding GenCons will have a whole new area of competition for figure painters sponsored by TSR Periodicals, with at least ten or twelve categories planned.

There was a very interesting, in some cases, and disturbing, in others, phenomenon at this year's con. I refer to the number of people dressed up in costumes and uniforms. The costumes were amusing, even if a few of them were a bit ridiculous. The uniforms were not appreciated. One exhibitor's people dressed in WWII uniforms for most of the convention. It must be noted that the exhibitor was NOT a wargame or figure company: They have more sense than that. I felt the whole charade to be in bad taste, as we, the hobby, have been fighting the "closet-Nazi" image for years, and behavior such as that can only reinforce the negative stereotype when viewed by outsiders. It is interesting to note that all subsequent GenCons will have a dress code prohibiting such apparel as modern-era uniforms and weaponry; too many people are offended, and the hobby suffers from the image.

This is not meant to say that GenCon XI wasn't a great con, because it was. It is meant as an honest appraisal of what went on that weekend. Remember, those attending voted it the best yet, and they are the final arbiter of success or failure.



Watch for the Return of *"Out on A Limb!"*

Still More Rumbles Clarifications: TD 18 MDG & ORIGINS

I was a bit harsh on the MDG in the last *Rumbles* (Vol. III, No. 4) in TD #18, and wish to clarify matters now.

Too many readers thought that I was rapping MDG by not talking about enough of the good aspects of the 'con, which distresses me. Let me say for the record that that was not my intent; I felt that MDG did an outstanding job in the face of multiple adversities and deserves full credit for holding *Origins* together under the weight of so many attendees (undreamed of in planning) and last minute crises.

I had counted a number of MDG members amongst my friends before the last issue; I hope this clarification mollifies any anger unintentionally aroused, as I hope to retain those associates

****

In the section of last month's *RUMBLES* dealing with the new *ORIGINS* steering arrangements, some type was dropped, and an incorrect impression given. Having already pitched that manuscript by the time I'm writing this, this is the *gist* of what that paragraph was supposed to say.

The old steering committee was breaking up, and no group had come forward with a bid to sponsor ORIGINS 79. Howard Barasch, of SPI, and Don Greenwood, of Avalon Hill, stuck their necks out to see that the con didn't die, and took over in the crisis, according to Howard.

He still favors a steering committee composed of all the manufacturers, eventually, but recognized that the present form was not viable.

My apologies, on behalf of the printer, for any false impressions engendered, or any damage done.

ALL STAR SNITS

Last issue (actually # 18), we ran the All Star Snit Revue, but inadvertently forgot the artist's name: Jeff Dee. Jeff is a very talented young man; an avid *D&D* and *EPT* player and DM, as well as an excellent self taught illustrator, not to mention his creative talents. No slight was meant.

JOB OPPORTUNITY

TSR considering employ of an individual to work directly with Gary Gygax on fantasy of all sorts — *D&D* and *AD&D* principally, of course. This position would require an absolute grasp of the mechanics of *D&D*, thorough conversancy with the game, and a good ability in both design and writing. Duties would include review of all outside material submissions, question answering, design of scenarios for tournaments, representation of TSR at conventions, development of *AD&D materials* and articles. The individual should also have drafting ability, so that maps can be presented to production in camera ready form. Typing, spelling and proof reading skills are paramount.

DISTRIBUTING EYES & AMULETS IN *EPT*

by Mike Crane

My *EPT* campaign recently ran into some trouble that most other *EPT* campaigns do: rare eyes and amulets were appearing as often as in treasures as common ones. Not being a heavy-handed DM, I devised the following system to determine which eyes and amulets a treasure contains (as opposed to re-rolling whenever to many rare and powerful eyes came up).

Roll	*Eye*
1 - 3	The Abominable Eye of Destation
4-10	The Excellent Ruby Eye
11-14	The Eye of Advancing Through Portals
15-18	The Eye of Ariel Excellence
19-23	The Eye of All Seeing Wonder
24-26	The Eye of Being an Unimpeachable Shield Against Foes
27	The Eye of Bestowing Life
28	The Eye of Calling Forth an Unconquerable Army
29	The Eye of the Creeping Fog of Doom
30	The Eye of Departing in Safety
31-33	The Eye of Exquisite Power Over Maidens
34	The Eye of the Frigid Breath
35-36	The Eye of Hastening Destiny
37-43	The Eye of Illuminating Glory
44-48	The Eye of Incomparable Understanding
49-50	The Eye of Indefinable Apprehension
51-52	The Eye of Insubstantial Visioning
53-56	The Eye of Joyful Sitting Amongst Friends
57-59	The Eye of Madness
60-62	The Eye of Non-Seeing
63-66	The Eye of Opening the Way
67-68	The Eye of Raising an Infernal Barrier
69-73	The Eye of Regeneration
74-75	The Eye of Retaining All Things
76-77	The Eye of Retarding Destiny
78-80	The Eye of Returning Unto Darkness
81-85	The Eye of Rising Above All
86	The Eye of Ruling as a King in Glory
87	The Eye of Strengthening the Majesty of Weapons
88-89	The Eye of Transformation
90-93	The Eye of Triumphant Passage Through Infernos
94	The Incomparable Eye of Command
95-97	The Ineluctable Eye of Healing
98	The Splendid Eye of Kra the Mighty
99	The Terrible Eye of Raging Power
100	The Thoroughly Useful Eye

The same system works well for amulets also:

Roll	*Amulet*
1 - 6	The Amulet Against the Iniquitous Nshe
7-21	The Amulet of Finding Treasures in the Underworld
22-36	The Amulet of the Good God
37-42	The Amulet of Invincible Steel
43-57	The Amulet of Mastery Over Renyu
58-72	The Amulet of Perceiving the Scintillation of Metals
73	The Amulet of Peace Amongst the Servers of Ksarul
74-88	The Amulet of Power Over the Undead
89-90	The Amulet of Protection Against the Grey Hand
91-92	The Amulet of Ruling the Ruun
93-94	The Amulet of Safety Amidst Putrefaction
95-100	The Amulet of Warding Off Thunruu

I hope this system helps your campaign of *EPT as* much as it has helped mine.

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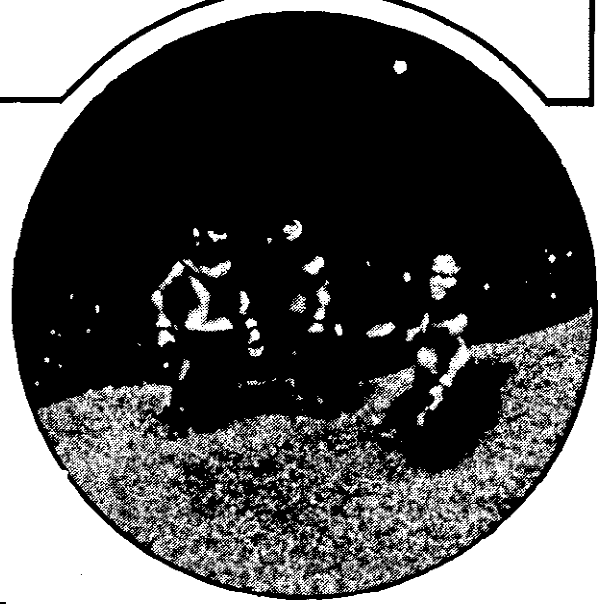

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D&D Variant

THE MYTHOS OF POLYNESIA IN DUNGEONS & DRAGONS®

by Jerome Arkenberg

Polynesia comprises those islands in the Pacific Ocean that stretch from the Hawaiian Islands in the North, to New Zealand in the South, and to Easter Island in the East. In this vast area of the Pacific, the Islanders have a distinct, but related culture, language, and mythology, much as those Scandinavians do. Thus their Gods, Goddesses, and Heroes have basically the same traits and characteristics, though they are often known by different names. This has been taken into account below, in a system which is designed to be compatible with *Gods, Semi-Gods, and Heroes,* Supplement IV to *D & D.*

THE GODS AND GODDESSES

TANGOROA — God of the Ocean

Armor Class: - 3 | Magic Ability: Wizard, 40th Level
Move: 20" | Fighter Ability: Lord, 30th Level
Hit Points: 300 | Psionic Ability: Nil

Tangaroa, also known as *Tangaloa,* was also the God of Fishermen. In Central and Western Polynesia he was the pre-existent creator. To the Hawaiian Islanders (where he was known as *Kanaloa)* and to the Society Islanders (where he was knows as *Ta'aroa)* he was also the patron of builders and carpenters. His messenger is the great bird *Tuli.*

MAKEMAKE

Armor Class: 0 | Magic Ability: See Below
Move: 20"/ 34" | Fighter Ability: Lord, 12th Level
Hit Points: 250 | Psionic Ability: Nil

Known only to the Easter Islanders, Makemake created Mankind, and is the patron of the Bird Cult (a little known cult). He can Fly, Animate the Dead, Stun by a Power-word, Mass Charm, and Polymorph any object.

TU — God of War

Armor Class: - 2 | Magic Ability: See Below
Move: 20" | Fighter Ability: Lord, 20th level
Hit Points: 250 | Psionic Ability: Nil

Tu, the God of War, was an assistant to Tangaroa, the Creator. In Hawaii he was also the patron of Woodworkers and was known as *Ku.* He bears the likeness of men. He can use these spells in an unlimited quantity: Shield, Magic Missile, Strength, Haste, Protection from Normal missiles, and Anti-Magic Shell.

TANE — Lord of the Forest

Armor Class: - 2 | Magic Ability: Wizard, 25th Level
Move: 20" | Fighter Ability: Lord, 18th Level
Hit Points: 250 | Psionic Ability: Nil

Known as *Kane* in Hawaii, he separated the Earth and Sky, beautified the heavens, and helped to create Mankind. He rules the Forests and all who live in it. He is the patron of Woodworkers. He bears the likeness of a man. He can also Conjure Animals, Speak with Plants, and Speak with Animals.

TAWHIRI — Father of Storms & Winds

Armor Class: - 2 | Magic Ability: See Below
Move: 20" | Fighter Ability: Lord, 20th Level
Hit Points: 250 | Psionic Ability: Nil

Tawhiri can send forth "Fierce squalls, whirlwinds, and fiery clouds." He bears the likeness of a man. Most Druid spells are at his command.

TINIRAU — Lord of the Fish

Armor Class: - 2 | Magic Ability: See Below
Move: 20"/ 27" (Swimming) | Fighter Ability: Lord, 19th Level
Hit Points: 240 | Psionic Ability: Nil

Tinirau lives in the Ocean, and uses the Shark and the Whale as his messengers. He has many fish-ponds, where he breeds fish to restock the Ocean. He has two forms. One is divine and fishlike; the other is human, but with two faces and dual personalities. He is extremely handsome and charming in his human form. In Eastern Polynesia, he is said to have swallowed people by the canoe-load. He lives on the Sacred Isle, *Moto-Tapu,* which floats. Tinirau is able to Speak with Animals, Clone, Growth/Animals, Charm Person, and can command all the fish in the Ocean to do his bidding.

RONGO — God of Agriculture

Armor Class: 1 | Magic Ability: Druid, 12th Level
Move: 20" | Fighter Ability: Lord, 10th Level
Hit Points: 225 | Psionic Ability: Nil

In the Marquesas he was patron of singing, but was usually associated with cultivated foods. In Hawaii he is called *Lono.* Looking like a regular man, he can Create Food, Speak with Plants, Charm Plants, and Growth/ Plant.

PELE — The Destroyer

Armor Class: - 1 | Magic Ability: Wizard, 30th Level
Move: 20" | Fighter Ability: Lord, 15th Level
Hit Points: 220 | Psionic Ability: Nil

Pele is the Hawaiian Goddess of Volcanic Fires. She is a great voyager, and came to Hawaii only after many long journeys. Her sister is Hi'iaka. Pele herself lives in the great Volcano Mauna Loa. She is the Patroness of Sorcery and destructive in nature.

HI-IAKA — Sister of Pele

Armor Class: - 1 | Magic Ability: Wizard, 30th Level
Move: 20" | Fighter Ability: Lord, 15th Level
Hit Points: 220 | Psionic Ability: Nil

Hi'iaka, Pele's sister, is also a great Sorceress. She is Patroness of Sorcery and of the Hula. The two sisters are often at odds and rivals for worshippers. Whereas Pele is destructive and even vindictive in nature, Hi'iaka is benevolent and forgiving in nature.

HAUMIA — Father of Uncultivated Plants

Armor Class: 0 | Magic Ability: Druid, 11th Level
Move: 20" | Fighter Ability: Lord, 13th Level
Hit Points: 200 | Psionic Ability: Nil

Haumia is one of the original Polynesian gods, and takes care of all uncultivated plants.

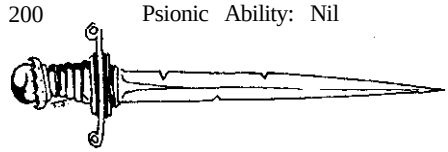
TUMU-RA'I-FEUNA — Foundation of Earthy Heaven

Armor Class: - 4 | Magic Ability: See Below
Move: 30" | Fighter Ability: Lord, 25th Level
Hit Points: 200 | Psionic Ability: Nil

Tumu-Ra'i-Feuna is the Great Octopus, who held the Sky down upon the Earth in Tahitian myth. Thus there was no light in the world. The Octopus is spotted. He can use these spells in an unlimited quantity: Move Earth, Control Weather, Massmorph, Transmute Rock-Mud, Earthquake, Lower Water, Part Water, Control Winds.

HINA — The Universal Woman

Armor Class: - 1 | Magic Ability: See Below
Move: 20" | Fighter Ability: Myrmidon, 6th Level
Hit Points: 200 | Psionic Ability: Nil



Hina takes many forms in many islands. In New Zealand she is both *Hina-Hau-One*, the first woman, and *Hina-nui-te-Po*, the Queen of the Underworld. *Hina* is most closely associated with the Moon. Sometimes she appears as a Goddess in the myths, and sometimes as a Woman. As a Goddess she has the powers of a 15th level Wizard and the above characteristics. As a woman, she has no magical abilities, and has the characteristics of a normal woman.

MIRU — God of the Underworld

Armor Class: 0 — Magic Ability: See Below
Move: 20" — Fighter Ability: Lord, 14th Level
Hit Points: 170 — Psionic Ability: Nil

Miru has a great net with which he catches the souls of the common people, and of wrongdoers. These he then throws into ovens where they suffer unending deaths. He uses these spells: Speak with the Dead, Gate, Teleport, Web, Death Spell, Power Word-Kill, Animate Dead.

KAMPUA'A — The Hog Man

Armor Class: - 2 — Magic Ability: See Below
Move: 150 — Fighter Ability: Lord, 10th Level
Hit Points: 150 — Psionic Ability: Nil

Kamamua'a has the power to transform himself into a plant, and a fish, as well as a pig. In Human Form he wears a feather cloak to hide the bristles down his back. He courted *Pele*, who attempted to kill him with fiery lava, but he used fog and rain to douse her fires, and had hogs overrun her land. He can Lower & Part Water, Control Weather, Mass Charm, Control Animals, Polymorph Self; Create, Water, and Speak with Animals.

HAUMEA

Armor Class: - 2 — Magic Ability: Wizard, 20th Level
Move: 20" — Fighter Ability: Swashbuckler, 5th Level
Hit Points: 140 — Psionic Ability: Nil

Haumea is an Hawaiian goddess, and the patroness of Childbirth. She uses the Stick of *Makalei* to change herself into many different forms. She possesses powerful magic.

ATEA — The Sky Father

Armor Class: - 4 — Magic Ability: Nil
Move: 30" — Fighter Ability: Superhero, 8th Level
Hit Points: 100 — Psionic Ability: Nil

Atea is also known as *Rangi* to the Maoris, *Atea Rangi* to the Tuomotuans, and *Vatea* to the Mangaians. *Atea*, along with Papa, were the progenitors of Gods and Men. Tawhiri, Tu, Tane, Rongo, and Haumia are his children.

PAPA — The Earth Mother

Armor Class: - 3 — Magic Ability: Nil
Move: 25" — Fighter Ability: Champion, 7th Level
Hit Points: 100 — Psionic Ability: Nil

Papa is the most usual name for the Earth Mother, but she was also known as *Fakahotu* or *Hakahotu*. She gave birth to Tawhiri, Tane, Rongo, Haumia, and Tu before Tane and Maui separated Atea and Papa.

THE HEROES

The Polynesian Heroes were born in non-human form, and were brought up by their maternal grandparents, from whom they derived their magic. When in human form, they could transform, stretch, or shrink themselves, fly, take giant strides, and perform great feats of strength.

KAULU

Armor Class: Normal Man — Magic Ability: See Above
Move: 12"/ 15" — Fighter Ability: Lord, 12th Level
Hit Points: 90 — Psionic Ability: Nil
Str: 18(76); Int: 16; Wis: 16; Con: 18; Dex: 18; Cha: 16

Kaulu, in his time, performed such feats as: breaking the waves into smaller waves; draining the Sea; and stealing the cultivated foods from the Gods to give to Men.

KAWELO

Armor Class: Normal Man — Magic Ability: See Above
Move: 12"/ 15" — Fighter Ability: Lord, 10th Level
Hit Points: 80 — Psionic Ability: Nil
Str: 18(01); Int: 12; Wis: 10; Con: 17; Dex: 18; Cha; 13

Kawelo was a champion spearthrower and fisherman of Hawaii.

PEKOI

Armor Class: Normal Man — Magic Ability: See Above
Move: 12"/ 15" — Fighter Ability: Lord, 11th Level
Hit Points: 90 — Psionic Ability: Nil
Str: 18(60); Int: 10; Wis: 11; Con: 18; Dex: 18; Cha: 14

Pekoi was another Hawaiian Hero, who was an expert bowman, and once strung 40 rats by their whiskers with one arrow!

IWA

Armor Class: Normal Man — Magic Ability: See Above
Move: 12"/ 15" — Fighter Ability: Champion, 7th Level
Hit Points: 60 — Psionic Ability: Nil
Str.: 18(20); Int: 15; Wis: 14; Con: 18; Dex: 18; Cha: 11

Iwa is a Master Thief, who has a magic paddle which can carry him in four strokes from one end of the Hawaiian Islands to the other.

ONO

Armor Class: Normal Man — Magic Ability: Wizard, 22nd Level
Move: 12"/ 15" — Fighter Ability: Lord, 10th Level
Hit Points: 80 — Psionic Ability: Nil
Str: 18(25); Int: 18; Wis: 9; Con: 17; Dex: 16; Cha: 13

Ono is a Marquesan Hero who is a great Fisherman, Wrestler, and a powerful magician. If he is killed, he can reconstitute himself. He can stretch up to the sky and shrink back again in one minute; and can break himself into little pieces and then become whole again.

KANA

Armor Class: Normal Man — Magic Ability: See Above
Move: 12"/15" — Fighter Ability: Lord, 11th Level
Hit Points: 90 — Psionic Ability: Nil
Str: 18(30); Int: 11; Wis: 10; Con: 18; Dex: 17; Cha: 14

Kana is the most famous "Stretching Hero" of Hawaii. He was born in the form of a rope, and can stretch himself so that he becomes as thin as a cobweb.

MAUI — Challenger of the Gods

Armor Class: Normal Man — Magic Ability: Wizard, 18th Level
Move: 12"/ 15" — Fighter Ability: Lord, 15th Level
Hit Points: 140 — Psionic Ability: Nil
Str: 18(00); Int: 18; Wis: 18; Con: 18; Dex: 17; Cha: 3

Maui is the greatest Polynesian Hero. He deliberately challenges the authority of the Gods in order to make the world a more pleasant place for Man. He helped to raise the Sky; he fished up lands; he stole fire from the gods; he snared the Sun; he controlled the winds; and he arranged the Stars. But he is very ugly and Buffoonish, and had eight heads!

TAWHAKI

Armor Class: Normal Man — Magic Ability: Nil
Move: 12" — Fighter Ability: Lord, 12th Level
Hit Points: 110 — Psionic Ability: Nil
Str: 18(05); Int: 18; Wis: 14; Con: 15; Dex: 18; Cha: 18

Tawhaki has gleaming red skin. The very sight of him makes women distraught with love. He is very noble and generous. His brother is *Kariki*.

KARIKI

Armor Class: Normal Man — Magic Ability: Nil
Move: 12" — Fighter Ability: Champion, 7th Level
Hit Points: 56 — Psionic Ability: Nil
Str: 15; Int: 5; Wis: 3; Con: 15; Dex: 3; Cha: 6

cont. on page 27

WHOOH! THAT WAS AN EMBARRASSING SITUATION!... HOW'S YER NECK, FRANK?
MM... IT'S ALMOST DONE, NOW.
WORMY
I CAN STILL SEE THAT THING FLYIN' STRAIGHT AT ME WIDDOZE BIG, GLASSY EYES!
NO KIDDIN'... DIDJA HEAR THE WAY IT SCREAMED?! GOD THAT WAS AWFUL!
WUDDYA S'POSE IT WAS, DUDLY?
SEARCH ME... MAYBE SOME KINDA DEMON OR SOMETHIN.
HUH! NO WONDER NOBODY PLAYS POOL WITH WORMY...
SHUCKS! WHO COULD STAY ALIVE LONG ENOUGH TO LEARN THE RULES?
HAW! I'D LIKE TA SEE THEM OGRES SHOOTIN' THESE LOADED BALLS!
! HMMMM...
LISTEN—BZZA BZZPSS-BZZP-
HNF! -BZZA A-HARF!
YEAH... UH-HUH
HYEAH? HAR! HAR! THAT'S GOOD!
QUICK! GET ANOTHER IN CASE THIS ONE'S A DUD.
TOO LATE -I HEAR WORMY COMIN'.
SHH- SHH-
SHHH- AHARF!
TRAMP

D&D Variant

ANOTHER LOOK AT WITCHES AND WITCHCRAFT IN *D&D*®

by Ronald Pehr

Editor's Note: This seems to be a well thought out class-variant. At the very least, it makes an excellent NPC or hireling/acquaintance. For those DM's bold enough to try it, it provides a very viable character for ladies; be they sisters, girlfriends, lady gamer or others. D&D was one of the first games to appeal to females, and I for one, find it a better game because of that fact.

Back in *Dragon* Vol. I #5, there was an article on witchcraft by players. Witches were grouped into three classes of power for evil witches; Low, High, and Secret, and into two classes for good; White and Priestess. These were well thought out, and could provide a challenge to those players encountering them. Witches are fascinating enough that they would make a dandy player-class. Here it is.

Just as Magic-Users manipulate the other-worldly forces, whereas Clerics worship those forces as gods, obtaining "divine aid," so do Witches make sure of the forces of nature worshipped by Druids. Witches may be considered to bear the same relationship to Druids as a Magic-User towards a Cleric of his own alignment. The Witch uses her harmony with nature to increase her knowledge and power.

Witches are Neutral, dedicated neither to good nor evil as humans know the terms; however, an individual Witch may be good or evil. Witches do not have a pact with Satan, or follow dark gods, that's bad press they've been receiving since the Middle Ages. It is true that a powerful Witch can call upon some supernatural entities, even as do Wizards, Patriarchs, and Druids.

Historically, practitioners of witchery were (and are) both male and female. I limit the class to women, to balance the fact that women are less proficient in Fighter-type professions, but that is a matter of discretion for each DM. Witches need at least 13 in both Intelligence and Wisdom. The idea that Witches are ugly is more bad press; working in harmony with nature and exerting influence over people requires a Charisma of at least 9.

At first glance, the Witch specifications will seem to be one more overly-powerful profession to unbalance the game. However, the inherent abilities of Witches and the power of some of their spells is compensated for by the large amount of experience points needed to rise in level and the need to be comparatively high level in order to learn a given level of spell. Witches receive hit dice/level as Magic-Users, have the same restrictions on weaponry and armour, and obtain the benefits and disadvantages of Magic-Users (E.g. saving throws, reading certain tomes) unless otherwise stated. Believing that game variants of *D & D* should mesh as closely as possible with the rules as published, I have given them many spells found in other classes because DM's will be familiar with those spells. Those spells not hitherto known, or treated differently, are *starred*. Further, I have omitted the duration of the spells, since I drastically limit effective time of spells as a matter of balance in the relatively short games I usually DM. Those wishing to employ the Witch can work out reasonable durations of spells by comparing them to similar known spells.

LEVEL	*POINTS*	*No. of Spells/Level* 1	2	3	4	5	6	7	8	*Inherent Ability*
Medium	0	1								Brew poisons, narcotics, hallucinogens
Soothsayer	3000	2								Make a Bag of Holding
Sibyl	6000	2	1							Brew Love Potions
Mystic	12000	2	2							Dance of Seduction
Oracle	25000	3	2							Add Plus 1 to Charisma
Siren	55000	3	3	1						Brew Truth Drug
Enchantress	80000	3	3	2						Read Magic, Druid, Illusion Scrolls
Sorceress	120000		3	3	3					Candle Magic
Witch	200000	4	4	3	1					Familiar
Amethyst W.	300000	4	4	4	2					Disguise
Topaz W.	400000	4	4	4	4					Manufacture *Control* Potions
Sapphire W.	525000	4	4	4	4	1				Manufacture other Potions
Ruby W.	650000	5	5	4	4	2				Manufacture Acids
Emerald W.	800000	5	5	5	4	3	1			Voice
Diamond W	900000	5	5	5	5	4	2			Add Plus 1 to Charisma
Crystal W.	1000000	6	5	5	5	5	2	1		Transfer Hit Points
Eternal W.	1250000	6	6	6	5	5	3	2		Enchant Items
Demonette	1500000	6	6	6	6	6	5	3	1	

First Level Spells
Faerie Fire
Give Wounds*
Cure Wounds
Control Vapor*
Detect Evil
Detect Poison*
Detect Disease*
Detect Illusion*
Detect Magic
Reflected Image*

Second Level Spells
Read Languages
Speak in Tongues*
Locate Object
Bless
Pacify*
Detect Invisible
Detect Trap
ESP*
Purify Wine & Water

Third Level Spells
Dissipate Vapor*
Clairvoyance*
Phantom Light*
Charm*
Phantasmal Forces
Wind*
Cure Disease*
Create Lycanthrope*

Fourth Level Spells
Neutralize Poison
Remove Curse
Infravision
Sleep*
Polymorph Self
Hallucinatory Terrain
Cure Serious Wound*
Give Serious Wound*
Effigy Control*
Shock*
Control Fluid*

Fifth Level Spells
Produce Flame
Anti-Magic Shell
Protection v. Evil
Summon Elemental
Charm Animal*
Grow Plant
Oracle*
Weakness*
Create Undead*
Immunity*

Sixth Level Spells
Animate Dead
Worship*
Control Plant
Hypnosis
Destroy Life Level*
Control Weather
Wards of Defense*
Evaporate Fluids
Vision

Seventh Level Spells
Firestorm
Earthquake
Polymorph Others
Control Dreams*
Poison*
Control Lycanthrope*
Control Undead*
Love*
Demonic Possession*
Astral Projection

Eighth Level Spells
Curse*
Wither*
Youth*
Dispel Enchantment*
Circle of Disintegration*
Temporary Resurrection*
Summon Devil*
Reincarnation
Death*

EXPLANATION OF SPELLS

Give Wounds/Cure Wounds: The Witch must touch the other person. l-6 pt.

Control Vapor: Range of 10'/ level of Witch. Gases are moved 60'/ turn. A gas with Intelligence, such as an Air Elemental Saves vs. Magic.
Detect Poison/Disease: The Witch must touch the poison or diseased creature.
Detect Illusion: The range is whatever distance can be seen.
Reflected Image: The Witch may form a picture on any reflecting surface.

Speak in Tongues: This must be an actual language of an intelligent entity.
Pacify: At a range of 60' the Witch can make a hostile foe feel friendly, although he will in no way be charmed or subject to her will.
ESP: The Witch must be touching the one whose mind she wants to read.

Dissipate Vapor: This disperses any gas. Those will Intelligence, such as an Air Elemental, Save vs. Magic.
Clairvoyance: This automatically includes **Clairaudience.**
Phantom Light: A mobile Faerie Fire, following or leading up to 120'
Wind: A Stiff breeze. Missiles fired against it are at -3.
Cure Disease: The Witch must touch the victim.
Create Lycanthrope: The victim must have lost at least half his hit points. This is not a permanent spell. The victim is not under control of the Witch but will not attack her.

Sleep: The Witch must touch the victim, any level, Save vs. Magic.
Give/Cure Serious Wounds: Gives/ cures 1- 12 pts.
Effigy Control: Must have some part of the victim, works within eyesight range. Save vs. Magic for victim. (Severe discretion necessary by DM)
Shock: A blast, similar to a Fireball, emanating **from** the Witch (her friends had better be well away), doing 4 dice of damage.
Control Fluids: Range 2'/ level of Witch. As for **Control Vapors,** only the liquid moves 30'/ turn.

Charm Animal: The Witch must touch the animal.
Oracle: As a Clerical **Commune,** but only 1 /week and always in obscure words.
Weakness: Must touch the victim, halving his Strength. Not permanent.
Immunity: Must touch the beneficiary. For the duration of the spell he is immune to diseases, poisons, and regenerates as a Vampire.
Create Undead: As the **Create Lycanthrope** Spell, but the victim must be dead. For the duration of spell he will be 1 hit dice of **Undead** for each 4 levels of experience of the Witch.

Worship: At a range of 120' the Witch can put a single victim into a trance.
No Saving Throw.
Destroy Life Level: The Witch must touch the victim.
Wards of Defense: A 20' radius "forcefield" preventing magic or physical attack. It is not moveable itself.
Evaporate Fluids: As for **Dissipate Vapor.**
Vision: The Witch can make any clear or reflecting object into a crystal ball for one **looking.**

Control Dreams: The Witch must see the victim, including by crystal ball.
Poison: The Witch must touch the victim, who must Save vs. Poison or die.
Control Lycanthrope: Range of 120' — No Save.
Control Undead: Range of 120' Save. vs. Magic.
Love: This acts as a permanent **Love Potion** if the victim touched fails to Save.
Demonic Possession: Anyone touched (Up to 3 dice of human-sized figures) fights as a Berserker for the duration of the spell.

Curse: This has a range of 60'. Curses are permanent unless Removed.
Wither: Anyone or thing touched ages 100 years. Intelligent entities get a Save vs. Magic.
Youth: Anyone or thing touched becomes 10 years younger.
Dispel Enchantment: Anyone touched has any magic spell he is under dispelled. Any magical item touched loses its power.
Circle of Disintegration: A blast which disintegrates anyone/ thing within a 20' radius of the Witch. Intelligent entities Save vs. Magic.
Temporary Resurrection: A dead character can be immediately brought back to life, with full potential; however, the effect is temporary only.
Conjure Devil: Similar to a Conjure Elemental Spell, with the same chance of suffering attack if the Witch loses concentration. A Prot. ca, Evil Spell or appropriate candle must be burned before Conjuring. Arch-Devils cannot be conjured with this Spell. Furthermore, any intelligent devil who performs for the Witch may claim a service from her at any future time (Good opportunity to send players on quests)
Death: Similar to the Wizard's **Death** Spell. It has a range of 240', automatically slaying 2-16 victims of less than 8 hit dice of any single victim of 8 or greater hit dice. In the latter case, the victim may Save vs. Magic.

EXPLANATION OF INHERENT ABILITIES

Brew poisons, narcotics, hallucinogens: These cannot be used to coat weapons, the victim must imbibe them — perhaps mixed into his win. For each experience level, a Witch can brew a 1 die draught/day. Poisons do actual damage, a Save vs. Poison giving only half damage. Narcotics are sleep drugs. If the drug ratioed over victim's hit points is 1 or more, it acts as the Sleep Spell. If less than 1, it is the percentage effect on Dexterity and Movement. Save vs. Poison halves the duration and percentage effect. Hallucinogens cause Confusion, as the Confusion Spell. The percentage chance of Confusion each turn is the ratio of the drug over the victim's hit points. Save vs. Poison halves time of effect and percentage each turn.

Bag of Holding: The Witch puts her essence into this, so there may be only one Bag of Holding per Witch in existence at any one time. It can be used by no other person and if lost or destroyed it takes a month to make another. Note that this is one of the few Miscellaneous Magic Items a Witch can ever make until she reaches 17th Level.

Love Potion: For each experience level, the Witch can brew a 1 die draught/week. The victim is not actually Charmed, the potion acting similar to a Rod of Beguiling. If the ratio of points of brew to hit points of the victim is 1 or greater, the effect lasts one week with a 155 chance/day cumulative thereafter of wearing off. Lesser percentage is the chance each day it will wear off, never lasting more than a week in any event. Save vs. Poison negates the potion entirely.

Dance of Seduction: By graceful, suggestive movements of her body, the Witch can hold a victim entranced. The Dance takes a full turn to perform, but the victim may not be aware it is taking place as the movements are subtle and pleasant to observe. All humanoids, excepting Undead, are vulnerable. The Witch has a 10% chance per experience level of performing the Dance successfully, subtracting 10% for each level of victim over 4th. Victims will stay entranced as long as the Witch is present, barring outright attack.

Brew Truth Drug: For each level of experience the Witch can make a 1 die draught/ week. The ratio of drug to a victim's hit points is the percent that a question asked will be truthfully answered. The victim is in a stupor, as if under a narcotic, and will remain silent rather than tell a lie. The potion compells a number of answers equal to the level of the Witch, thereafter acting as a narcotic. Save vs. Poison halves percentage, duration, and number of answers.

Read Scrolls: Druid scrolls may be read with no chance of failure. Magic or Illusion scrolls have a 10% chance of backfire. Clerical scrolls cannot be utilized, although the Witch *can* read them.

Candle Magic: A Witch may manufacture 1 candle per month, at the rate of 3 days/ turn of burning duration. Each color is gained with subsequent levels, i.e., 8th = red, 9 = Blue, etc. Candles will burn for up to 10 turns, their magic taking effect as soon as the candle is snuffed or burnt up. Candles have the following powers:
Red: Burnt in presence of victim, it affects him for 1 day per turn of candle burnt as a fully successful Love Potion. No Save.
Blue: One turn of Protection v. Evil for each turn of burning.
Yellow: One turn of Telepathy for each turn of burning.
Purple: One question may be asked of dead being for each turn of burning.
Gold: Cures 1-6 pts. of damage for each turn of burning in presence of victim.
Black: One curse placed upon victim for each full candle burnt in his presence. Some curses are: Weakness (Str. = 3); Insanity (Int. & Wis.=3); Clumsiness (Dex.=3); Poverty (All treasure turns to clay), Loneliness (Char.=-3) Exhaustion (Con=3)

Familiar: The Witch may designate a Familiar — which can be any animal of less than 1 hit die, such as a cat or bat — to act as a Magic-User's Homonculous. It has unlimited range, the Witch sees and hears what it

cont. on page 19

DEMONOLOGY MADE EASY; or, How To Deal With Orcus For Fun and Profit

by Gregory Rihn

EDITOR'S NOTE: The author may be familiar to you from the excellent piece on Lycanthropy that we published a few issues back. Publishing his second piece should be taken by the readers of *TD* for what it signifies: not that the author is necessarily an expert on *D & D,* but rather that the author possesses both a vivid imagination and a rational, logical approach to implementing it. The author does have an excellent grasp of *D & D,* to my mind, and I can't help but feel that his campaigns would be highly challenging and entertaining. It is the combination of imagination and logic, however "odd" that couple may seem, that marks the exciting games as different, a cut above the rest.

In the Earth's past, real researchers into the arcane arts spent their time in attempting to rediscover the supposed secrets of the ancients. Among these were the philosopher's stone, which would transmute base metal to gold, and the elixir of life. The more daring attempted to replicate the experiments of Solomon the Wise, by summoning up the fallen angels and causing them to do the mage's bidding. It was thought that these beings would then impart knowledge to the operator, show him the location of hidden treasure, and employ their unearthly powers in his service — for a price.

In *Dungeons & Dragons*®, magic users have other, more immediately rewarding enterprises to occupy their time, such as spell research and the manufacture of magic items, not to mention adventuring. However, the demonic heirarchies laid out in the *Advanced Dungeons & Dragons Monster Manual* make it attractive for D & D magic users to delve into the dubious science of demonology.

In the interests of simplicity, I will generally refer to the summoned beings as "demons," though most of what is written might be applicable to demons, devils and such similar beings as night hags. (See *Advanced Dungeons & Dragons, Monster Manual).* Where differences should occur, they are noted.

First, it is necessary to divine the name of the entity to be summoned. This magical name is one that is connected to the demon's very essence, and has great power over it. The names by which the great demons are commonly known, such as "Orcus" and "Demogorgon", are not those by which they are compelled to appear. Actual proper names change each seventy years, whereupon new names must be researched, and all pacts renewed. However, the great demons are jealously possessive of anything that has ever been theirs, including old names, and are still likely to appear if the name is "taken in vain", as described in *Eldritch Wizardry* and the *Monster Manual.*

Though lesser demons do not have individual names as such, there are power works by which their appearance may be conjured which are researched in the same manner. As all low-level types are substantially the same, it does not matter which one you contact initially, If a pact is made, the operator may do the demon the favor of naming it, which increases the being's status in the underworlds. The same demon will then appear when called upon.

The names that summon demons must be researched as though they were magical spells of the appropriate level. Use of the spell research rules that appeared in ***The Dragon*** #5 is recommended.

Name of:	**Equivalent Spell Level:**
Demon prince, arch-devil	ninth
type VI, pit fiend	eighth
type V, ice devil,	seventh
succubus	seventh
type IV, horned devil	sixth
night hag	sixth
type III, bone devil	fifth
type II, barbed devil	fourth
type I, erinye, misc.	third

Expenses

The spell level equivalents are given primarily as a guide to equivalent expense and time needed in research. Mere use of the divined name will not function as a spell without the proper ritual. In fact, if a name of this nature is spoken aloud without the ritual, the magical force of the name is such that it creates a bond between the speaker and the demon. The demon will know whether or not the operator is properly protected, and if he is not, there is a very good chance (50%+) that it will appear and snatch him back to its own plane — made possible by the bonding effect of the name.

Before beginning research, the operator should declare what sort of creature he wishes to conjure. Chaotic types should prefer demons, and will have greatest success dealing with them. Lawful types should prefer devils. Neutral magic users may attempt to conjure any type with equal chance of success. Eventually, the operator will have succeeded in researching a name to conjure with. He should then determine exactly what sort of being he will be dealing with, for, as magic, is not really an exact science, there is a chance of results not being quite what the experimenter expected. *Legend lore* or some equivalent form of divination is quite suitable for this purpose.

Level Attempted:	**Level Achieved (% dice):**
type I	misc 01-15; type I 16-85; type II 85-00
type II	I, 01-20; II, 21-80; III, 81-00
type III	II, 01-20; III, 21-80; IV, 81-00
type IV	III, 01-30; IV, 31-85; V, 86-00
type V	VI, 01-30; V, 31-90; VI 91-00
type VI	V, 01-40; VI, 41-95; Pr. 96-00
Prince	V, 01-50; VI, 51-75; Pr. 76-00

Miscellaneous refers to sub-demons and similar or related creatures; manes, lemurs, ghasts, shadows, wraiths or spectres, and possibly even larvae, imps, or quasits. Obviously, some of these would not be of much use to the operator, but those are the breaks. On the other hand, a summoned spectre might be very useful. The dungeonmaster should determine what is called for by the discovered word if this alternative is rolled.

NOTE: If desired, the demon generation charts from *TD* #13 can be very interesting when used with this process. For each level allow a small chance that the being whose name has been divined is a unique individual created from the generation chart. These will be primarily demons, rather than devils. Devils, being lawful and orderly in their fashion, tend to hate and loathe that which is different. Hence, the only unique devils that can long survive are those that are extremely powerful, like Asmodeus or Geryon. Unique devils would be far rarer than unique demons, and these would have to be beings that were under the protection of an arch-devil, perhaps his offspring or part of his personal staff.

If the operator has researched the name that is beneath his notice, he must begin again. Unused names should by all means be recorded, since they may be sold to other experimenters if the operator does not wish to use them.

The operator must then research the appropriate ritual for the summoning of the named demon. The ritual is of the same level of difficulty as the discovered name for purposes of research.

When the operator has researched a name and a ritual of the desired potency, he begins preparations for the ritual, which includes obtaining implements and vestments, assistants, and the sacrifice. At the DM's option, the operator may also have to cast a horoscope to determine an auspicious hour for the ceremony.

New implements and vestments must be obtained for each new ritual. Instruments will include a sword, daggers, wands, a brazier, the proper woods and herbs to burn, incense, a censer, holy water, chalk, inks, pens, parchments, goblets, and other tools of the Art. These must be new and preferably specially made. Each participant will need amulets, pentacles, and complete vestments. If the ritual fails, all must be discarded and new items purchased, as flaws in the equipment are one of the most often attributed causes of failure. If the experiment succeeds as planned, the equipment should be saved and used when it is desirable to repeat the ritual. In general, the operator should plan to invest from 1-4000 gold pieces per spell level of the ritual.

Assistants & Sacrifices

The operator will require assistants for the higher level conjurations. Fifth level conjurations require one asistant; sixth level, two; seventh, three; and eighth and ninth level conjurations, four assistants. These may be hirlings or followers, of any level, but all must be either magic-users or clerics. The cost of their implements and vestments is included in the general cost of the ritual. It is desirable to have as many high level types as one may procure for assistants, since, in case of disasterous failure, they will have to contribute to the common defense. Afterward they will expect to be rewarded in proportion to the risk and success of the operation.

It is at this point that rituals diverge, depending on the intent of the operator. Good types, who do not desire continuing relations with the demon may demand one service without a sacrifice, under the threat of cursing the demon to torment (a part of the ritual which assures the being's good behavior if all else is correct). In order to summon the being in the future, such operators must repeat the ritual.

A sacrifice is absolutely necessary if it is desired to make a pact with the creature. This usually implies that the operator is evil, or at least amoral, since the sacrifice must be a living creature. Low types of devils and demons can be satisfied with a mouse or a rat. Intermediate sorts will settle for chickens, goats, and cattle, although proud types like pit fiends and Type VI demons may express dissatisfaction with less than human sacrifices. Princes and archdevils will accept nothing less.

The proper method of sacrifice involves having the creature to be sacrificed near to the place of the ritual, alive. It shall have been properly prepared and consecrated to the demon beforehand, so that he may take it. Note that human sacrifices must either be slaves, so that they are the operator's to give, willing volunteers, if such can be found, or innocents who have in some way been lead astray and can be said to belong to hell. When the invoked demon appears, he will demand the sacrifice. The operator directs the demon's attention to it, and grants him permission to go and take it. The demon may then leave the circle of invocation, and either devour it on the spot or take the victim back to the demon's own plane. The demon will then reappear, and begin to negotiate the pact.

Bargains & Pacts

Any demon or devil should be a hard bargainer in making a pact of service, attempting to get as much from the operator as possible in return for as little actual work as can be. The demands of lesser fiends will be in the area of material rewards. They will demand a small animal sacrifice each time they appear, or else a small taste of the operator's blood or tears. This is because the lesser fiends cannot bind the operator's soul to perdition, or enforce their will upon him once he is in their clutches — the big ones will take him away! Such payments must be given each time the demon appears and before the demon will do *anything* else. Thus, an operator with such a pact should carry such a favor on his person at all times, in case he needs to call his demon. Failure to produce the sacrifice can be taken as breaking the pact, unless the operator can muster an acceptable substitute. The demon will not fight to get it. For example, of an MU is being menaced by some swordsmen, calls his second-level demon, and discovers he has left behind the agreed upon white rat sacrifice the demon will not take one of the swordmen as sacrifice, since to do so would be working before payment was given. If, however, the desperate MU hits his unfortunate henchman over the head and throws him to the demon, the demon would be satisfied and attack the swordsmen. Failure to produce a sacrifice usually results in an attempt to take the operator as sacrifice.

Higher level fiends are more subtle in their demands. An occasional sacrifice of blood or tears may be demanded, in addition to all the tears of torment the operator later sheds in hell (or whatever). Alternatively, the being may demand that the operator serve it for 1000 years after death, or some such.

In dealing with fiends of the deepest dye, the being's ordinary demand will be the possession of the operator's immortal soul, forever. Princes and archfiends will never settle for less, though a pit fiend may compromise at 100,000 years of service.

It should always be remembered that such beings will try to gain as much as possible for as little as possible. In making a pact with Asmodeus, the archfiend may offer twenty years of service in return for a promise that the operator worship him, build a place of worship consecrated to him, dedicate half of all his treasure to him, raise an army and stamp out good religions in a given area, and perform sundry other little jobs. Plus, of course, the operator must forfeit his soul at the end of the contract.

On the other hand, it should be remembered that these beings are greedy for souls to swell their infernal legions. If Asmodeus could gain a soul merely by granting a single wish, he would almost certainly do so. Of course, the fiends like it best if such wishes turn out to be of no benefit to the wisher, and the halls of hell ring with laughter. Keep the usual restrictions on making wishes firmly in mind.

Upon making a pact, a demon will usually do three things: teach the operator any spells which the demon knows that the operator is capable of using, except "grant others' wish", and "gate in other demon;" tell him the names of other beings of its own level or lower, except that princes and archfiends will not tell another's name, and demons do not know devils names and vice versa; and reveal to the operator the nature and location of the nearest hidden treasure, including how to get to it, and what guards it. The demon will not go and fetch it.

Lower level types will agree to appear and fight for the operator when called, often as frequently as once a month, though no more often than once a week. They will fight only because they have an interest in keeping the operator alive — otherwise their tribute dries up. However, unless they are fanatically loyal or otherwise compelled, they will always try to escape from a fight before their form on this plane is completely destroyed. The demon may be called upon to do other tasks. A demon could be asked to perform a spell that he knows, seek out and destroy an enemy, or retrieve an object the location of which is known to the operator. A flying demon could be ordered to bear the operator through the air.

Higher level types can supply the operator with a familiar imp or quasit, or give him a crystal ball or speculum by which he can contact *lower plane.* Succubi can be very valuable to the operator who is interested in intrigue or espionage, since their intelligence and powers of disguise are especially suited for spying, seduction, and Assination.

Demons with pacts will be summoned to the contractor's aid by speaking its name or word, with the command, "Appear!"

Princes and archfiends will generally only appear at prearranged times, like sacrificial rites, or when the operator is in dire straits, though sometimes, not even then. Remember, these beings want the operator's soul, and are not particular about how they get it. They will preserve the operator only if it is in their interest to do so. These beings find helpers and agents on terrestrial planes to be useful and desirable, but not essential, because their own prolonged presence invites interference by other powers. Therefore, if all is going well for the operator and Evil's plans are going forward, well and good. But if the Empire of Evil is coming down around the operator's ears, it is another matter. In the unlikely event that Asmodeus would come in answer to the anguished cry of his failed servant at all, he would in no circumstances risk his own bodily existence on this plane by fighting the mighty-thewed barbarian who is menacing the operator, but might grant the operator's wish that he be transported far, far away. Then again, he might just sit back and watch the slaughter.

In lieu of aid, a prince might grant the operator immunity from, or control over, his other "earthly" servants. Orcus is lord of the undead, Jubilex the king of slimes, Yeenogthu lord of gnolls and ghouls, etc. Baal might send an insect plague to the operator's aid. Demogorgon and Asmodeus chiefly rule other devils and demons, but may have followers or worshippers among the evil beings. It should not be too easy with such an inhuman creature as Jubilex, or others which are not concerned with humanity. The dungeonmaster should be creative. What would a being like Jubilex expect to gain from such a transaction, other than an occasional soul?

In making a pact, an operator may sell his soul for eternity only once, though he may bind himself to as many years of service as he cares to. Terms of service always run consecutively in the underworld. An operator could thus indenture his soul to a pit fiend for 100,000 years, and still have all eternity to serve Asmodeus afterward.

One who has indentured his soul with devils cannot do so with demons, or vice versa. Demon princes will be extremely reluctant to deal with those that have pacted with type VI demons, and vice versa.

A low level devil will not knowingly act contrary to the wishes of a higher level devil. Demons, on the other hand, will do whatever they can get away with. Thus, the knowledge that Demorgorgon refused aid would not necessarily prevent a type II demon from giving aid, unless Demorgorgon was present to enforce his will, but the mere fact that Asmodeus refused aid (and such news travels fast through the half worlds) would deter any but beings so bold as to challenge Asmodeus over a single soul (rare indeed!).

I have referred to the spell caster as operator throughout this piece since the pactors may be either magicians or clergy, After all, what better way to become an evil high priest than by having a direct line to Admodeus?

Exorcism

One ritual dealing with demons that clergy are more often called upon to perform is that of exorcism. Basically, it is similar to the summoning ritual, and the demon is commanded to depart from the person, place, or thing it has been possessing. The difference lies in that the exorcism is a generalized ritual in which the name of the being need not be known, as there is generally not time to research it. It has a 50% chance of succeeding against type III and below, 25% on types up to and including VI, and 10% vs Princes. Knowing the name of the being increases chances of success by 40%. Failure means that the exorices will suffer attack by the demon.

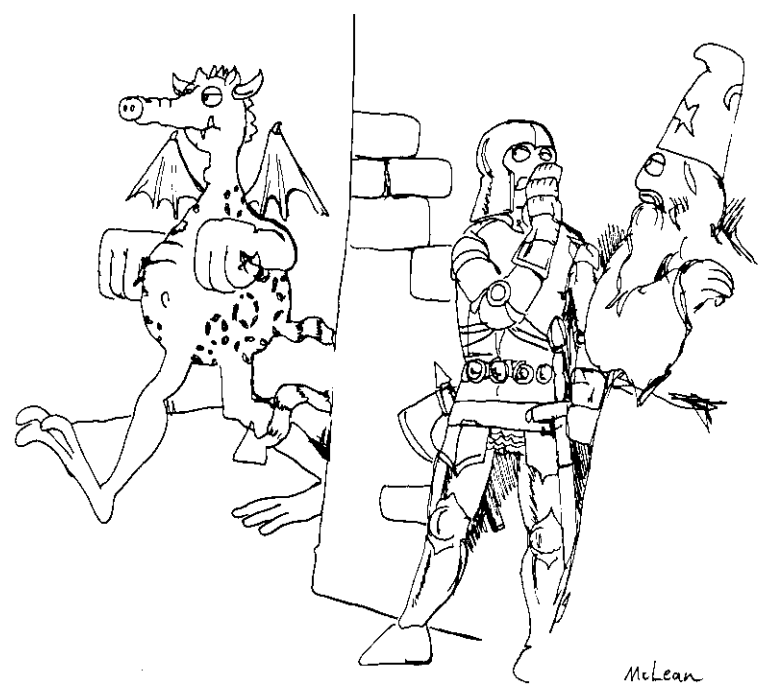
Failures

Because of the complexity of the rituals, there are many things that can go wrong. For each level that the operator is below 20th, there is a basic 5% chance of a failure. For each assistant required, regardless of level, there is an additional 5% chance of failure. Therefore, a first-level MU has no chance of successfully summoning a demon prince. This is as it should be; an MU of such low level could not possibly deal with the situation. Even if a 20th level wizard is the prime operator, there is still a 20% chance that one of his assistants will foul up the conjuration of a Prince. If a failure is rolled, consult the chart below:

01-35%	total fizzle — no effect
36-45	demon of lower level appears — not controlled
46-55	demon of lower level appears — controlled by spell
56-85	summoned demon appears — not controlled
86-95	demon one level higher appears — not controlled
96-00	demon two levels higher appears — not controlled

A roll of "not controlled" means that the demon is not bound by the summoning spell, and is free to act as it chooses. Reaction dice should always be checked when a demon is summoned. It is possible, though not likely, that a demon may decide to negotiate even if not controlled. If the demon attacks, he will attempt to seize the prime operator, and gate him back to the demon's own plane. Demons cannot ordinarily do this. Only the power of the summoning spell and the link it creates between operator and demon permits the operator to command the demon's appearance. The demon will also attempt to slay any assistants present. Even properly controlled demons may be surly and uncooperative. However, the prospect of 1) being cursed to torment, or 2) being left to stand in the circle of conjuration until ready to deal, or until someone else breaks the circle, if the operator does not dismiss him, usually prompts the demon to make some sort of bargain.

If there are no higher or lower demons than the one summoned, treat the result as a 56-85% roll, with the appearing demon being a different one of the same or similar level.



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Guest of Honor, J.Erlc Holmes, and his son (face obstructed), Chris.

GenCon stalwart. Jeff Perren; GenCon's Mr. Entertainment & Movie Mogul. and all-around great guy, running 15 mm tourney.

Who is this man, an

- Gary Gygax, o all comers to
- Gary Gygax, c famous Impressi
- Gary Gygax. c the Annual S.C

Brian Blume (L.). of TSR, and Guest of Honor, John Edwards, of Jedko Games of Australia, designer of *African Campaign, Russian Campaign, Field Marshal, and others.*

Strategist: Club A

Presenter

Steve Carpenter, of Mini Figs, accepts SC Award for Outstanding Figure Release — *D&D.*

Ed Simbalist, designer for FGU, accepts SC Award for Outstanding Miniatures Rules — *Chivalry & Sorcery,* of which he is co-author.

Marc Miller, of GDW, accepts SC Award for Outstanding Game — his design *Imperium.*

Photo Album

Stu Ferguson

and what is he doing?

TSR, challenging
fist-fight.

TSR, giving his
ression of tom-toms.

of TSR. addressing
Banquet

Correct Answer: not

Mike Bartnikowski, of MDG; auctioneer supreme. Auctions always prove one of Con's biggest events.

Lou Zocchi, and his adopted son, Woody, entertaining at the banquet.

Mike Carr (foreground), of TSR, hard at it in DGUTS tourney. In back of him are participants (1. to r.).
Charlie Faught, Mike McGrail, and John Maloney.

Mike McGrail, GenCon regular, came from Texas with his entire 25 mm army to run Napoleonic game shown.

ward Winners for 1977

Elise Gygax

Greg Costikyan, of SPI, accepts SC Award for Outstanding Game Design — *Air Power*, on behalf of Dave Isby.

Tom Shaw, of AH, accepts Don Kaye Award for Future Classics — for *Rail Baron*.

Your Editor, much more pleased than he appears, accepts SC award for Outstanding Magazine for TD.

SEE AFRICA AND DIE!
OR,
MR. STANLEY, MEET DR. LIVINGSTONE

***A Review, Complete With Some Suggested Rules Alterations and Additions, of* SOURCE OF THE NILE**

By Gary Gygax

Ross W. Maker and David A. Wesely have created an excellent game. *SOURCE OF THE NILE* is a semi-role playing game dealing with the exploration of the Dark Continent in the first part of the Nineteenth Century. It is very important to say from the outset that the game is a campaign type. A L-O-N-G time is required to explore all of Africa below the region of the Sahara (the part depicted on the mapboard), and it is highly doubtful — even with the most outrageous of luck that many of the earliest explorers will still be alive when the task has been accomplished. If you are not willing to devote extended periods of time to the play of a single game, then you have read far enough: forget this game.

The rewards of playing *SOURCE OF THE NILE* are many, for it is both challenging and fun. It can be played solo, or as many as six players can have a go at exploring the interior. At the beginning of the campaign, each participant must decide if his or her explorer is to be just that or a combination explorer -evangelist, -geologist, -medical doctor, and or zoologist. There are advantages and disadvantages to each role, and the player must weigh them carefully against his or her game strategy when selecting the explorer's calling. Once that is taken care of, each player collects donations in money and free tickets to African port cities. As soon as a player is satisfied that he or she has sufficient funds, the departure for, Africa may be made, there to buy food, weapons, trinkets and trade goods, and canoes or camels or horses. Likewise, bearers, Askaris, and guides can be hired on for the proposed expedition. Then, after a brief trek through the territory shown on the map (board), the explorer plunges into the Heart of Darkest Africa possibly never to be seen or heard of again.

Each turn after leaving the port city, each explorer must determine if some natural disaster has overtaken his or her expedition, and some of the disasters are absolutely horrendous! Surviving that, he or she must then determine if the party is lost, what sort of terrain they discover, if any tribe lives there (the natives are often very hostile and in sufficient force to totally wipe out a large expedition), and then hunt for game in order to extend the precious rations of food. Each explorer is anxious not only to cover as much terrain as possible (this brings extra donations when he or she manage to return to Europe and publish their discoveries (undoubtedly in newspapers, learned journals, and by lecture tours) but to have the honor of discovering the longest river system, the longest waterfall, the highest mountain, and the largest lake, for these bring extra points scored by explorers towards victory.

Because it is quite probable that the first group of dauntless adventurers will not survive to see the final *terra incognita* spaces on the map go from blank white to color, the score of discoveries made by each explorer, the notable features (mountains over 15,000 feet, waterfalls over 400 feet, etc.) should be recorded. Pioneering explorers will probably not do as well as later ones, for they must venture into hexes with hostile tribes, while successive explorers will have the advantage of' being able to contact friendly tribes to hire bearers and Askaris and trade for other items. while avoiding the hostile tribes, which information they can determine from the published material of their earlier colleagues. Strategies will shift as players bring in explorers with different callings, and new directions are tried.

Discovery Games, the publisher of *SOURCE OF THE NILE,* is a new company, and like most other new firms they cannot afford fancy packaging. The box is adequate, and don't be thrown off by the plain cover. Inside there is plenty of excitement and many hours of entertainment, too! The mapboard is done on a plasticised substance, with only a narrow border of known terrain shown. The game comes with colored crayons so that terrain can be marked on as it is discovered and subsequently erased when explorers die without publishing their discoveries or a new game is begun. In addition, the game contains several hundred counters in six different colors, donation/ disaster cards, and six charts for organization of each player's party, so that the number of rations, gifts, bearers, etc. can be easily determined and adjusted.

Be certain to read and KNOW the rules before you attempt to play. The rules are not well organized, nor are they very complete. In fact, in many ways they remind me of those originally written for ***D&D®***. *SOURCE OF THE NILE* is a very fine game in its infancy. It needs further development, more illustrations and graphics, and better packaging. It is my sincere hope that the publisher will do well enough with it to eventually give it the treatment it deserves. Meanwhile, it is certainly worth buying in its current form, for it is a good game, and any future editions can make it a great game. I am offering a few suggestions here in order to pass on those developments we felt added to the game without significantly changing its internal systems. Only the authors can do anything official, so take the following for what it is worth.

* * * * *

STARTING THE GAME: Each participant should decide upon the role which his or her explorer-figure is to fill, and then each should do his or her best to act in the appropriate manner throughout the life of the explorer.

DISASTERS: When a disaster calls for the death of a given figure (Askari, guide, or bearer), rather than inflicting it upon the explorer (who already has sufficient hazards imperiling his or her existence) dice amongst all persons in the party to see who is killed instead.

EXPLORER: Explorers are able to fashion crude weapons for themselves and kill a Hacking beast on a roll of 6, just as if they had a musket.

BOTANIST: Explorers avert sickness and fatalities which are related to plants.

EXPLORING: MOVEMENT: While canoes cannot enter jungle swamp hexes, they *can* be carried by the usual number of bearers at the usual movement rate through such hexes. (Without this interpretation of the rules, it is possible to have a number of hexes which cannot be reached by any means whatsoever, for canoes are required to move through swamp hexes [rulebook, p. 7] but a literal interpretation of the rules makes it impossible to move canoes through jungle swamp hexes. We are then faced with the possibility of a jungle swamp ringing a swamp which encircles some other sort of terrain, and no expedition can every get beyond the barriers!)

NATIVES: EXPLORER POLICY TOWARDS NATIVES: If the explorer opts for policy 2., an immediate withdrawal from the hex, the natives will *not* have opportunity to attack, and the party is back in the hex from whence they were coming.

NATIVES: NATIVE REACTION TO EXPLORER POLICY: Freeing prisoners or negotiating successfully with natives raises the chance of successful negotiation by the appropriate explorer's party, but it *lowers* the attitude of the natives, not raises it. The higher the number of the attitude of the natives, the more beligerent they are, for there is less of a chance that the explorer's policy number and the distance to the nearest city (slaving effect for those who haven't yet played the game) will total a figure equaling or greater than the attitude level of the natives. Likewise, defeating attacked explorer parties will *raise* the attitude level of a tribe, thus making them harder to negotiate with.

Maximum Number of Native Warriors in a Tribe: There is no stated maximum (or minimum) given in the rules, and nothing is said regarding fluctuation in the number of warriors from a tribe when it is encountered on successive entries into their home hex. I suggest a minimum and maximum number of warriors in a tribe based on proximity to port cities and game mechanics.

Hexes to the Nearest Port	Number of Tribal Warriors	
City	Minimum	Maximum
2	15	30
3	24	60
4	36*	90*
5	60	150
6 or more	84	none**

**For any desert tribe, these are upper limits*

*** Total warriors from five rolls of the dice.*

Warriors lost in battle are gone. When all of a tribe's warriors are dead, the tribe is extinct. Any number of warriors, up to the maximum, may be encountered, and the dice must be rolled to determine the number of warriors so encountered. However, battle casualties must be subtracted if

the number of warriors total determined by encounter has reached a number somewhere between the minimum and maximum figures shown. A record sheet for each tribe (shown hereafter) should be kept so this information is readily available to the players.

If the explorer is an explorer only, without any other calling, he or she will kill *two* natives on the first round (unsurprised) of combat, and in successive rounds he or she will likewise kill two nations.

NATIVES: CONSEQUENCES OF DEFEAT: If an explorer only (as opposed to the explorer-evangelizer, explorer-geologist, etc.) is taken prisoner by natives, he or she will not deduct 3 from the required dice roll each turn to determine escape of death, but a roll of 6 is treated as equal to a 2 (explorer held prisoner).

PRISONERS: It is not necessary to take prisoners to find a native village. If the explorer rolls equal to or less than his or her *policy* with two dice, then the village is located. *All* of the natives will hide, or else *all* of the warriors will come out to do battle. (At this time, and at this time only, should the player-explorer determine the total warriors in the tribe — assuming this has not been heretofore determined.) Deserted villages can be looted normally. *If rations are found* assume that there are either 2 per warrior (die 1-3) or 3 per warrior (die 4-6). This will save much time and trouble. The same village may be looted repeatedly as long as the warriors are not all killed. Two lootings within any three successive turns will cause the village to be moved to an adjacent hex, and each hex will have to be explored to locate the tribe once again. *Camels* are found ONLY if the desert is contiguous with that shown on the northern part of the mapboard; they are never found in other desert hexes.

NATIVES: TRADING: As just noted, camels (and horses as well) are available from tribes dwelling in desert hexes contiguous with the great northern desert region of Africa.

The number of Askaris or bearers which can be hired from a single tribe is dependent upon the size of the tribe. The following formula is suggested:

ASKARIS — 1 for every 2 warriors
BEARERS — 1 for every warrior

NATIVES: POISONING EXPLORER: A doctor is able to save himself or herself on a roll of 6 when poisoned **(cf. p. 6).** After being poisoned and recovering, a doctor also gets a + 1 on the die to save himself or herself if so unfortunate as to be poisoned (and die otherwise) a second or successive time.

NATIVES: ATTITUDE LEVELS: As previously stated, the adjustments are reversed. Lower levels if the native tribe becomes more friendly, raise them if they become more hostile and warlike.

EXPLORER SPECIALTIES: Optionally, an *explorer-botanist* may be added to the list. He or she operates exactly as does a zoologist, Disasters pertaining to plants are averted by explorer-botanists. They can survive without water on a desert hex on a roll of 4-6. (They find plants which yield water.)

With the sole exception of evangelizers, any explorer NEED NOT stay in a hex to practice his or her specialty or specialites at the risk of the safety of the expedition, i.e. an explorer doctor need not try to treat the ills of a hostile tribe, an explorer-zoologist need not stay on a hex where hunting cannot possibly feed his expedition *provided rations are running low* and will not be sufficient to insure safe travel to the nearest ration source, etc.

EXPLORER SPECIALITES: MEDICINE: There seems to be a contradiction in the rules here. On a die roll of 3, the explorer-doctor is to lose 1 attitude point; that is, the attitude of the tribe goes up 1, and the natives become more hostile towards all explorers. In the last paragraph of the section (p. 16) is the following sentence: "They do not lose points when attitude levels drop on rolls of 3 (on the treatment table, above), but score 1 or 2 points on rolls of 5 or 6, respectively." I have interpreted this to mean that the expedition led by the explorer-doctor is not considered in a more hostile manner by the tribe, but all other expeditions contacting the tribe will be.

HUNTING AND ADJUSTMENT OF RATIONS: An explorer-explorer is able to fashion crude weapons and is thus never unarmed even if without a musket. He or she hunts with such weapons at -1 on the die roll. There is a chance that extra rations gained by an explorer-explorer *can* be preserved; on a roll of 1 or 2 the individual is able to preserve 1 or 2 rations, respectively.

STARVATION, SICKNESS, AND DESERTION (ALSO THIRST!): Neither a botanist nor a zoologist will starve automatically, even if they have no musket, for they can "hunt" for edible plants, roots, tubers, grubs, termites, etc. They use the normal hunting table and so are capable of providing double or treble rations in this manner.

As previously stated, an explorer-botanist will not die of thirst on a desert hex without a water source if they roll a 4-6, as this indicates that a plant has been found which will yeild water.

The following *Native Tribe Facts Sheet* has proved to be a highly useful playing aid for *SOURCE OF THE NILE*. I hope the foregoing, along with it, will improve your enjoyment of the game. Similarly, I hope that neither Ross Maker nor Dave Wesely will take exception to what I have suggested, and they are quite welcome to make use of any of the material on a *gratis* basis. If anything said here is drastically wrong, either or both authors are hereby invited to set matters aright. Thanks to both of you for a most enjoyable game.

NATIVE TRIBE FACTS SHEET

ROLL FOR THE TRIBE NAME: 1-3 = 2 part; 4-5 = 3 part 6 = 4 part

Tribal Name Table of Syllables:

	die 1-2	die 3-4	die 5-6		die 1-2	die 3-4	die 5-6
1.	ang(i)	ki(k)	(t)usi	4.	eb fa	ro ru	wa
2.	ha(n)	lo lu	ub ug	5.	gi go	(s) ai	ya yo
3.	bo bu	ma mu	uku	6.	ka ki	tang(i)	zi/ zu

( ) drop the letter if the name becomes cumbersome
use either at your discretion or dice for which is present

TRIBE NO. _____ TRIBE NAME _____

NUMBER OF WARRIORS

(subsequent casualties) _____

ATTITUDE _____ NEGOTIATED _____

Victorious _____ Explorers Killed _____

Defeated _____ Prisoners Freed _____

Village discovered _____ Looted _____

Evangelized _____ Medically Treated _____

ORIGINAL DISCOVERER _____

Subsequent Contact By _____

_____

OTHER INFORMATION CONCERNING TRIBE _____

_____

_____

_____

Witches *from page 12*

hears, and she takes 3-24 points of damage if it is killed. It takes a month to retrain a new one if it is killed.

Disguise: As an Assassin.

Manufacture Acid: For each experience level, the Witch can manufacture 1 die of acid per month. Types of acids — what they can and cannot dissolve are left to the DM. One suggestion is to have the acids be essence of Gray Ooze, Green Slime, etc.

Voice: The Witch may shout out a command, no longer than 7 words (and no counting beforehand). Those failing to save vs. Magic will obey for the next meleee round. A command to kill themselves will cause, victims to strike themselves with their weapons, at the usual hit probabilityir armour class, doing half damage. The Voice cannot be used more often than once in 3 turns on the same listeners.

Transfer Hit Points: A Witch may permanently transfer her own hit points to anyone else. If done within 1 turn of death, it will revive the victim giving them that many hit points. A curse can be lifted for the permanent transfer of 5 hit points with no rise in the hit points of the one saved. Prime attributes of another may be raised at a cost of 5 hig points up to 12, 7 hit points to raise it from 12 to 13, 8 to raise from 13 to 14, 10 to raise from 14 to 15 and 15 to 16, 20 to raise from 16 to 17, 25 from 17 to 18. As can be imagined, players will be wary about giving this favor to others, and NPCs wil almost never do so. Transfer of hit points by a Witch does not lower her level, she just stays at that level with less hit points.

Enchant Item: A Witch may permanently transfer hit points into an object for the purpose of enchanting it, at a cost of 1 hit point per 1000 gold pieces it would have cost. This is the only way they can manufacture magic items other than Potions.

Traveller Variant

The Asimov Cluster

by William B. Fawcett

One of the challenges inherent in the *Traveller* adventures is to overcome obstacles and opponents of the type found in Science Fiction novels and movies. To our group of players it seemed only obvious that the next logical step was to actually recreate the scenes and incidents described in our favorite novels.

At first this seemed easy as there is normally a wealth of detail in a full length novel. Eventually several problems emerged. It was discovered that in most cases there was no information on the planetary sizes and hydrographics. Often the planetary population can also only be gotten by inference. In nearly all of the cases it proved necessary to create the rest of the solar system from random die rolls. The technological level also proved a problem where alien artifacts or pre-collapse Terran Empire artifacts played a major part in the characteristics of a world.

The ships and technology portrayed in many novels also proved to be too advanced or effective for the format of *Traveller.* Most of Van Vogt's aliens and ships simply were too powerful. The starship Enterprise of Star Trek would easily dominate any combat, (and she is only one of several of her class). The opposite of this can also prove true. If the use of modern technology is allowed on a planet with too low a technological level (4 or below) without some factor to counterbalance it, such as the need for secrecy, psionics, or other technologically equal foes, a few fantasies of power may be fulfilled, but the gamin suffers. (In a Burroughs or Lin Carter story the hero is almost always limited to the weapons common to the planet.) Occasionally a disparity can be interesting if' only one or two items are retained by a small number of individuals. What would you do among a level two population with nothing but a few communicators, two grav belts, and one laser carbine with half a charge left? Especially if you're trying hard not to be found by the Cluster Police or its equivalent.

Another fascinating concept that must unfortunately, be held to a very minor role unless you wish to see it rapidly become the center of your Campaign is Fred Saberhagen's *Berserker* series. Unless their presence is only minor, the threat of the Beserker attacks on all life soon have everyone trying to neutralize their planet(s). One easy way to include this interesting concept and still keep it within limits is to set the defeat of the strength of the Beserkers in the distant past and allow only small, isolated pockets to exist. Saberhagen's novel *Berserker Planet* printed some years ago in *Analog* is a good example of this.

Finally, there is one very subjective decision that should be made and stuck to consistently. Most novels cover the events of a fairly long period. Many events take place over the time described and changes in the nature of the planets and their governments often occur. It is necessary for the scenerio you set up to be consistent in the status of all the planets in the cluster. An example of this is the Planets described in the *Foundation Triology* by Isaac Asimov. These three novels cover a time span of nearly 2,000 years. They portray the collapse of a galactic empire and its effect on the planet's peoples and economies. The novels center around the efforts of a group of "Psychohistorians" to shorten the dark ages they see approaching the action revolves around the Encyclopedia Foundation, who become an island of science and scientific method, in a barbarian environment on the fringes of the galaxy growing into a pseudoreligious empire. Where to place the planets in this richly endowed time line is a major problem.

A good rule of thumb, it seems, is that often the time with the most potential for adventure is the situation that the novel begins with. (After all, the situation was created to allow for at least one interesting story to be written within its context.) In the case of the *Foundation Triology* it was decided to portray the planets at the time when the Foundation is still struggling against its barbarian neighbors for survival and old Empire is still a force of distant power only. The borders of what the empire still really controls have contracted far from any of the planets described, but vestiges of the old ways remain in the titles and goals of the planetary rulers. There is also the added bonus of a large potential for treasure in the form of still working artifacts left over from the Imperial days.

The planets listed here are those to be found in the Asimov Cluster. The cluster is found on the fringe of one of the spiral arms and is dominated by a large purple-grey nebula (with apologies to the *Flying Sorcerer).*

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Terminus

Starport level A

Atmosphere 6

Size 6

Hydrographics 5

Population 6

Government type 8

Law Level 3

Technological Level 9

Light Industry and Agricultural

Terminus is a smaller earthlike planet with a shortage of heavy elements and fertile soil. It is the home of the Encyclopedia Foundation whose mission is to retain and preserve the scientific knowledge of the old Empire. It is control1ed by a popularly elected Mayor and has only one major population center which the starport is nearby. No major preditors known. It is not at this time a major military power.

Anacreon

Atmo 6-7

hydro 4

size 8

pop. 9

Starport B

Government 3

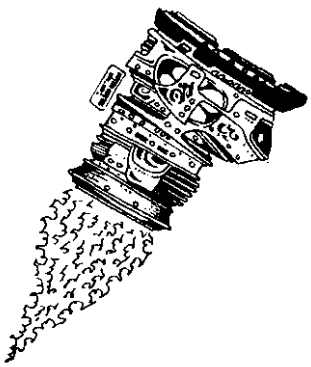
Law Level 3

Tech 6

Rich world

Anacreon is the former Imperial perfect capital. As such it was spared many of the ravages of the decline. Its tech level has been down for many years and most items above the 1970 earth level cannot be repaired or replaced. It is hereditary monarchy with the support of the military. Control of population not tight or overly restrictive (due to a lack of means). A dangerous preditor is the Nyak, which is a large winged carnivore. Due to reliance on coal and oil, pollution is a major problem.

Smyrno



Starport B

Size 7

Atmo 7

Hydro 4

pop. 9

gov't 8

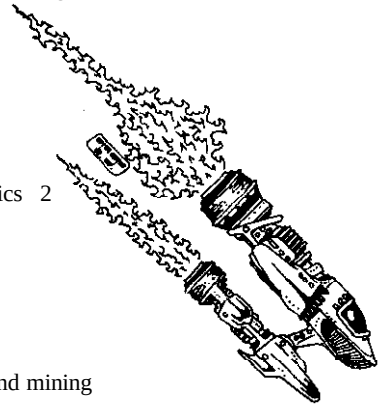
Law LeveI 4

Tech Level 6

Rich world

A strong economic and military competitor of Anacreon, Smyrno is run by a bureaucracy left from the old Imperial Administration. Much of this bureaucracy is controlled directly or indirectly by the large trading families who control much of the planets industry. A world still rich in natural resources, but with a declining technological level. Most starships, as with Anacreon, are Empire holdovers or small merchants copied from earlier designs.

Loris



Starport B

Size 7

atmo 6

hydrographics 2

pop. 9

gov't A

Law 4

Tech 5

Industrial and mining

Mentioned as one of the "four kingdoms" that surrounded Terminus, little detail is given. Most of the figures here are estimates or speculation. (I can't even find the name of the fourth.)

Gamma Andromeda

Starport B

Size 7

Atmo 7 (with radiation)

Hydro 3

Pop. 7

Gov't 6

Law 5

Tech 8

economy still crippled
by explosion

This world still gives its allegiance to the distant Empire. (In reality the probability of any real aid is minimal). Nearly half of the planet is a radioactive waste as the result of a Titanic power plant explosion that resulted from the degeneration of the equipment as the Empire lost its ability to service ist existing equipment. The result is a strict ban on any items of atomic nature. Those remaining are the exclusive property of the planetary gov't. Located far from Terminus.

Askone

Starport C

size 7

atmo 6

hydro 5

pop. 6

law 6

tech 5

Rich world,
but fading in resources

Strong religious and legal restrictions on the importation or use of any devise above tech level 6. Leftover Imperial items may be used until they stop working as they have the "ancestrial blessing". Fleet is comprised of a few leftover Empire scouts. There is a strong competition between several nations on the planet for dominance. As a rule each nation is run by a hereditary aristocracy, most of whom are also industrial barons. (Very machiavellian environment with a disregard of restrictions, but fear of the masses and churches, by rulers.)

Korellia

Starport D

size 8

atmo 6

hydro 5

pop. 8

gov't 3

law 5

tech 5

Industrial declining
to Agricultural.

Once a wealthy trade and manufacturing center, Korellia has been steadily declining as it loses its atomic technology. Jealous of the rise of Terminus. Some useable Empire ships in fleet, mostly ungunned traders. Few vestiges of atomic technology left on planet. The planetary dictator is known as the Commdor and claims to be popularly elected. Actually every Commdor has been from the same family, the Argo. The Argo family also control much of the remaining heavy industry.

Siwenna

Starport A

size 8

atmo 6

hydro 5

pop. 6

gov't 6

law 8

tech 9

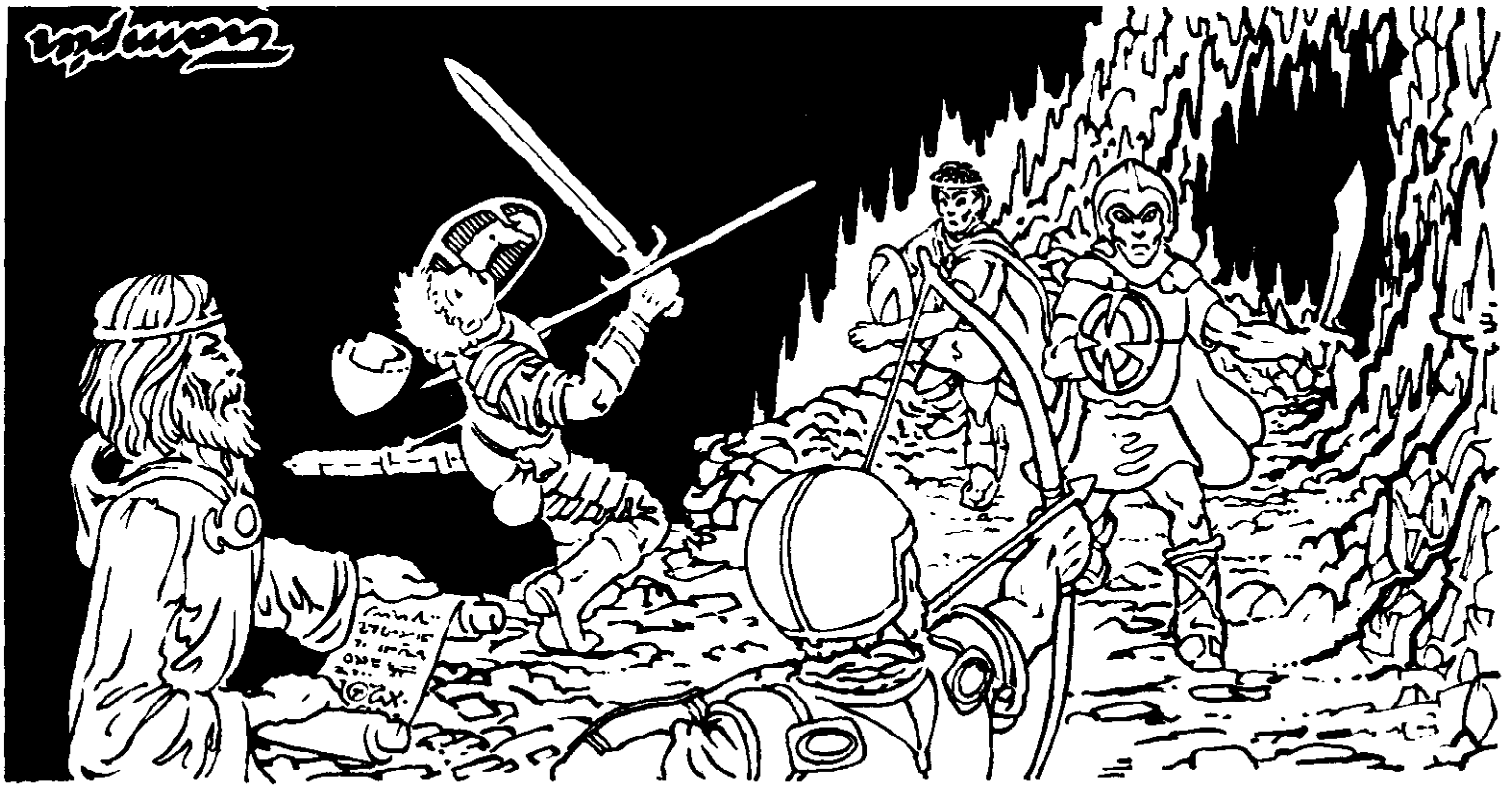
Economy broken down,
production and wealth
centered in fleet

Occupied after its Viceroy revolted by portions of the Imperial Fleet, Siwenna was once a rich planet. Nearly 2/3 of its

cont. on page 25

A FOE MOST EVIL . . .

Far Beneath The Earth



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PREVIEW: *THE LORD OF THE RINGS*

by Allen Hammack

"You had better do it right, or you're DEAD!"

Ralph Bakshi says that this is the general tone of the mail he has received since the public was made aware that he was in the process of filming Tolkien's epic, *The Lord of the Rings.* He chuckles. Twenty years ago, while he was working as an animator for Terrytoons in New York, he read the triology and told them that they ought to make a movie out of it. He's been trying to find a way to make the picture ever since.

The story of the odyssey of *The Lord of the Rings* through the perils of Hollywood very nearly parallels Frodo's journey through Mordor. After long negotiations, the film rights passed to United Artists in 1968. There,

both Stanley Kubrick and John Boorman failed in their attempts to put together a workable screenplay. Meanwhile, Ralph Bakshi kept making annual pilgrimages to United Artists to plead his case for animation. Finally, in 1975, UA finally agreed that Bakshi made sense, and gave him the project. At this point, Bakshi was looking for a producer, and he found one in the person of Saul Zaentz and his Fantasy Films, best known for *One Flew Over the Cookoo's Nest.*

With this support, he then went to England and discussed the plans, both with the members of Tolkien's family and with his British publishers. Although they were not legally bound to do so, they felt morally obligated to obtain their blessing, which they did.

Very early on, Bakshi decided that he could not be faithful to the full and intricate storyline of the triology by attempting to condense it into one film; two films would have to be made, a decision which immediately doubled the size of the project. The first drafts of the screenplay were written by

Chris Conklin., whom Bakshi had originally hired as a researcher. However, Conklin's knowledge of Viking, Icelandic, and Arthurian legends impressed Bakshi, who then hired him to write the whole screenplay. Respected fantasy/ non-fiction writer Peter S. Beagle *(The Last Unicorn)* was then brought in for polishing and final revisions of the script. Bakshi's instructions to both writers were to "become as *Tolkien* as they could get in remaining faithful to the books." He feels that the writers have succeeded admirably and that, "give or take a fallen leaf," both the essence of the story and the nuance of character and atmosphere have been captured for this film.

Now armed with the screenplay, Bakshi began simultaneously shooting a live action version of the script and supervising his animators and background painters on the work of translating the action into an animated film. Stills have been used before as references for animators, but for the first time every frame of the movie was shot live first and then blown up and used as a guide for the artists. Not only did this technique require

unprecedented quantities of work (more than 10,000 painted backgrounds rather than the normal few hundred) — but also a quality never before attempted, let alone achieved. Bakshi's technique will provide audiences with visual delights they've never seen before, including the first use of slow-motion in animation. Bakshi and his more than 200 artists and background painters are pleased with their work. They say that "real" rather "realistic" is the correct description of the new animation style.

Later, Bakshi spent several weeks in London recording the dialogue, utilizing a number of the top actors in Great Britain. Unfortunately, the identity of these actors is a well-kept secret, Dare we hope for Sir Alec Guinnes as the voice of Gandalf. . . ?

Finally, Leonard Rosenman was hired to write the music for *The Lord of the Rings.* Rosenman's work has been greatly acclaimed: his scores for *Barry Lyndon* and *Bound for Glory* won oscars, and *Fantastic Voyage* won popular approval.

Bakshi feels a great obligation to Tolkien and his books and to the public who loves them. "Perhaps the film won't please everyone, but I hope it will

please most of the people who loved the books, as well as the millions of people who have not yet read them. After seeing the film, perhaps they will. We are grateful that Tolkien's family is happy with what we've done."

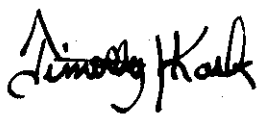
Judging from the stills we've seen, there is no reason yet to think that most fans won't be happy. The drawings are lush and the characters do seem very true-to-life. They are not as one would envision them exactly, but then, of course, everyone has built up their own images of Aragorn and Galadriel. The decision is near, and you will be the final judge. *The Lord of the Rings* is scheduled to open in many selected theaters nationwide on November 15. See you there!

Rumbles *cont. from page 2*

but produced by Avalon Hill, godfather of gaming. It will be a staple game for generations to come, in the tradition of MONOPLY, yet no one knows quite what to do with it. I have decided what to do with it. I intend to print the most authoritative article done to date. I know, from personal knowledge, how much time the author put in, testing, playing and computing. *RAIL BARON* is such a super game that I would unhesitatingly recommend it to any person that likes to play any type of game at all.

We also have planned a mini-module to include as a sort of holiday bonus. The format is not completely worked out as of this writing, but we are sure you will find it enjoyable, as the adventure is well written and very well thought out.

Look for another tale of *Niall of the Far Travels,* by Gardner Fox, in January. . . May you have a good repast on Thanksgiving. . .



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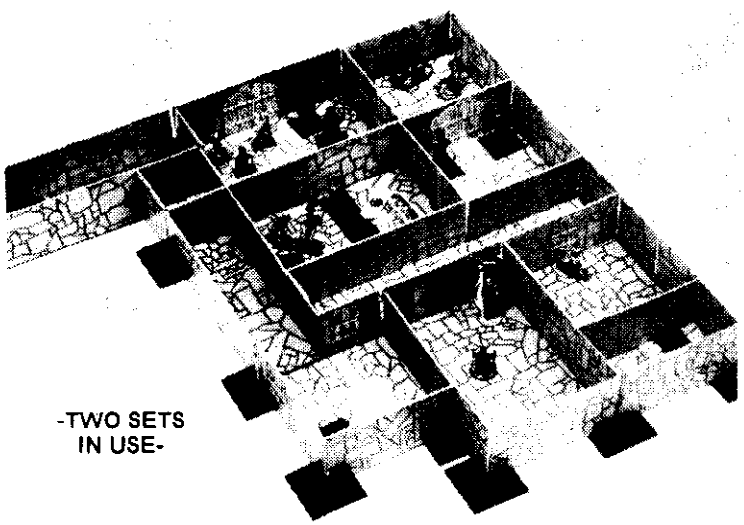

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Demonology *from page 15*

Warnings

It is not advisable that the glory - and/or experience - hungry operator attempt to summon up Orcus and try to do him in while he is confined to the magic circle. Any attack upon the demon voids the control, and the demon is free to reply as he sees fit. Leaving imprisoned demons in magic circles would seem to be a worthwhile hobby for those dedicated to the negation of evil, but results in the creation of eternally dangerous spots. Further, if something or someone should stumble into or otherwise break the circle (the demon can be invisible, or shroud himself in darkness within it), the demon is free to seek revenge upon his captor. The binding spell is not broken, and the demon will know exactly where to find the operator, and will seek him out and attempt to snatch him back to hell or otherwise destroy him. If the operator is snatched to hell, all other demons he may have imprisoned similarly are freed.

Of course, Solomon the Wise took many demons out of circulation by imprisoning them in bottles — but he was able to do so because he was given what has become known as the Secret Seal of Solomon by Jehovah, a most powerful artifact (supposedly in the form of a ring) which had the power to compel the appearance and obedience of all devils and demons. However, not even Solomon could command the most powerful into imprisonment, and the Seal has the unfortunate and unintended effect of making its user a devel-worshipper in a short time. Only the most wise and good owners can resist the temptations of the devils for as long as a couple of years.

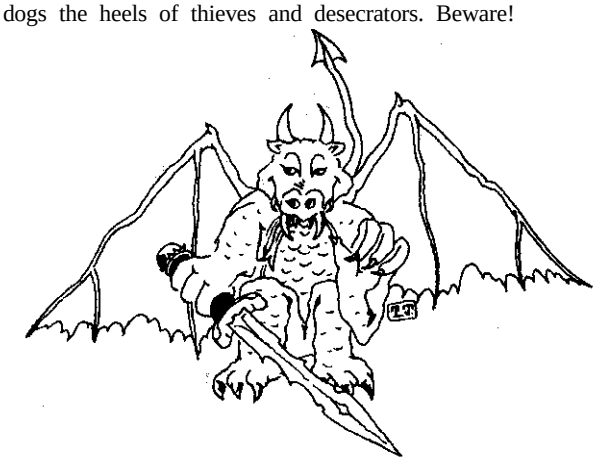
Other questions can only be solved by negotiation between the operator and his demon, such as, how many times can the operator be ressurrected before the demon claims his soul? What about a residual clause allowing the operator to return to earth as a spectre? In such matters the sky (or the underworld) is the limit, but the game referee must be a careful limitor.

In the case that the demon is commanded without sacrifice, the demon will be as literal-minded and treacherous as possible, doing anything he can to louse things up, within the wording of the command. The demon vanishes immediately upon completion of the order.

Footnote two: ***On the Invocation of Deities:***

Optionally, Gods may be invoked in similar rituals. Gods should be treated as princes, demi-gods as one level lower. In such a case, a reaction roll should be made before the god is to appear. Indifferent rolls mean that the god does not deign to favor the operator with his presence. Adverse rolls mean that the god is affronted by the operator's presumption, and will curse him, blast him, or appear in person to do him in. A god is not bound by the circle of invocation, and cannot be commanded, but only asked for favors, upon which time the god will set his terms. Depending on the god, some sort of offering or sacrifice may re required. (Odin, for example, prefers that you hang a few serfs or foemen from the nearest tree — I for one do not consider Old One-Eye to be Lawful Good, *Marvel Comics* notwithstanding. He's more like Neutral Amoral or Lawful Amoral in my D&D verse.)

Organized priesthoods take a *very* dim view of attempted invocations of their deities by outsiders, even if successful. Charges of heresy, blasphemy and fraud are likely to follow such attempts, and evil priesthoods will not hesitate to attempt Assination. Gods' reactions to the attempts of their own priesthoods are generally, but not always, more favorable. Rituals of invoking the god can often be found in the holy books of the temple, if you have access or can steal them — but vengance often dogs the heels of thieves and desecrators. Beware!



Asimov Cluster *from page 21*

population and much of its industry was lost in a bombardment preceeding the occupation. Virtually an independent kingdom under the new Viceroy (who headed the fleet), but still giving lip service to the far off Emperor. Native population bitterly opposed to Viceroy and Fleet and is restricted from any technical training or positions. (The bombardment was ordered *after* they surrendered.) Technology and the remaining power plants are controlled by the hereditary Techs guild, who as a group are faithful to the Viceroy and are a privileged class. Much of their learning is by rote and any repairs by them are of questionable value.

The Red Stars

Several marginally habitable planets grouped among a number of older, red suns.

At least one Class A starport

sizes vary

atmosphere no type 6

population of all totals 6

hydro varies

gov't A (all individuals in military)

tech level 9

Few industrial resources mean that it is all that can be done to keep the ships flying and people fed.

Piracy (they call it revolution) is the main occupation

The Red Stars are the refuge of the outlawed ex-Viceroy of Siwenna. After losing the bulk of his fleet to the current Viceroy the remainder fled to this cluster. Having few resources they quickly turned to piracy and raiding. This is their primary occupation now, with little interest in political matters that do not effect them. All individuals are considered to be member of the fleet from birth. Viceroy rules with that title as fleet head.

It can be debated whether or not Trantor can be included in the cluster as it is located quite distant from the rest of the planets described. If used probably the best gaming time would be to assume the fall is completed as in ***The Second Foundation.*** *Trantor has been abandoned as undefendable and unliveable by the remants of the Empire.*

Trantor

Starport E

atmo 7

size 9

hydro 1 or 2

pop. 5

gov't 0 local clans or villages only

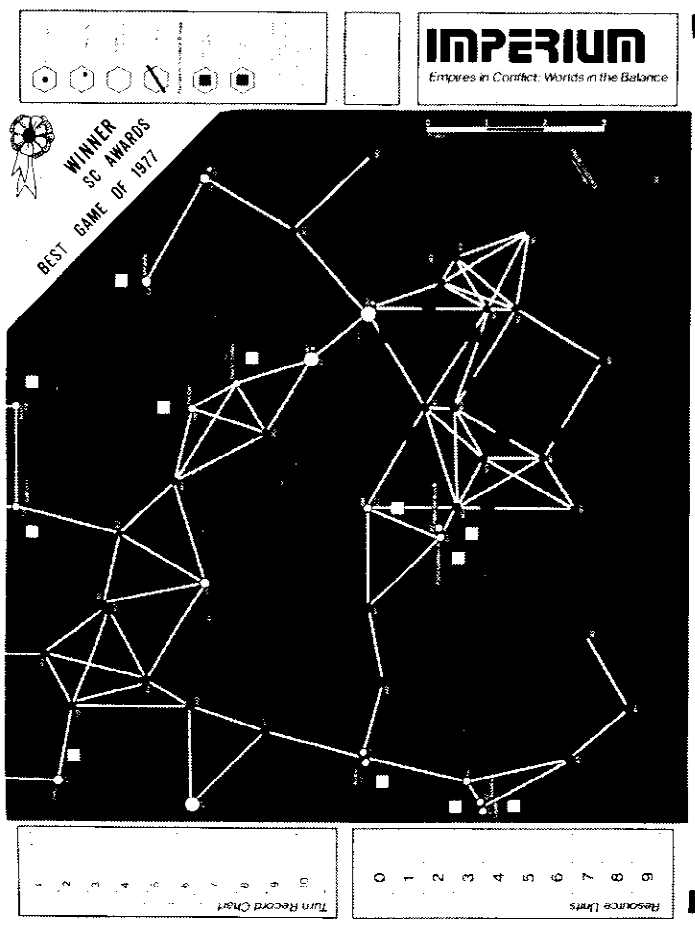
law level 0

tech varies from 1 to 6
generally 4 to 6

Former site of the Capital of the galactic Empire. Trantor grew to be one giant city with the planet covered by several levels of buildings. Abandoned when it became impossible to protect the food convoys needed to sustain the population. Some areas of the surface have been stripped to permit subsistence farming by local groups. Possible trade in artifacts by locals, but there is a suspicion of strangers. Planet is now rarely if ever visited. Large areas unexplored and unknown. Rumors of a colony of Psionics with unknown powers.

Normally the planets described in several novels by the same author are included in this cluster. The Asimov cluster also contains Sark and Florina from *The Currents of Space,* and several planets described in short stories such as *Nightfall.* Of course there is at least one planet that is a major manufacturer of robots of the several types the good doctor has described.

Many authors' works lend themselves to being recreated for *Traveller.* The many and varied worlds of the Dorsai series are a prime example. The novels of Anderson, Reynolds, and Laumer also are suitable for this treatment. So long as the technology doesn't upset the balance of play virtually any world can be recreated. Somewhere out there, circling a star in the Lovecraft cluster. . .



Left: Our full sized mounted map of the stellar neighborhood near Sol, using a scale of one hex equals one-half parsec.

Right: Artist's conception (our box cover) of an incident in the game.

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from Game Designers' Workshop

IT'S A GOOD DAY TO DIE
(Death Statistics of D & D Players)

by Lyle Fitzgerald

Author's Note: The following article is a study of the most common ways in which players bite the dust, using statistics from the last few years from our campaign here in Saskatoon.

The purpose of this article is to determine the most common causes of character death in D&D (something close to the hearts of all refs).

Our campaign is primarily a wildernes one (as the statistics reflect), although huge dungeons do exist. The 600 deaths listed include deaths of playing characters and their advanceable hirelings, not mercenaries or other non-playing characters. We started compiling these statistics 2 to 3 years ago. In the 4 years this campaign has been running, I'd estimate that about a thousand player/ hireling deaths have occured. Classification of these deaths was difficult, as often they could be listed under several causes (being stoned by a basilisk, for example, is listed under 'turned to stone' although it could have been listed under 'related dragon species'). In many cases a player would be worn down (wounded) by one cause, with the final blow being delivered by some relatively minor threat. The list below shows both the number of deaths (in brackets) and the % of deaths that each cause is responsible for.

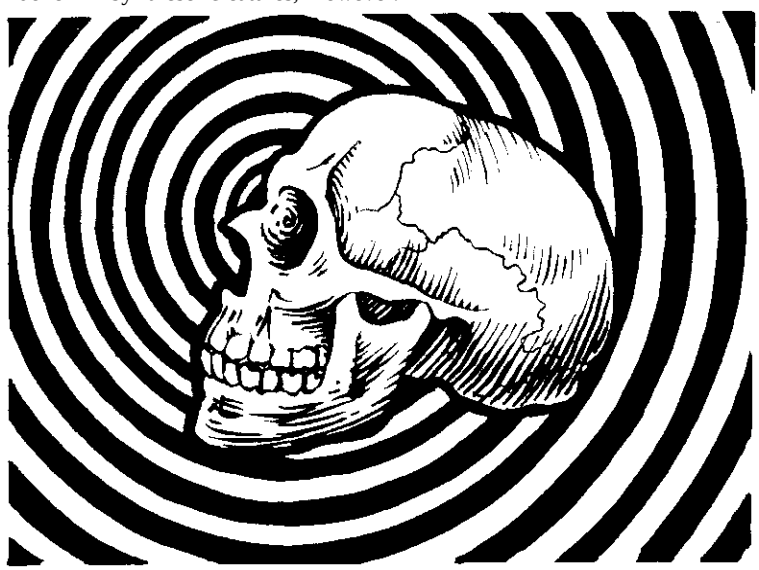
Goblin races (61)	10.1%
Dragons (45)	7.5%
Giants (34)	5.7%
General Combat (26)	4.3%
Lycanthropes (24)	4.0%
Execution/ torture, sacrifice (23)	3.8%
Undead (21)	3.5%
Bandits/ pirates/etc. (20)	3.3%
Giant insects (20)	3.3%
Assasination/ treachery (18)	3.0%
Giant rocs (18)	3.0%
Fireballs/ lightning (17)	2.8%
Trolls (16)	2.7%
Turned to stone (14)	2.3%
Guards, military patrols (13)	2.2%
Evil high priests (13)	2.2%
Man-eating vegetation (13)	2.2%
Related dragon species (13)	2.2%
Cursed items/ booby traps (12)	2.0%
Giant animals (12)	2.0%
Falls (12)	2.0%
Gnolls (11)	1.8%
Gargoyles (9)	1.4%
Hell Hounds (8)	1.3%
Demons (8)	1.3%
Elementals (8)	1.3%
Griffins (8)	1.3%
Kindred races (elves/dwarves)(6)	1.0%
Misc. spells (6)	1.0%
War (6)	1.0%
Misc. causes (85)	14.6%

General combat usually means fighting humans on a one to one basis, as opposed to large battles. The *Assasination-treachery* category includes being backstabbed by ones own evil 'friends'. *Guards-military patrols* are mainly responsible for keeping down our thief population. *Related dragon species* include wyverns, basilisks, cockatrices, manticores and hydrae. *Falls* cover the range from slipping off of a 10' wall to tumbling off of a 3 mile high cloud.

Miscellaneous causes include fifty odd monsters and other means f dying. Primary among these are liches, suicides and drowning (5 deaths each), minotaurs, ochre jelly-type blobs and stakes in hearts for those players who became vampires (4 deaths each), invisible stalkers, sea monsters, lizard men, harpies, tigers, rockslides, starvation and freezing to death (3 deaths each). Other interesting deaths are from Martians, mutants, poisons, acids, plagues, dying of thirst, dying in a river of boiling blood, run over by a coach (yes we do have traffic fatalities), done in by a whore with a hat pin, having a castle dropped on one's person, and accidentally killing one's self in an epileptic fit.

What then, causes the most player agony? It's obvious that environmental factors such as freezing, starvation, and drowning, which, while making life interesting, are of minor importance, since they can be easily prepared against. In encounters with creatures, there are 4 main factors which make them deadly. First, there is the creature's power, both physical and magical. Secondly, the number of these creatures you are likely to encounter is important. Thirdly is the creature's willingness to attack (you meet a patriarch as often as an evil high priest, but being good he won't be as likely to attack you. Patriarchs caused no deaths, while high priests have 13 to their score, plus some under the human sacrifice category). The last factor, while being an artificial one, is one of the most important. This is simply how often are you likely to run across the specific monster. Liches, while being very deadly and eager to kill, are only stumbled upon rarely (and a prayer of gratitude for that!).

'Goblin types', while not being strong individually (although they may have the occasional troll or ogre with them), are usually found in large groups, eager to destroy, and can be encountered practically anywhere or anytime according to the monster encounter tables. Typically, you will come across up to 300 or 400 orcs or goblins, who will proceed to pepper your group with a huge cloud of arrows, wiping out all the low level players and hirelings. Very few higher level players ever get done in by these creatures, however.



Actually, if you add up all the deaths by men-types (assasination, pirates, spells, war, etc.) you will find that they are the biggest killers, responsible for 20-25% of deaths.

The worst thing that can happen to any player is to be surprized, even by a relatively minor creature. Even badly outgunned, you can usually escape with enough warning. When on the road, our players often have scouts out a great distances and to all sides to prevent surprize. When in camp, perimeter camp fires surrounding the main camp will give some warning (provided you can find volunteers to feed these fires). One effective, if uncomfortable, method is to set up a false campfire a few hundred feet from where you are sleeping (without of course, a fire). Most monsters will usually make for the false camp, giving you time to mobilize.

Players have gone to ingenious lengths to safeguard their persons. Hiring doubles of themselves to avoid assasination, getting permanent *protection* or *detect enemy*, spells, etc. One vampire, to avoid being 'staked', got ahold of a *wish* spell and transferred his heart from his chest to his left foot. Another method is liquoring up the ref to get him in a good mood (surprizingly effective when I ref).

One side effect of keeping death statistics is that it gives the refs an objective in the game, either to become the biggest 'ace' or to cause the most interesting deaths. Most players, however, take a rather negative view of this sort of thing. *(I can see where they might. ED.)*

Polynesia *from page 9*

Kariki is the exact opposite of his brother Tawhaki in everything, and serves as a foil to his brother's feats.

RATA

Armor Class: Normal Man
Move: 12"
Hit Points: 110
Magic Ability: Nil
Fighter Ability: Lord, 12th Level
Psionic Ability: Nil
Str: 18(55); Int: 9; Wis: 5; Con: 12; Dex: 14; Cha: 10

Rata is *Tawhaki's* grandson. He is strong, courageous, and persistent, but impetous and thoughtless. He possesses the enchanted axe, Great Helve of Hibiscus Wood.

THE MONSTERS

TUNA-OF-THE-ETERNAL-WATERS

Armor Class: - 1
Move: 22"
Hit Points: 220
Magic Ability: See Below
Fighter Ability: Lord, 17th Level
Psionic Ability: Nil

Tuna, a great monster, can control the waves of the Ocean. His mouth is huge enough to swallow a man whole. But if stranded on dry land, he loses all his powers and cannot move.

AMAKUA — Guardian Spirits

These come to meet the soul and protect if from the perils of the journey to the Underworld. When they come, it is with chanting voices and high flute notes. If you meet them, the safest thing to do is to remove all clothing and lie face upwards, pretending to sleep.

GOBLINS

These are just as described in *ADVANCED D&D MONSTER MANUAL*.

WOOD-SPRITES

These are just as described as in *ADVANCED D&D, MONSTER MANUAL*.

OGRES

Again, just as described in *ADVANCED D&D, MONSTER MANUAL*.

NYMPHS

These are just as described in *ADVANCED D&D, MONSTER MANUAL*.

VAHINE-HAE

Armor Class: 4
Move: 15"
Hit Points: 40
Magic Ability: See Below
Fighter Veteran, 1st Level
Psionic Ability: Nil

These are like the Sirens of Greek Myth. They capture men by their song. They can be recognized, if caught, by their eyes that pop out, and their tongues which flick down to the ground. They can use Charm Man, Charm Monsters, and Seduction.

THE ARTIFACTS

GREAT HELVE OF HIBISCUS WOOD

This enchanted axe is +5 to hit, doing 10-40 points of damage.

STICK OF MAKALEI

This looks like an ordinary staff, but it can do things such as attract fish, polymorph, Control Weather, Animate Objects, Charm Plants, and Part Water.

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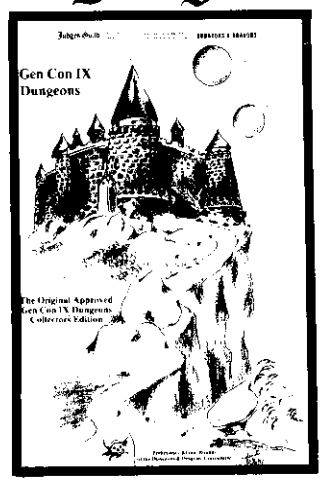

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WAR OF THE RING VARIANT
TRUE HIDDEN MOVEMENT

by Allen Hammack

When I first played *War of the Ring* (shortly after it was released), both I and the people I was playing with enjoyed the Campaign/3 Player game, but we recognized an obvious flaw: as pointed out in the rules, Saruman doesn't stand much of a chance of winning. The main reason for this is that Saruman's "Search" cards are concentrated west of the Misty Mountains, and after a few games no Fellowship player worth his salt will try that route. In addition, you bypass two or three magic items by going that way, and magic items are the crux of the Fellowship's advantage.

Another problem that arose is that, no matter how hard the Dark Power player and Saruman tried to pretend, it was impossible to ignore the stack of upside-down yellow counters and not move troops accordingly. Similarly, any counter that splits off by itself early stands a fairly good chance of being Boromir; two are probably Frodo and Aragorn, *etc.*

The answer to this dilemma was simple enough: convert the pseudo-hidden movement of upside-down counters to actual hidden movement. This means involving a fourth player as a referee, and a few hours work on the part of the game owner.

The first thing that it is necessary to do is to get two sheets of the 8½" x 11" hex paper available in many hobby stores or by mail order. The object is to make a small copy of the map used in the game. One will find that most of the map will fit on one sheet, and a small portion of the southern part of the map must be made on another sheet. The best way to make the copy is to carefully outline the border hexes all the way around the outside, and then to work on inside detail after carefully checking to make sure the enclosed area contains the correct number of hex rows, etc. (it is very easy to omit a hex or so and thereby throw the whole thing out of alignment).

After enclosing the border hexes, draw the terrain details in. This doesn't have to be artistic, just functional. Simply choosing a different color for different terrain will be sufficient (light brown for rough terrain, dark brown or black for mountains, etc.). It has been my experience that colored pencils or translucent markers (Hi-Liters) are the best for interiors, since the hexes are visible under the colors. Felt-tips or inks do well for borders, sea, names, etc.

When this is done, obtain a *heavy-gauge* envelope-style sheet protector. Place the two sheets you have back-to-back inside the protector so that when referring to the southern section of the map, all that needs to be done is to flip the sheet protector over.

Since the sheet protector is heavy-gauge, the referee can mark with a grease pencil the movements of the Fellowship players and obtain a true sense of hidden movement.

Play proceeds as normal with a few minor variations. When it is time for the Fellowship player to move, he and the referee step out of the room with the referee's map. The Fellowship player then shows on the map where he intends to move that turn. The referee returns to the board and informs the other players to roll dice for searches or combat, if any. Neither the Dark Power player nor Saruman should ever see the referee's map or be told who the Servants of Sauron are battling unless a Fellowship player is slain, in which case Sauron's spies will be assumed to tell him. If a hobbit is killed, it will have the same result as "hobbit spotted" for mobilization purposes. The Dark Power player may, at his option, elect to tell Saruman any combat results.

Ed. Note: For those that wish to merely try this, without investing the time in map, or for those as lazy as myself; this system can be utilized by merely recording hex numbers by turn/character.

If a Search reveals some characters, those are placed face-up in their proper hex by the referee (hobbits remain face-down). They remain visible on the map until they cross a border at which point they are removed from the board and the referee continues to plot the movement on his map. Individual non-Fellowship characters (Faramir, Eowyn, etc.) may be moved by hidden movement if desired.

With the advent of true hidden movement, certain strategies that were unfeasible before now become attractive. These include a quick ride via Helm's Deep, circling south along the Dol Amroth Road (no searches there!), or even circling wide to the north through or around Mirkwood. When the game is over the map can then be revealed and the various advantages and disadvantages of the Fellowship's move can then be hashed out (one of the most enjoyable parts of the game). I speak from experience in telling the reader that the referee's role is not as passive as it sounds, and there's a lot of enjoyment watching the two evil players sweating out the first several turns until one of the Fellowship finally turns up!

I hope this variant adds as much fun to your game as it does to mine, and I will be glad to answer any questions sent to me with a SASE at: P.O. Box 110, Lake Geneva, WE 53115._

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Imperium *from page 4*

I also think that there is a place for specific variants to the counter values provided. Someone can easily come up with a different value for a scout, or for a new type of mothership. But such use should be approved before the campaign begins, rather than being suggested during the game (or campaign).

THE RULES

Reaction movement is not necessarily restricted to ships. Troops can be designated as a reaction force: indeed a stack of ships and troops in a surface box can be designated a reaction force. The stack could then move, land or invade, and undertake surface combat. More simply, a player could just designate his troops as reaction force, and they could attack enemy troops present in the surface box with them. The reaction force, however, is the determinator of combat in the reaction phase. In the Terran reaction phase of the Imperial player-turn, the reacting Terran could use his troops to initiate combat in a surface box, but the Imperial player could not force combat to occur anywhere.

Ships, under the phase structure, suffer attacks (in the Planetary Surface/Shape Interaction Subphase) when trying to land on an unfriendly world. Because they may leave such a world during the movement subphase, they cannot be attacked. In effect, the defenses are oriented to keeping ships out, not to keeping them in.

Combat: One of the hardest things for a group of ships to do is to withdraw from space combat. The other side has all of the advantages and can use them against the defenseless retreaters. First, high intensity fire and

cont. on page 31

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Mar. 9 & 10 *38TH MFCA EXHIBITION* Sponsored by MFCA
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Details: *same as WINTER FANTASY*

from page 28

Imperium

suicide attacks are still allowed, and its quite wise for them to be used, because the withdrawing forces cannot fire back.

Maintenance: Almost as hard on anyone's forces as combat is maintenance and the requirements thereof. This aspect of the game was inserted to catch the feel of the economic drain of war, and it does so nicely. Maintenance must be performed, or ships just dry up and become almost useless. More specifically, ships sent off in support of a civil war must be fully operational when they leave (though maintenance is assumed to be ongoing without charge while they are away). Similarly, ships which the Emperor grants or loans must be maintained while they are present, and when they must leave, they must be fully operational. Reinforcements which appear in the movement phase appear after the maintenance phase, and so are fully operational until the next turn; then, maintenance must be paid.*

A companion of mine (John Astell) has pointed out that an Imperial player who is not losing one ship per turn is probably not fully utilizing his resources. Because the Imperium will replace lost ships at the rate of one per turn, it makes no sense to go out and "spend" one ship a turn to cost the Terran some forces. The Imperial can get them back, while it costs the Terran resources.

The Imperium: I have received quite a few questions asking how a die roll of greater than 12 is achieved on the Imperial Intervention Table. If a 5 is rolled (Imperial Succession) and from that a Civil War does not occur. Imperial succession calls for another throw of the dice with a DM of +3. This provision is hidden in the Imperial Succession rule, and several people seem to have missed it.

**Ed. Note: For my tournament, I asked Marc about Turn I, maintenance, as it has a distinct effect on the opening game. It was ruled then that maintenance need not be performed on Turn 1 as starting forces.*

chaosium

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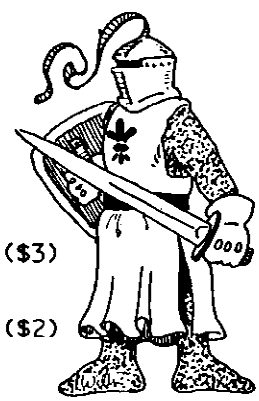

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D&D Variant

Demonic Possession in the Dungeon

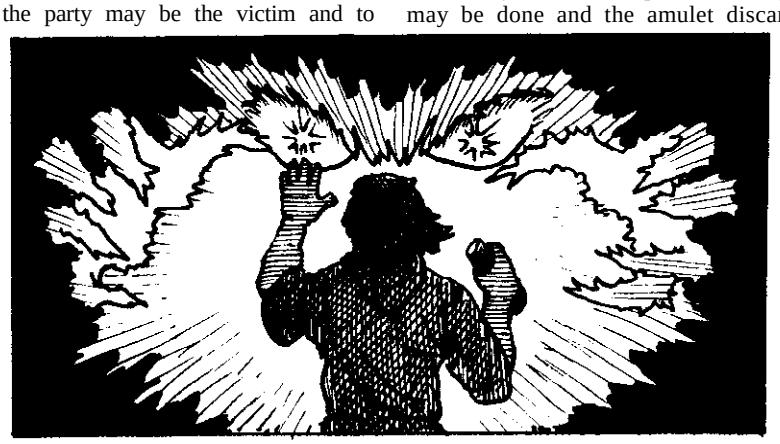
by Chas. Sagui

One aspect, in literature and lore, does not appear in the ***D&D***® demon's powers. That is the ability of a demon to take charge of the body and mind of lesser mortals. This ability is known as Demonic Possession and can really liven things up for a party of Lawfuls who are getting along in a dungeon.

Means of Possessing

Only demons of level IV or greater and the Princes are capable of possessing bodies of adventurers. The rule of the thumb is that only those demons that are immune to all but magical weapons and therefore exist upon two planes at once may possess. The corporeal body of the demon is sent to another plane while the spiritual essence remains in a room, cave, dungeon hall or other area. The amulet of the demon must remain on the plane and world in which the possession takes place. It need not be in the same room but must remain within one mile of the place of possession. Although the demon should be placed by the DM, the member of the party affected should be at random (First person into the room, last person, fourth person or whatever) so that any member of the party may be the victim and to preserve fair play.

Once the victim has been decided, all members of the party to enter the room are told that they feel an oppressive presence in the room and are asked to roll the dice for a saving throw. If upon his turn the victim does not save *versus* spells he is possessed. Paladins and Clerics get a plus one on saving throw and Princes cause a minus two. If the save is made no one in the party is possessed. Only one demon will inhabit a body at one time and only one member will be possessed in one party at one time.



Effects of Possession

The possessed member of the party has the same armor class as the victim before possession. They may use any weapon except those aligned Lawful, regardless of previous character class. They attack using these weapons as whatever level demon they are rather than the level of the victim. The demon, while in possession, retains all of his powers except for the ability to gate. Naturally, the demon may not do things that are precluded by his new shape; no physical flight without wings or no Balrog immolation. All hits and damage is taken by the infested body rather than the demon itself.

Upon being possessed, the person will either at once fight to the death or continue with the party, feeling no effect until the possessing demon chooses to take control. In any event, the possessed person will register on Detect Evil or will react violently to Holy Water (Except for a few extreme cases of females there is little reaction to the presence of the Cross). Paladins with their power to detect will recognize possession immediately. If detected the possessing demon will attack. One of the first actions of the victims that may give away their presence is that they divest themselves of all aligned weapons or equipment. The victims will lose no points to alignment shock but will feel intense pain in their presence.

Restraint of the demon possessed individual is almost impossible. They are able to break all rope and leather restraints and all but the strongest chains. They may be subdued only by two or more fighters with a strength of at least 18 (01). Demon princes may not be subdued.

If and when a party member chooses to fight after being possessed there is a good chance that he will discard treasure, shield, helm, weapons not in use, and any encumbrance not directly involved with inflicting bodily harm upon other members of the party. Spells can be cast in order to subdue the possessed person but they have the demonic spell resistance and so may not be affected. The actions of a person while possessed are controlled by the demon so no chaotic action will be held against them.

At the death of the host body the demon may attempt (20% Chance) to possess the person who struck the killing blow unless they were a Lawful cleric or a paladin. The save for this is as *versus* death ray because the victim is aware of the demon's presence. If the demon does not choose to possess or if the saving throw is made the demon will either: stay in his spiritual form and not attack (35%), transport his spirit to the plane where his body is and stay there (35%), or tansport his corporeal body to the room he is in and continue the fight in earnest (30%). If the victim is raised after this death there is a slight (10%) chance of the demon repossessing the body after the applicable save versus death ray is attempted.

Exorcism

Every five rounds after two rounds of preparation (no fighting) a cleric may attempt to exorcise the demon. The ability to exorcise is in direct proportion to their ability to turn undead. If turn-away is indicated, the demon is expelled and reacts as if the body was killed except for further attempts as possession. If dispel is indicated, the demon is expelled and banished to the plane upon which his corporeal body rests. Regular demons are rolled for as wraiths. Demon princes are rolled for as for a spectre. If the demon is driven from the body in this manner there can be no repossession.

If the amulet of the prince or demon is found he may be ordered to return to his body on whatever plane it is lodged and leave the victim unhurt. This may be done and the amulet discarded without any of the attendant dangers of using a demon's amulet. Demons cannot possess a person who is in control of his amulet and if a person once possessed comes in contact with the amulet of the demon possessing him it causes instant death.

Remove curse or limited wish can occasionally work an exorcism but the demon gets a saving throw as a thirteenth level cleric *versus* death ray. A full wish is more effective with the demon getting a save as a ninth level cleric *versus* dragon breath. Princes get a plus two on these saves.

Effects of Exorcism

Exorcism is a painful process for cleric and victim as well. Besides not being able to attempt exorcism without two rounds of not fighting, each attempt at exorcism costs the cleric 1-6 hit points. The victim reacts in one of three ways, he can be freed and take 1 - 10 point of damage (55%—, he can go insane and be treated in the usual ways (25%), or he can drop dead (20%); if death results revival may be attempted. If a demon is exorcised by use of his amulet and the command is phrased correctly there will be no damage to the victim from the exorcism.

Closing Comments

There is no treasure in the room in which the possession takes place. The wealth being deposited upon the plane with the corporeal body. The demon possessing a human is not looking for a home. He usually feels that the body he has taken over is weak and ugly. The only motive of a possessing demons to cause pain and trouble to the victim and the party with small risk.

Always pay the bills when exorcised or the finance company will repossess you.

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