The Dragon

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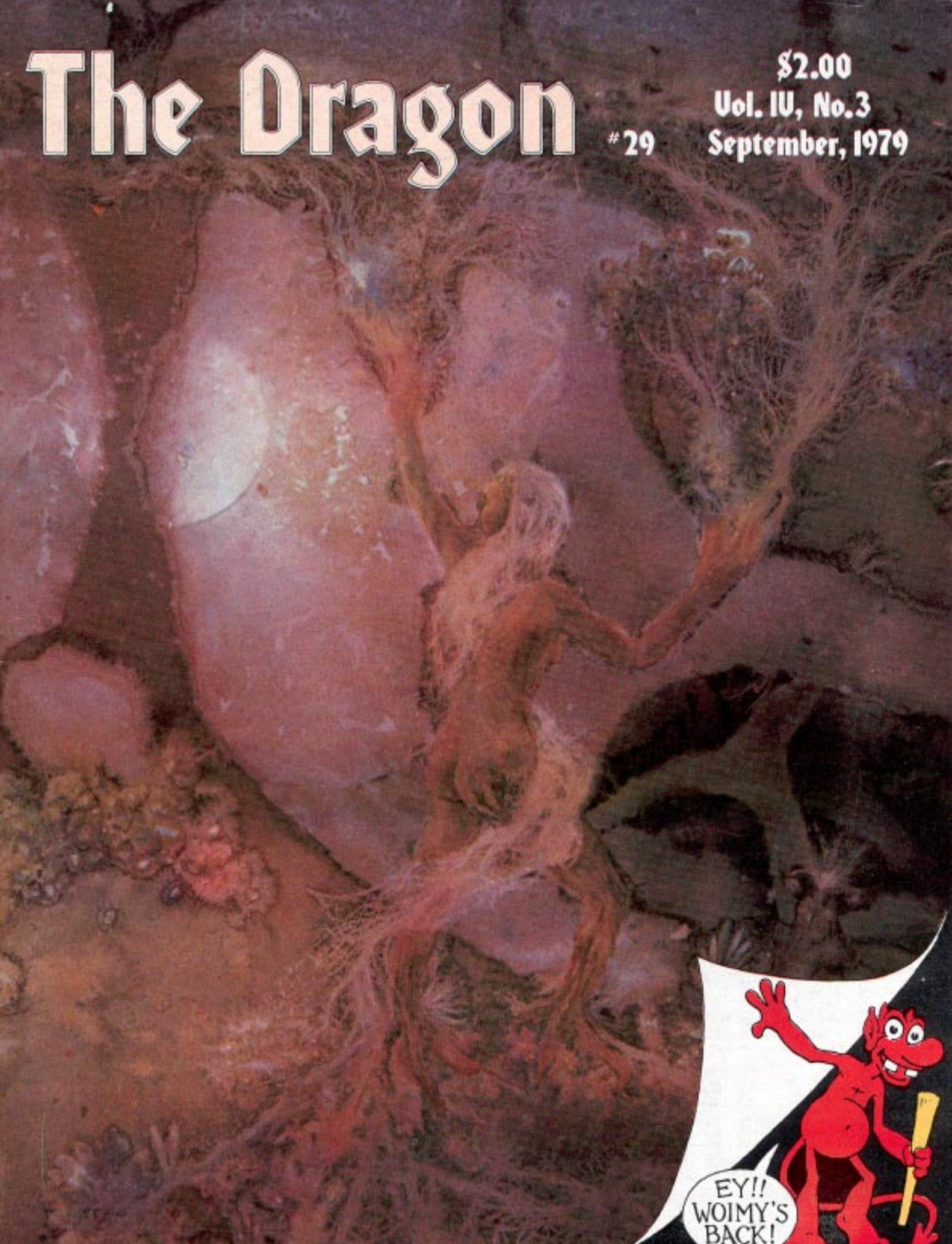

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If your mailing label says TD 29, this is your last issue . . . resubscribe

Several things to touch on this month. No so much personal opinions as magazine policy, but this is as good a place as any.

Subscribers take note:

We've been experiencing some degree of difficulty with a number of subscribers to THE DRAGON. A few points demand clarification:

1) Our address is TSR Periodicals, POB 110, Lake Geneva, WI 53147. Orders and/or correspondence addressed to TSR Hobbies, Dungeon Hobby Shop, Tactical Studies Rules, etc. just slow things down and create another chance for possible misplacement of mail. If it pertains to the magazine, *write directly to us.* Along these same lines, if you're ordering merchandise from TSR Hobbies and subscribing to the magazine, at least make out separate orders and write separate checks, if not mailing them separately. If orders for merchandise and subscriptions come in together, they both get processed eventually, but the word "eventually" covers a lot of ground. And time.

2) If you're moving, for God's sake, send us your new address as soon as you find out what it's going to be. Right now we're getting change of address cards from people who moved in February! And then we get complaint letters because they've been missing their magazine. And remember, when you give your post office your forwarding address, you must check the box that says you'll guarantee the postage to forward all newspapers and magazines. Otherwise, the post office destroys the magazine and sends the label back to us stamped "not deliverable". You don't get the magazine, we don't get the magazine, we all lose. And, while we're on the subject of changing addresses, when you do, please enclose the mailing label off of your last magazine envelope. You are filed in our mailing list by address and zip code, for postal reasons. Without your old address, we have to go through 2000 cards by hand to find you. Small wonder if your magazine takes a while to catch up to you?

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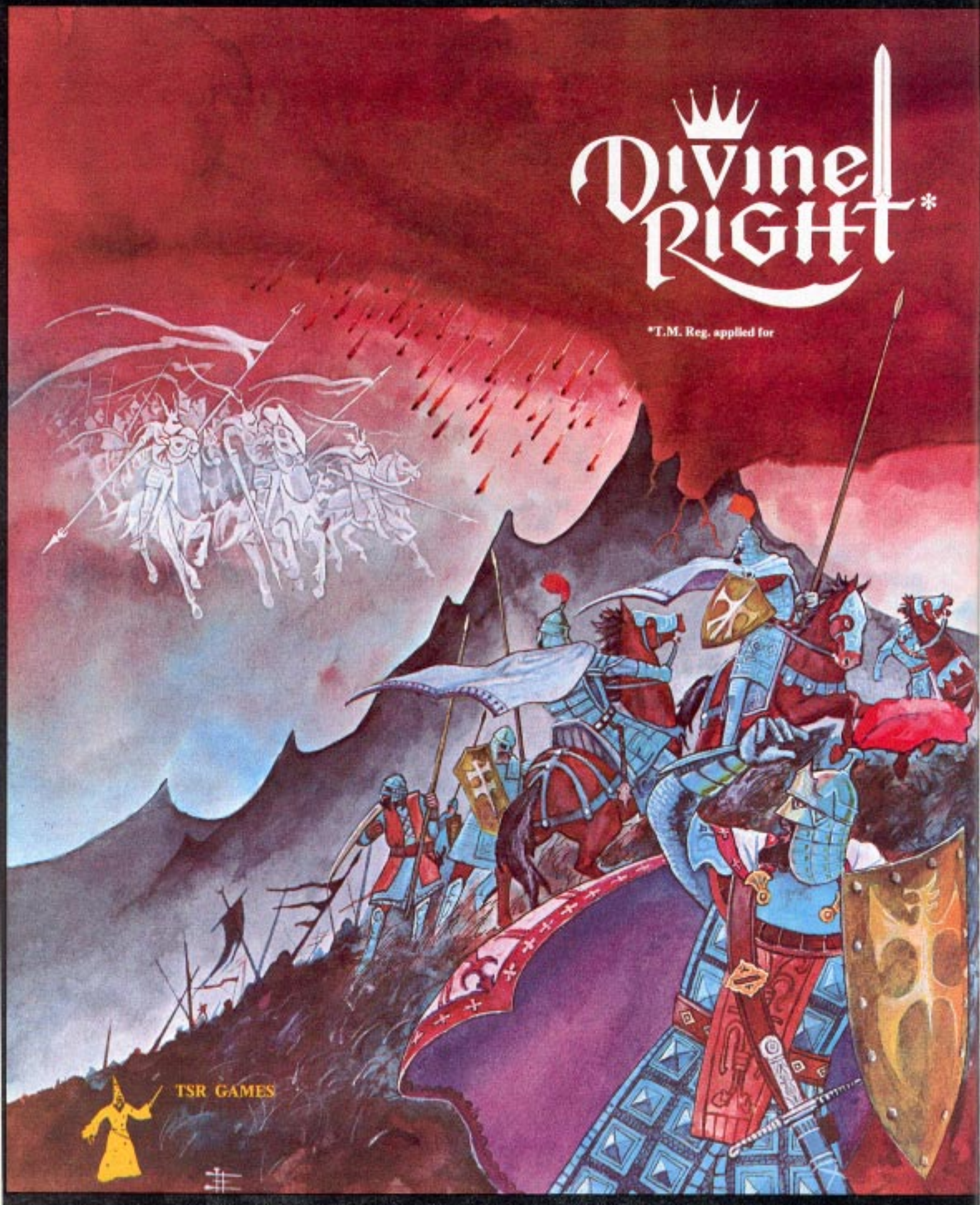

A FANTASY BOARD GAME FOR 2-6 PLAYERS, AGES 12 TO ADULT

Convention Schedule 1979

WVU Simulation Games Con (September 29-30). 18 tourneys, five dealers, flea market, and painting competition. Contact: B. Bullinger, 240 McLane Ave., Morgantown, WV 26505.

Council of the Five Nations (October 5-8) at The Studio of Bridge and Games, Schenectady, NY. D&D tournament, board games, miniatures, SF games, Diplomacy, etc. Also a Masters Tournament for DMs and sand table miniatures baffles. Preregistration by mail prior to September 30: $8.00. For more information contact: Schenectady Wargamers c/o The Studio of Bridge & Game, 1639 Eastern Ave., Schenectady, NY 12309. Phone (518) fin-esse. *(see ad in this issue)*

Y-Con (October 12-13) at Kilcawley Center, Youngstown State University, Youngstown, OH. Boardgames and miniatures. $1.00 admission. Co-sponsored by Armchair Strategists and YSU Student Government. For more info, contact: Armchair Strategists, c/o Youngstown State University, 410 Wick Ave., Youngstown, OH 44555.

Grim-Con (October 26-28) at the Hyatt Hotel, Oakland, CA. SF and fantasy games. For more information contact: Grim-Con, 1749 Sonoma Ave., Berkeley, CA 94707.

RockCon V (October 27-28) at the Ramada Inn, Rockford, IL. Sponsored by the Blackhawk Military Society. $1.50/day, $2.50 for the weekend. Napoleonics, Micro armor, D&D, board games, and painting contest. For more information, contact: Royal Hobby Shop, 3806 E. State St., Rockford, IL 61108. Phone: 815-339-1771. *(See ad in this issue)*

WINTERCON VIII (November 16-18) The winter version of Michi-Con. WinterCon is sponsored by the Metro Detroit Gamers. Has all the usual features. Contact: MDG, 2616 Kenwyck, Troy, MI 48098.

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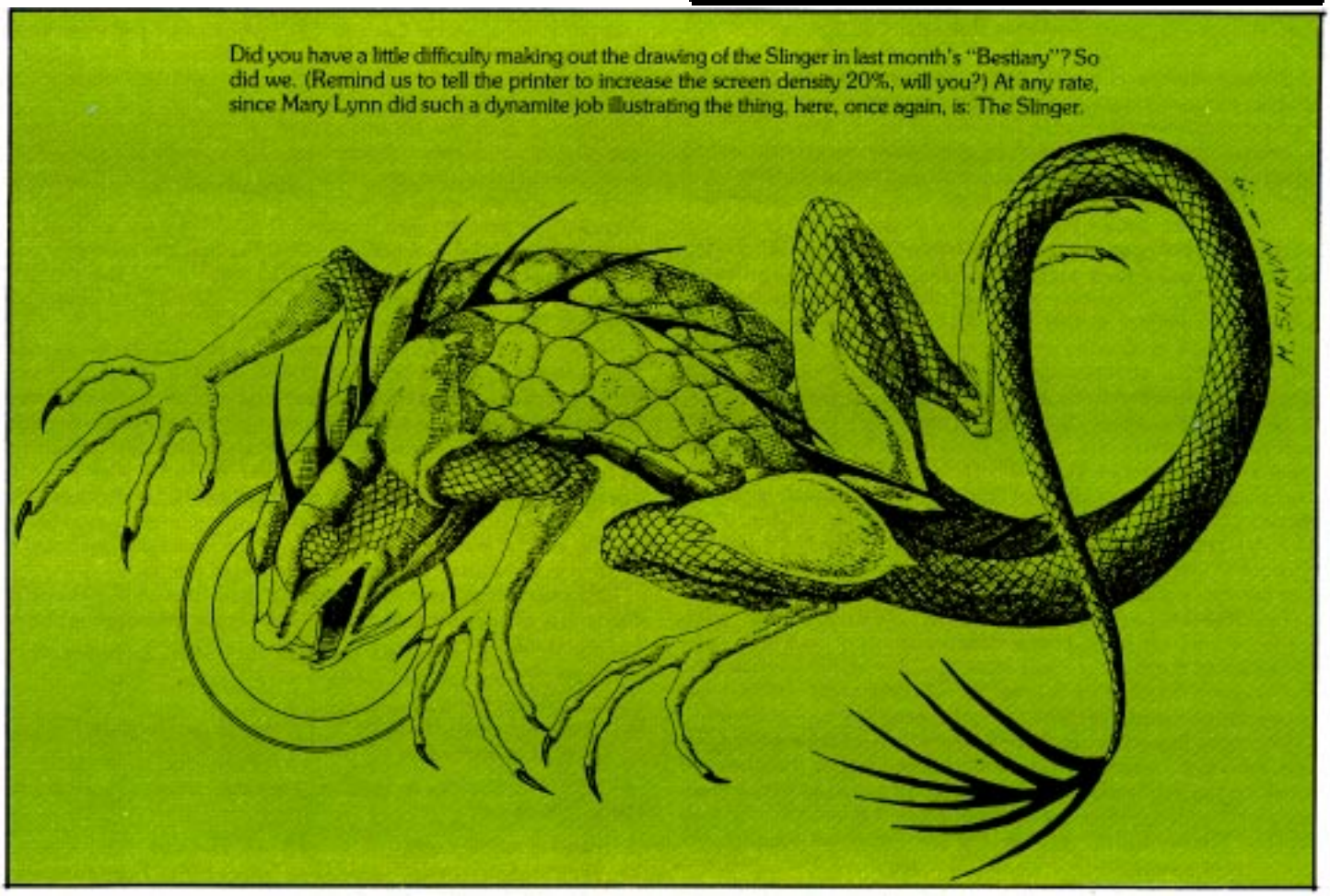


by Craig Bakey

Divine intervention is often met with a hearty 'Forget it!' Yet the complex intrigues characteristic of cosmic struggle can provide one of the most stimulating aspects of a campaign.

Often one of the greatest obstacles to including deities in the game is deciding which superior beings are applicable in the scenario being developed. Of course *Gods, Demi-gods and Heroes* gives excellent accounts of most mythos but there is always that definite flavour enforced on the campaign when a particular group of deities is in power. Adopting a Grecian campaign or one based on Cthulhu or whatever can severely limit imagination and invite arguments that scholars have debated for centuries to little avail. To increase the mystery of the mythos (as well as allowing an overly sadistic DM to rectify a mistake with a minimum of explanation), I think each individual campaign should include a set of 'Campaign Gods', if only in legend.

Developing a set of deities at first seems no easy task but an examination of two or three mythos yields that generalities do exist and a few simple categories along with some irregular portfolios can be determined. Before actually 'building' a set of campaign gods, it is desirable to accept a few premises. A complete understanding of the following criteria is not necessary, merely to be aware of the fact that there are 'Powers' and natural (or unnatural) laws beyond the power of even the gods is sufficient.

First, it should be accepted that the power of the gods runs in cycles, that is, at any one given time a different group of gods may exert influence over the plane of Prime Material. This does not mean that the other gods are necessarily powerless, for hell and the abyss still exist, just that their power is arbitrated in varying degrees.

Secondly, beyond the gods are forces of immeasurable power who have long since ceased to care about the multiverse they fathered (sometimes called the old gods). The concept of the old gods is purposefully philosophical, vague and complicated for it is intended that they exert no influence on the Prime Material. They merely serve to stimulate tavern rhetoric and provide the sustenance of otherwise unexplainable legends. No one can be sure of the exact nature of the old gods but most interpretations describe them as 24 hyper-physical padrones which manifest themselves as coloured jewels of six different disciplines. It is assumed that the concepts of Law and Chaos originated in these jewels, as did the gods themselves.

The first discipline governs abstract relation—existence, relation, quantity, order, number, time, change and causation. These are the blue gems. The second, the purple gems, govern space, dimensions, form, motion and space in general. The greens govern matter, both organic, inorganic. Intellect is governed by the yellows, including the formation and communication of ideas. The fifth, the oranges govern volition, namely individual and intersocial volitions. The final discipline manifests itself as red gems that govern affections: personal, sympathetic, moral, religious and affections in general.

Once again it should be emphasized that the old gods are meant as background and as such have no real substance in the *D&D* multiverse. However, physical manifestations and phenomena predominate with the campaign gods and a complete set may be determined from the following tables. The actual number of deities as well as the percentage of lawful, chaotic and neutral is, of course, up to the referee but the characteristics regarding each individual god will be the decision of the dice. Some seemingly impossible combinations may result as well as an imbalance of alignments and once again the referee's discretion may be needed to incorporate the deities into his or her campaign.

First some basic assumptions regarding inherent abilities should be made. It is strongly suggested that all deities have the following properties in common:

1. All abilities (strength, intelligence, etc.) equal 20
2. Magical resistance is at least 25%
3. Not affected by weapons of less that +2
4. All gods capable of Gate (95%) Polymorph self, Tongues, ESP, and Astral Ethereal travel.

Now it is possible to generate the other statistics regarding the deities. These are:

1. Status in the Hierarchy
2. Alignment and gender
3. Hit points and armour class
4. Portfolio
5. Abilities/Possessions
6. Chance of intervention

Die Result	status	Portfolios P1	P2	P3	P4	P5	P6	A1	Notes
1-03	Demi-god					1		1	a
04-06	Minor god				1			2	b
07-17	Servant of the gods						1	2	
18-24	Godling				1			3	c
25-34	God of the Outer Circle			1				3	
35-40	God of the Outer Circle with relations			1				3	d
41-58	God of the Inner Circle	1	1					3	e
59-83	God of the Inner Circle with relations	1	1					2	e,d
84-94	Duptrmr Nrinh/Tulrt	2	1	1	1			5	f
95-99	Banished god		1					3	d
00	Rogue god/Loner	1	1					2	e

Armour Class and Hit Points

Supreme being will be considered to roll an automatic 00 on both tables. All others roll separately for each.

Die Result	Armor Class	Hit Points
01-10	as a normal man	100
11-20	3	120
21-30	2	140
31-40	1	160
41-50	0	180
51-60	–1	185
61-70	–2	190
71-80	–3	200
81-90	–4	225
91-95	–5	250
96-99	–6	275
00	–7	300

Notes—the numbers shown under portfolios are the number of rolls to make on the portfolio tables shown and A1 refers to the number of rolls to make on the extraordinary abilities and fantastic possessions table.

a –10% on roll for Hit Points
b –10% on roll for Hit Points and Armour Class
c –20% on roll for Armour Class
d Proceed to Relations table
e Gods of the Inner Circle may have two portfolios. Roll d4 and apply the following results 1 - roll on P1 only 2 - roll on P2 only 3 or 4 - roll on each table
f This can only be rolled once for each alignment unless a council type arrangement is desired. If not, treat as a roll of 59-83.

Relations Table (d8)

Die Result	Relation
1	Spouse to supreme being *
2	Offspring of supreme being
3	Bastard offspring of supreme being
4	Brother/sister of supreme being
5	Lover of supreme being
6	Spouse of major god (roll to determine which one)
7	Brother/sister of major god
8	Offspring of major god

* This can happen more than once

Alignment and Gender

Gender may already be determined from the previous table, if not:

Male	01-65
Female	66-95
Neuter	96-00

Alignment can be assigned to meet the needs of the campaign or rolled for on the following table.

(con't on page 14)

VARIANT

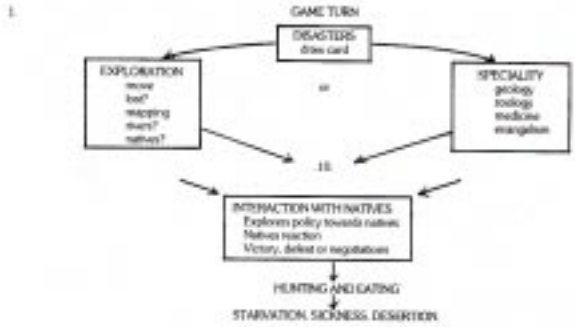
Source of the Nile Flow Charts

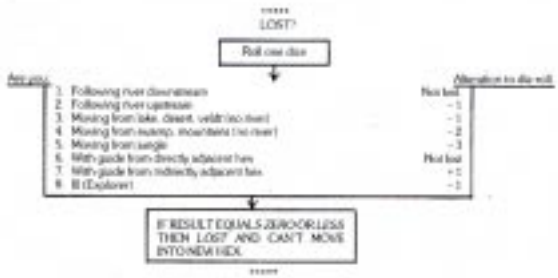
Winner: SC AWARD—Best Game of 1978
Winner: SC AWARD—Best Game Design of 1978

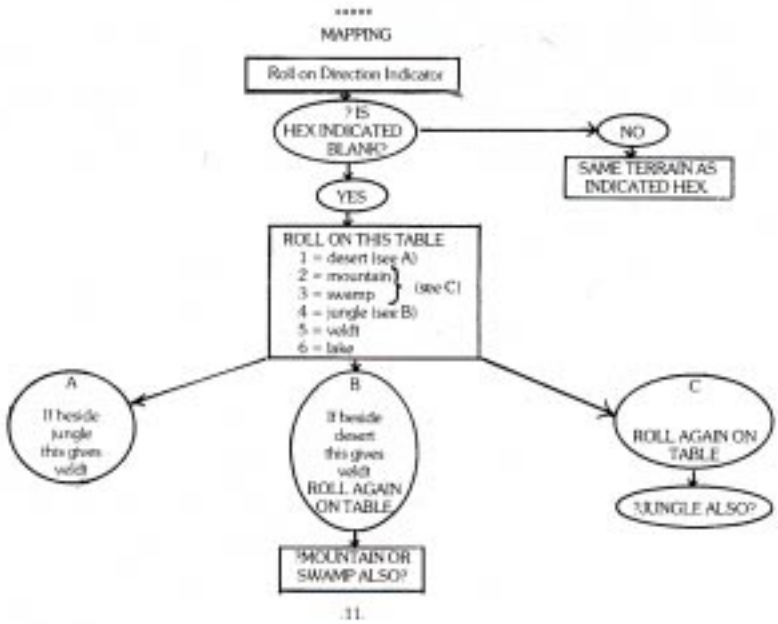
Editor's Note

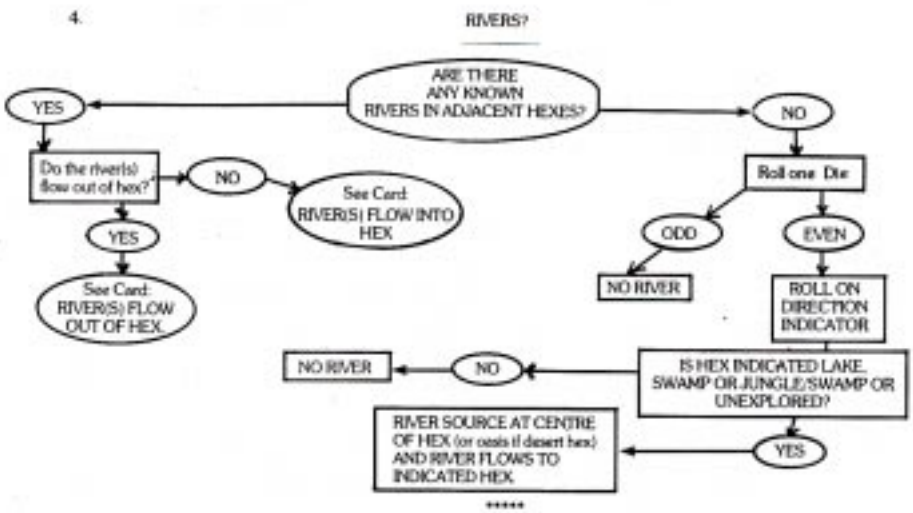
As regular readers of this magazine already know, we think pretty highly of SOURCE OF THE NILE. *If the game has a drawback, it is in the very complex turn sequence. This is one of the most difficult obstacles for the beginner to overcome in grasping the flow of play. It is also one of the factors that delays the flow of the game until it is mastered. We feel that this variant (not authorized by the authors of* SOTN) *will help to considerably alleviate this barrier to freely enjoying an excellent game. It should prove invaluable to the beginner, and still be of use to the veteran explorer as a ready reference.*

Our congratulations to Dave Weseley and Ross Maker, authors, and Discovery Games, *publisher, for the awards they so richly deserved.*

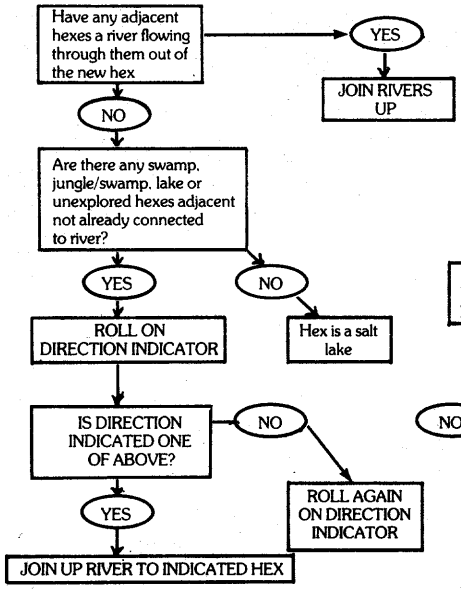








5. RIVER(S) FLOW INTO HEX



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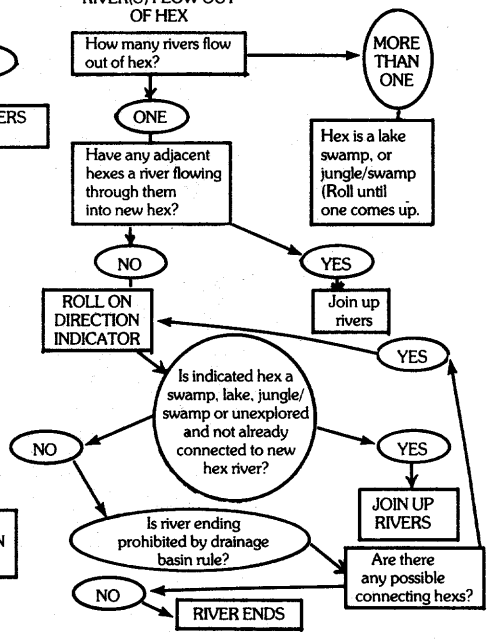
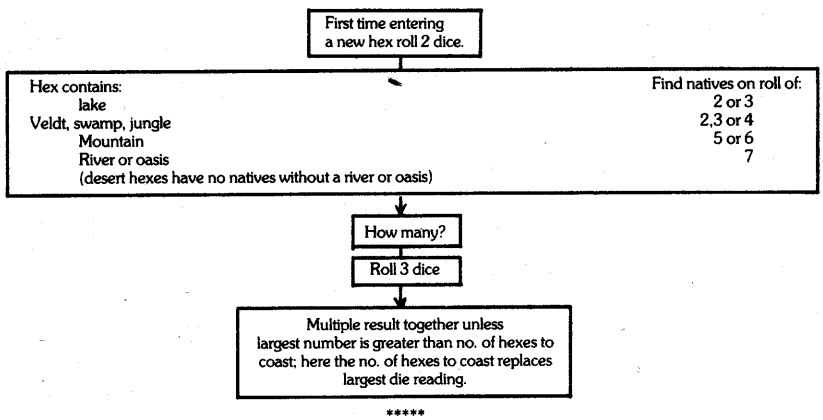


7. NATIVES?



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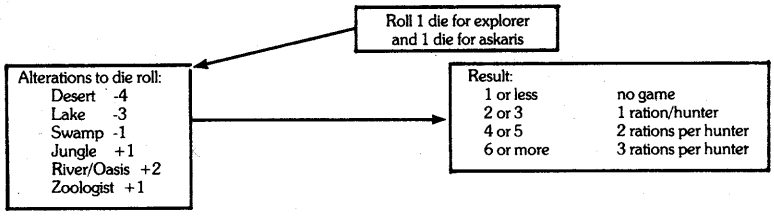
8.

HUNTING AND ADJUSTMENT OF RATIONS.



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9.

STARVATION

Roll 1 dice for each starving man - 4,5,6 = he's sick!

SICKNESS

Roll one die for each sick man:

Alterations:
–1 for a doctor
+3 if sick man is starving

Result:
Recovery on roll of 1 or 0
Death on roll of 5 or above

DESERTION

Askaris desert when starving
Bearers desert when starving (if not guarded by askaris)
Guides desert when starving (also when expedition gets lost)

AN OUNCE OF PREPARATION IS WORTH A TON OF PAINT

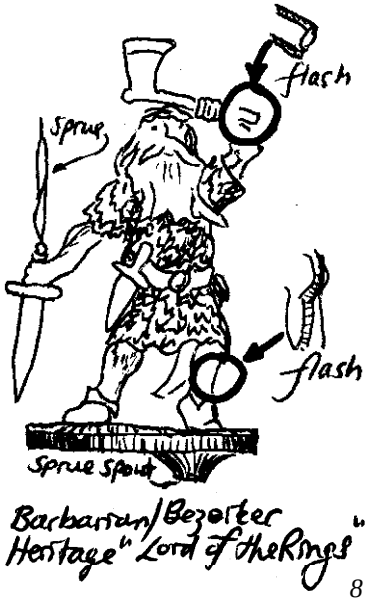
You don't need a lot of specialized tools or super talent to create beautiful miniature figures—just patience and preparation before painting.

Once you have purchased figures, they need to be prepared for painting. This process is very important even though it is often overlooked or not completed. The most important part of painting is actually not the paint itself, but the preparation. Preparation will make the difference between an obviously superior job and a mediocre one. The painting only emphasizes this difference.

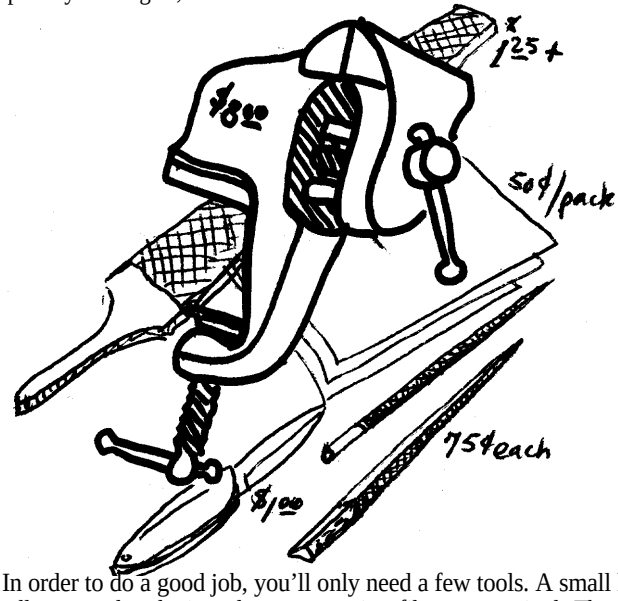
Patience is always the chief skill of a miniaturist. Whenever you're in a hurry, you can expect to have difficulty in doing a good job on the more complex figures. To finish off figures quickly, choose some that are basic, without a lot of detail in the casting. Minifigs and AIRFIX produce these types of figures: extremely clean and simple. On the other hand, these figures do not have much interest to the more advanced modeler who wants more detail. A rule of thumb to remember before starting is: the more detail in the casting, the more difficulty will be encountered in preparing it for painting, but the better a well done job will look.

You have to start by cleaning off all the marks left by the mold. Even the best castings have marks left on them by molds. The most common mold marks are called "flash". Flash results when metal oozes into the tiny space between mold halves. Larger bits of material that remain from the casting process are "sprue". There are impressions from the pouring holes or air outlets that are part of the mold. Both types of casting marks are illustrated here.

Flash and sprue have to be cut, scraped, or filed off before painting can begin. This process is illustrated by means of a series of diagrams. As a demonstration piece, the "bard" figure from Ral Partha will be illustrated. It is a kneeling harpist of moderate complexity, and an interesting. figure in its own right



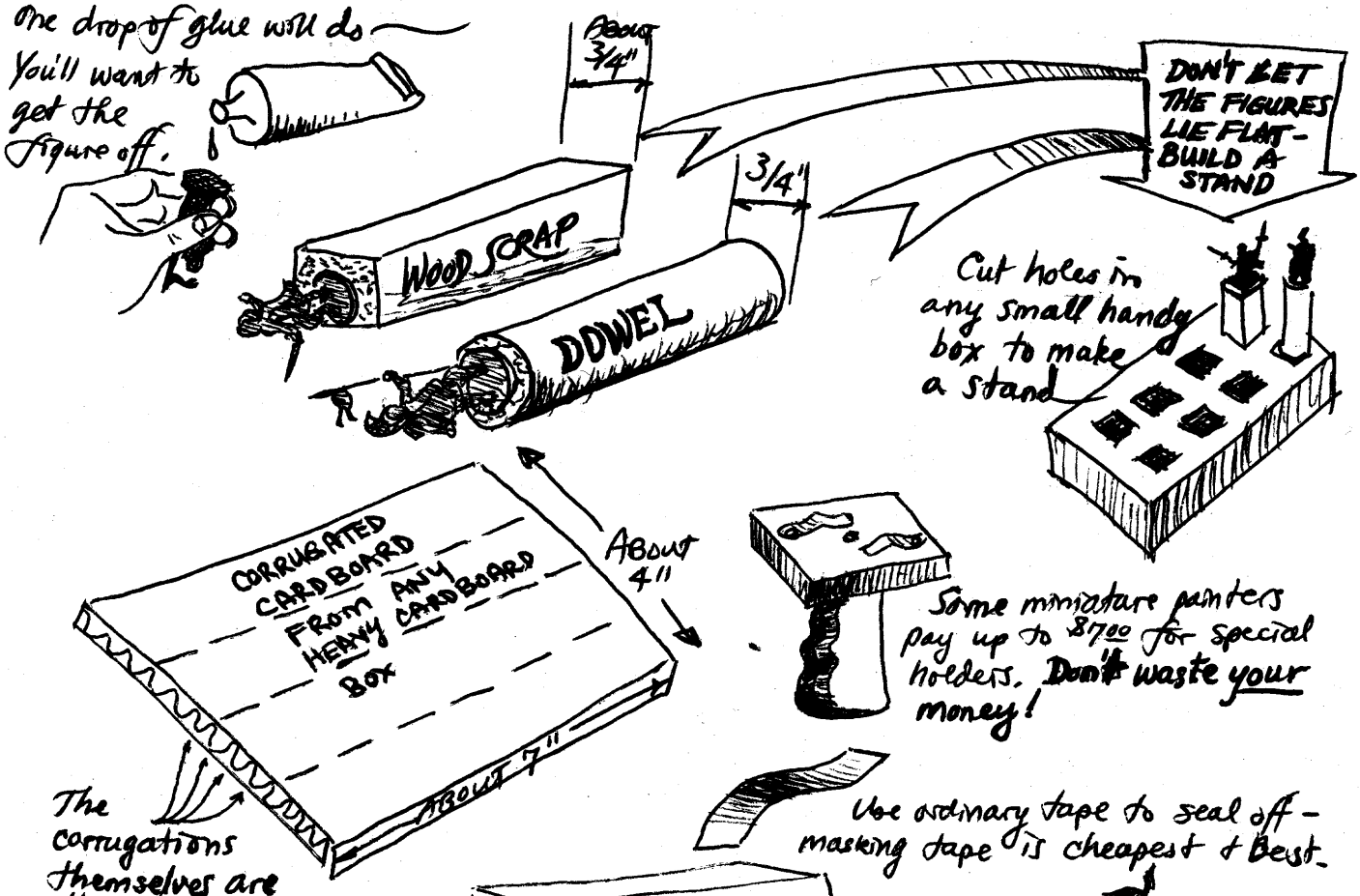
A word of caution is valuable before you begin. Safety is always important. Be especially careful of your fingers while working. It's relatively easy to cut or jab yourself with a knife or file, especially if you're tired or if the work is not supported properly. A small vise will be extremely useful. If you use one, be careful not to damage the casting by clamping anywhere other than the base. The metal is soft, and will crush and deform. If you don't use a vise, use a table or bench forsupport whenever possible. This will not only lessen fatigue and "modeler's cramp" in your fingers, but will be safer and allow better work as well.

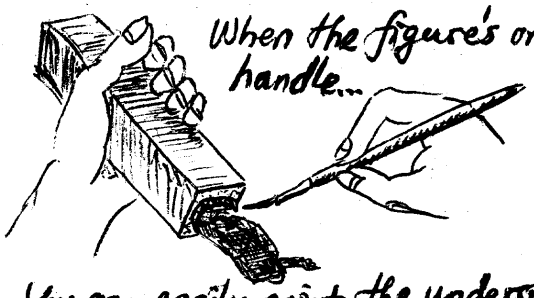


In order to do a good job, you'll only need a few tools. A small knife as well as round and triangular cross section files are required. These are available from X-ACTO, but any other manufacturer's tools will do. A small pen knife, for example, can easily be substituted for the commonly used X-ACTO knife. A small vise, a normal sized wood file, and a few sheets of coarse sandpaper will also come in handy and speed the work. These tools are illustrated with approximate costs indicated. You may

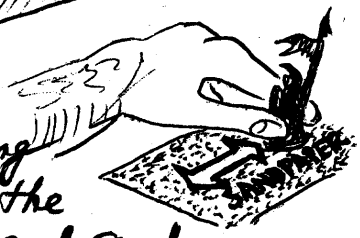
(cont. on page 10)

GET A HANDLE ON YOUR FIGURES





You can easily paint the underside of capes, shields, and reptilian wings. Make sure the figure is secure or has a parachute before you try this.



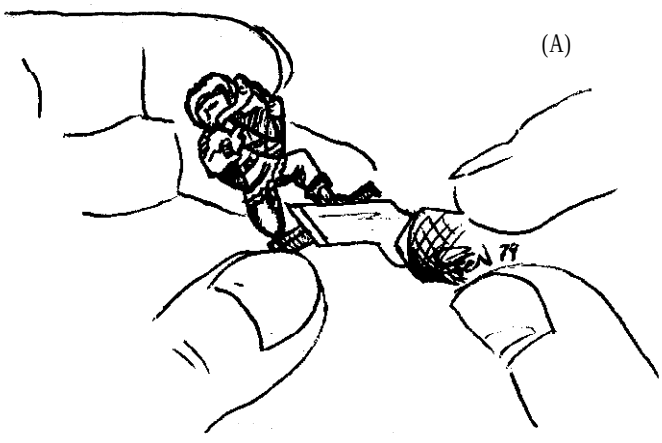
After you finish painting everything but the base of the figure, let dry and sand any glue or cardboard off the bottom. You can then use the cardboard handle over again.

Fantasy Smith's Notebook *(cont. from page 8)*

not have to buy them, since most workshops already are equipped with them.

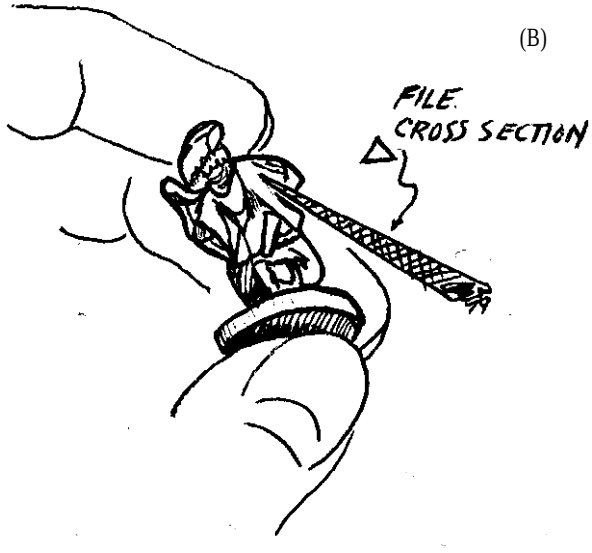
Cut the most obvious flash off first with knife. Start with the base of the figure and work upwards. First trim off the sprue that normally makes a lump on the bottom surface. Then use the large file or rough sandpaper to even off the base to the exact position you want before beginning other areas. When you use the file, it's best to clamp the figure in a vise rather than trying to hold it in your hands.

The reason for starting at the base and then working up is to provide an easy method of tracking what you've done, and what still needs to be done. Also, if you do higher sections first, you may spoil them by later work on the base. After finishing underside of the base, go up the rest of the figure with the knife as shown in illustration "A".



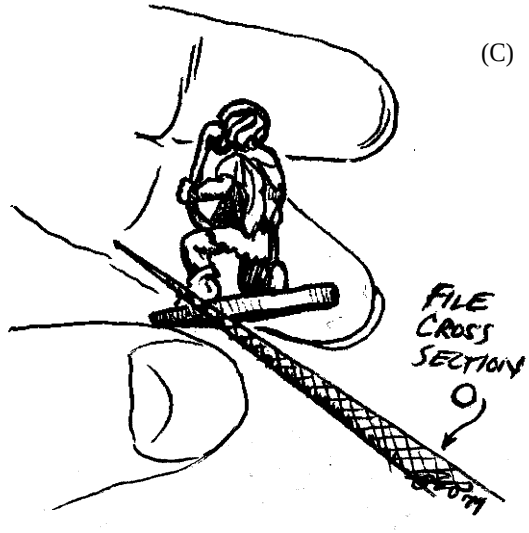
(A)

Many miniature modelers stop here, but work with files is required for a superior job. It's difficult to get into all the corners with a knife, and knives tend to leave rough edges or wavy surfaces that will need to be filed. Major filing is easiest with the triangular cross section file. The tip of a triangular file will fit into recessed areas nicely. This file is also the best one to flatten or shape the forms of leathery wings, belts, sheaths, edged weapons, and capes. This is shown in illustration "B".



(B)

After removal of rough edges and shaping is finished, a bit of work with the round cross section ("rat tail") file can complete the shaping. This file is best for rounded areas of the casting-legs, arms, shield bosses, and spiked tails. Often, even facial features are a bit bubbly or knobby. The tip of the rat tail file does a good job of smoothing these fine areas illustrated. After inspecting your work, you can progress to the next stage.



(C)

As an important step before painting, it's good to cover the entire figure with a thin coat of metal primer or undercoat This will allow color to stick to the metal better, and will also point up any roughness or unnoticed flash before you begin to paint. Imperfections really show up well when coated with undercoater. The shine that always accompanies metal is dampened, and light and shadow are no longer affected by it-finally you can get a true idea of how the figure looks. After the first coat has been applied and correction made, a second coat will allow colors to be unusually brilliant, and cover up any work just completed.

Fantasy figures in 25mm scale are less than one inch high. Any finger marks left will be relatively large, so your wet paint can be botched badly by handling. Not only that, it gets very tiring to hold such a small figure perfectly still for a long time. If you glue the figure on a "handle", painting will be much easier. You can control the figure better, and will never smudge the figure with your fingers. Many modelers like to put their figures on a small piece of wood scrap or dowel. This is fine, but requires a place to stand the dowel or scrap up when the figure is drying. This could be a problem. A piece of folded cardboard is just as good, much more readily available, and can lay safely on its side. The full page illustration that accompanies this article shows several methods of making painting "handles" and should give you a good idea of your options. Attaching the figure is the last thing to do before beginning to paint.

With the figure fully prepared, your chances of producing a superior paint job are significantly increased. It may take as much as an additional hour to prepare the figure. But this preparation will be repaid many times over in the better paint job you now can do.

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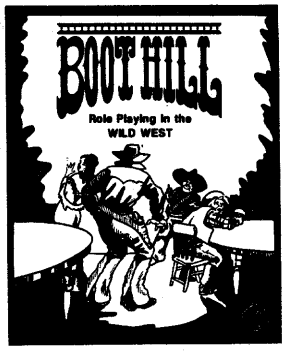

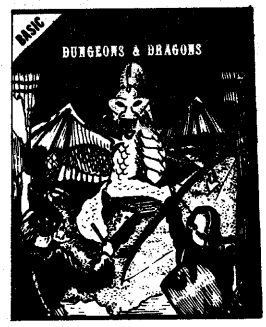

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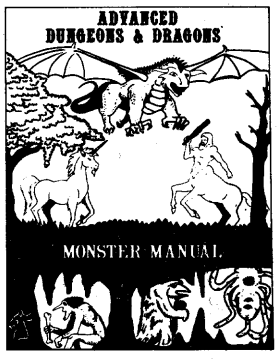

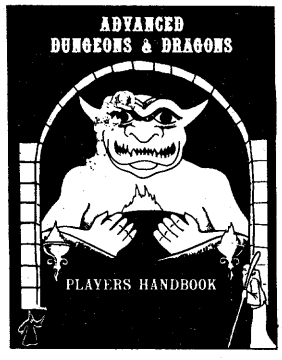

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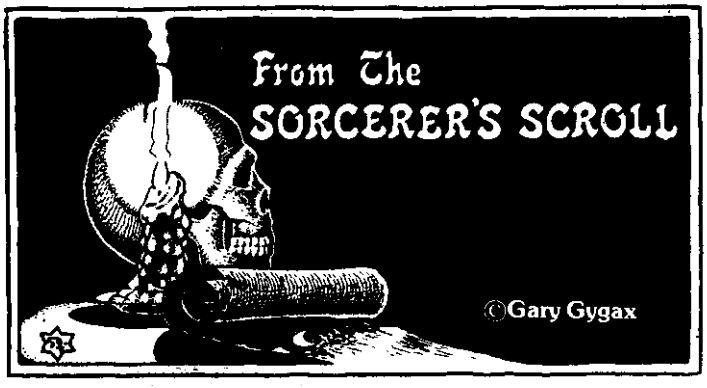

THE HALF-OGRE, SMITING HIM HIP AND THIGH

Of late I have seen several different treatments of half-ogres, and the suggestion that this type of creature is a viable and worthwhile racial type for player characters has thus gained some small popularity. This subject also touches upon another, closely related matter, the whole gamut of cross breeds which could possibly be included in *AD&D.* Dungeon Masters must be apprised of the potential can of worms they will be opening by allowing these mixtures in their campaigns.

The character races in *AD&D* were selected with care. They give variety of approach, but any player selecting a non-human (part- or demi-human) character does not have any real advantage. True, some of these racial types give short term advantages to the players who choose them, but in the long run these same characters are at an equal disadvantage when compared to human characters with the same number of experience points. This was, in fact, designed into the game. The variety of approach makes role selection more interesting. Players must weigh advantages and disadvantages carefully before opting for character race, human or otherwise. It is in vogue in some campaigns to remove restrictions on demi-humans—or to at least relax them somewhat. While this might make the DM popular for a time with those participants with dwarven fighters of high level, or elven wizards of vast power, it will eventually consign the campaign as a whole to one in which the only races will be non-human. Dwarves, elves, *etal.* will have all the advantages and no real disadvantages, so the majority of players will select these races, and humankind will disappear from the realm of player character types. This bears upon various hybrid racial types as well.

In designing *ADVANCED DUNGEONS & DRAGONS,* I considered the possible racial mixtures. Should half-dwarves, half-gnomes, and half-halflings (and is a half-halfling a quartling, perchance?) be allowed? How about dwarf-elf, dwarf-gnome, dwarf-halfling, elf-gnome, elf-halfling, and gnome-halfling crossbreeds? Then there are tri-racial mixtures. Those involving humans and orcs add still more confounding factors. And now somebody decided that ogres could cross with humans! Could they cross with elves also? How about hill giants interbreeding with humans? with elves? with ogres? with ettins? Why leave out goblins? hobgoblins? gnolls? bugbears? Because of the potential for absolute madness in the game, I included only the half-elf, hoping that the rest would not arise to plague the placid waters of racial selection, but it is apparent that it was not meant to be.

Consider the various factors which must be taken into account when designing a race for game purposes. Remember that last part, *game purposes; AD&D* is, first and foremost, a game. Races, just as with classes, must be in relative balance with each other, as well as with the game as a whole. Setting this balance is a difficult and delicate operation! So we have 1) character class limits due to race, 2) level limits due to race, 3) ability adjustments due to race, 4) racial minimums and maximums of abilities, 5) racial preferences, and 6) special characteristics of racial types, i.e. magic resistance, saving throws, combat versus specific monsters, visual and other sense capabilities, and "sixth-sense" or innate skill capabilities (such as detection of grades, and underground conditions, etc.). If these six factors are considered only as single entities, not as multi-faceted ones, there is still plenty of work to do in setting up even a single additional character race, for each must be meshed with and balanced against all other such races. Now consider the possible cross breeds, and multiply your DMing woes by a thousand! As surely as you allow a single player to select a non-standard hybrid, another will come along asking for some special cross breed which he or she envisions to be "logical", meaningful, and fun to play (read advantageous for the player in question!). Pixie-storm giant half-breeds would not be impossible . . . . (For those who doubt the last claim, consider a lecherous male pixie equipped with several *growth* potions and a *love* philtre. And, when all is said and done, *AD&D* is fantasy.)

HALF-OGRE

Character Classes Possible: cleric or fighter
Class Level Limits: cleric 4th; fighter unlimited

Ability Adjustments:
STRENGTH — 14 - 18[a]
INTELLIGENCE — 3 - 12[b]
WISDOM — 2 - 12[c] DEXTERITY — 3 - 12[d]
CONSTITUTION — 14 - 18[e]
CHARISMA — 2 - 8[f]

[a]Average human strength combined with ogre strength and averaged to find spread. Use d6 and 5 or 6 equals 18, with a percentile bonus of 25% to the roll if a 6, but 18/00 maximum in any event.

[b]This spread could be lowered to a 10 maximum if the human parent was below norm.

[c]This spread could be lowered to a 10 maximum if the human parent was below norm.

[d]Again, this is generous, and a case could be made for 3-10 (d8 +2).

[e]Constitution roll in excess of 18 is not possible, and if the d6 roll is 6, then treat it as the 18 maximum.

[f]Charisma score would not apply to ogres and half-ogres; double the result for the charismatic effect on such creatures.

Racial Preferences:
Half-orcs would rate a *T,*
humans an *N,*
and half-ogres a *P.*
All others would be *H* both ways.

Special Characteristics:
Infravision to 60'.
Speak ogre, orc and troll only if raised with ogre parent.
Complexion will be swarthy and dull, hair lank and dark.
Average height will be 7½'.
Two hit dice at 1st level, then
regular progression as usual.

These quite reasonable parameters for half-ogre character typify the offspring of a human and an ogre, were there such a thing as the latter, define their potential, and make it a race which will not disrupt the campaign. The only advantages accruing to half-ogres are in strength and constitution, and these are more than outweighed by disadvantages elsewhere. In fact, this race, when properly controlled, becomes a rather unappetizing and boring prospect for character play. On the other hand, such creatures would make highly desirable guards or mercenary troops—assuming one could abide their chaotic and evil bent—for they have many benefits and few drawbacks when compared with full-blooded ogres. For this reason alone, there will have to be strict limits placed upon the numbers of half-ogres available in the campaign.

It is important to reiterate that hybrids not shown in PLAYERS HANDBOOK should be generally rejected in the well-run campaign. The device is that of players seeking to gain some advantage for themselves by choosing a racial mixture which they believe will have greater advantages (with fewer drawbacks) than those of the character races given in *AD&D.* If exceptions are to be made, be certain that you,

Curses

Never get even—get ahead!

Harold Pitt

A curse, as defined by the *Player's Handbook,* is either the reverse of the first level Clerical Spell, *Bless,* or the reverse of the third level, *Remove Curse.* Let us include also for this purpose curses coming from the spells *Quest, Geas, Limited Wish, Wish,* and forces emanating from power objects, the Artifacts. Do not consider magical or clerical spells in the category of Enchantment, for these are a one shot bemusement of the recipient, clouding his mind in some way rather than calling on some other force to cause him grief.

The curses spoken of here are the ones that the Dungeon Master may lay onto his players as a matter of the course of play, a penalty for acting out of character (alignment), or just as an equalizer for someone who has been exceptionally successful. Or for that character that has just succeeded in demolishing the trap you spent hours agonizing over (frustrating, isn't it?) and feel that perhaps, somehow, he shouldn't get away scot free. Remember: never get even—get ahead!

When about to strike someone low with a curse, consider the character. What may be devastating for one may be laughable for another. One man's obscenity is another man's lunch. When cursing, consider alignment, race, class, and ability scores. If the cursee is a lawful good paladin, consider placing a curse on him such that for every lawful good act he performed, he must also perform an act of chaotic evil. Turn him into sort of a were-vampire (apologies to both lycanthropes and the undead) who turns chaotic evil after a lawful good deed.

If a character is of the Dwarven race, give him the physical appearance of an Orc. He will not be able to associate with his own people. Class must be considered, as you don't want to curse a cleric with sword-dropping behavior. And to hit a player where it really hurts, drop one of their critical ability scores. A thief with a dexterity of three couldn't steal a handkerchief out of his own pocket without getting caught.

Also to be considered is the curser. What's in it for him? What's his alignment? What's his religion? (See April '79 TD) If he's chaotic neutral, then expect to see spiteful, malicious curses (shoestrings tying themselves together, in the thick of battle, would be nice). If chaotic evil, then there is no limit beyond which the curser might go to get revenge, except for how much trouble and how much energy he wishes to expend. A lawful neutral who felt that he had been wronged would probably feel like "an eye for an eye" would be a good motto. Curses would be meted out on the basis of the harm the cursee had caused. Costs could run on the order of "death of the first born male child."

The profession of the curser would influence the curse also. A Druid seeking revenge for damage to his forest might curse all wooden objects the cursee attempts to utilize. They could be caused to flame or warp as soon as he touched them, leaving him with few comfortable chairs, and cramping his missile using ability. A cleric of an evil nature might send a character to desecrate a holy shrine of opposing view.

How long should a curse last? *Bless-Curse* lasts six melee rounds. *Bestow Curse* lasts one turn for every level of the cleric. *Quest* and *Geas,* being of unknown duration, last until the appointed task is accomplished. *Limited Wish* curses should be of a duration fixed at the time of casting. The more burdensome the *Limited Wish,* the shorter the duration. It only follows, though, that the more powerful the magic user, the longer the duration or the more burdensome the curse may be. The *Wish* curse is more or less a blank check. As the text in the *Player's Handbook* points out, the scope and power of a Wish is only limited by what the Dungeon Master is willing to allow in the way of game balance, and by how many days' bedrest the MU is willing to undergo for the privilege of casting the curse.

Duration could also be affected by the nature of the curse. Increased probability of dropping a weapon in battle would taper off after a few weeks. A one shot deal, such as passing a fatal disease to a loved one, could lie in waiting for years before coming to fruition. A reduction in ability scores may be permanent from the time of the curse's utterance.

A curse emanating from an artifact, controlled or uncontrolled by a character, may be permanent, unalterable, and unremovable by anything save another artifact. The power (mana, juju, primal force, machismo) stored in these objects is tremendous. One route may be to attempt to destroy the artifact responsible for the curse. Perhaps removing the influence of its power would be sufficient, to be accomplished by draining it or by exile to another plane. As far as is known, no one has specified rules governing influence of artifacts across planes.

The text for *Remove Curse* gives no limit to the type of curses that may be removed, but you would logically believe that the higher the level of the curse, the more difficult it would be to remove. Perhaps there should be a base 75% chance for a curse to be removed by an equal level spell user, with a plus 5% for each level the spell user is above the curser, and minus 5% for the reverse situation. To keep it interesting tack on a 25% chance of the curse rubbing off on the spell user attempting the curse removal in the event he fails.

If the exact wording of the curse is known (either by being present when the curse was spoken or by research with *Commune* or *Contact Other Plane)* then it may be possible to sidestep the curse for the duration. This is perhaps the safer approach if there is no high level spell user available. If the curse is to have your sword break in the midst of battle, switch to a morning star. If it is for the sacrifice of your firstborn male child, never marry, or *wish* for only daughters. Depending on the phraseology, you may be able to pervert the particulars if not the intention. This would be more the case for a *Quest* or a *Geas.*

In conclusion, cursing can be fun. It can become a battle of wits and resources between DM and player. It can be used for revenge, to keep a player in alignment, or to guide the campaign into an area the DM has prepared and is looking for a logical way to get his players deep into it. The possibilities are without limit. Let the punishment fit the crime, and never get even—get ahead!

---

the DM, consider each thoroughly prior to admitting it into the milieu. Each exception must be detailed as was done for the half-ogre, above. Do so privately, and if after listing its parameters you find that the hybrid is unacceptable, disallow its use—or go back and restructure the characteristics, being careful to use the examples of the PLAYERS HANDBOOK as a guide. Then, and only then, should a player be allowed to have such a hybrid racial type to choose from. Lastly, if thereafter many of your participants suddenly express a desire to start characters of this particular racial mixture, you can pretty well rely upon the fact that you blew it.

All of this will certainly lead to the question, why is it that the human race is so favored in *AD&D?* There is no question that human characters have an edge on all others in the long run—even considering the generally unlimited potential for non-human thieves. The bias was placed in the game on the assumption that the vast majority of campaign milieux would be based on human-dominated worlds. Therefore, humans must have some sort of edge. As human adaptability is undoubted, and human capabilities deemed vast by this writer, it seemed to follow that allowing them the full range of possibilities was the best answer. Thus, humans are found in all alignments, in all professions, and so on. The weakest are very weak, the strongest very strong. The human race plumbs the depths and soars to the heights. In *AD&D,* as in the real world, humankind will certainly attain greatness and domination if it doesn't destroy itself first through warfare and strife within its own race.

Of the Gods *(con't from pg. 5)*

Die Result	Alignment
01-20	Chaotic Evil
21-29	Chaotic Good
30-38	Chaotic Neutral
39-46	Lawful Evil
47-67	Lawful Good
68-75	Lawful Neutral
76-83	Neutral Evil
84-91	Neutral Good
92-00	True Neutral

Portfolios

These are the spheres of influence for the deities. Those gods whose portfolios are determined on tables P1, P2, or P3, will have the powers of *Wish (Limited* or *Full)* over events concerning their respective portfolios as well as rulership over non-humanoid types governed therein. Those determined on P4 have the power of Limited Wish concerning their portfolio and those determined on P5 may intervene only if their portfolios threatened. Portfolios which are slashed indicate lawful/chaotic versions.

P1

Die Result	Portfolio
01-05	the Sun
06-10	Light
11-15	Earth
16-20	Air
21-25	Fire
26-30	Water
31-35	Night
36-40	Nature
41-45	Space
46-50	storms
51-55	Beasts, Monsters
56-60	the Dawn
61-65	the Winds
66-70	the Seas
71-75	Forests
76-80	the Mountains
81-85	the Moon
86-90	Clouds
91-95	the Sky
96-99	the Stars

P2

Die Result	Portfolio
01-10	Knowledge
11-20	Good/Evil
21-25	the Dead
26-30	War
31-35	Luck
36-40	Magic
41-45	Fate
46-50	Energy
51-55	Law/Justice
56-60	the Underworld
61-65	Intrigues
66-70	Time
71-75	Density
76-80	Beauty
81-85	Truth
86-90	Dreams
91-95	Undead
90-00	Motion

P3

Die Result	Portfolio
01-08	Greed
09-15	Mercy
16-25	Wisdom
26-27	Virtue
28-31	Whimsy
32-40	Will
41-43	Motive
44-49	Cunning
50-51	Endearment
52-60	Pleasure
61-70	courage
71-75	Guilt
76-80	Improbability
81-85	Truth
86-90	Prediction
91-95	Sympathy
96-00	Morals

P4

Die Result	Portfolio
01-05	Wealth
06-10	the West
11-15	the North
16-20	the South
21-25	the East
26-30	Revenge
31-40	Thieves
41-50	Fools
51-55	Sleep
56-60	Spring
61-65	Summer
66-70	Winter
71-75	Autumn
76-80	Forethought
81-85	Afterthought
86-90	Contests
91-95	Lamentation
96-00	Travellers

P5

Die Result	Portfolio
01-05	the Desert
06-10	Flowing Water
11-15	Weapons
16-20	Archery
21-25	Hunting
26-30	Science
31-35	Music
36-40	Poetry
41-45	Good Fortune
46-50	Bad Fortune
51-55	Insects
55-60	Cats
61-65	Hunting Birds
66-70	Dogs
71-75	Bears
76-80	Fish
81-85	Rodents
86-90	Horses
91-95	Vipers
96-00	Lizards

P6

These are the positions of the servants of the gods. In addition to the normal godly abilities, they are empowered with certain other attributes. Roll 2d6.

Die Result	Portfolio	Other Abilities
2	the Avenger	relentless tracker (Ranger Lord)
3	the Guardian of the Lead	all Necromantic spells
4	the Keeper of the Key	all Movement spells
5-6	Blacksmith of the gods	can forge any weapon
7-8	Messenger of the gods	moves at 48'/turn
9-10	Physician of the gods	all Healing spells
11	the Peacemaker	all Charm spells
12	the Punisher	x4 damage with any weapon

note - these abilities are usable at will

Extraordinary Abilities and Fantastic Possessions

As tables exist for most of the following, many final determinations are ft to the referee. Some however, are governed by the notes that follow.

A1

Die Result	Ability or Possession
01-02	Major Artifact *
03-10	Minor Artifact **
11-15	Major Weapon ***
16-25	Armour/Shield
26-30	Minor Weapon
31-35	Pet (will always be of the intelligent sort)
36-37	Power of one Greyhawk Rod
38-42	Deity is an Animal
43-45	Deity is a Monster +
46-49	has Metallic skin (+3 to A.C.)
50-55	has Wings (move 48'/turn)
56	has Horns (butt for 2-24)
57-58	has Tail (constrict for 2-24, save vs poison sting)
59	Psionic (50% class 1, 50% class 2)
60-80	Magic User abilities ++
81-82	Clerical abilities ++
83-93	Fighter abilities ++
94	Paladin abilities ++
95	Ranger abilities ++
96-97	Thieving abilities ++
98	Illusionist abilities ++
99	Druidic abilities ++
00	Assassin abilities ++

Notes on table A1

* This can either be determined as in *Eldritch Wizardry* or as an object that combines various high level spells such as the Chariot of Sustarre.

** Roll on any miscellaneous magic table or rings

*** No less than a *flaming sword with intelligence* of 12

\+ Roll d10

1- Flyer type
2- Undead type
3- Giant type
4- True giant
5- Lycanthropes
6- Dragon
7- Swimmer
8- Enchanted type
9- Miscellaneous
10- Referee's choice

++ Roll to determine level of ability, 2d4

Die Result	Level of Ability
2	7
3	10
4	15
5	18
6	21
7	25
8	30

Chance of Intervention

Of all the phenomena attributed to the gods this is by far the most volatile. Too much divine interference will most certainly upset game balance and if this possibility looms heavy then it is best to relegate the deities to legend. Yet having gone to the trouble of creating gods it would seem a shame not to allow them their cosmic frivolity. Therefore having decided to include the deities in the campaign, guidelines for their actions should be established.

There are two instances when the gods come into play. First there is the circumstance when mortals call upon them and reaction should be dependent upon both the availability of the deity called and the relevance of the request to the portfolio of the god and the politics he/she is sympathetic to, ie. alignment and/or power struggles in progress. Involving a god in this manner may require a lengthy ritual or merely the careless mention of a forbidden name.

The second instance of godly influence is much more interesting from a dungeonmaster's standpoint. This is when the god(s) decide a certain action of a character or party could further their cause. As the Prime Material Plane is the center of the *D&D* multiverse, its position is very strategic. However the gods cannot exist for long in the inner planes and thus mortals must provide the vehicles for the higher powers to act. Pledged souls represent power to the rulers of the Outer Planes.

In any case, the reaction of any one given god in any one given instance should be kept as the greatest of secrets. Certain gods will be more sympathetic than others depending on the situation. Table 11 shows different sympathies possible and each god should be rolled for separately and the results secretly recorded. Finally the chance to contact each god should be determined, percentile dice divided by 2 is recommended. Note that clerics may contact their god by means of a commune spell.

Die Result (2d10)	Sympathetic to
2	Being called
3	any Cause
4-5	will require a Quest/Geas
6-7	any Cause within Portfolio
8-9	will punish offenders if name is taken in vain
10-11	a Pledge of Souls
12	intervenes only when in own best interests
13-14	Cosmic Affairs only
15	Never intervenes
16	always grants opposite of request
17-18	infuriated at careless mention of name
19	will establish communication when invoked
20	often wanders the Material Plane

Finally, the following is meant to serve as an example of how the previous set of guidelines may be interpreted and adapted for a particular campaign. These gods exist in the author's own campaign in Toronto, a mythos accused of being heavily influenced by the works of Michael Moorcock.

The present ruling deities are divided into three houses.

1. The Commune of Codification (The White Lords of Law)
2. 'Areopagus' The Tribunal of Juste Milieu (Neutrality)
3. The Caliginostic Disunionn (the Dark Gods of Chaos)

The conflict began when the unholy armies of the Lord of Night secured the Astral Plane, banishing those inhabiting it and restricting travel. But as the Cosmic Balance began to tip, the Neutral Lords enlisted the aid of a group of strict lawful immortals and the struggle for supremacy was on.

A description of the major players follows.

THE WHITE LORDS

1. Telesm - the god of knowledge and patriarchs (the Ruler)
   AC: –2 Magical Ability: Wizard 30th level
   Move: 12" Fighting Ability: Lord 30th level
   Hit Points: 300 Clerical Ability: High Priest 30th level

Telesm appears as a balding ancient with white hair and unable to stand alone. He is continually ethereal, emits light and sits on a throne that radiates an anti-magic/anti-missile shell. He has the ability of prerecognition (99% chance) and can freely look into or roam about any plane whatsoever. He wears the ring of truth which allows him to detect any fallacy and carries a sceptre combining the power of rods of cancellation, beguiling, absorption, rulership and resurrection. He is the father of all dragons and each must grant him a boon should he request it once every 100 years. His priests/paladins and any researcher may add 5% to their chances of success for any spell that deals with knowledge or healing if they convert someone to the devotion of Law within 48 hours. His constant aide is Delany, an eight foot tall clairvoyant who fights as a 15th level lord with a rod of lordly might in either hand and bracers of defense AC: 2. Delany's statistics are S: 18.00, I: 17, W: 17, D: 18, C: 17, Ch: 15, and 93 HTK.

2. Trion - god of the seas and all #3's
   AC: 2 Magical Ability: See below
   Move: 6"/24" (swimming) Fighting Ability: Lord 15th level
   Hit Points: 250

Second only to Telesm in power Trion appears as a faceless shroud through which two taloned, scaly hands protrude (three webbed fingers each). He has the power (as a rod of rulership) over all water-breathing creatures. He can control weather on or above the sea and fights in battle with a +5 flaming trident that also has the powers of polymorph, warning and submission. He can also use the following spells once per day: fluid missiles, water shield, reflection, waterwalk, kelp web, water sled, water bolt, solidify, speed swim, wall of water, wizard eye, water storm, maelstrom, summon (water) elemental, shape water, lower water, part water, crystal pool (prediction).

In addition, he can dispel magic/evil with the sign of the three and there is a 5% chance he will aid any sailor contacting him thusly. Most sails are three-cornered for this reason.

3. Lemus - The Protector, the god of animals
   AC: –2 Magical Ability: see below
   Move: 24" Fighting Ability: Ranger 20th level
   Hit Points: 250

Lemus appears as a large humanoid lion wearing a scarlet cloak and robes. In battle he fights with +3 claw bracers that can cut through any metal or 2-12 points damage or roar like a dragonne for 4-40 points. He has the power of rulership over all non-human mammalian creatures whom he is sworn to protect, punishing those who abuse them (10% chance). In addition, it is said that his eyes can see anywhere and likewise for his ears. In all other respects he functions as a ranger lord except for movement (terrestrial), whereby he can bound 240 ft/turn, leap 40' straight up or long jump 60'.

4. Thunderfoot - the god of storms
AC: 0 Magical Ability: Druid 20th level
Move: 12"/24" Fighting Ability: Lord 12th level
Hit Points: 200

This god performs as a druid as far as spell ability is concerned with the following exceptions. His great feet cause earthquakes. His mace can both call and cast lightning. His great, homed helm holds the four winds which carry his chariot pulled by four winged polar bears. He carries a sword of cold capable of creating blizzards and his tears can cause torrential downpours. He prefers northern climes.

5. Battleace - the god of justice/art/poetry and music
AC: 1 Magical Ability: Illusionist 20th level
Move: 12"/24" Fighting Ability: Champion
Hit Points: 200

Battleace is a master illusionist who performs as a bard of Magna Alumnae in respect to charm and lore. He is fond of disguise and can polymorph self freely. He can also polymorph others or objects twice per day. Finally, he has a collection of magical musical instruments and is never without one of them. He is likely to be favourably disposed (10% chance) to anyone spouting poetry or song in battle adding +1 to their hit dice.

6. Mobus - the god of movement/order/games (contests)
AC: as ethereal armour Magical Ability: special
Move: speed of thought Fighting Ability: Champion
Hit Points: 150

Mobus always wears armour of etherealness and can use any spell at will that deals with movement such as dimension door, teleport, transport via plants, wind walk, etc. He usually sits in his astral chair. He will normally accept any challenge and in his palace a giant chessboard is a prized possession. He can also open or close gates between the planes at will.

7. Dormamnu - the god of paradoxes and energy
AC: –5 Magical Ability: Wizard 20th,
Move: 8" Illusionist 20th level
Hit Points: 150 Fighting Ability: Superhero

This god is not known to exist in any corporeal state, rather he appears as robes draped over a mass of crackling energy roughly approximating a human form. The colour of the energy is that of a prismatic wall or spray and Dormamnu can utilize them so, independently of spell use. He also owns a collection of orbs, palantirs and crystal balls.

8. Teala - the goddess of whimsy
AC: 4 Magical Ability: Wizard 18th level
Move: 12" Fighting Ability: Lord 10th level
Hit Points: 150

Teala is an insanely beautiful female but can shapechange freely. In her female form, anyone who looks upon her must save vs. magic or be charmed with males savings at –5. She typically wears magical clothing of varying sorts and numerous pieces of jewelry (mostly magical) or not less than 50,000 gp value. If her name is taken in vain, she will likely (50% chance) punish the offender(s).

9. Glimmer - the goddess of dreams/mind/thought
AC: 10 Magical Ability: Wizard 20th level
Move: 12" Fighting Ability: Lord 20th level
Hit Points: 125 Psionic Ability: Class 1

One of the two psionic gods, Glimmer can use any psionic mode or ability. She commonly works her wiles through systematic nightmares. In addition, she can control any artifact which deals with esp, clairvoyance or related ability.

10. Presence - the god of all things that do not live, yet exist
AC: N/A Magical Ability: N/A
Move: N/A Fighting Ability: N/A
Hit Points: N/A Psionic Ability: Class 1

Presence does not exist in the conventional sense. He is the brother of Glimmer and works relentlessly to police the other gods undoing their unlawful mistakes.

THE NEUTRAL GODS

1. Chyron - the god of time and balance
AC: –2 Magical Ability: Wizard 20th level
Move: 24" Fighting Ability: Lord 20th level
Hit points: 300

Chyron appears as a slender young man with golden wings. He has two powers that cannot be negated by the other gods—time stop and accelerate. His lofty, disinterested air annoys the other gods but his sword, which is always kept on edge is capable of destroying even a god with but a single blow.

2. Bscyen - (Nature)
AC: 9 Magical Ability: Druid 20th level
Move: 24" Fighting Ability: Lord 20th level
Hit Points: 250

This is the god that the druids worship. He will only intervene if the balance of nature is threatened. In battle he fights as any 20 die werecreature or with two flaming scimitars.

3. The Grey Racer
AC: –2 Magical Ability: see below
Move: 24"/48" Fighting Ability: Lord 20th level
Hit Points: 150

The messenger of the gods, the racer rides on a beam of black light that can pass through the ether or the astral plane. His presence is a bad omen as he often guides the dead to their designated plane. His touch causes a rotting death and he can cast the following spells once per day, hold person, hold monster, slow, haste, resist cold and/or fire, finger of death, contact higher plane, time stop. He fights with a disruptor mace and a magic bow that fires shafts of lightning. Twice per day he can cast magic missile, darkness, and curse.

4. Ardnha - the presence of swords and machines
AC: N/A Magical Ability: N/A
Move: N/A Fighting Ability: N/A
Hit Points: N/A

Ardnha, a remnant of the old gods, exists in all swords and machines. His power rests in an innate belief of most mortals that these articles have some spiritual existence and through this he furthers the cause of neutrality.

5. Horus - the avenger
A god of a previous existence, Horus is currently gaining power through the souls pledged to him by Opeius who wields the black blade—Cimmarian.

THE DARK GODS

1. Darkwyon - the Dark Lord
AC: –5 Magical Ability: Wizard 20th level
Move: 12" Fighting Ability: Lord 30th level
Hit Points: 300 Clerical Ability: EHP 20th level

Most regal of the chaotic evil lords, Darkwyon reigns supreme. Greatest general of the outer planes, it was Darkwyon and his armies who banished Asmodeus and Dispater to Hell and Demogorgon, Orcus and Juibblexx to the Abyss. *(Remember, this is a variant—ED.)* His

unbelievably strong evil charisma allows him to completely dominate any being who is likewise disposed if he can meet their gaze. Although Mobus raised a barrier to him around the Prime Material Plane, Darkwyon is also the Lord of Night, being able to convert thought to reality in the absence of light, and as such his influence may be felt when the sun sets. He can shapechange freely but is fond of appearing as a tall human of Prussian influence with immaculately groomed mane and beard complete with military trappings and uniform. He is usually attended by two ebony jaguars and a black dragon as a steed. His immense jet broadsword absorbs light but in battle he normally wields an axe that can sear through the dimensions. He also carries a polished black onyx shield that reflects the horrified faces of previous opponents. Although his military tendencies are quite lawful, his inventiveness and delight in obscene destruction for its own sake earn him the title King of the Chaotic Lords.

2. Darquetue - the god of monsters
AC: 2 Magical Ability: see below
Move: 12" Fighting Ability: Lord 12th level
Hit Points: 250

This god conforms to and is really a vampire in the classical sense. His portfolio though is monsters, and he can summon and command any non-humanoid chaotic evil creature including lesser demons. He can also travel astrally and ethereally and has an 80% chance of opening a gate. He is second in power and influence only to the Dark Lord himself. The wall of Mobus bars him also.

3. Tiffany - the goddess of entropy
AC: 2 Magical Ability: Wizard 17th level
Move: 12" Fighting Ability: Lord 12th level
Hit Points: 250

Tiffany appears as a slender, ageless woman. Her delight in outrageous ceremonies is outdone only by her desire for lovers whose souls adorn her beauty as jewels. In battle she carries a slender dancing sword and a ring that contains Bahamut's breath.

4. Drue - the god of fools
AC: 1 Magical Ability: Illusionist 11th level
Move: 12"/24" Fighting Ability: Lord 11th level
Hit Points: 200

Drue appears as a handsome young man with lincoln skin and golden hair. His main power is that of a rod of beguiling. He is a Master Thief/Prime Assassin as well as a master of offensive locution and as Mobus' wall cannot bar him. Darkwyon often sends him to the Prime Material.

5. Ado - the god of bile
AC: 2 Magical Ability: see below
Move: 18" Fighting Ability: as a Storm Giant
Hit Points: 200

Ado is a golden storm giant who is skilled at every form of combat including weaponry and the various forms of hand-to-hand. But by far his most fearsome trait is to spew forth an infinite amount of foul caustic fluids that can affect almost any being, deities notwithstanding. It was Ado that destroyed (figuratively speaking) Geryon and damned him to Hell before Asmodeus discovered the effectiveness of holy water on this god.

6. Whisper - the god of forceful intervention
AC: 9 Magical Ability: Wizard 35th level
Move: 8" Fighting Ability: Nil
Hit Points: 200

Outwardly appearing an old man, Whisper is the ultimate researcher. His library contains a copy of every libram known to exist in the 742 planes. In his studies he has gained the power to clap his immense hands producing a shock wave that distributes 100 hit points to all creatures in a 1 km radius.

7. Kahn - lord of dragons
AC: –1 Magical Ability: Wizard 11th level
Move: 12"/24" Fighting Ability: as a Platinum Dragon
Hit Points: 150

Kahn is a triple size intelligent white dragon. Although he thinks of himself as lord of dragons none pay homage to him. Studies in arcane lore gave him the power to travel astrally and through unholy pacts with various denizens of the astral plane he gained his current status. He is one of Tiffany's two surviving lovers.

8. Magnar - the god of improbability
AC: –1 Magical Ability: Wizard 20th level
Move: 12" Fighting Ability: Lord 20th level
Hit Points: 150

One of the most cruel and certainly the most unpredictable of the chaotic lords, Magnar consults a deck of tarot cards before initiating any action. His power rests in his eyes as one is a luckstone, the other a lodestone. The wall of Mobus is passable to Magnar under a full moon.

9. Quasiman - the goddess of black sorcerers
AC: 0 Magical Ability: Wizard 30th level
Move: 12" Fighting Ability: Lord 20th level
Hit Points: 150

Quasiman commands the liche legion and all magic users that overstep their bounds eventually fall under her influence. One of Darkwyon's chief lieutenants and engineers, she masterminded banishing the lord of the flies to Hell.

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Out on a Limb

More on S of F

Dear Editor,

Being fond of letter pages, I am distressed to read in *TD* #25 that the newly *Raised From the Dead* "Out on a Limb" may soon succumb to its second death. So, being the Paladin at heart that I am, I take typewriter in hand to send in a letter and do my own small part at trying to keep your letters page alive.

First off I have to disagree with your labeling of SOLDIER OF FORTUNE magazine as being for "gun freaks" and "violence mongers". It is, I'm sure, a far too sweeping statement of that magazine's readership. About the only parts of the magazine that really pander to violence in a sensational way are assorted ads. The feature articles and columns are mostly, reputably, intelligent. That the magazine is concerned with weapons and warfare doesn't make it a bad publication. It isn't like many of these "true combat" magazines I've seen that are clearly sensationalizing and glamorizing violence to sell their magazines.

But, enough controversy and on to some commentary.

"Judging And You!" by Jim Ward was a good, thoughtful article. I dislike having to ad-lib things in my adventures on the scale he does, but each to his own.

"The Tug of the Machine" was dull. I am generally against fiction in *TD* or other wargame magazines, even if it is quality stuff like Gardner Fox's stories. An exception is humorous fiction like the Iron Golem interview. That was funny like most of the previous humor pieces have been. More work like that would be appreciated. It was also nice to see another Westfinster Wargaming Society Cartoon.

"Would the Real Orc Please Step Forward?" was interesting, even if I'm not into fantasy miniatures. Amazing how they pass off some of those miniatures as orcs.

The article on the *Traveller* navy was just a yawn. Not so much for its content but because of the *Traveller* game itself. I remember how damn impressed I was when I first got that game. Great packaging, and, Lord!, the authors had really done their job well producing the systems and things for the rules. But with subsequent play my enthusiasm waned. Too much dice rolling for everything it seemed, too strong an emphasis on economics, too much book work, and boring book work at that. But basically the game is just so—unromantic. I can't really see utilizing the gamesystem to create sf adventures in the tradition of STAR WARS or STAR TREK—it doesn't really lend itself to that mode of play I found. Flashing rayguns, bizarre alien menaces, weird worlds are what I want and I just couldn't effectively make it happen with the gamesystem, though once after a player had a random encounter with some noble I managed to ad-lib my way thru one of the most enjoyable role playing adventures I've ever run. It was the exception, however, so I expect one of these days I'll look into one of the other sf RPG's on the market.

"Alien in a Strange Land" by Jim Ward was a decent enough story but my previous comments on fiction still pertain. Just to be spiteful there was more blood and violence in this story alone than in an issue of SOLDIER OF FORTUNE.

Since Undead are my favorite type of monster and Vampires are my favorite type of Undead, I couldn't help but like R.P. Smith's "Varieties of Vampires." Although I almost never make use of monsters I find in wargame magazines, since there are already so godawful many in the *D&D Monster Manual,* I just might make an exception this time. I'm still not used to these non sf/fantasy articles in *TD.* As long as the sf/fantasy content remains high as it has been I won't complain overmuch, even if I still think it was a sellout to *TD*'s sf/fantasy heritage to include other material.

Having written maybe two or three letters to wargame magazines (or anything else) prior to this one, I almost find it fun.

Lawfully (good) Yours,
Brian Wagner—Joplin, MO

Luckily for all of us, it appears that OUT ON A LIMB will survive yet a while longer. The letters are starting to pick up, so we may be in business on these pages for a little while yet.

While I'll concede that the more recent issues of SOF *have toned down considerably, their earlier issues were gruesomely violence oriented. I can recall photo stories on how to take out sentries, articles on weapons conversions and other "improvements" on how to kill people or blow things up. There were also many "reports" on mercenary activities around the world that certainly glorified "merc work". It seems curious that as the violence content has declined, so has their sales . . . . Or is it?*

I'm glad that you generally enjoyed the magazine, except for the fiction. Some of our readers enjoy it, some don't. That's why we don't run fiction every issue.

While there is nothing inherently wrong with devoting all of your gaming interests to a given setting or period, it certainly deprives a player from more enjoyment that is there to be had. If gaming can be considered as a form of problem-solving mental exercise, why limit yourself to one narrow period? Ancients and medievals directly correlate to FRP —Editor

More on social class; Gamma World

Dear Editor:

I found *TD* #25 to be one of the best issues in a long time. A few of the articles were really poor, but this was more than made up for by the cover art and the group of articles by James Ward.

Let me say from the beginning that I am very, very tired of Mr. Gygax's rumbling ramblings on why *AD&D*® is the one true RPG. His point on the use of social class in FRP was well taken, but the space he took up was not. I think that there is place for social class in *D&D*®, but to just throw in a chart with dice roll down the side is foolish unless the DM (or game designer) does something with it.

In many cases, social standing becomes an excuse for a lowly, bratty character to take command of the group. In some cases it is used to great advantage. *Chivalry and Sorcery,* for all its faults, stands almost entirely on class consciousness. And I love it. But the DM had much more work to do.

Social class in my campaigns is a starting point for personality. If you are a barbarian, by all means act like one. If you are a noble, look down your nose at everyone else. These one line personality traits do not do justice to class, but the germ is there.

Another point in relation to social class is the inclusion of other types of people. Where do Elves fit in? What about the really weird types, like Phraints? Obviously, the feudal class structure of Europe will not work for *D&D* the way it is usually played. First, ruined castles and dungeons would probably be the property of someone, and adventuring in them would be akin to poaching in the king's forest. In a magic-intensive world, it would be hard to hide the origins of your wealth.

The short-short *"Tug of the Machine"* reminded me all too much of Ben Bova's novel *Dueling Machine* (copyright 1969). The major difference is the solitaire nature of the story as opposed to Bova's machine which was used to duel with. I did not like the similarity.

Lance Harrop's article on orcs was ridiculous. His criteria are his only. I like the Archive orcs, snout and all, since they have a set of Drunken Orcs. I do agree with the criticism of the pig-orc of TSR. In the only description of orc features that I remember from *LOTR,* they are described as having broad, flat faces (this was an uruk-hai in Moria).

And what is this: "Tolkien's trolls are *D&D*'s ogres"?? Says who? What about the trolls in the *Hobbit?* Don't they count as trolls? I am sure that Tolkien knew ogres from trolls.

Finieous returns!!! Hooray! It's great. *AD&D* as a spell book. Potion of malt liquor. Yah!

Who did the excellent cover art? The signature looks like Pfoglio (?). Who is he? I love it. It's the best TD cover ever.

All the articles on *Gamma World* have aroused my interest in the game, as I suppose they were designed to. I especially liked the story. But Allentown isn't on the map and Reading is. What gives? Did a city of 100,000+ just disappear by the time of the holocaust? I notice Lake Geneva made it onto the map (no doubt the Playboy Club there figured prominently in such a decision).

I have but one criticism of *Gamma World.* Wouldn't all that radiation cause a lot of cancer and outright death? I think that a one-shot blast with no side effects would work nicer, as it did in *Kamandi.*

I would be much happier if you got rid of the *Little Wars* articles. The Aztec rules seem nice, but I doubt if I will ever play them.

All in all a good ish.

Later,
Marc Jacobs-Allentown, PA

I'm glad you enjoyed the issue.

THE SORCEROR'S SCROLL *is a copyrighted column by the publisher/author of* AD&D. D&D is *the biggest game (involving the most* participants) *in the hobby today. While you may not agree with what a writer says he still has the right to say it (more on this* re *Mr. Harrop).*

THE DRAGON *has tried to establish itself as a forum for discussion of games and gaming. Surely there have been other articles that you didn't like besides those you mention. As with any forum, TD will be (hopefully) used to express many different ideas and philosophies most of which will be at odds with one or more of the others.*

Basically, you seem to agree with what the author thought (in the case of SCROLL) but thought he took up too much room in which to say it. While there is no disputing that Gary Gygax has the reputation for being controversial, so too does he have a large following of fans and admirers. Even many of his critics still read whatever he writes, even if it is merely to see what they don't believe or agree with this time. The point is that he is read by many, many people, the majority of whom are eager for further explanation and expansion of basic tenets of the game and the game's design. Any editor that wouldn't jump at the chance to print a column by such a figure, regardless of scope—be it a national political writer, a well known locally writer or a special field writer such as Mr. Gygax—isn't much of an editor.

As I have never read Ben Bova's story, I can't comment one way or the other, except to say that it was very similar to a story line that I had been trying to work on for four or five years myself. I have seen far too many legitimate cases of parallel development since I got into this business to cry foul without documentation. It's perfectly logical that a writing gamer could fantasize such a machine seemingly entirely on his own.

Mr. Harrop never claimed any divine ordination or guidance. There are a good number of new or neophyte readers each month to whom this type of article is invaluable. His scheme, as presented, is as logical as any others; it's all fantasy anyway.

His system of *classifying monsters is quite good, based on height and relative size as it is. In the context* of D&D, *using the attributes listed, abilities displayed, etc., Tolkien's trolls are* D&D *ogres. If you had studied any mythology, you would realize that one race or ethnic group calls one type of being an elf, while another calls if a fairy (or faerie or fairie). Brownies, elves, pixies, nixies and other woods oriented types are the best examples of differing names for almost the same creature. It is only by comparative study that one can be related to the other through comparison of abilities, intelligence, behavior patterns and the like. What the Celt knew as a dwarf was a far cry from what a Viking knew as a dwarf.*

The cover was done by Phil Foglio, winner of two Hugos as Best Fan Artist. Look for another of his covers on the Dec. issue.

As to the GAMMA WORLD *map, the cities and towns listed were not picked using any criteria other than spreading them over the map sufficiently to enable the gamer to guesstimate the location of any other city. A map of that scale is grossly insufficient to provide ruined city symbols all over the eastern half of what had been the U.S.*

To paraphrase Gay Jaquet re *your comments regarding radiation: Yes, there is a lot of cancer and radiation caused death. The radiation effects charts did not specify what kind of sickness or death you suffered; it could be violent and quick from radiation poisoning or slow and wasting from cancer. That is best left to the discretion of the GM. To remove radiation from the game would be to remove too much of the design structure, and eliminate all of the radiation caused mutations from the scope of the game. The residual radiation areas were not all made by offensive weapons; many other nuclear facilities could be the cause of the radiation, due to leaks, cracks or other damage. If you feel that there is too much reliance on radiation and its effects, you could consider many of the areas to be chemically or biologically contaminated. However, your primitives would have a great deal of difficulty discriminating between the various types of "mysterious", unseen dangers.*

I'm sorry that you didn't care for the Flower Wars rules—I've already heard of *two campaigns where groups were teleported into an Aztec ecosystem. History and anthropology are loaded with great adventure ideas.—Editor*

AD&D vs T&T

Dear Editor:

You've been writing about the lack of letters, so it's about time that I put this out. This will cover many different areas and may tend toward length but there is much that should be mentioned.

First is a possible reason why you aren't receiving many letters. My own reason (and from knowledge, that of some others) is that it has been obvious that TSR Periodicals in general does not take criticism well. Granted that some has been unjustified and came in nasty green packages, you often seem to lack professionalism and answer in kind. There is nothing worse for an otherwise excellent magazine than to include an article which is little more than a temper tantrum on paper.

I am glad to see that Gary Gygax has attempted a logical explanation for his lambastings. As I said above, it may be that the attacks leveled at *D&D* were amateurish and even highly insulting, but the best way to answer those are with dignity and to allow the product to stand (or fall) on its own merits.

This brings me back to the reason for the lack of letters. *D&D* and *AD&D* do have holes in them (some questions will be raised later). For the most part TSR has been very good at answering these. It is felt by some that if objections are raised, they might be put on a black list of some kind. The above mentioned incidents are not the only example of the defensiveness that TSR has shown. Nobody wants to be dissected in print for raising what they may see as legitimate misgivings. I don't wish to be on your bad side.

The next point I wish to bring up has to do with your response to the letters in the first "Out On a Limb". Given the above reservations, along with the fact that most people don't take the time or effort (and it often is an effort) to write, or don't feel that they can get their thoughts on paper the way they want (whew), I felt that you may have too easily brushed aside the content of those letters. The point is that even though there were few letters, the fact that someone took time to write would indicate that there must be more with the same attitude.

Feud time. For as long as I've been aware, there has been a running feud between Gary Gygax and Ken St. Andre *(Tunnels and Trolls).* This is unfortunate because they both have to much to offer the gaming world. The biggest problem that I see is that Mr. Gygax does not seem to really know *T&T.* Some of his implications in *TD* #22 "Bad to Worse" point this out. He implies that spells and magic items used in *T&T* are ripped off from *D&D.* First, the magic system in *T&T* is quite different from that of *D&D* and though some of the spells are similar they also bear resemblance to those in most fantasy fiction. The second assertion is laughable. *Tunnels and Trolls* mentions that magic items exist and may be deployed but nowhere do they list what these items are, thus allowing DM extrapolation. Once again the concept of magic items is firmly based in heroic literature. K.S.A. has always given credit to *D&D* for stimulating his ideas. As far as similarity goes, T&T is more diverse from *D&D* than is *EPT* (that should get you some letters).

The point which I think is being missed is that *T&T* has probably helped your sales more than hindered. I personally became interested in fantasy gaming by reading about *D&D.* I was put off however by the initial cost, obvious complexity and lack of other bodies to play with. Later I read about *Tunnels and Trolls* and their solo dungeons. It was reviewed as an excellent beginners introduction to role playing and so it was. It whetted my appetite and I can state that my investments in TSR products (by no means minor) is directed related to my initial involvement with *T&T.* I daresay that I am not unique in this.

Mr. Gygax stated in *Sorcerer's Scroll (TD #25)* that *AD&D* is meant to stand by itself. That's all and good but if true then the number of holes in it is greater than originally thought or else the *AD&D DM's Guide* will contain more and different material than originally anticipated. In any event, there are always questions on a game (I earlier compiled a list of over 20 for our group and received a very timely and useful response). I am sure that many would benefit by the response to some of those and others. I suggest that a forum be made available (perhaps a monthly column) where rule questions could be answered.

An example of where a previous working knowledge of D&D is needed for *AD&D* is in multiclass characters. *AD&D* says that they are possible and notes who can be what but neglects to go into details such as how experience is awarded or how hit points are generated. Of particular interest is how are new levels obtained by multiclass characters (are their experience points separate or somehow combined) and how are abilities and hit points thus awarded. Another example of a rule problem is that some character races may have dexterity or constitution of 19 but the constitution and two dexterity tables go only to 18 (or how can a halfling have a 19 constitution at all)?

Finally (heavy sigh of relief) I wish to say that I hope this has been viewed as constructive criticism and questioning and that it helps stimulate ideas and thoughts. Mostly I hope it will give some people the incentive to also write in since it would be a shame to lose this forum.

Hopefully,
Gregory Courter—Mt. Pleasant, MI

To my knowledge, and I've been here since there has been a TSR Hobbies, Inc., there has never been an "enemies list" or black list. Not that we don't take note of who the most vociferous critics are, naturally we do.

I don't have a bad side; my answers are very much the product of the mood I'm in or how the particular letter struck me at the time. There are dozens of different ways to humiliate people in print that I would never stoop to using. The temptation is there every month, but I usually end up throwing away those letters that I can't be fairly reasonable in answering. Occasionally, I will get a

particularly insulting and uncalled for letter that deserves what it gets, such as the diatribe printed last month from the self proclaimed expert. Believe me, it is content that is the chief criterion in being included on the LIMB pages.

In a recent interview in another publication, Mr. St. Andre did more than give credit to D&D *for stimulating him; he as much as admitted that he re-wrote it into his version of what a FRP game should or could be. Be that as it may, you are probably right that we have gained D&Ders from* T&T *exposure. It's somewhat like learning to drive in a Chevy, then trading it on in a Rolls . . .*

The DMG *is soooooooo big . . . . Actually, it is 232 pages crammed with material, in small print. I have had my copy for five days now, as I write this, and I'm only 60 pages into it. There is more and different material than anyone probably expected.*

Your specific points are all covered in the DMG.

Taking your suggestion, I went to our question answering people and have worked out an arrangement with Jean Wells, TSR Design Dept., to start publishing the best questions and the answers in a monthly column. Look for it to start in Nov. —Editor.

Finding opponents

Dear Editor:

Nearly two years ago, I was introduced to *D&D* at a local book store where a party was holding its weekly sojourns. Although I had been involved in board war gaming prior to my college days, I quickly developed a growing enthusiasm for this new simulation gaming aspect: role-playing.

As one might expect to find, this *D&D* party consisted of a melting pot of individuals, each with their own characteristics: personalities, age, education, careers (??), etc. The campaign progressed moderately, possessing both its high and low points. It finally met with its overdue death as a result of players' geographical relocation and the general failure of the individuals to evolve their role-playing abilities.

With the disintegration of that campaign, I discovered that I was now confronted by a gamer's curse: lack of good co-gamers. In this area of upstate New York, RP gaming remains very undeveloped, if even barely alive. Most of the campaigns (and there are mighty few to begin with) consist of younger adults (??) whose personalities, motivations, approaches, etc. do not mesh with mine. Fortunately, I have been able to form a bond with one other local gamer with whom I interact well. However, a population of two does not lend itself to proper RP campaigns (the occasional board game sessions maintain our active participation in the art of gaming, but at a subsistence level).

All of this brings me (at last) to the thrust of this letter: How does a RP enthusiast make contact with other "mature" (in the sense of sophistication) players, especially when one finds himself (or herself) marooned in the back-water provinces of the RP world?

The two attempts at simulation gaming conventions held in the area over the last two years produced very poor turnouts with relatively unsophisticated (depending on one's own tastes) players. A large amount of hack-and-slash tactics were employed with no thought of the more refined methods of getting one's posterior out of the problem.

I would like to propose that you run a short article with suggestions on how the isolated gamer may be able to meet other "mature" gamers. (The Judges' Guild published results of a survey in their June/July 1978 issue that indicated the average gamer is 24 years of age. There are obviously a large number of such participants spread across the countryside.)

This would act as a great catalyst and give us "outcasts" more hope.

Sincerely,
Gary Reilly—Rochester, NY

I don't think that there are any pat answers or solutions to your problem, in which you are not alone. As you may know, we have printed on Intl. DM's Guide, and plan to update it in the Dec. or Jan. issue of TD. If you look elsewhere in this issue, you will note that we ore initiating a Classified Ad section in the Nov. issue. One of the categories will be Opponents Wanted.

You know, a good deal of the younger player's play the way they do because they don't know any better. It is not uncommon for a given group to splinter when someone comes up with a better campaign. Surely some of the people show some promise of becoming good gamers given the opportunity and experience. Invite the most promising candidates to an adventure at your home. It becomes rather easy to weed out undesirable players by simply not inviting them bock for future adventures. When I was in college, I was the first DM, and the only one for some time, for a group of 20 + D&D'ers. We had club adventures, conducted at meetings, where everyone, within limits, could participate. We also had adventures at my home in the evenings that were attended by only the best players, by invitation. If what you have to offer in the line of adventuring and campaigning is good enough, people will do a lot to be able to participate, including getting an offensive act together.

Barring the aforementioned, I guess you could try to handpick a whole group of neophytes and try to teach them. This, tho, would soon get boring. DM's need constant stimulation and interaction to consistently turn out fine adventures.

We would be most interested in hearing other readers' suggestions or solutions. —Editor

Lovecraft buffs take note

Dear Editor:

I think that this letter will be of much interest to the people who play *D&D* and especially those who like the works of H.P. Lovecraft. Read the following very carefully because what I am about to say may shock you.

One evening a friend and I went to a far away bookstore to look for some hard to get works by Moorcock and I stumbled across a section of books devoted entirely to Lovecraft. I looked over the books and found that I already had all of them, when I ran across a book entitled The Necronomicon, the book of dead names! I was stunned, wiped out, and slightly shocked. This is impossible, there is no book called the Necronomicon! But here it was. I grabbed it and started to look through it. It turned out to be a book searching for the Necronomicon.

The book is edited by George Hay, introduced by Colin Wilson, and researched by Robert Turner and David Langford. Inside they explain that there is no one book called the Necronomicon, but several under different names. One of the most startling is a cryptogram by a man named John Dee. The cryptogram mentions such gods as Yugsoggoth or Jogshothoth, Haystir or H'stre, and Cethulhv. Sound familiar? The book is a very comprehensive (at least in my opinion) work and shows the Elder Sign, invocation ceremony, and diagrams on the circle of invocation.

The book was published in Great Britain in 1978 by Neville Spearman (Jersey) Ltd., P.O. Box 75, Normandy House, St. Helier, Jersey Channel Islands. I think it was about 13.50, not too expensive for a hardcore Lovecraft fan. It makes a great *D&D* book and is needed to complete your Lovecraft library.

Gary Braswell—Richmond, VA

Do you get a royalty on these? Seriously, tho, thanks for the tip. I'm sure our Lovecraft fans will be delighted. —Editor

Mercenary review rebutted

Dear Editor:

The Dragon #26 contained a review of *Mercenary* to which I would like to reply.

In the last paragraph of the review (by Mark S. Day) the reviewer states that he would like to see rules for Navy and Scouts as mercenaries. This is to inform him that later this year GDW is publishing *High Guard,* which shall cover the Navy. As for the Scouts, they already have the best service for going into smuggling, complete with their first ship. However the overlooking of the possibilities for the Air Force is inexcusable. Air superiority shall never fail to be of paramount importance inside the atmosphere.

The author then complains of the absence of laser pistols while "bizarre monstrosities" like plasma guns were introduced. Firstly, a plasma gun is a method of using nuclear energy in warfare outside of a full-scale atomic blast (generally undesirable, while personally, I'm suspicious of anything "tactical nuke" that's smaller than a Neutron Bomb. They're just too easy to hide.) Secondly, a laser pistol would have at best mediocre range and power, and no place for any decent sized battery. A pacemaker-like power pack would be able to scrape up six to eight shots of maybe two or three dice damage, but that's about the limit, and if that battery's broken open, watch out!

Finally, the author claims that "combat with 'conventional' weapons in outer space is impossible" due to vacuum. Now, I am not certain that typical powder carries it's own oxidizer, but one things for certain: explosives do. I quote the *World Book Encyclopedia:* "Almost all useful explosives contain . . . carbon, hydrogen, OXYGEN, and nitrogen." (My own capitals.) Even were this not true, oxidizers would not be expensive, for example, look at a model rocket engine. It carries it's own oxidizer, and has plenty of propellant, and costs about fifty cents. Until shown otherwise, I'm generally assuming that due to demand, and possibly convenience (of the manufacturing company) that all explosives and propellants contain oxygen.

One last point. Mr. Day mentioned that *Mercenary's* price per page was over ten cents. *Greyhawk,* on a lower grade paper in '76 was seven plus cents. I think both were worth it.

Glory to the Imperium!
Daniel O. Myers—Lansing, MI

GIANTS IN THE EARTH

CLASSIC HEROES FROM FICTION & LITERATURE

Lawrence Schick and Tom Moldvay

INTRODUCTION

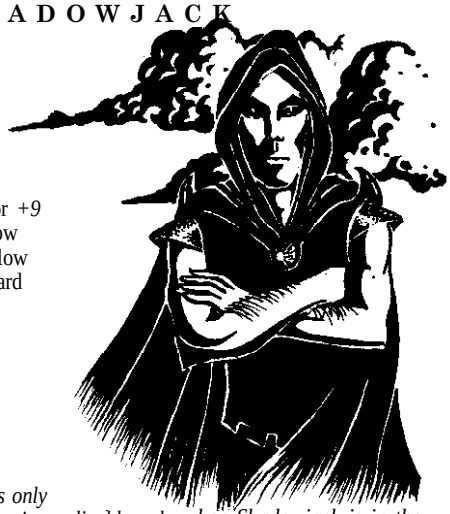
The purpose of this article is to add an element of novelty and unknown danger to the DM's high-level encounter table, and to give players a chance to actually meet up with heroes from their favorite fantasy books. The referee is advised to use these characters with discretion. They are a lot of fun to run, and the players should have an interesting time dealing with them.

These heroes are all in some fashion exceptional, and thus they deviate a bit in their qualities and capabilities from standard D&D. Also, most originated in other universes or worlds, and so were not bound by the same set of restrictions that apply to the average D&D character. Some are multi-classed, for example. This system has been used to describe the skills and abilities of the characters as they appear in the literature, even though some of these combinations and conditions are not normally possible. In addition, some minor changes have been made in order to bring them in line with the game and to enhance playability.

Note: *For the game purposes of these heroes:* Dexterity *18 (00) gives +4 on Reaction/Attacking, -5 Defensive adjustment and three attacks per round for high level fighters.* Constitution *18 (00)* gives *fighters +4.5 per hit die bonus.*

Roger Zelazny's

SHADOWJACK



25th level thief,
9th *(18th)* level fighter,
9th *(18th)* level magic-user
ARMOR CLASS: 4 or *0*
MOVE: 9" or *18"*
HIT POINTS: 102 or *123*
NO. OF ATTACKS: 3/2 or *2/1*
DAMAGE/ATTACK: Normal or *+9*
SPECIAL ATTACKS: See below
SPECIAL DEFENSES: See below
MAGIC RESISTANCE: Standard
ALIGNMENT: Chaotic evil
STRENGTH: 13 or *18 (00%)*
INTELLIGENCE: 18 (77%)
WISDOM 17
DEXTERITY: 18 (00%) or *19*
CONSTITUTION: 19
CHARISMA: 17
HIT BONUS: Normal or +6
PSIONIC ABILITY: *In shadows only*

N.B. All information set in italics is *applicable only when Shadowjack is in the shadows.*

It is said that Shadowjack does not have a soul as men do. He can be killed, but not permanently. Each death but brings a new reincarnation. The process is not instantaneous: his resurrection and journey back from Glyve in the World of Night may take months or years. Death and reincarnation are painful and disorienting processes. Jack will do most anything to avoid them. He will certainly promise to do anything if it looks as if his death is imminent. Since one of his titles is Jack of Liars, it is likely that such promises are a way of stalling for time, until he can slip into the shadows.

Shadows are his realm, and his powers are greatly increased whenever Jack is covered by shadow. When in the shadows, Jack can use his psionic powers; he throws spells in one- half the normal casting time. Under normal dungeon conditions, with non-magical light, there is a 50% chance per melee round of Jack being in shadow. Once inside the shadows, Jack's chances of remaining in shadow increases 10% each round (i.e. 60% for 2nd round, 70% for 3rd round . . .) As long as Jack makes his percentage he is in shadows, but if he fails his chance falls back to the 50% base. Magical light renders his shadow powers useless, though just beyond the range of the magical light there will be an area of shadow Jack can use.

Shadowjack is a tall, thin man who usually dresses in dark colors. His hair is black, his complexion swarthy, his features somewhat aquiline. His dark eyes do not blink at all. Jack's cloak acts as a +3 cloak of protection in the shadows. His sword is +3 to hit, +3 to damage in the shadows.

Shadowjack's most redeeming features are his loyalty to friends and his sense of honor to those who have aided him. When not under obligation of friendship, Jack is ruled by whimsy and his ironic sense of humor. He considers the theft of difficult objects to be a challenge he cannot pass up. He is also guided by a fanatic sense of vengeance and will endeavor to track down and punish anyone responsible for one of his deaths, or who has harmed his friends.

If encountered in a dungeon, there is a 50% chance that Shadowjack is on the same mission as the dungeon party (or will lead the party to the most valuable treasure on that level if the party has no definite mission). He will attempt to use the party for his own ends, deserting them if his death seems near, and stealing the most valuable item from the treasure when the adventure is over. If Jack befriends a character (an extremely positive reaction when first meeting, or a positive reaction after a character saves Jack's life), Jack will either forego the theft he came for or compensate his new friend with another gift. On the other hand, an extremely negative reaction will mean that Jack has formed an irrational hatred and will do his best to see that that character is killed during a fight.

If Shadowjack is not on the same mission as the party, he is probably out to rob one of the party members (whoever receives the worst reaction roll). If anyone is foolish enough to mention Shadowjack's name while in the shadows, there is a 20% chance he will teleport in to investigate.

SPELLS: (* = preferred spells)

1st	2nd	3rd
Hold Portal	Darkness 15'r	Dispel Magic
Identify	Knock	Feign Death*
Jump	Locate Object	Fly
Spider Climb	*Detect Invisibility*	*Haste**
*Friends**	*Forget*	*Water Breathing*
4th	**5th**	**6th**
Minor Globe of Invulnerability*	Teleport*	*Geas*
Wizard Eye	*Conjure Elemental*	*Legend Lore*
Charm Monster	*Distance Distortion*	*Tenser's Transformation**
Dig	*Leomund's Secret Chest*	
Polymorph Self	*Passwall*	
7th	**8th**	**9th**
Phase Door	*Power Word, Blind**	*Power Word, Kill**
*Power Word, Stun**	*Symbol*	
Reverse Gravity		

PSIONICS

Psionic Strength = 118	*ATTACK MODES*	*DEFENSE MODES*
Psionic Ability = 236	*Psionic Blast*	*Mind Blank*
	Mind Thrust	*Thought Shield*
	Psychic Crush	*Mental Barrier*

DISCIPLINES

Clairaudience (25th level mastery) — object must be in shadow
Clairvoyance (23rd level mastery) — object must be in shadow
Body Equilibrium (21st level mastery)
Detect Magic (19th level mastery i.e. 95% chance to determine type of magic)
Mind Over Body (17th level mastery i.e. good for 35 consecutive days)
Dimension Door (15th level mastery) — from shadows to shadows only

THIEVING ABILITIES:

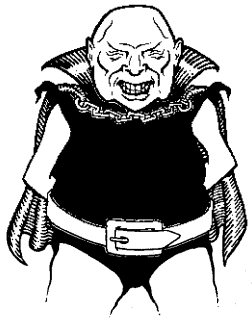
Pick pockets:	Open locks:	Find/Remove traps:
135% or 170%	99%	99%
Move silently:	Hide in shadows:	Hear noise:
99%	100%	75% or 85%
Climb walls:	Read languages:	
99.9%	80% or 99%	

REFERENCE: *Jack of Shadows* (paperback, published by Signet Books) by Roger Zelazny.

Jack Vance's

IUCOUNU, THE LAUGHING MAGICIAN

20th level magic-user
ARMOR CLASS: 7
MOVE: 9"
HIT POINTS: 50
MAGIC RESISTANCE: Standard
ALIGNMENT: Neutral evil
PSIONIC ABILITY: Nil
STRENGTH: 9
INTELLIGENCE: 18 (87%)
WISDOM: 12
DEXTERITY: 15
CONSTITUTION: 15
CHARISMA: 14



Eyes of Charming, periapt of proof against poison, ring of invisibility, ring of protection +2, rope of entanglement.

Iucounu does not look the part of a mighty magician — he is a small, bald man dressed in black, whose wide mouth is habitually made wider by as he grins at the humorous antics of all the world's inhabitants. Though he appears innocuous, he is not to be trifled with, as he will not hesitate to punish those who interfere with his plans or attempt to relieve him of some of his many magical treasures.

Iucounu has been known to travel between the planes of existence in his search for knowledge and magical curiosae. He is on speaking terms with many daemons, demons and devils, and one or more (35% chance) may be accompanying him when he is encountered (roll d6, 1-2: daemons, 3-4: demons, 5-6: devils. Dice for type at random. If a lesser type is indicated, there will be 1-3 of them; if a greater type, there will be only one.).

Iucounu has knowledge of many strange and powerful spells. Some of these correspond approximately to spells from our universe, but some are different. Note that though Iucounu can memorize fewer spells than one of our magic-users of comparable level, his spells have verbal components only, and their casting time is usually shorter. When encountered, he will have in his memory *five* of the spells from the following list. Roll d20: if any spell is rolled twice, choose a powerful offensive spell in place of duplication.

1-2: *The Charm of Forlorn Encystment:* this is the same in all respects as the 9th level magic-user's spell *imprisonment.*

3: *The Charm of Untiring Nourishment:* by speaking this charm, the magic-user need not breathe, eat or drink while the spell lasts. Duration: 1 turn/level. Casting time: 2 segments.

4-5: *The Excellent Prismatic Spray:* This is the same as the illusionist's 7th level spell in all respects save casting time, which is only 3 segments.

6: *Felojun's Second Hypnotic Spell:* a paralysis spell. Range: 1"/level. Duration: 1 round/level. Area of effect: 4" diameter sphere. Casting time: 1 segment. Saving throw: neg.

7: *Gilgad's Instantaneous Galvanic Thrust* or the *Instantaneous Electric Effort:* this is the same as a *lightning bolt* in all respects save casting time, which is only 1 segment.

8: *Houlart's Blue Extractive:* this spell is used to remove a being from its refuge or concealment. If the target fails to save, it will simply fly from its hiding place and land at the feet of the caster. Any being so treated will be *stunned* for 2-12 rounds. Range: 1"/level. Casting time: 5 rounds. Saving throw: neg.

9: *Houlart's Visceral Pang:* the recipient of this spell will be totally incapacitated by excruciating pains in the abdomen for 1-3 rounds. Range: 9". Area of effect: 1 creature. Casting time: 2 segments. Saving throw: none.

10: *Lugwiler's Dismal Itch:* the recipient of this spell is cursed with a continual itching over every square inch of his or her epidermis. When in this condition, armor class is two levels worse, all fighting is done at -5, and spell use is impossible. Range: 6". Duration: until *dispelled (remove curse* will also work.) Area of effect: 1 creature. Casting time: 3 segments. Saving throw: neg.

11: *Phandaal's Critique of the Chill:* this is the same as the *cone of cold* spell in all respects save casting time, which is only 3 segments.

12: *Phandaal's Gyrator:* the unfortunate target of this spell is levitated into the air and spun about at any speed the caster desires. At the fastest possible rate of spin, the spinner will take 10 hit points of damage per round due to the centrifugal forces involved. Controlling the spell requires great concentration on the part of the caster. If the concentration is broken, the spell dissipates. Range: 6". Duration: 1 round/level. Area of effect: 1 creature. Casting time: 5 segments. Saving throw: none.

13-14: *Phandaal's Mantle of Stealth:* the caster of this spell is rendered invisible, inaudible and odorless; virtually indetectable save to *true seeing,* a *robe of eyes* or a *gem of seeing* (and touch). Any attempts at offensive action on the part of the recipient instantly negate the spell (as with invisibility). Duration: 1 round/level. Area of effect: creature touched. Casting time: 2 segments.

15: *Rhialto's Green Turmoil:* the recipient of this spell is overcome with a violent nausea which totally incapacitates him or her for 2-20 rounds. Range: 5". Area of effect: 1 creature. Casting time: 2 segments. Saving throw: neg.

16: *Spell of the Macroid Toe:* in this specialized *polymorph* spell, the big toe (or similar extremity) of the creature affected grows to the size of a small house. Range: 4". Duration: until dispelled. Casting time: 4 segments. Saving throw: neg.

17: *Spell of the Omnipotent Sphere:* this combines the effects of the magic-user's spell *anti-magic shell* with those of a *cube of force.* It is a near-total (but non-mobile) protection for the caster. Duration: 1 round/level. Area of effect: 10' diameter sphere. Casting time: 9 segments.

18: *Spell of the Slow Hour:* this spell is similar to the magic-user's spell, *slow,* except that it is twice as efficient, and slows the affected creatures to one-quarter the normal or current rate. In all other respects (range, duration, etc.) it is the same.

19: *Temporal Stasis:* this spell duplicates the 9th level magic-users' spell *time stop* in all respects save name.

20: *Thasdrubel's Laganetic Transfer* or the *Agency of Far Despatch:* when this spell is uttered, the recipient is bound as if by a *hold person* spell. A nycadaemon appears (i.e., is *gated* in), grasps the *held* recipient and flies him or her either to a point designated by the caster or 10-100 miles in a random direction. Range: 3". Area of effect: 1 creature. Casting time: 1 round. Saving throw: none.

REFERENCE: *The Eyes of the Overworld* (paperback, published by Ace Books) by Jack Vance.

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Design Forum

Rewarding Heroism in D&D®

by Doug Green

Mick McAllister's article "The Chamber of the Godgame," which appeared in the Sept. '78 issue of *The Dragon* raises some thoughts about heroic acts in *D&D.* Self-sacrificing deeds such as holding the battle line while the other characters retreat, acting as point man (opening all doors and being the first to investigate anything), and offering oneself prisoner if the rest of the party is let free usually result in a character's rapid death. As a result, players want NPC's to be point man and charmed orcs to open doors. Experienced players are usually very paranoid about subjecting themselves to any danger above the norm.

Dungeons and Dragons, as is written, should play like a good fantasy story. However, any exciting fantasy writer delights in individual acts of heroism which would be theoretically impossible in *D&D.* The great dwarven warrior Hendel in *The Sword of Shannara,* for example, outwits and escapes from an entire army of gnomes and later effectively fights dozens of them. (In this book, gnomes are roughly equivalent to orcs in *D&D.)* One of my players, after reading *The Sword of Shannara* remarked that those adventurers must have had a very lenient referee, because he let them get away with so many seemingly impossible feats.

I began thinking, then, that there should be more heroic acts in my campaign. Characters in my game have become reluctant to do anything daring ever since a high level cleric, while opening a chest, was crushed by a boulder which dropped from the ceiling. Therefore, I have devised a set of rules to use for heroic acts and self-sacrificing deeds.

The referee should first determine if an action qualifies for an "heroic act." These rules should only be used when one or two characters are acting for the rest of their group in situations when the life or freedom of the entire party is on the line. If an act qualifies, the one or two characters attack as characters twice their levels (Of course, magic-users do not increase the number of spells usable, but the effects of the spells would be increased in some cases) and they halve any hit points taken. All other abilities (such as speed, thieve's abilities, special class abilities, etc.) are plus 20%. This rule simulates the effect of adrenalin on a person in a life or death situation and the natural law present in most fantasy stories that good will triumph over evil.

For example, Zwolf and Norof were scouting ahead when they should have been on night watch. A group of ten bugbears caught the rest of the party asleep and captured them. They were imprisoned in a barred cave and the bugbears made camp outside of the cave. Zwolf and Norof attempted to sneak into the bugbear camp to rescue their friends. But Norof, having a dexterity of six, tripped over a branch and awakened the sleeping bugbears. Now Zwolf and Norof would normally not have a chance against ten bugbears, but this would qualify for an "heroic act." Norof, a 5th level fighter, can take 30 hits but already has five damage. For this battle, however, Norof effectively has 60 hit points, but his previous hits taken are also effectively doubled to ten. Norof takes 20 damage in the battle (actually 40). At the end of the battle Norof reverts back to 30 hit points and now has 25 damage.

There are three other rules I use when a character sacrifices himself to save the party: Anyone acting as point man gets plus 20% experience. Anyone who prays after recently sacrificing himself has his level stated as a percentage chance (clerics plus 10%) of getting a reaction from the gods. (Assuming he has been loyal to his alignment.) Also, any individual act judged by the DM to be extremely heroic will be awarded additional experience points (from 1,000-5,000).

The referee must always analyze the players intentions when using these rules. If it seems the players are taking advantage of the DM's leniency he should not use them any longer. The referee should never announce when he is using these "heroic act" rules. Warning: the players should not be allowed to always rely on these rules in all tough situations; the referee must be *very* careful to use these rules sparingly.

I feel this set of rules will increase the rewards for self-sacrificing acts and keep brave characters alive longer.

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Inns and Taverns

Inns and taverns frequently appear in Dungeons and Dragons games, yet may not be utilized to their fullest potential either by the DM or the player characters. The reason for this being the function of inns and taverns is not fully realized and they can be difficult to design and stock. This article is presented as an aid to DM's and players whereby the functions of inns and taverns can be more fully realized.

The two terms "inn" and "tavern" have become almost interchangeable in modern usage, however this was not always the case. An inn, by definition is a place where travelers could obtain food and shelter, for a price. A tavern can be considered to be a place where ale (and other drinks) would be served in addition to food. An example of a tavern in modern society would be the English pub or public house. In some instances an inn would have a tavern on the premises, or within short walking distance.

Small communities (population 1-150) would probably not have a need for an inn. These small communities might have a tavern (75% chance) to serve as a community center, as well as a place wherein travelers could obtain food and drink. For lodging, a traveler finding himself or herself in a small community as night fell would probably either be forced to sleep outside or beg shelter from the local residents. Early in history, there were no inns, so travelers and pilgrims would seek shelter in the homes of local farmers or townspeople. These solicitations for shelter were frequently successful, as travelers were an excellent source of information about the world outside the local community.

As communities became larger (populations of 150-500), the concept of providing food and shelter to travelers for money became more common. Often communities of this size would support from 1-10 inns, depending upon their locations on the trade routes. The closer the community to a heavily traveled trade route, the greater the number of inns.

Large towns and trading centers could support a number of inns and taverns. While we do not generally consider the medieval community as being heavily populated, one reference states that in 1453, Paris consisted of three square miles. In these three square miles there were 150,000 people and 5,000 inns and taverns.

The size of inns generally ranged from 5-50 guest rooms, depending upon the needs and location of the community. As stated earlier, an inn might have a tavern-type area located within the inn proper or nearby.

For the maximum effectiveness in a *D&D* campaign, a large number of the rooms should be filled. Some of the travelers could have come from merchant caravans (60%), or pilgrim bands (40%). Other guests might include king's messengers bearing important documents, adventurers of various sorts, solitary high level wizards, spies and an unlimited amount of other characters developed by the DM to add zest to the game.

The cost for rooms would range from 5 copper pieces to 5 gold pieces per night or weekly rates of between 5 to 20 gold pieces. These rates would generally include two meals per day. Drinks would not usually be included in these rates.

For one's money, one gets a bed, normally made up with clean sheet and blankets—if not, there is a chance (10%) of bedbugs, ticks or disease. There may be bathing facilities, but not normally after dusk, a 50% chance of laundry service, a wash basin and a pitcher of water, and directions to the nearest outhouse. There is a 75% chance that the inn will be able to feed and shelter one's horse (or whatever), for 5 silver to 1 gold piece per night. The care one's horse will receive would probably include: walking it to cool it off, washing it and brushing it down, and feeding it

The chores around the inn would generally be done by a youth apprenticed to the innkeeper. These apprentices were sometimes called ostlers. Apprentices may have been the sons of the innkeeper or other youths who wished to learn the trade of innkeeping. An apprentice would remain in the master's service until his eighteenth birthday, having begun the training at about twelve years old. Their tasks include work in the stable, the kitchen and tavern. They would rarely be involved in handling money and did not tend the bar until the last years of the apprenticeship. There is a 25% chance that they are literate, however most can perform simple mathematical computations.

In addition to the apprentices (1-4), there would be the innkeeper. While innkeepers have become stereotyped in literature as being short, fat, balding men with notoriously bad memories, this does not need to be the case. Innkeepers are male (95%); short (20%), medium height (60%), or tall (20%). They are thin (20%), average build (40%), or stout (40%). They are normally observant (a 70% chance of them being able to remember every detail of a particular event). They are not easily deceived, though rarely can they be considered clever. 50% of the innkeepers are lawful, 20% are neutral and 30% are chaotic.

Most innkeepers are married (90%). In medieval society, women were relegated to a secondary role, involved in such activities as cooking and sewing for the customers. The innkeeper's wife normally had from one to five young women to assist her with her tasks. These young women also milked the cows and assisted with the other chores, such as gathering eggs. These young women sometimes act as waitresses, and if the innkeeper is chaotic there is a 25% chance that these young women might provide other, more infamous, activities for the customers (1-5 gold pieces per night). If the innkeeper isn't chaotic in nature and a guest propositions one of the young ladies in his charge, beware the loaded crossbow under the bar.

The activities of the inn or tavern centered around the common, or public room. It is in these areas, that your players will take their meals and mingle with the other guests and townspeople. Common rooms would be large, at least 40'x30', and have a seating capacity for at least 60 people. Some common rooms will be dark and dim, while others will be brightly lit and cheery. It all depends on the owner.

Food prices will vary as will the types of food available. Below is a listing of some of the food items commonly found in various *D&D* taverns, with approximate prices.

MEALS			
Beavertails	5 sp	Roast Turkey	3 gp
Snake Stew	5 sp	Roast Pheasant	5 gp
Rabbit Stew	3 sp	Venison	6 sp
Wolf Stew	3 sp	Mutton	4 sp
Chicken Eggs	each 3 cp	Vegetables (potatoes, etc.)	3 cp
Lizard Steaks	2 gp	Crab	3 gp
Beef Steaks	10 sp	Caviar & Salmon	6 sp
Roast Chicken	5 sp	Whale Blubber	10 gp
Roast Duck	8 sp	Beef Ribs	8 sp
Ham	5 gp	Bread	5 cp
Haggis	5 sp		
Salad (lettuce)	4 cp	DRINKS	
Lobster	2 sp	Wine	good 15 sp
Shark	3 gp		watered 10 sp
Fried Snake	3 sp	Mead	10 sp
Frog Legs	1 sp	Ale	3 sp
Otter Stew	15 sp	Grog	4 sp
Snake Eggs	5 gp	Rum	8 sp
Duck Eggs	11 sp	Beer	8 cp
Eel Steaks	4 gp		

These are priced for a 16 oz. tankard.

This list includes many of the items typically found on the menu of an inn or tavern. This, of course, depends upon largely the locale of the inn or tavern.

The common rooms not only served as a place for guests to partake in eating and drinking, but also as a gathering place for the townspeople. As a focal point for the local people and the travelers staying there, the common room was a place where news of the world could be shared. The common room also served as a place where entertainment functions took place. A traveling minstrel might be a guest at the inn, or the local residents might bring their own musical instruments whereby guests and local people could sing and make their own entertainment A traveling group of actors might be housed at the inn (10% probability). These companies performed in the inn's courtyard. The fee charged for such a performance would usually be one copper piece per member of the audience.

Inns and taverns also had underground rooms set aside as root cellars and food storage. These would be accessible by doors in the kitchen or just outside the rear kitchen doors.

While some inns and taverns were located in towns, others were located just outside of towns, usually in wooded areas. The inns may have a courtyard, a barn, a stable, a well, and at least two outhouses. Outside the wooded area where the inn is located, there would be fields and farms supplying the inn and the nearby town.

Inns, outside of large communities were usually located a day's horseback ride from each other. Therefore, they played an important role in medieval society in service to travelers, to serve social needs and as a place where the latest news could be heard.

Inns and taverns can play a significant role in *D&D* campaigns. If the DM utilizes the information on background, design and operation of these establishments they can be an important factor in exciting play.

AD&D Players & DMs Please Note

The TSR Design Dept. has asked us to help straighten out a little confusion caused by a change in AD&D design in the iterim between the release of the *Dungeon Masters Screen* and the *Dungeon Masters Guide*. The official word is: Monks now *fight* on the table for Clerics and Druids, but *save* on the table for Thieves.

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THE TRIBES OF CRANE

You, task chief of the Leopard people wandering tribe of Crane, sit in your great wagon awaiting news from your swift searching outriders. Suddenly hoof beats approach. The outriders leap from their mounts to your wagon flushed with excitement for they know full well the meaning of their news. But one sector to the North the great merchant caravan of the Impala people has been spotted. The order is given "To arms . . . to arms!" You snap your orders, "Gather my captains of hundreds. Let all know the tactic will be enfilade right. Now my arms, my mount." You heard that Kate, chief of the Impala people, has chosen a stand and defend tactic twice before; will he again? You know also that the Impala people are fine warriors as are all the people of the many tribes. This will be no raid of the strong on the weak, but rather a mighty clash of the ***TRIBES OF CRANE....***

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The creatures of Crane are as varied as its geography. Cattle goats and the caribou are the mainstay of the tribes, depending on the geography. But horses and the great mancarrying war hawks are important to the fierce warriors. Many undomesticated creatures also inhabit Crane such as the Euparkeria, a hugh bipedal lizard that feeds on cattle in the grasslands of Crane.

Interaction between players is very common. Alliance, trade, and combat are always possible. Combat is determined in part by a comparison of tactics used by the antagonists, the relative number of warriors, and the geography.

The games objective is to increase the relative strength and prosperity of your tribe which is measured by different criteria, depending upon the type of tribe, and thus obtain points. Players try to obtain high average points per turn thus placing new players on a par with those who have been playing longer.

The Tribes of Crane may be entered for $10.00 which includes the first three turns, a rule booklet, and all necessary material (except return postage). Thereafter, turns are $2.50 each. If dissatisfied after the first turn, you may return the materials for a full refund. A rule booklet may be purchased separately for $3.50.

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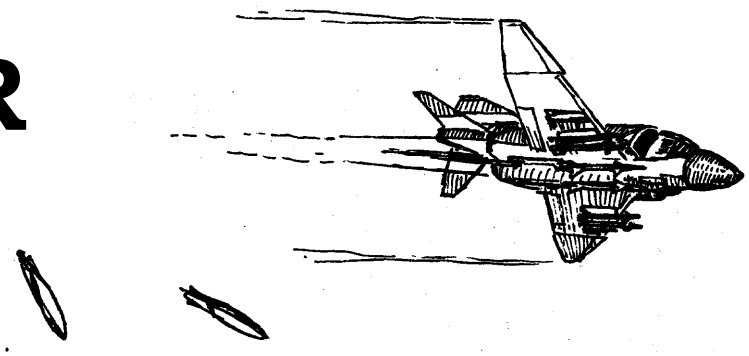
Variant

AIR WAR

North Vietnam



by J.D. Webster

The war in Vietnam produced some of the most intense aerial jet combat to be seen since the Korean War. Being an avid fan, and constant player of ***SPI's AIR WAR,*** *I was always somewhat disappointed with the limited number of scenarios that were provided in the game. I'm sure that by now most avid players of* ***AIR WAR*** *will have played out the scenarios and be ready for some new action. Being in the military, I was able to gain access to some Air Force combat descriptions and reports of air battles over North Vietnam. From these I have picked some of the more exciting actions and arranged them into new scenarios. There are six scenarios presented here, two from each of the first three years of the conflict. It was during this time that the USAF initiated its* ***ROLLING THUNDER*** *bombing campaign against the North, and it was also during this time that the fledgling North Vietnamese Air Force made its combat debut against the USAF. The fighting that resulted was some of the most intense air combat in history and is rivaled only by the Middle East war of '73. These scenarios are action packed, so I hope you will enjoy them. Be looking for more scenarios in future issues, and remember, ... always check your six!!*

NEW AIR WAR SCENARIOS

Scenario Title: ZINC FLIGHT IS BOUNCED AT THANH-HOA BRIDGE
Date of Action: 04 APRIL 1965

DESCRIPTION OF ACTION: Four F-105's of the 388TH TFW based in Thailand were orbiting in a holding pattern while awaiting their turns to make attack runs on a bridge in North Vietnam. Suddenly, four MiG-17C's broke out of the overcast and bounced the surprised THUD pilots. Despite a desperate call to break by the No. 3 THUD, the MiG's closed in on the lead element and shot down both of the F-105's, and without stopping dove away to safety.

SIDE A: USAF 4*F105D		***SIDE B:*** NVAF 4*MIG-17C		***Game Length*** = 20 Turns
Mv. ALL.	*: 4*	Mv. ALL.	*: 6*	
THROTTLE	*: 4*	THROTTLE	*: 5*	
ENERGY	*: 0*	ENERGY	*: 6*	
ACCEL.	*: 0*	ACCEL.	*: 0*	***MAP ARRANGEMENT***
WINGS	*: 45L*	WINGS	*: Level*	
FLT. ATT.	*: Level*	FLT. ATT.	*: Dive I*	A B C
ORDNANCE	*: 2 drop tank*	ORDNANCE	*: 0*	D E F
	: 11 750 lb.			
CONDITION	*: Loaded*	CONDITION	*: Normal*	
ALTITUDE	*: 40*	ALTITUDE	*: 48,48,50,50*	
HEADING	*: N*	HEADING	*: NNE*	
TURNING	*: 10L*	TURNING	*: 0*	
HEXES:	*E0905, E1004, E1307, E1407,* ____, ____, ____, ____.	HEXES:	*EO508, E0607, E0610, E0410,* ____, ____, ____, ____.	

VICTORY CONDITIONS: The NVAF player must down at least one THUD or cause at least three THUDS to jettison bomb loads without sustaining losses to win. If the above conditions are met but one or more MiGs are lost the game is a draw. Any other is a USAF victory.

SPECIAL NOTES:

OPTIONAL RULES: None, both sides begin in contact

GROUND INSTALLATION LOCATIONS, (TYPE, HEX)

____, ____ ____, ____ ____, ____
____, ____ ____, ____ ____, ____
____, ____ ____, ____ ____, ____
____, ____ ____, ____ ____, ____
____, ____ ____, ____ ____, ____

Scenario Title: ACTION OVER DAP CAU RAILROAD
Date of Action: 16 SEPTEMBER 1965

DESCRIPTION OF ACTION: Three F-4C Phantom's of the 555TH TFS were on a Strike Mission over North Vietnam when four MiG-17's dove down to attack. The Phantoms jettisoned their bombs and attempted to defend themselves. One Phantom and one MiG were destroyed in the ensuing battle.

SIDE A: USAF 3*F-4C		***SIDE B:*** NVAF 4*MIG-17C		***Game Length*** = 20 Turns
MV. ALL.	*: 4*	MV. ALL.	*: 6*	
THROTTLE	*: 4*	THROTTLE	*: 5*	
ENERGY	*: 0*	ENERGY	*: 4*	
ACCEL.	*: 0*	ACCEL.	*: 0*	***MAP ARRANGEMENT***
WINGS	*: Level*	WINGS	*: 45L*	
FLT. ATT:	*: Level*	FLT. ATT.	*: Dive I*	A B
ORDNANCE	*: 4*AIM-7B*	ORDNANCE	*: 0*	C D
	*: 4*AIM-9B*			
	: 12 750 lb.			
CONDITION	*: Loaded*	CONDITION	*: Normal*	
ALTITUDE	*: 14*	ALTITUDE	*: 16*	
HEADING	*: NE*	HEADING	*: E*	
TURNING	*: 0*	TURNING	*: 10L*	
HEXES	*C1205, C1405, C1407,* ____, ____, ____, ____.	HEXES	*D0703, D0901, 01004, 01102,* ____, ____, ____, ____.	

VICTORY CONDITIONS: Side scoring most points wins. Each MiG is worth five pts., each Phantom is worth eight pts. In addition, each bomb load jettisoned is two pts. for the MiG player and each load retained is four pts. for the USAF player.

SPECIAL NOTES:

OPTIONAL RULES: None, both sides begin in contact.

GROUND INSTALLATION LOCATIONS, (TYPE, HEX)

____, ____ ____, ____ ____, ____
____, ____ ____, ____ ____, ____
____, ____ ____, ____ ____, ____
____, ____ ____, ____ ____, ____
____, ____ ____, ____ ____, ____

Scenario Title: MORE MiG KILLS
Date of Action: 23 APRIL 1966

DESCRIPTION OF ACTION: Four Phantoms of the 555 TFS were flying MIGCAP for an F-105D Strike Force. The Phantoms picked up contacts on their radar at fifteen miles and visually confirmed them as MiG-17's at a range of about three miles. They engaged head on and a fierce fighter scrap ensued during which two of the MiGs were shot down.

SIDE A: USAF 4*F-4C		***SIDE B:*** NVAF 4*MiG-17C		***Game Length*** = 30 Turns
MV. ALL.	: 6	MV. ALL.	: 5	
THROTTLE	: 6	THROTTLE	: 5	
ENERGY	: 0	ENERGY	: 0	
ACCEL.	: 0	ACCEL.	: 0	***MAP ARRANGEMENT***
WINGS	: Level	WINGS	: Level	
FLT. ATT.	: Level	FLT. ATT.	: Level	A B
ORDNANCE	: 4*AIM-9B	ORDNANCE	: 0	C D
	: 4*AIM-7B			E F
CONDITION	: Normal	CONDITION	: Normal	
ALTITUDE	: 75,75,72,72	ALTITUDE	: 73	
HEADING	: N	HEADING	: S	
TURNING	: 0	TURNING	: 0	
HEXES:	F0615, F0814, F1213, F1414, ____, ____, ____, ____.	HEXES:	A1006, A1107, A1408, A1508, ____, ____, ____, ____.	

VICTORY CONDITIONS: The side that shoots down more enemies wins.
SPECIAL NOTES: Both sides have visual contact, in addition the USAF player has radar contact and the two element leaders have lock-ons for one turn already on MiGs of their choice.
OPTIONAL RULES: None.

GROUND INSTALLATION LOCATIONS, (TYPE, HEX)

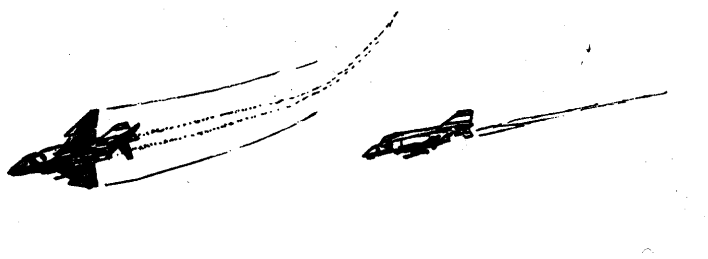
Scenario Title: THE IRON BUTTERFLIES FIGHT BACK
Date of Action: 29 JUNE 1966

DESCRIPTION OF ACTION: Four F-105D's of the 388TH TFW on a Flak Suppression mission spotted four MiG-17's closing in from the seven o'clock position. The lead element of F-105's broke into the MiGs who overshot. and engaged the second element. Two of the MiGs providing top cover did not initially engage the THUDS who dumped ordnance, hit afterburner, and using their cannon mixed it up for a change. One MiG was shot down and one THUD was heavily damaged.

SIDE A: USAF 4*F105D		***SIDE B:*** NVAF 4*MIG-17C		***Game Length*** = 25 Turns
MV. ALL.	: 6,6,5,5	MV. ALL.	: 6	
THROTTLE	: 4	THROTTLE	: 5	
ENERGY	: 3,3,0,0	ENERGY	: 4	
ACCEL.	: 0 Lvl	ACCEL.	: 0	***MAP ARRANGEMENT***
WINGS	: 45L,45L,Lvl,	WINGS	: Level	
FLT. ATT.	: Dive I	FLT. ATT.	: Dive I	A B
ORDNANCE	: 0	ORDNANCE	: 0	C D
CONDITION	: Normal	CONDITION	: Normal	
ALTITUDE	: 60,60,65,65	ALTITUDE	: 65,65,75,75	
HEADING	: W,W,NW,NW	HEADING	: N,N,NE,NE	
TURNING	: 15L,15L,0,0	TURNING	: 0	
HEXES:	D0702, D0904, D1203, D1403, ____, ____, ____, ____.	HEXES:	D0908, D0809, D0611, D0712, ____, ____, ____, ____.	

VICTORY CONDITIONS: The side that shoots down more of the enemy wins.
SPECIAL NOTES: The MiG top cover is composed of two novice pilots who will not descend below alt. level 75 unless they roll a Prob. No. of 6, (check beginning of turn two and thereafter), or they are engaged by the THUDS. Should the other two MiGs be destroyed before this occurs, the top cover must flee.
OPTIONAL RULES: No optional rules.

GROUND INSTALLATION LOCATIONS, (TYPE, HEX)



Scenario Title: THE RUSE
Date of Action: 06 JANUARY 1967

DESCRIPTION OF ACTION: For several days RF-4C Recon Flights had been thwarted by heavy MiG activity. Capt. Pascoe and Major Hirsch of the 55TFS, 8TH TFW, decided to try to alleviate the problem. Flying in a tight formation to appear as a single aircraft on radar, the two then flew in place of the normal RF-4C. MiGs who were looking for another fun day of chasing unarmed aircraft were in for a surprise. 2 of 4 intercepting MiGs were shot down.

SIDE A: USAF 2*F-4C		***SIDE B:*** NVAF 4*MIG-21C		***Game Length*** = 25 Turns
MV. ALL.	: 6	MV. ALL.	: 4	
THROTTLE	: 6	THROTTLE	: 4	
ENERGY	: 4	ENERGY	: 0	
ACCEL.	: 0	ACCEL.	: 5	***MAP ARRANGEMENT***
WINGS	: Level	WINGS	: Level	
FLT. ATT.	: Dive I	FLT. ATT.	: Level	A B
ORDNANCE	: 4*AIM-7B	ORDNANCE	: 2*ATOLL	C D
	: 3*AIM-9B			
	: One ECM Pod			
CONDITION	: Norma/	CONDITION	: Normal	
ALTITUDE	: 30	ALTITUDE	: 25	
HEADING	: N	HEADING	: SW	
TURNING	: 0	TURNING	: 0	
HEXES:	D0212, D0312, ____, ____, ____, ____.	HEXES	A1104, A0902, A1107, A1306, ____, ____, ____, ____.	

VICTORY CONDITIONS: The side that shoots down the most aircraft wins.
SPECIAL NOTES: All aircraft begin in visual contact, plus both USAF aircraft have had radar lock-ons on the lead MiG for one turn at start.
OPTIONAL RULES: Note: The ECM pods play no part in the game but are noted for historical reasons.

GROUND INSTALLATION LOCATIONS, (TYPE, HEX)

Scenario Title: THE THUDS COUNTER ATTACK
Date of Action: 10 MARCH 1967

DESCRIPTION OF ACTION: Four F-105's of the 355 TFW had just pulled up after making a Flak Suppression run when they spotted two flights of four MiG-17's attempting to sneak up on the main strike force. Since they had expended the last of their ordnance on that last run, the F-105's cleaned up, went to afterburner and bounced the MiGs with their cannon. The leader of the second element, Captain Brestel, shot down two of the MiGs in the ensuing dogfight.

SIDE A: USAF 4*F-105D		***SIDE B:*** NVAF 8*MIG-17		***Game Length*** = 20 Turns
MV. ALL.	*: 6*	MV. ALL.	*: 5*	
THROTTLE	*: 6*	THROTTLE	*: 5*	
ENERGY	*: 3*	ENERGY	*: 0*	
ACCEL.	*: 0*	ACCEL.	*: 0*	***MAP ARRANGEMENT***
WINGS	*: 45R*	WINGS	*: Level*	
FLT. ATT.	*: Dive I*	FLT. ATT.	*: Level*	A
ORDNANCE	*: 0*	ORDNANCE	*: 0*	B
CONDITION	*: Normal*	CONDITION	*: Normal*	
ALTITUDE	*: 10*	ALTITUDE	*: 06*	
HEADING	*: NNW*	HEADING	*: N*	
TURNING	*: 20R*	TURNING	*: 0*	

HEXES: *B1205, B1405 B1107, B1605, _____, _____, _____, _____,*

HEXES: *B1205, B0518, B0701, B0603, B0515, B0416, B0318, B0716,*

VICTORY CONDITIONS: The USAF player must down at least one MiG with no loss, or gain a 3 to 1 kill ratio to win. A 2 to 1 ratio is a draw, and any other is a MiG win.

SPECIAL NOTES: A smaller version of this scenario can be played using only the first half of each force listed.

OPTIONAL RULES: Note: The ECM pods play no part in the game but are noted for historical reasons.

GROUND INSTALLATION LOCATIONS, (TYPE, HEX)

_____, _____ _____, _____, _____, _____
_____, _____ _____, _____, _____, _____
_____, _____ _____, _____, _____, _____
_____, _____ _____, _____, _____, _____
_____, _____ _____, _____, _____, _____

AWFUL GREEN ERRATA

A few things got left out of the game. The following rules should be added under Weapon Attacks

1) If a crewmember enters a room containing monsters, even just eggs, that crewmember may only attack monsters in that room.

2) The third sentence under ATTACKS should end with the word "crew."

3) There should be one additional no effect marker among the Weapon Effect chits. Make one with one of the spare pieces.

4) There should be one additional Gas Grenade. Make one with one of the spare pieces.

Yes, I am biased in favor of the crew, but the monsters can, and do, win.

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SMALLER THAN MAN-SIZED WEAPONS TABLE

Thomas Holsinger

Editor's note: This article was written in companion with Mr. Holsinger's "Strength Comparison Table" (TD #26). Space considerations did not allow us to use both in the same magazine. Both articles should be read and used in conjunction with each other. Our apologies for any confusion or difficulties resulting from splitting the two pieces.

Small creatures which use weapons, such as hobbits, goblins, etc., generally use weapons proportioned to fit their smaller stature and these smaller weapons do less damage than their man-sized counterparts. It is fairly easy to allow for damage bonuses due to strength for the larger than man-sized monsters, but this is really not possible for smaller than man-sized critters due to the high percentage of "one damage point" results which would ensue from a simple subtraction from damage rolls.

The following table is presented to deal with this problem. It lists melee weapons in three columns, man-sized weapons in the first, damage from weapons for the 3' high races in the center (Gnomes, Halflings, Kobolds) and damage by Goblin-sized weapons in the last column. Each column has two entries separated by a slash (/), the first being damage to man-sized targets and the second being damage to larger than man-sized targets.

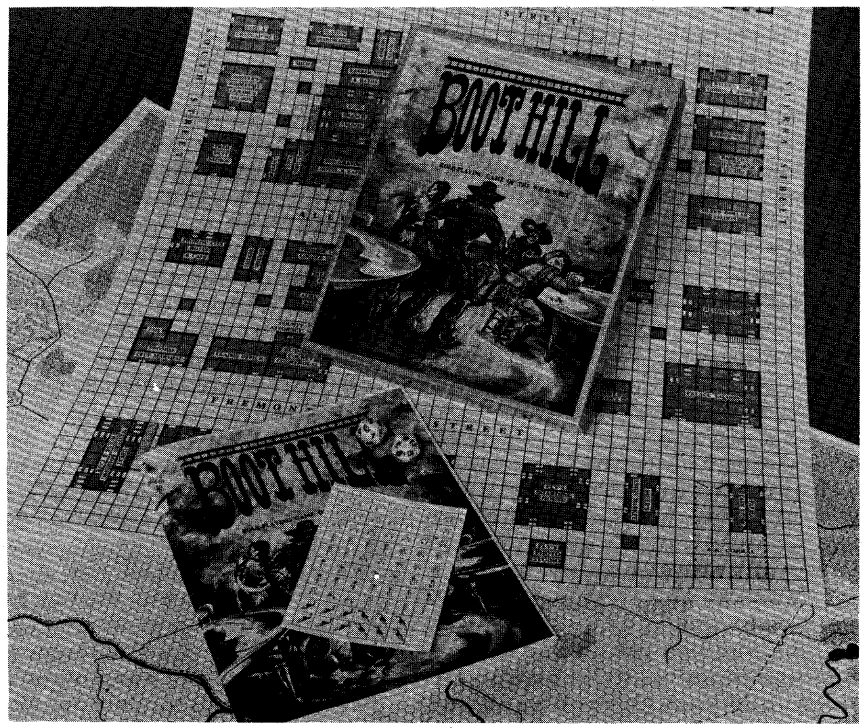
This table grew out of an encounter I had as a referee with the "barbarian hobbit" one player brought in and attempted to run as Conan's cousin. All the hobbits I had dealt with in the past were sensible ones like thieves and assassins who believed that the best course for a hobbit was to stay out of sight and do the deed when no one was looking. Not this guy. He wanted to have his hobbit charge in with swords bigger than his character. I pointed out that hobbits just aren't big enough to use man-sized two-handed swords, halberds and the like, and that a pole arm shaft small enough for a hobbit's grip would have to be thinner and therefore weaker than normal. The twit howled with indignation and I almost had to throw him out of the game.

Dwarves are only 4' high, just as Goblins, but they are 3' across and are *very* strong for their weight, more so than humans. They therefore use the man-sized weapons column.

WEAPON	NORMAL	GNOMES, ETC.	GOBLINS
Dagger	1-4/1-3	1-2/1-2	1-3/1-3
Poinard	2-5/1-4	1-3/1-2	1-4/1-3
Short Sword	1-6/1-8	1-3/1-4	1-4/1-6
Rapier	2-7/1-6	1-4/1-3	2-5/1-4
Scimitar	1-8/1-8	1-4/1-4	1-6/1-6
Broadsword	2-8/2-7	1-4/1-4	2-6/2-5
Bastard Sword	2-8/2-16	1-4/1-8	2-6/2-12
Great Sword	1-10/3-18	1-5/2-9	1-7/2-14
Small Axe	1-6/1-4	1-3/1-2	1-4/1-3
Battle Axe	1-8/1-8	1-4/1-4	1-6/1-6
Great Axe	2-12/4-24	1-6/2-12	2-9/3-18
8' Spear	1-6/1-8	1-3/1-4	1-4/1-6
12' Spear	1-6/1-10	1-3/1-5	1-4/2-7
16' Pike	1-6/1-12	1-3/1-6	1-4/1-8
Halberd	1-10/2-12	1-5/1-6	1-8/2-9
Warhammer/Small Mace	2-5/1-4	1-3/1-2	2-4/1-3
Large Mace	2-7/1-6	1-4/1-3	2-5/1-4
2-Handed Mace	2-9/1-8	1-5/1-4	2-7/1-6
Military Pick	2-7/2-8	1-3/1-4	2-5/2-6
Flail	2-7/2-8	1-3/1-4	2-5/2-6
Morning Star	2-8/2-7	1-4/1-3	2-6/2-5
Javelin	1-6/1-6	1-3/1-3	1-4/1-4
Throwing Axe	1-6/1-4	1-3/1-2	1-4/1-3
Sling Stone	1-4/1-4	1-2/1-2	1-3/1-3
Self Bow Arrow	1-6/1-6	1-3/1-3	1-4/1-4

NOW AVAILABLE FROM YOUR FAVORITE GAME DEALER

BOOT HILL



You step from the cool shade of the Long Branch Saloon into the midday heat of Promise City. Loosening your Colt in its holster, you look down Main Street and spot the leather and denim-clad stranger who called you out. Citizens of the town scramble for cover as they sense the forthcoming battle. The outlaw doesn't look fast enough to match your draw, but . . . wait! Your keen eyes catch the unmistakable glint of the sun against gun metal from the roof of the dance hall — the yellow coward has a buddy who's going to shoot you in the back! What will you do? Think fast, or you'll be the next resident of . . . **BOOT HILL!**

BOOT HILL is the game of role-playing in the Wild West of history and legend. Each player adopts the persona of their character, becoming a shiftless outlaw robbing banks and stages, a renegade half-breed leading Indians on the warpath, a straight-shooting sheriff determined to clean up the town, and so on. This boxed version contains a revised and expanded rules booklet (which now includes ratings for many of the real-life "fastest guns that ever lived"), a campaign map for El Dorado County ("Somewhere in the Southwest"), percentile dice, and a 34" × 22" map of Promise City, including a movement grid which can be used with the counters provided or by miniatures, and detailed structure drawings showing door, window, and stair locations as well as the height of the buildings! **BOOT HILL** merges the West of movies, television, and literature with reality to form the locale for endless hours of adventure and fun. Strap on your gunbelt, and enter the world of **BOOT HILL!**

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Anatomy of an S.C.A. Battle— The Sleep War

by Allen Hammack

One may ask, "What starts a war in the Society for Creative Anachronism? Does one barony call another on the farspeaker (telephone) and just say, 'Let's have a battle'?"

Good question—and the answer is, "Not usually". Actually, there is rarely anything usual about things the Society does. The biggest annual event is the Pennsic War, held each summer somewhere in (naturally enough) Pennsylvania. The Pennsics involve hundreds of people, and have been going on for so long that the origins are lost in antiquity. At the other end of the scale, a local group might decide to have a Sunday picnic at the park—in costume, of course—and, after the dining is over, hold a leisurely fighter practice, play a game of chess in the shade of a tree, or anything else that strikes one's fancy. Somewhere in between the scope of these two events falls the Sleep War.

It all began when a good-humored debate started during the King's Court at the most recent Crown List of the Kingdom of Meridies, held by the Barony of Iron Mountain (Birmingham, Alabama):

"Your Majesty, this is all a misunderstanding," protested the Baron of Iron Mountain. "Squire Robert was simply trying to contact you . . . ."

"He could have chosen a better time than 2 a.m.," glowered Sir John, known as the Mad Celt; for although his Barony, South Downs, lies within the fair realm of Meridies, that portion of the kingdom falls under the dominion of the Eastern Time Zone.

"We had hoped not to mention this in court," said Mistress Rondallynn, "but when Robert called, My Lord Husband and I were not asleep."

There followed a (pardon the expression) pregnant pause, during which the populace and His Majesty realized that the household had not been awakened so much as . . . interrupted. (In further insult there was heard a comment from a certain unnamed Royal Progeny to the effect that "Knowing the South Downs men, what's ten seconds one way or the other . . . ?" At this point His Majesty King Orlando (from South Downs himself) made a timely intervention.)

"'T'would seem that Sir John does have just cause for his grievance, therefore I do give him leave to declare war on the Barony of Iron Mountain, on behalf of the Barony of South Downs. What say you, Lord Baron?'

"This still seems not reason enough for war, if it can yet be avoided . . . ."

"Well, then, I see only one equitable and fair solution," said the King. "There be no alternative but to cede the whole of the Barony of Iron Mountain, as well as the entirety of the Mundane State of Alabama, to South Downs.

What say you *now*, Lord Baron?"

* * *

And that's how this battle got started. The stakes were high: the winners would, for a full year (until the next battle), hold title to the entire state of the losers. Although the results of the Sleep War are purely nominal, then, there is a great deal of pride at stake; mainly, however, the reason for holding another event is that it is another chance to have fun and see friends again.

* * *

Finding a suitable site for an SCA event is a challenge. Hopefully it will have cabins (with cots or beds) for most, although a few may end up in sleeping bags; sanitary facilities; kitchen facilities adequate to stave off masses of hungry fighters, ladies, nobility, and assorted others; showers (please, God, let there be hot showers!); and, most importantly, some terrain open enough to allow for melees involving masses of fighters. Private camps and state parks are often used, and this time the latter got the nod: we trekked to Warm Springs State Park in Georgia, a fairly neutral site and centrally located.

The Sleep War turned into a larger event than anyone had expected; South Downs called in all their allies, other groups which had treaties with them, mercenaries, and so on; Iron Mountain did likewise. Commitments are honored in the SCA, far more so than in the "mundane" world; one group travelled all the way from Tampa, Florida to fight for Iron Mountain. When asked why, they replied that one of their members had moved to a town in southern Alabama where a new shire was forming. The Baron of the Tampa group had told the departing member to let him know if he could ever be of any help. When the call to arms went out to defend Alabama's territory, the member beseeched the Baron to make good his pledge of support, which he did in the form of manpower. Thus, the intricacies of intrigue and diplomacy are still powerful forces, even today. Others fought for a particular side for yet another reason, just as traditional if not quite as respectable—they were paid. Terms vary, from agreements to support someone else at another event to the most common (and enjoyable) remuneration, which is wine. Normally homemade wine is provided, but because there were so many mercenarites at this event their salary was a bottle of a commercially available vintage named for the agricultural habitation of one of our nation's earliest frontier heroes.

* * *

Now for the battle, which (it was decided by council) would consist of three separate engagements, the winner of two to be declared the victor: a "Capture the Enemy's Banner" scenario, a "Kill the Enemy's Commander" scenario, and a Grand Melee ("Line Up On Different Sides Of The Field And Charge")

In the first battle each side was given a park pavilion to defend; they must place their banner within and, once placed, the banner could not be moved. The pavilions were separated by about 1/4 mile of wooded, hilly terrain, and it became obvious that scouting efficiency was going to be important to the outcome. Iron Mountain placed their troops in a ring around the pavilion, sent out scouts, and waited for the enemy. And waited. And waited. In the hot Georgia sun, neither side really wanted to make the trek to the other's fortification; fatigue is a much more important influence in the outcome of medieval combat than wargame rules allow. Eventually South Downers showed up, and charged in a feint towards the near line before quickly circling to the rear. The charged line held their position despite a tremendous urge to follow the attackers around and flank them—there was still the possibility of more troops waiting in the woods for such a hole to open up. The rear line stood firm and virtually wiped out the attackers, with moderate casualties. At this point the scouts reported to the Iron Mountain commander that only 10 or so held the South Downs pavilion, most of their manpower having been expended in the assault force. Almost everyone wanted to be in on the final kill, so the immobilized wounded and a couple of sword-and-shieldmen (5 altogether) were left to guard the banner.

It turned out that there was indeed a small force of some of South Downs' best fighters lurking about, and when Iron Mountain was preparing what was planned to be the final assault on the opposing pavilion, the two South Downs commandos that survived the fight at the Iron Mountain Pavilion came rushing through with their prize, the banner, and claimed their victory.

In the second battle ("Kill the Enemy Commander") pavilions were swapped, and the first thing the Iron Mountain commander did was to

(con't. on page 34)

Origins of the Norse Pantheon

Paul Karlsson Johnstone

Have you ever "gone berserk"? I have, just a few times, and enjoyed it immensely. All other human feelings, good or bad, including many more worthwhile, seem tiny, feeble things compared to berserksgang.

To begin, you get angry. Angry? What a puny word that seems for what you feel! You are mad, and the enormous strength of madness comes pouring in. You are suddenly feeling fourteen feet tall and made of stainless steel. You can move so fast that other people seem paralyzed. Instead of being an ordinary, fallible human being, as you usually are, subject to various weaknesses, you are, for a moment, the Wrath of God made actual. In that mood you may pick up objects far beyond your normal strength, or murder your best friend, or easily overpower a champion athlete. You feel invulnerable and, for a little while, you may be. Beyond that, you feel *different.* And you are. You feel like an aerial torpedo in mid-flight. For life or death or whatever, you don't care. You *don't care.* And you are fiercely, exultantly, joyously happy. This mood is fickle and desperately treacherous. It may desert you at any second, leaving you weak and spent. Worse still, it may lead you to deeds you will regret as long as you can remember. Yet it is possible, just barely possible, to keep it under control, as it is possible to ride a wild horse. Possible, yes. Safe or easy, no! But if you can, you can do wonders. For a little while. *Berserksgang* is ages old. Our ancestors of the Wurm Ice Age, who with weapons of wood and stone, without even bows and arrows, hunted and killed mammoths by hundreds, building their homes of mammoth hides and tusks, must have known it well, for the wrath of a wounded elephant is no small thing to face. Yet they faced it, day after day.

Hans Schutte, the great Danish archaeologist, in his great work: *Our Ancestors; The Gothonic Nations,* pointed out that the oldest surviving Gothonic (Teutonic, Germanic) language, the Gothic of Ulfilas, about A.D. 330, contains a word, *ulbandws,* which seems *not* to derive from Greek and Latin *elphas* "elephant" but to be a *rule-right* Gothonic cognate of it. Ulfilas, in his translation of the Old Testament, applied the word to camels. Since European mammoths died out before 10,000 B.C., the *ulbandws* could have only survived in folklore, as a huge, misshapen, hairy, ferocious animal dimly remembered. And after the mammoth was gone, the men who lived around the Baltic hunted the aurochs, a nearly as large and even more dangerous ancestor of the Spanish fighting bull. Before all recorded history, our almost-naked (in warm weather) forefathers dared to hunt these beasts and others—the cave lion and the cave bear, the dire wolf — *successfully,* or we would not be here today. *Berserksgang* must have been a tool at their disposal, just as it has been used in "modern" times by Norwegian farmers, clearing a new field of glacial boulders that they could not stir normally.

A trait going back that far cannot be exclusively Gothonic. We know that in the battle of Telamon in 225 B.C. the Romans found themselves faced by naked (save for a leather belt) Keltic spearmen, *Gaesati,* fetched from beyond the Alps, who were considered invincible. Fighting under the ardent Italian sun, against rank after rank of disciplined legionaries, they tired and went down. But not before they had impressed themselves on the Roman imagination. Why did they go into battle stark naked? These were wealthy men. They could afford shields, helmets, coats of mail, but they did not wear them. Mere bravado then? I think not.

Under some little-understood circumstances, the human body can grow suddenly larger. Daniel Dunglas Home could suddenly increase his height by at least nine inches. Body diameters can also increase. So the berserk warrior could find a coat of mail suddenly become a crushing, stifling burden. They would throw it off, and their clothing, keeping only a weapon.

In the days when Christianity and writing on vellum came to the North, the tradition of *berserksgang* came with the cult of Woden (Wotan, Odin), by incomers from what is now South Russia, the Dnieper valley. According to *Heimskringla* and the Ossetian scholar, Dzambulat Daulanty, it fits well within the traditions of the Alans, preserved in the fastnesses of the Caucasus. According to "Odin l'Ossete" by Daulanty, in *Oss-Alanes,* Vol. II (1953) pp. 11-12, there is an Ossentian (Alanic) tale of a boy called either *Uyd-daen* or *Ud-daen* ("I am the soul") who discovered the secret of smelting bronze (actually millenia older) and making weapons. He kills a wicked giant, assembles a host of Alan warriors, and goes north in search of women with long golden hair. Eventually he and his army arrived in the far north of Europe, which Daulanty plausibly identifies with Scandinavia, and is there accepted as a god. Uyd-daen married the king's daughter. Just as in Sturlason's *Heimskringla,* Odin is not presented as a conqueror, but simply as an accomplished and wealthy foreigner who penetrates an existing people and culture, introducing new ideas.

In his old age, Uyd-daen returned to the Caucasus, leaving behind his son Votan. The Alans were the strongest of the Sarmatian tribes which then dominated much of Eastern Europe and Western Asia. They rode horseback and used stirrups, wore coats of mail. When did this occur? Certainly not in the Bronze Age, nor even in the Early Iron Age (Hallstatt) period.

The Alans only reached a position from which such an expedition would be practical about 150 B.C. But the most likely point is somewhere around 63 B.C., when Pompey the Roman general was pursuing Mithradates to his death in the Crimea. Now Mithradates, as his name shows, was an Iranian, a white man, speaking a Wiro (Aryan) tongue, closely related to Persian and Hindustani. These Alans, as we know from contemporary descriptions, were essentially Nordics, though less blond than Scandinavians. They were, then, men likely to appreciate blonde beauty of Scandinavian girls. The Romans never occupied the Dnieper basin at any time. But they did hold the Crimea for centuries, and that was too close for the comfort of any intelligent Alanic dynast. So it is about 60 B.C. that we can suppose that Uyd-daen (the name may well be mythical, but the man behind it is not) made his way northward, through the territories of primitive Slavic and Baltic tribes. Some of them possessed a well-developed Iron Age culture, as Marija Gimbutas has shown, but none able to resist the well-armed and generally friendly Alan host, who asked only free passage. It is Votan, Uyd-daen's son, whose name seems to have passed over into Gothonic as Wodan.

It's notable that Eddaic poetry, in its present form far later, presents Odin not as a great conquering hero, but as a cunning magician, adept in unmanly arts of *seid-* craft. In a later age such a man would have been given the despised name of *scrat* and burnt in his house as one unworthy of life. This means that the new religious cults brought in by the Alanic magicians was not acceptable to all.

I say "cults", for there were two waves of Alanic religion reaching the North: the Aesir cult dominated by Wodan-Odin and the Vanic cult of Nerthuz and Njord, Frey, and cat-Freyja. The distribution pattern of their place-names strongly suggests that the Vanic gods preceded the Aesir. Down to historical times, the nobility of Uppland, (the heart of later Sweden, see *Det Svenska rikets oppkomst* by Birger Nerman) claimed descent from Frey. The great temple at Old Uppsala held an idol of Odin, but was dominated by the Priapic Frey, with his cult of the horses' phallus. The Swedish royal family of that day, which did not claim descent from either Odin or Frey, became Christian in the time of Olof Skottkonung in 1025. However, they did not dare to interfere with the great shrine of frey until 1118, when King Philip, having been driven from Uppland by a heathen usurper, reformed his forces in Varmland

and then led a small mounted force on a midwinter raid through the snow and burnt the heathen and his temple.

Odin place-names are thickest in Denmark, Skane and Oster- and Vestergotland. They are almost unknown in Norway, where the cult of Thor (Old English Thunor, *"thunder")* is dominant

Thor and Tyr (Old English *Tiw)* are older Gothonic gods whose cults managed to survive the coming of the Vanir and Aesir. So, probably, is Heimdall, whose alternative name of Rig (Keltic for "King") hints at a period of Keltic dominance in the North. This period ended with the floods which forced the migration of the Cimbri and Teutones, whose plebeians may have spoken Gothonic but whose leaders certainly spoke Keltic. It may have been from Denmark that the proto-Picts reached Eastern Scotland about 700 B.C. If so, the Cimbri and Teutones were P-Kelts. They certainly were practitioners of a horrible cult of human sacrifice and the collection of blood in great bowls, which is also attested in Skane about 1000 B.C. Was it only toward the end of the Viking Age that the Scandinavians began to forsake Odin? That is the impression that most histories give.

But it is mistaken. We know that while the great Ostrogothic King Theodoric, the Western Roman Emperor in everything but name, ruled in Italy (493-526), a young Gothonic king from the far north came to his court and stayed long enough to be remembered. Now Theodoric was very definitely a Christian. It is not likely that a client prince could stay very long at his court without being baptized, or at least "prime-signed."

The name of this young king is given as *Rodvulfus,* King of the Rani. There is a small district in Scandinavia, Ranrike. But at just this time there was a great Danish king who ruled at Lejre in Sjaelland. He figures in *Beowulf* as Hrothwulf, and in *Saxo Grammaticus* as Rolvo Krake (usually given as meaning "the Crow"—but perhaps really the *Creaca* (Greek)—that is, a man who had "fared southward to Greekland" (the Mediterranean). And it takes only a shift from "r" to "d" to change Rani to Dani, and there is the adjoining Rodvulf to explain it. All of which would not be worth mentioning save for the well-remembered fact that Hrolf Krake and his men were remembered in Denmark for their consistent refusal to ever offer any sacrifice to Odin *or any other god.* The old, old song of the *Bjarkamal,* the "egging on of the housecarles" which was sung before the doomed host of St. Olaf on the day of his martyrdom, has the dying Berserk, Bothvarr- Bjarki, ask his wife, Hrut (King Hrolf's sister) if she can see "Frigg's husband" (Odin) anywhere, so that Bjarki might, in his last breath, destroy the King of the Gods. All this fits in neatly with the idea of a Christian mission to Denmark about A.D. 510. It perished in the ashes of Lajre, but folk remembered that one could be a hero and not serve any of the old gods.

S.C.A. Battle *(cont. from page 32)*

move up out of "that death trap" (as he described it); it was in the pit of a natural valley, giving charging opponents the advantage. Instead it was decided to make a stand around a cabin which was on level ground and which afforded a clear view of the surrounding terrain. The Shire of the Eagle (Auburn, AL) had several members with large kite shields (over 5 feet tall), and using these and other big shields the Baron formed the shield wall which was to be Iron Mountain's first line of defense. There was one pole arm behind every three shieldmen, making this a very discouraging line to charge, indeed!

After the usual forays with small groups of fighters seeking to slip up on the side or rear (these were all repelled in force), the main group came up the road. However, South Downs had yet another trick up their sleeve; one of their men allowed himself to be taken prisoner, and later stabbed the Iron Mountain commander in the back with a hidden dagger the moment before he was slain by other troops. Since there was some question over both the legality of the weapon involved and whether or not he had previously been remanded to the custody of a knight-marshal, a compromise was reached and it was declared that the Baron of Iron Mountain was wounded and could not move. Actually, this suited the Baron just fine since (as he stated later) he had no intention of moving, anyway . . . .

The battle began in earnest, and the shield walls of Iron Mountain stood firm, shaking off charge after charge. Finally, in a gallant gesture, the commander of South Downs (knowing that the fighters were hot and tired-and that there was yet another battle to be fought today) charged the line by himself, and was forthwith reduced to shredded Celt. The score was even now—each side had won a battle. The outcome of the Sleep War would hinge on the out-and-out melee . . . .

There was some delay in starting the third battle because the fighters had to stage some charges for the TV crew that was filming a report for an Atlanta station ("Ready, now? This one's for Hollywood—Charge!"). When the real action occurred, though, everyone was amazed to see the South Downs forces charging uphill at the pleasantly surprised fighters of Iron Mountain. In relatively short order the Iron Mountain troops triumphed in a very lopsided victory; with around 30 on each side to begin with, Iron Mountain had almost 20 alive at the end.

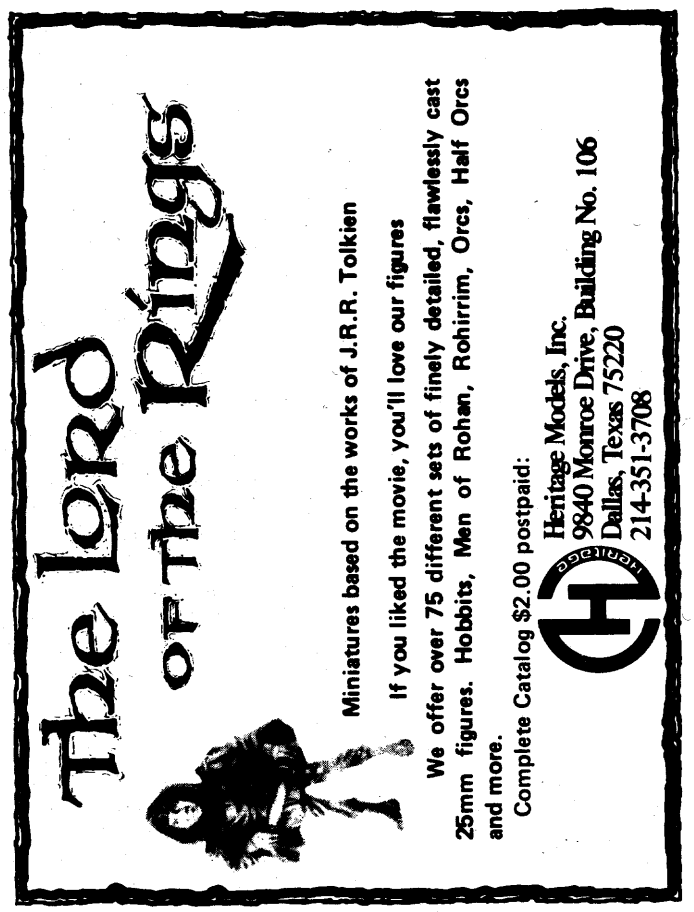
This time, the war belonged to Iron Mountain, but the popularity of the event left little doubt that the superiority of the Alabama fighters (and their allies and mercenaries) would be challenged again next year. Until then, there are some important geographical changes the reader may wish to make in his or her maps. Pencil ready? Henceforth:

(1) Atlanta is to be known as "Seigfriedsville", in honor of one of the mercenaries.

(2) Warm Springs is renamed "Louisburg", after the Baron of Iron Mountain.

(3) Georgia is to be collectively known as "Ye Wasted Land", over which one Bran the Madde Wolf is Grand Satrap and High Poobah. Et cetera, et cetera, et cetera . . . and now the reader knows why mapmakers hate wars so much! My thanks to the publications *Sleep War Programme* by South Downs and *The Iron Baron* by Iron Mountain for detailed material contained within.

Interested in changing the cartography of your area? Write the Society for Creative Anachronism Office of the Registry, Box 594, Concord, CA 94522 for information on a local group. Due to the large amount of paperwork in this office, allow several weeks for a reply.



THE MYTHOS OF OCEANIA IN DUNGEONS & DRAGONS

Jerome Arkenberg

Oceania, in this regard, consists of two diverse groups of islands — Micronesia and Melanesia. The former consists of the small Pacific islands and atolls that comprise the Palau, Caroline, Marshall, Gilbert, and Mariana Islands. The latter consists of such large Pacific islands such as New Guinea, New Caledonia, the Fiji, New Hebrides, Solomon, and Santa Cruz Islands, and the Bismarck Archipelago.

MICRONESIA

The mythos of Micronesia emphasizes heroes, and is not very concerned with gods or goddesses. The following descriptions are designed to be compatible with *Gods, Demi-Gods, and Heroes*, Supplement IV to *Dungeons & Dragons*. Note: There is no psionic ability in this Mythos.

THE GODS OF MICRONESIA

OLD NAREAU & YOUNG NAREAU
Armor Class: -2 Magic Ability: Wizard, 35th Level
Move: 20" Fighter Ability: Lord, 25th Level
Hit Points: 300

In the Gilbert Islands, Old Nareau (or "Ancient Spider") was pre-existent, floating in endless space, who created the Earth. Young Nareau created animals out of fools and deaf mutes. Young Nareau had *Riiki the Eel* raise the Sky, then cut up Old Nareau and use these pieces of his father's body to form the Stars, the Sun, and the Land.

NAKAA — The Guardian
Armor Class: 0 Magic Ability: See Below
Move: Fighter Ability: Lord, 15th Level
Hit Points: 180

Nakaa took away the Tree of Life from Mankind, and now catches the souls of the dead. He can use these spells in an unlimited quantity: Speak with the Dead, Gate, Teleport, Web, Death Spell, Power Word-Kill, and Animate Dead.

THE HEROES OF MICRONESIA

MOTIKITIK
Armor Class: Normal Man Magic Ability: Wizard, 15th Level
Move: 12" Fighter Ability: Lord, 14th Level
Hit Points: 130
Str: 18(90); Int: 17; Wis: 10; Con: 14; Dex: 17; Cha: 8

Motikitik is the supreme Micronesian Hero. He is very solemn in appearance, and uses his powers to make himself a man of property.

BUE
Armor Class: Normal Man Magic Ability: Nil
Move: 12" Fighter Ability: Lord, 12th Level
Hit Points: 100
Str: 18(95); Int: 17; Wis: 16; Con: 18; Dex: 14; Cha: 12

Bue attacked the Sun and snared it to provide light for mankind. He uses the staff called Kai-Ni-Hamata.

OLIFAT — The Trickster
Armor Class: Normal Man Magic Ability: Illusionist, 19th Level
Move: 12" Fighter Ability: Lord, 14th Level
Hit Points: 125
Str: 16; Int: 18; Wis: 17; Con: 15; Dex: 18; Cha: 18

Olifat is a trickster who makes fools of men and sometimes causes their deaths. He does this to prove the power of his magic. He is very aggravating and an incorrigible seducer. But he often gives advice in matters of love.

PALULOP — The Great Canoe Captain
Armor Class: 0 Magic Ability: Wizard, 17th Level
Move: 15" Fighter Ability: Lord, 18th Level
Hit Points: 220

Palulop is a great Naval warrior, and the father of a family of Seafaring Demi-Gods.

ALULEI
Armor Class: 1 Magic Ability: Wizard, 19th Level
Move: 15" Fighter Ability: Lord, 17th Level
Hit Points: 210

Alulei is Palulop's son, and is a great teacher and patron of the Arts of Navigation. He is the greatest of Palulop's sons.

BIG RONG & LITTLE RONG
Armor Class: 1 Magic Ability: Wizard, 14th Level
Move: 15" Fighter Ability: Lord, 14th Level
Hit Points: 190

These are the second and third sons of Palulop.

FARUVAI
Armor Class: 1 Magic Ability: Wizard, 14th Level
Move: 15" Fighter Ability: Lord, 14th Level
Hit Points: 190

Faruvai is the fourth son of Palulop, and a great hero in his own right.

SOLANG
Armor Class: 1 Magic Ability: Wizard, 11th Level
Move: 15" Fighter Ability: Lord, 16th Level
Hit Points: 150

Solang is the fifth son of Palulop and the patron of Canoe Builders and of Carpentry.

THE CREATURES OF MICRONESIA

OGRES

These are basically the same as described in *ADVANCED D&D, MONSTER MANUAL*, with these exceptions: They come in families of ten. They can sometimes be driven away by blowing on a conch trumpet or simply by making lots of noise. Fire destroys them. Often they have kindly mothers who help the victims to escape.

THE PORPOISE GIRLS
Armor Class: 2 Magic Ability: Nil
Move: 12"/24" (swimming) Fighter Ability: Veteran, 1st Level
Hit Points: 50

The Porpoise Girls come from the Sea, drawn by curiosity to watch men dance, or to dance, or to steal. If a man hides her removable tail, she will be forced to remain with the man until the tail is restored to her. She looks like a beautiful maiden without the tail.

MELANESIA

This mythos, in contrast to that of Micronesia, emphasizes gods and their importance to Mankind. The following is designed to be compatible with *Gods, Demi-Gods and Heroes*, Supplement IV to *Dungeons & Dragons*. Note: There is no psionic ability in this mythos.

KASA SONA

The Kasa Sona are ageless beings who were born with the Sun, the Moon, and the Earth. They walked the Earth before Man was created. In some places, they came from the Sky, in others from beneath the ground. The smallest Kasa Sona is ten feet tall. They made the Sea and the Land. They live in the Sky World, an exact replica of the Earth in the Sky.

IPILA
Armor Class: -1 Magic Ability: See Below
Move: 20" Fighter Ability: Lord, 17th Level
Hit Points: 240

Ipila, one of the Kasa Sona created Man. He now lives in the Sky World. He can use these spells in an unlimited quantity: Phantasmal Forces, Invisibility, Dispell Magic, Sleep, Polymorph others, Massmorph, Teleport, Astral Spell, Growth/Animal, and Dimension Door.

NUGU
Armor Class: 2 Magic Ability: Nil
Move: 15" Fighter Ability: Lord, 10th Level
Hit Points: 80

Nugu is not a Kasa Sona, but Ipila's first creation. But he behaved so badly, that he was condemned to hold the Earth on his shoulders forever.

BUGAL — The Snake
Armor Class: 0 Magic Ability: See Below
Move: 17" Fighter Ability: Lord, 15th Level
Hit Points: 200

Bugal the Snake still inhabits the Bush, and does not live in the Sky World. He is said to exercise control over rain — both showers and deluges. He can Lower, Part, and Create Water, Control Weather, and Snake Charm.

WARGER — The Crocodile
Armor Class: 0 Magic Ability: Thaumaturgist, 5th Level
Move: 17" Fighter Ability: Lord, 15th Level
Hit Points: 200

Warger the Crocodile, like Bugal the Snake, does not live in the Sky World, but inhabits the Bush.

KAMBEL
Armor Class: -1 Magic Ability: See Below
Move: 20" Fighter Ability: Lord, 17th Level
Hit Points: 240

Kambel, another Kasa Sona, is associated with the Moon (it is said that he made it). Kambel can use these spells in an unlimited quantity: Fly, Levitate, Continual Light, Pyrotechnics, Polymorph Self, Clone, Projected Image, and Dimension Door.

CHEL — The Python
Armor Class: 0 Magic Ability: See Below
Move: 17" Fighter Ability: Lord, 15th Level
Hit Points: 200

It is said that Chel, a Kasa Sona, came from a curled frond-tip, and that the Rainbow is Chel. Chel can use these spells: Snake Charm, Lower Water, Move Earth, Teleport, and Dimension Door.

MARRUNI — The Earthquake
Armor Class: 1 Magic Ability: See Below
Move: 15" Fighter Ability: Lord, 14th Level
Hit Points: 185

Marruni has a human body that ends in a Snake's tail. He can cause Earthquakes, Move Earth, Snake Charm, Speak with Animals, and Hallucinatory Terrain.

BUNOSI & KAFISI
Armor Class: Normal Man Magic Ability: Nil
Move: 12" Fighter Ability: Lord, 10th Level
Hit Points: 50

Bunosi is a snake-child born of a normal woman. He can make fire come from his mouth, and also plants and pigs. He is looked after by his sister Kafisi, a normal woman.

TUDAVA
Armor Class: 1 Magic Ability: See Below
Move: 14" Fighter Ability: Lord, 13th Level
Hit Points: 150

Tudava taught the techniques and magic of Gardening. He can create Islands by tossing stones into the Sea. He can use these spells: Charm Plants, Growth/Plants, Lower Water, Speak with Plants, and Create Food.

AMBAT
Armor Class: 2 Magic Ability: Nil
Move: 13" Fighter Ability: Lord, 14th Level
Hit Points: 170

Ambat is the oldest of five brothers, who introduced pottery and woodworking. He killed the fearful Ogre Nevinvinbaau.

THE HEROES OF MELANESIA

TO KABINANA
Armor Class: Normal Man Magic Ability: Wizard, 15th Level
Move: 12" Fighter Ability: Lord, 15th Level
Hit Points: 130
Str: 18(40); Int: 18; Wis: 18; Con: 12; Dex: 15; Cha: 18

To Kabinana is the brother of To Karvuvu. He is very wise and very constructive. The good things of the World are supposed to have been made by To Kabinana.

TO KARVUVU
Armor Class: Normal Man Magic Ability: Wizard, 14th Level
Move: 12" Fighter Ability: Lord, 14th Level
Hit Points: 120
Str: 17; Int: 7; Wis: 3; Con: 13; Dex: 6; Cha: 7

To Karvuvu is very foolish and often thwarts his brother To Kabinana's activities. The bad things of this world are attributed to him.

QAT and the Eleven TANGAROS
Armor Class: Normal Man Magic Ability: See Below
Move: 12" Fighter Ability: Lord, 14th Level
Hit Points: 120
Str: 18^{65}; Int: 14; Wis: 14; Con: 15; Dex: 17; Cha: 14

Qat and his eleven brothers often fish up islands from the Sea, and they defeat Ogres and release the Sea. Qat's activities are life-giving while his companion Marawa's (a giant spider) are death-giving. Sea voyagers appeal to Qat and Marawa for Safety. Qat and his brothers can use these spells: Raise Dead Fully, Create Food, Restoration, Create Water, Cure Disease, and Cure Serious Wounds.

MARUNOGERE
Armor Class: Normal Man Magic Ability: Nil
Move: 12" Fighter Ability: Lord, 13th Level
Hit Points: 110
Str: 17; Int: 11; Wis: 10; Con: 14; Dex: 15; Cha: 12

Marunogere was a great hero of Papua. By his example, he taught courage to the Papuans.

ABERE
Armor Class: Normal Magic Ability: See Below
Move: 12" Fighter Ability: Myrmidon, 6th Level
Hit Points: 50
Str: 8; Int: 17; Wis: 7; Con: 12; Dex: 11; Cha: 18

Abere, the wild woman, is accompanied by many young girls. She is a notorious seducer and slayer of men. She can use these spells: Seduction, and Charm Humanoid.

MESEDE
Armor Class: Normal Magic Ability: Nil
Move: 12" Fighter Ability: Lord, 12th Level
Hit Points: 100
Str: 18^{52}; Int: 10; Wis: 10; Con: 15; Dex: 18; Cha; 13

Mesede is a great Marksman. He has a magical Bow which caused spontaneous fire when it was drawn.

SIDO
Armor Class: Normal Magic Ability: Nil
Move: 12" Fighter Ability: Lord, 15th Level
Hit Points: 140
Str: 18^{93}; Int: 10; Wis: 7; Con: 17; Dex: 16; Cha: 16

Sido is a great Hero who was the first to do many seemingly impossible things. Though he is now dead, his spirit continues to wander the World (in Human Form).

KWOIAM — The Murderer
Armor Class: Normal Magic Ability: Nil
Move: 12" Fighter Ability: Lord, 10th Level
Hit Points 80
Str: 17; Int: 17; Wis: 11; Con: 12; Dex: 18; Cha: 10

Kwoiam has "straight hair, wild throat, and half-wild heart." He wears crescent-shaped, pearlshell ornaments, carries a cylindrical drum, and often hunts Heads.

TAMATU
Armor Class: Normal Magic Ability: See Below
Move: 12" Fighter Ability: Lord, 10th Level
Hit Points: 80
Str: 16; Int: 17; Wis: 18; Con: 14; Dex: 14; Cha: 13

Tamatu is an old man who introduced the forging of Iron. He could move mountains, and kick them into nothingness. Thus he can use these spells: Move Earth, Disintegrate, and Earthquake.

THE CREATURES OF MELANESIA

NDENGEI
Armor Class: 1 Magic Ability: See Below
Move: 13" Fighter Ability: Lord, 9th Level
Hit Points: 70

Ndengei appears as a Serpent. He lies coiled in a cavern on a great mountain. When he turns over the Earth quakes.

THE OGRES

These are basically as described in *Dungeons & Dragons*, but they can shapechange into Giants, Crocodiles, Snakes, Ospreys, Fish Hawks, or Bears.

GHOSTS

These are mainly as in *Dungeons & Dragons*, but there are many different types. There are ghosts of beheaded men, whose wounds glow in the dark; the *Gesges* (Ghosts of unborn children whose mothers die in pregnancy).

THE SKY MAIDENS

Armor Class: 2 Magic Ability: See Below
Move: 12"/24" (flying) Fighter Ability: Veteran, 1st Level
Hit Points: 50

The Sky Maidens come from the Sky to watch Men dance, or to steal. They appear as regular women, but they have removable wings. If these wings are stolen, they cannot return home to the sky, and thus are forced to remain with men. They can use Seduction VII, Charm Humanoid.

ADARO

Armor Class: 1 Magic Ability: Wizard, 10th Level
Move: 14"/21" Fighter Ability: Lord, 9th Level
Hit Points 70

The Adaro are Sea-sprites who travel in waterspouts or Sunshowers and use Rainbows as bridges. They are partly human and partly fishlike in appearance. They shoot men with flying fish, and when the missile strikes, the victim feels pain in the nape of the neck and loses consciousness. Unless an offering of a flying fox is made in ten hours, the victim will die. The chief of the Adaro is Ngorieru.

DOGAI

Armor Class: 1 Magic Ability: See Below
Move: 9" Fighter Ability: Swordsman, 3rd Level
Hit Points: 25

The Dogai impersonate a man's wife to seduce him. But they overdo everything. Their joints are reversed, and sometimes their hands are too. In their own shape they are gross and ugly and have exceedingly large ears. They can use Polymorph, Seduction, Charm Person, and Teleport.

ORIGORUSO

Armor Class: 2 Magic Ability: Nil
Move: 12" Fighter Ability: Superhero, 8th Level
Hit Points: 60

Origoruso is a strange man-beast who has ears like pandanas leaf unbrellas, one of which he lies on, and the other he uses as a blanket when sleeping. He comes from underground. He harasses and obstructs man, but does not harm man.

MARSALAI

Armor Class: 1 Magic Ability: See Below
Move: 16" Fighter Ability: Lord, 10th Level
Hit Points: 160

The Marsalai are Spirits who inhabit rocks, pools and declivities. When visible they appear as variegated striped or two-headed snakes or lizards. They are the guardians of the hunting grounds, and they react malevolently to all trespassers. They are particularly dangerous to pregnant women and can cause miscarriages, stillbirths, illness, and death. The most effective magic against them comes from women having their period. They cause winds, landslides, earthquakes, and floods.

FIGONAS

Figonas are a class of Spirit that are associated with those spots where a person feels "awe". Often they appear as serpents.

KOEVASI

Armor Class: 0 Magic Ability: See Below
Move: 14"/20" (flying) Fighter Ability: Champion, 7th Level
Hit Points: 56

Koevasi is a figona. She is a creator, but suffers from Ague. She can use these spells: Divine Awe, Restoration, and Raise Dead Fully.

HATUIBWARI

Armor Class: 0 Magic Ability: See Below
Move: 14"/20" (flying) Fighter Ability: Lord, 10th Level
Hit Points: 80

Hatuibwari is a winged serpent figona, with a human head, four eyes, and four breasts, who suckles all she creates. She uses these spells: Divine Awe, Restoration, Raise Dead Fully, and Mass Charm.

AGUNUA

Armor Class: -1 Magic Ability: Wizard, 22nd Level
Move: 16"/22" (flying) Fighter Ability: Lord, 20th Level
Hit Points: 200

Agunua is the greatest of the Figona. All other figona are merely his representatives or incarnations. He created all kinds of vegetables, and fruits, and also created man. He also uses the Divine Awe power.

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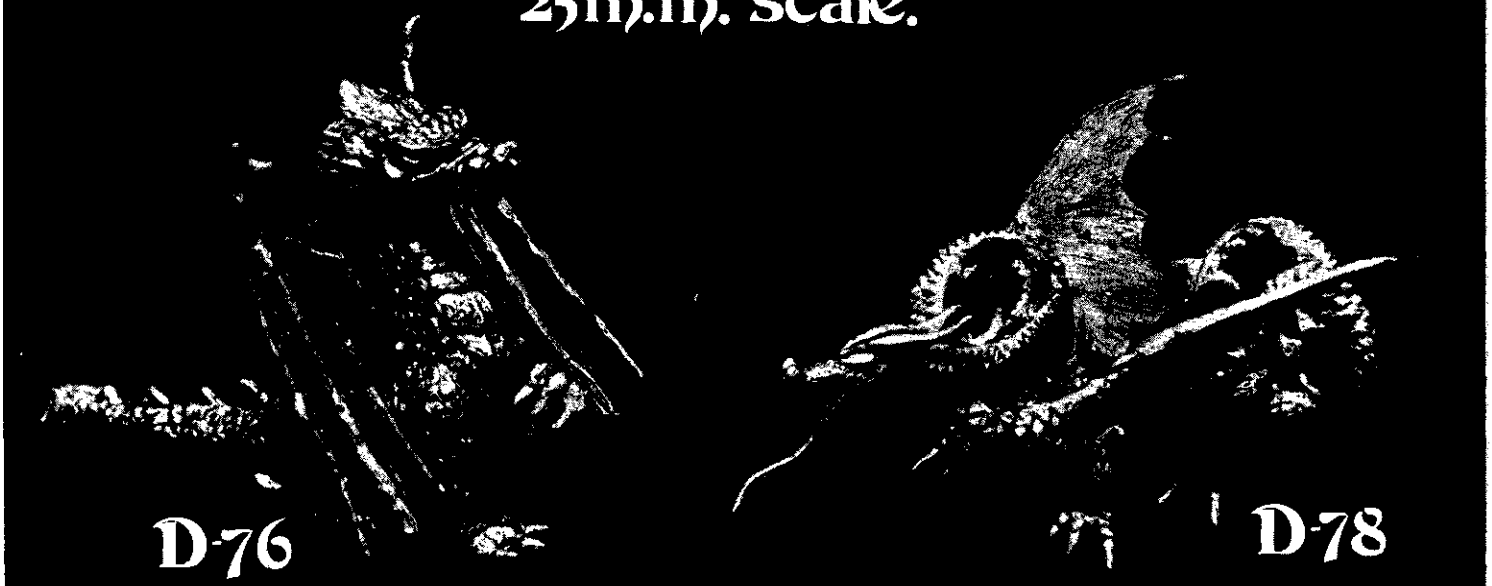

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STRAIN AND SPELL CASTING

by Kevin Thompson

Editor's Note: This is the first "spell point" system, or facsimile thereof, that I've ever liked; it makes M-U's even weaker than they already are.

Casting a spell can be a very taxing experience. A Magic-User must funnel his total concentration toward one objective, summon those arcane powers necessary in completing this objective, and bend them to his will. This will frequently entail some sort of ritual or recitation to bring around the desired conclusion. Obviously, the Magic-User is undergoing great strain every time he casts a spell, and it is this strain which inhibits the amount of spells he may cast.

The total amount of strain a Mage can take each day is divided into Strain Points. These points are based on his constitution and are calculated as follows: Compare the character's constitution to the chart below to find his Strain Multiple.

Constitution	Less than 3	3-5	6-8	9-12	13	16-18	over 18
Strain Multiple	1/8	1/4	1/2	1	1-1/2	2	3

Now simply multiply the character's level by the Strain Multiple, round it off downwards, and you have his total Strain Points for the day. Whenever the character casts a spell, subtract the spell's level from the day's Strain Points. For instance. Zachariah the Nifty (constitution 13, Level 4) starts the day with 6 Strain Points. He wishes to use a Locate Object spell (level 2). Therefore, he casts the spell subtracts 2 Strain Points, leaving 4 Strain Points for the rest of the day.

Strain Points are only calculated *once* a day. Any changes in level or constitution during that day are deferred to the next day when the strain is recalculated. Excess Strain Points do not carry over to the next day.

When using a magical implement that casts a spell, such as a staff, wand, crystal ball, ring, scroll, amulet or anything else requiring deep concentration, the Strain Points expended would be 1/2 of the level of the spell being cast, rounding upwards. It is true, therefore, that a level 1 spell would still cost 1 Strain Point.

When using an object that is a spell in itself, thus requiring no extra concentration, (such as boots of speed, cloak of invisibility, potions, etc.), NO STRAIN POINTS ARE EXPENDED.

In a time of great necessity, a Mage may exceed his allotted amount of Strain Points. After casting the spell, consult the Effectiveness Chart and the Overstrain Chart. All results are effective immediately. Example: Gidney the Impulsive has used too many spells today. He is down to 1 Strain Point but feels a great need to cast an Invisibility spell (level 2). He casts the spell and subtracts 2 from his Strain Points, leaving him at –1. He consults the Effectiveness Chart under –1, rolls a 2 on the die, and become invisible. He then consults the Overstrain Chart under –1, rolls a 4 on the die and, after the Invisibility spell wears off, he faints and does not recover for 2 melee turns. While the spell is in effect (before he has fainted) he may not cast any other spells. Later on that day, Gidney casts his Remove Curse spell (level 4), and is left with –5 Strain Points. He rolls a 4 on the Effectiveness Chart and the spell backfires, causing the "curse" to become doubly effective. He then rolls a 5 on the Overstrain Chart and goes insane. It has not been a good day for our Gidney.

EFFECTIVENESS CHART

STRAIN POINTS	***DIE ROLL*** 1	2	3	4	5	6
– 1	Normal	Normal	1/2	1/2	NE	Backfire
–2, –3	Normal	Normal	1/2	NE	Backfire	Backfire
–4 thru –6	Normal	1/2	NE	Backfire	Backfire	Backfire
–7 thru –9	Normal	NE	Backfire	Backfire	Backfire	Backfire
Beyond –9	Normal	Backfire	Backfire	Backfire	Backfire	Backfire

Normal: Spell functions as normal
1/2: Spell is only half effective
NE: No Effect
Backfire: M.U. receives the detrimental effect of the spell. (If there are no detrimental effects, then consider the result "NE".)

OVERSTRAIN CHART

CONST.	***DIE ROLL*** 1	2	3	4	5	6
–2, –3	NE	F 2	F 3	Unc 1	Unc 3	Unc 1 C
–4 thru –6	F 3	Unc 2	Unc 4	Feeb 5	Insan	X
–7 thru –9	Unc 6	Feeb 6	Coma	Insan	X	X
Beyond –9	Coma	Insan	X	X	X	X

NE: No Effect
F: Faints, then recovers in that # of melee turns
Unc: Unconscious, recovers in that # of game turns
Feeb: Feeblemind, as the spell, recovers in that # of game turns.
Insan: Insanity, no usual recovery
Coma: Unconscious, no usual recovery
X: Death (heart failure)

Variant

TRAINED ANIMALS IN DUNGEONS & DRAGONS

By Robert Greayer

After playing *Dungeons & Dragons* for awhile, and working with the average non-player character (NPC) hireling, one may become disillusioned with them. They are unpredictable, at times shifty, and their demands constantly bombard their poor masters. Some hirelings are better than others, obviously, but it is difficult to place one's trust in one too explicitly. Therefore, I have developed an alternative.

For thousands of years man has been taming dogs, birds, and like animals for protection and other uses. Dogs were used to help in tracking and hunting and to protect encampments during the night. Birds of

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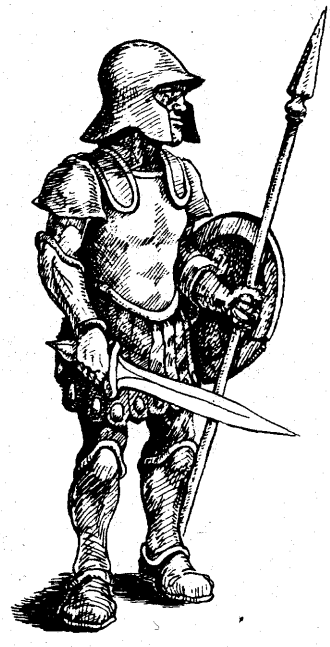

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all kinds, from eagles to thrushes, were used in many aspects of medieval life. Animals were safer than humans to have around; after all, a dog won't wait until his master has gone to sleep at night to attack him. Their demands are small enough; all they need is a bit of meat each day to keep them happy. Therefore, it is my belief that it would be highly profitable to introduce such animals into your campaign. The following list deals with a few animals and how they might be handled.

WILD DOGS: These small, fierce canines, once tamed, have a +2 on their loyalty roll. They cost 50 gold pieces (G.P.) untrained, and 150 G.P. trained. When trained they will attack on command, retrieve any small item in sight on command, and attack threatening animals, monsters, or men when their master is not able to command them. They have hit dice of 1 + 1, have an armor class of 7, and move 15 inches per turn.

WAR DOGS: These large, ferocious, domestic animals are even more loyal than their wild cousins, having a +4 on their loyalty roll. They cost 100 G.P. untrained, and 200 G.P. trained. Their training is like that of a wild dog, but they can also pull 800 G.P. weight in a cart or sled, alone or in teams, i.e. a team of eight would be able to pull 6400 G.P. weight. They have hit dice of 2 + 2, have an armor class of 6, and move 12 inches per turn. Their single attack does 2-8 points of damage.

WOLVES: Trained wolves conform mainly to the statistics shown for war dogs, although they move at 18 inches per turn, and their single attack does 2-5 points of damage.

DIRE WOLVES: Trained dire wolves should be treated as wolves which cost 200 G.P. untrained and 300 G.P. trained. They take 3 + 3 dice of damage, and their single attack does 2-8 points of damage.

WINTER WOLVES AND WARGS: These animals and others like them should not be included in the category of trained animals due to their superior intelligence and other qualities.

PIGEONS: These small swift birds are highly useful in many situations. Although they do not fight, they have an excellent homing ability which allows them to be used as messengers. It would be wise to have someone from the town or city that a character is based in to check the pigeons' nesting place for messages from time to time. (Messages are useless unless they are received.) Pigeons take one point of damage, have an armor class of 8, and fly 28 inches per turn. They cost 10 G.P.

RAVENS: These birds, though small, are fierce fighters. The main advantage in using these birds is the fact that they always attack the eyes, blinding their opponents. When trained they attack on command. They take one point of damage, have an armor class of 7, and fly 28 inches per turn. Due to their small size and high speed, they attack twice per melee round. They cost 10 G.P. untrained and 15 G.P. trained.

HAWKS OR FALCONS: These fair sized birds of prey are excellent fighters, and are fairly easily trained. They can be purchased untrained at a price of 20 G.P., and 30 G.P. trained. They attack on command when trained. They take 1 + 1 dice of damage, have an armor class of 7, and fly at 38 inches per turn. They attack thrice each melee round (2 claws, 1 beak) doing 1-4/1-4/1-8 points of damage respectively.

GOLDEN EAGLES: These large birds of prey are difficult to train. They have a -1 on their loyalty score, though they rarely attack their masters. The cost is 50 G.P. untrained, and 100 G.P. trained. They take 2 dice of damage, fly at 38 inches per turn, and have an armor class of 7. They get 3 attacks per melee round (2 claws, 1 beak), doing 1-6/1-6/1-8 points of damage respectively. When trained they will attack on command.

BALD EAGLES: These birds are even larger than Golden Eagles. Like Golden Eagles, they are free-willed, with a -2 on their loyalty score, though they will almost never attack their masters. When trained, they will attack on command. They take 3 dice of damage, have an armor class of 7, and fly at 38 inches per turn. They attack thrice per melee round (2 claws, 1 beak) doing 1-6/1-6/2-8 points of damage respectively. They cost 100 G.P. untrained, and 150 G.P. trained.

It should be noted that trained animals are not affected by greed or pride, but they do have a morale roll like other N.P.C.s. When failing to make their morale, animals will generally try to escape. Animals will only attack their masters during an act of cruelty.

Many other animals can be trained. Feel free to change the statistics of the animals listed, or invent new ones. After, all, these are not rules to be used with trained animals, they are just my conception of how they could be handled.

AGING IN D & D

by Mike Crane

In a recent adventure (D & D) that I was moderating I was faced with a problem: Two characters who were nearing the age when most persons of the medieval era died (about 40) were still running, jumping, and fighting like other characters who were in their early 20's. Now this wouldn't have been that bad if they had been of advanced levels but both were hardly ever used and so neither character was above level 3. To be fair to the players and to make sure we have no 60 year old super-heros I decided to make up an aging chart.

	Age					
	30(–)	32(–1)	34(–1)	36(–1)	38(–1)	40+(–2)
Strength	30	35	40	50	60	70
Dexterity	5	10	15	20	25	30
Constitution	30	35	40	50	60	70

The number is the number that has to be equaled or exceeded* to not suffer any losses in strength and/or dexterity and/or constitution. If this roll is not made, then the player or moderator subtracts the indicated number of points (indicated next to the ages).

There is also a benefit, however, if any character is between the ages of 18-22 they get an extra point in their strength, dexterity, and constitution. This point is taken away however, when the character passes the age of 22.

I hope this adds another element of "realism" to your campaign. Here's wishing that you never meet a Rust Monster when in plate armour!

**On percentile Dice.*

AT LAST!

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Adventures in the Improbable

Richard Dienst

"That'll be five silver pieces," the gatekeeper of Arktross said.

"Five?! I'll give you two," Khelzad, a thieving dwarf, offered.

"Look, I don't usually bargain, but let me check What's your charisma?' the gatekeeper produced a pair of dice.

"Eight," sighed Khelzad, consulting a crumpled piece of parchment.

"Is that including the constitution-charisma trade-off?" The man was scanning a chart Khelzad answered in the affirmative.

"Sorry, it's still five silvers. I'm 'uncertain' about you," the gatekeeper apologized.

The dwarf had barely paid at the gate before a beggar accosted him.

"Spare a copper sir?" he whimpered.

"No, my good man. Cash is tight these days," Khelzad quickly said.

"Oh come on. I saw your sheet at the gate. You've got two hundred gold pieces and your wisdom's ten! You would figure out that I could be of great help to you," the bum looked up with a gleam in his eyes. He offered a dirty, wrinkled palm.

"I guess you're right. Here," the dwarf flipped a coin to him.

"Well?"

"Well what?"

"Aren't you going to ask me for some information? That's the only reason you ever pay a beggar," the ragged man explained.

"Oh. I'm sorry, but I'm only first level. Twelve more experience points and I'll make second. What can you tell me?" the dwarf thought hard.

"Let's see," thought the rogue. "How about this tidbit: the Thieves' Guild is in back of the Laughing Mute Inn?"

"Fine, thanks," Khelzad mumbled and wandered toward the Inn. He walked up the broad wooden porch and through the double doors to the already busy Common Room. People of all races were laughing, drinking, and gambling. A few travelers sat at the bar, a group of fighting men sat at a large table, and some shady-looking thief types drank near the back door. The bartender, a tall Elf, was pouring countless tankards and mugs of ale and mead.

Khelzad bought a mug of rum and wandered over to the thieves.

"Mind if I join you?" Khelzad nonchalantly asked. One man looked slowly up and surveyed the dwarf. He chuckled, stood, and ground his heel into the dwarf's soft leather boots.

"That's about a pip's worth," the man muttered. "Mark it off."

"All right," Khelzad moaned as he made an ink mark on his paper.

Distraught with the hostility, Khelzad thought it best to approach the Guild more directly. He limped around to the back, where a single door, marked by an impaled dagger, was lit. The tenderfoot thief wisely knocked on the door.

Minutes passed before a woman cracked the door. No light came from within.

"What d'you want?" she rasped.

"I want to see the Guildmaster," Khelzad boldly said, standing up straight.

"He's busy now."

Reluctantly the bearded thief paid ten gold pieces.

"E'll see you now," the woman smiled as the door was opened.

"So—you wants to join our little Guild here," the Master grinned at Khelzad.

"Yes, sir."

"Are you able?'

"Yes, sir."

The Master proceeded to rattle off questions, including Khelzad's pips, dexterity score, weaponry, and strength bonuses. The answers were written down carefully.

"Let's see . . . a good dex, nice strength, and decent equipment. I think you'll fit in well here," the Master tossed the dwarf a Guild medallion, dagger, and cloak.

"Thank you, sir."

"Listen, Khelzad my boy, I'm getting tired tonight. Mind if we time-freeze here and pick it up Wednesday night?"

"It's okay by me. Is that my percentile die?"

"Yeah. Here's your Greyhawk too. Those charts sure make thieving easier to run."

NON-PLAYER CHARACTERS HAVE FEELINGS, TOO

Rick Krebs

Non-player characters should be more than a string of numbers, especially in regards to how and why they react to player characters. What follows is a basic format for rounding out the NPCs in your villages or dungeons.

Roll a 6 sided die:

1. Fears, afraid of
2. Loves
3. Dislikes
4. Likes
5. Hates
6. Roll 1 love and 1 hate

If desired, simply decide NPC's general nature. If strong, use love, hate, if mild nature, use like, dislike, and roll for each on table 2. Then roll a 6 sided die again. If a 1 is rolled, the character also has a phobia to be rolled on table 2. Once likes, dislikes, fears, etc. are rolled on chart 1, consult chart 2 for the specific nature. Reroll any contradictory characteristics.

Table 2: Use percentage dice (2d20)

01 - 02	Dwarves	58 - 60	Fightingmen
03 - 04	Elves	61 - 62	Rangers
05 - 06	Halflings	63 - 64	Barbarians
07 - 09	Clerics/religion	65 - 66	Amazons
10 - 13	Magic Users/magic	67-68	Pets
14 - 16	Illusionists	69 - 70	Insects
17 - 18	Assassins	71 - 72	Reptiles
19 - 22	Thieves	73 - 74	Lawful Characters
23 - 25	Druids	75 - 76	Neutral Characters
26 - 28	Bards/the Arts	77 - 78	Chaotic Characters
29 - 31	Monks	79 - 80	Sailors, soldiers
32 - 33	Paladins	81 - 82	Silver
34 - 35	Gems	83 - 84	Plants/plant life
36 - 37	Jewels	85 - 86	Gossip/rumors
38 - 39	Gold	87 - 88	Education/knowledge
40-41	Work	89 - 90	Higher levels
42 - 43	Ruler	91 - 92	Slavery
44 - 45	Alcohol	93 - 94	Mixed races (½ elves, ½ Orcs, etc.)
48-49	Men	95 - 96	Water
50 - 51	Beautiful Women	97 - 98	Users of Magic Items
52 - 53	Ugly Females	99	Pick any one
54 - 55	Children	00	Everything/everybody
56 - 57	Strangers		

Examples of tables usage:

Option 1:

Salbeluut, owner of an Inn, receives a roll of 2 on table 1, we consult table 2, where on he rolls a 21. He loves thieves. Expanding on this we decide that his inn will become a drop for the thieves guild. Allowing a safe haven and a "fence" for footpads and their gains.

Option 2:

Aphfoy, another Inn owner, is given a mild nature (likes, dislikes). He rolls a 36 for likes (jewels), and a 40 for dislikes (work). His roll for fears is a 1 indicating he has some fears, phobia. A roll of 70 indicates he fears insects. So a party of adventurers arrives at Aphfoy's Inn, and they need an additional member of the party. Using tales of fabulous jewels found in a nearby dungeon, it is easy to get Aphfoy to close the inn (all work and no play . . .) and join the party. But if the party encounters any insects in the dungeon they better not count on Aphfoy sticking around.

RUMBLES *(cont. from page 1)*

for any check over $20.00, no matter who it's from. After that, it gets sent to our office from accounting, and generally within a week is processed into the files. So, it takes about a month to process a subscription. If you wait till your subscription expires before resubscribing, you can see how sometime in the middle a magazine can come out and you miss it while your letter is sitting around. Wish we could do better, but short of a bank's computer facilities. a private postal system, and a staff of secretaries, we just can't.

4) For you people who send in a subscription and say "Start with TD #28 (last month's), or #27 (the month before that), or whatever: sorry, but we can't. The reason the price of a subscription is what it is, is due to the fact that we are allowed to mail magazines second class. Second class mailing regulations are very strict. Only one mailing per month, and only one issue of the magazine. Period. We'd like to accommodate requests to start subscriptions with any given issue, but we would have to mail every issue other than the current one First Class. Last time I checked, that costs almost $0.90. Second Class averages out about $0.08 per issue, a difference that eliminates our profit many times. Therefore, if you want any issue other than the one currently coming up for mailing, you'll have to order it as a back issue at the prevailing rate. Yes, we could be like huge circulation magazines that send you a notice of your impending subscription expiration every month for the final four months preceding the expiration, but then we'd either have to up the subscription price or cut the expense from within the magazine. We've elected to let you do your own bookkeeping and give you a better magazine. Keep on top of things and you wind up with a free issue through your subscription. Get lazy and suffer the consequences.

Contributors take note:

As always, we're looking for new blood in the form of writers and artists. Those of you with ideas and information pertinent to games and gaming—our doors (or at least our mailbox) are open. While we don't have a great need for fiction, well-written material is always welcome. Well-researched historical background pieces, innovative designs and systems, reviews, variants, and occasional humor or satire are our prime need. Payment is 1¢ per word, minimum, payable within 30 days of publication. Artwork is *always* welcome. TSR is expanding its art department, and you'll be seeing more staff work within the pages of THE DRAGON, but we want to avoid having only artwork of two or three different styles. We use mainly black & white, pen & ink drawings, but work done in different mediums or in color can be used, if the quality warrants half-tone reproduction, color separation, etc.

International Dungeon Design Contest: progress report

We received 53 entries to the IDDC by the May 1 entry deadline, and, with few exceptions, the quality of the contest material is excellent. So good, in fact, that we will not be announcing the winner until December (TD #32). The quality of most of the entries is so high that we've been forced to evaluate each design more closely than we expected, and that means more time. We're pleased, though, that the competition is so good, and no one entry is going to run away from the rest of the field. The eventual winner will be outstanding.

Concerning letters:

We've been getting a very positive response from readers upon seeing "Out on a Limb" return to the pages of THE DRAGON. We've been getting some very good letters (good meaning: intelligent, typed, motivated responses). Unfortunately, we've also gotten quite an increase of "hate mail" and letter bombs. If you have an ax to grind, or some personal animosity to settle, by all means write! Just make sure it is addressed personally to either Tim or myself, and don't expect to see it in the magazine. Personal gripes are just that—personal. We will answer them as such. "Dare you to print this!" and letters signed "disrespectfully" are likely to reach the round file (wastebasket) unless there are extenuating circumstances. Intelligent (not necessarily views we agree with) letters will be used as subject matter dictates. We wish to thank again those of you who are taking the letters column seriously.

In the future:

Those of you who read THE DRAGON now, but don't subscribe or buy it over the counter, may want to make arrangements to do so in the near future. We are preparing to start including material (games, such as *The Awful Green Things from Outer Space* that appeared last month; dungeon modules; and other one-to-a-magazine items) that you'll want to have personally. If you've been borrowing Cousin Sid's copy each month, or reading your club's copy, you'll quite likely find the nifty centerspread gone by the time it gets to you. Protect your reading and game pleasure, and have access to your own copy of THE DRAGON.

Jake Jaquet
Assistant Editor

DIVINE RIGHT

play by mail

$2.50 per player, plus subscription to "Conquest", a postal 'zine devoted to Divine Right.

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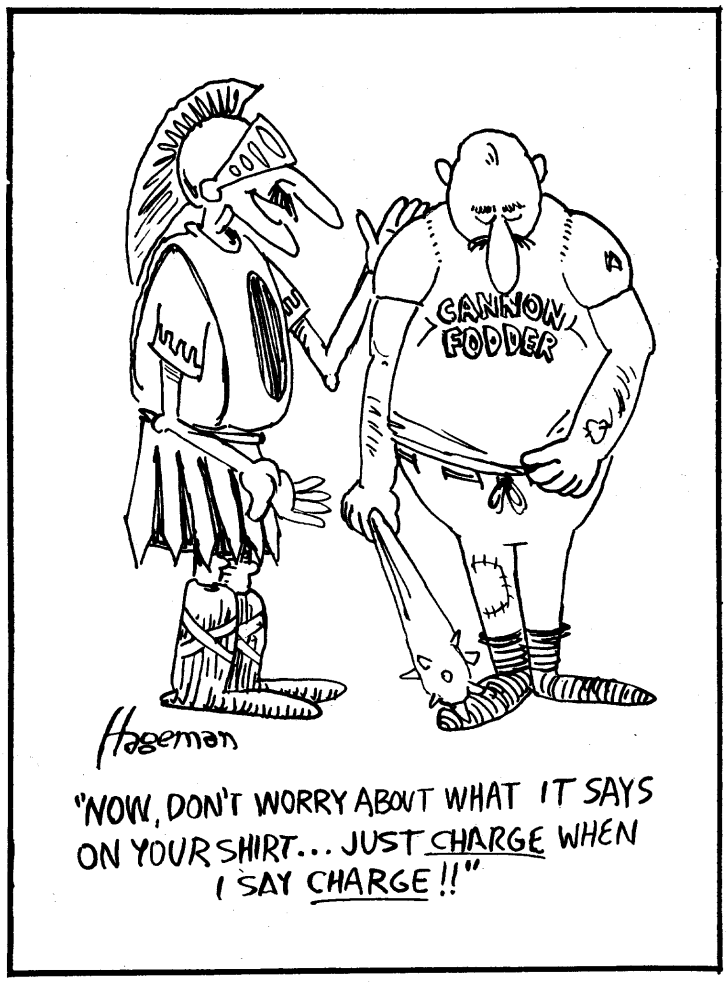
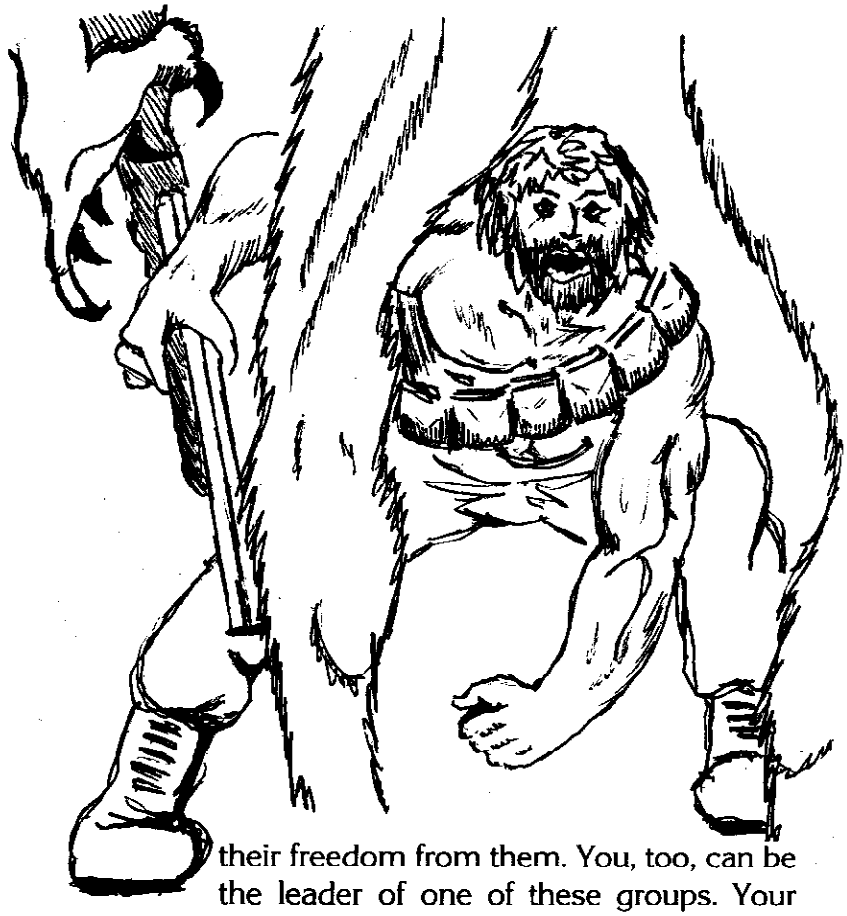


SPLINTER GROUP



His name was Theo Blastik, and he was scared. He wriggled uncomfortably beneath the pile of loose rafters and debris which he had chosen as his "position". He had only been with Splinter Group One for a few months, and this was to be his first glimpse of action. He watched as the others of the Group found their places and melted completely into the walls and alleyways of the city. An ambush! He hoped that they could pull it off!!!

"It'll be like shooting fish in a barrel!" The Leader had said. But "They" had a reputation for not being easy to kill. He had never seen "Them", but he had long ago learned how to fear them. He glanced down at his rifle, and thought that perhaps today he would learn how to kill them.

The Governments had become far too complacent in the security of their defense shields. The Leaders had become far too many figureheads without any real control over their people. The people had become far too lazy, and relied on their drones and machinery for the least little request. The time had been right, and "They" had found the earth ripe for plucking! What was inconceivable had occurred. The earth was conquered! More than conquered it was devastated and laid to waste! Only small groups of individuals, ravaged by war, and torn by hunger, were able to melt away into the corners of the world. Over the next 50 years, these groups found survival itself difficult. Food became the all important factor. But now "They" had become complacent. Secure in the knowledge that the earth was a beaten world, they had withdrawn much of their army, and had spread themselves thin over the face of the earth. One by one the "Splinter Groups", as they came to be called, rose to visit revenge upon those who had taken their home and their freedom from them. You, too, can be the leader of one of these groups. Your group's actions and their incentives—whether to fight on against the alien invader or merely to provide comfort and security for its members—are yours to decide. Splinter Group is a correspondence game which allows a Myriad of options. The game can be as simple or as complex as you wish.

Splinter Group can be entered for as little as $2.00. Each succeeding turn in the game will also be $2.00. Players can play as quickly or as slowly as they wish. To enter Splinter Group please send a check or money order for $2.00 with the coupon below.

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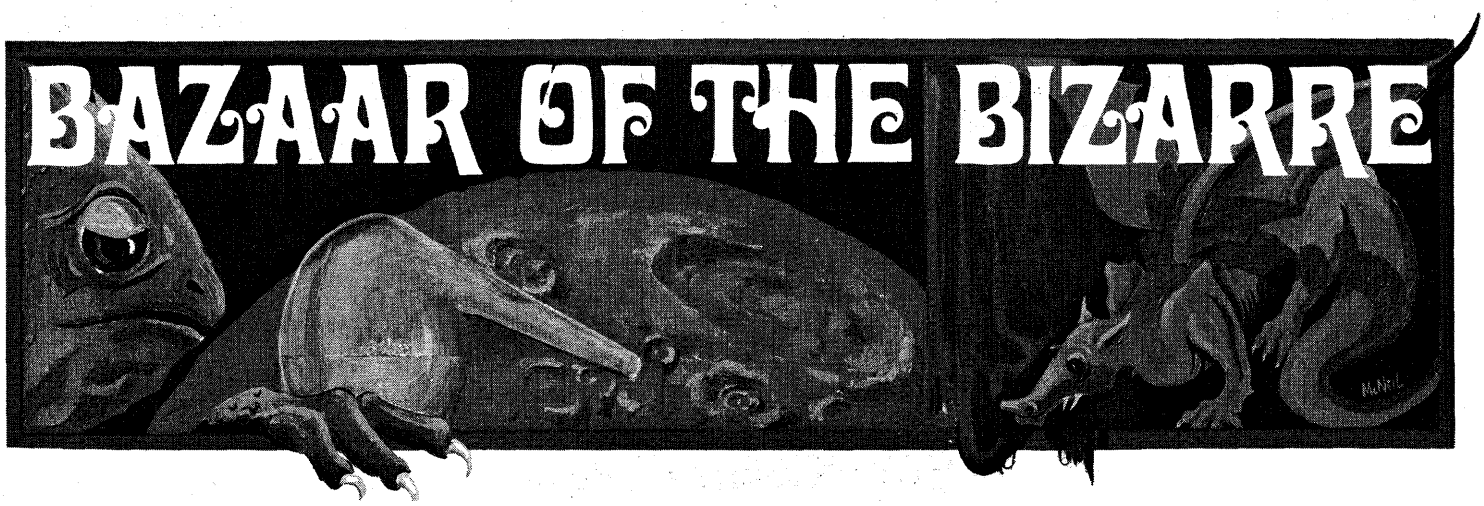

The Ring of the Necromancer

Bill Howell

Question One: "What is a necromancer?" Of course every player and DM is familiar with this word as a name for the 10th level of magic use. Sci-fi fans will recognize it as the name of Gordon R. Dickson's excellent novel. Tolkien scholars will remember that Sauron used the name Necromancer for the period between 1100 TA and 2850 TA. Obviously a necromancer is many things to many people. According to Webster, a necromancer "conjures the spirits of the dead for purposes of magically revealing the future or influencing the course of events." Many of the magic spells in AD&D are "necromantic" in nature.

Question two: "What has all this got to do with my game?" In my campaign I have discovered a magic ring which is also necromantic in nature. The specialty of a true necromancer in AD&D is, of course, the Undead. A Ring of the Necromancer conveys only one benefit to all characters except neutral or evil magic users or clerics. Once per week it will form upon command a sphere of protection equal in effect and duration to that created by a Scroll of Protection from Undead. The Ring must be worn for a *full* week prior to each use, i.e. if it is removed for *any* reason, it must be worn for another week before it can be used.

However, when the Ring is worn for a week by a neutral or evil magic user or cleric, its true worth is revealed. Once per day the Ring will function as a potion of Undead Control, and the Undead it is used against get no saving throw! Once per week the Ring will *Animate Dead.* Once per month the Ring of the Necromancer will summon any one Undead creature (excluding Liches), which will serve the wearer for one day. However, before the Ring will thus summon an undead, one living, intelligent, conscious, aware being must be ritually sacrificed to the Ring. This act must be repeated each time this power is used.

Question three: "Is this item too powerful?" Not really. It is certainly no more potent than a Ring of Spell Storing. Try introducing this item into your campaign. Undead should certainly be good for more than turning, dispelling, burning, splashing with holy water, or staking!

A WORKING DESIGN FOR HEWARD'S MYSTICAL ORGAN

(or, "Play it again, Sam")

Steven Wiederhoft

Making this highly powerful artifact into a system that is fair (but extremely challenging) was quite a job. The section in Eldritch Wizardry provides the rumors, legends and a hint of its great power. But practically nothing on a design format. The organ is extremely popular with the players (most of whom dream about rhinestone-studded suits, candelabras, etc.). I have included the story of the characters' search for the Organ in my campaign to give you an idea of how truly deadly and entertaining it can be.

"It all started with a treasure map showing where the Organ was to be found. After much thought, discussion and preparing the greedy little buggers set sail for Devil's Island. After a long voyage (and eight dead, drowned or missing characters later), the party finally sailed into the cove off Devil's Island. The remaining six characters then hit the beach and stormed the Tower of the Blue Death. Through luck and good planning five characters made it to the Organ. The 1st character seated himself, set the stops and started playing a Reversed 9th level spell (Imprisonment) and immediately disappeared (entombed in the depths of the earth). The 2nd character then sat down, set the stops the same but played a different song (Reversed Gate) and was carried away by an irate Type 6 Demon. The 3rd character decided to try a different pattern for the stops and played a 6th level spell (Invisible Stalker). Deciding to try other songs with the same stops produced a veritable army of stalkers (many were dead due to Death and Disintegrate Spells), a totally glass tower (using multiple Glassee Spells), a wrecked ship (via a Control Weather Spell), a totally remodeled landscape (Move Earth spell) and a few other interesting things. A few variations in the stops provided a quick trip to the Abyss without the Organ (only quick thinking got the character back alive). The rest of the adventure I won't relate to you except for one interesting fact. When they stumbled onto the 9th level MU spells and discovered the Wish Spell, they made the following wish: "I wish that this spell could never again be played on this Organ." It is an idea for the DM to use that wish before he/she ever gives out the Organ.

I designed my Organ with 7 usable stops and 65 working keys (15 black keys and 50 white keys). For the stops I used the binary computer language. Each stop represents a number, the number of possible combinations for stop positioning is 128. This range is from zero to 127. See the example given below:

I = the stop is in
O = the stop is out

64	32	16	8	4	2	1			
O	O	O	O	O	O	O	=	O	
I	I	I	I	I	I	I	=	127	(64+32+16+8+4+2+1)
I	I	I	I	I	I	I	=	22	(16+4+2)
O	O	I	O	I	I	O	=	75	(64+8+2+1)
O	I	I	I	O	O	I	=	57	(32+16+8+1)

Once the stops have been set you find out what the results are, if the player set the stops as such: I O O O O O I = 65. Referring to the stop result table indicates that 65 is a 4th level MU spell. The user

then presses the white and black keys calling out white 1-50 and black 1 - 15. The following is an example:

white	42
white	17
black	3
white	36
black	10
black	7
	1278

```
      53
24 ) 1278
     120
      78
      72
       6  = the spell used.
```

The white keys are base numbers and the black keys are multipliers (odd black multiply by 3 and even multiply by 2). To do the example given you would add 42 + 17 = 59. Multiply 59 x 3 = 177. Add 177 + 36 = 213. Multiply 213 x 2 = 426. Multiply 426 x 3 = 1278. Since there are 24 4th level MU spells you divide 1278 by 24 and take the remainder (which is from 1-24 — zero is the same as 24). The answer this time was 53 with 6 left over. So you use the 6th spell on the 4th level table.

Stop Results Table

1. 5th level Clerical
2. user killed instantly
3. 3rd level MU
4. 1st level MU
5. Organ plays itself
6. 7th level MU reversed
7. 1st level Clerical
8. 6th level Druid
9. Table 4 monster
10. 2nd level Druid
11. POWER RECHARGE
12. 3rd level Clerical
13. 7th level Clerical reversed
14. 3rd level Illusionist
15. Organ plays itself
16. Table 6 monster
17. 5th level Illusionist
18. user loses one level
19. 1st level MU
20. 6th level Clerical
21. Table 3 monster
22. POWER RECHARGE
23. Table 2 monster
24. 4th level Illusionist
25. 1st level Clerical
26. Table 1 monster
27. 5th level MU reversed
28. 7th level Illusionist
29. Table 5 monster
30. Organ plays itself
31. 3rd level MU
32. 6th level Clerical reversed
33. 2nd level Clerical
34. 6th level MU
35. user shrinks 12”
36. 3rd level Druid
37. 2nd level MU
38. user polymorphed
39. 4th level MU
40. 1st level Clerical reversed
41. Table 4 monster
42. 7th level Clerical
43. POWER RECHARGE
44. 1st level MU
45. Organ plays itself
46. 4th level Illusionist
47. 3rd level MU reversed
48. users charisma –10
49. 2nd level Clerical
50. 8th level MU reversed
51. 7th level MU
52. teleported to ice lake
53. 10-80% users money gone
54. 4th level Clerical
55. 1st level Illusionist
56. POWER RECHARGE
57. 5th level MU
58. 6th level MU reversed
59. Table 4 monster
60. 2nd level Illusionist
61. Gas cloud (roll type)
62. 6th level MU
63. 1st level Clerical
64. Table 3 monster
65. 4th level MU
66. teleport to other plane
67. Organ plays itself
68. 5th level Clerical
69. random teleport
70. 3rd level Clerical reversed
71. 2nd level Druid
72. Table 4 monster
73. 5th level MU
74. POWER RECHARGE
75. creates 1 magic (1/wk)
76. 3rd level MU reversed
77. 4th level Druid
78. user takes 3-36 shock
79. 2nd level MU
80. 3rd level Clerical
81. Table 5 monster
82. 6th level Illusionist
83. user takes 3-24 shock
84. 9th level MU reversed
85. 9th level MU
86. 1st level Druid
87. user gets 1-8 jewels (1/wk)
88. Table 6 monster
89. 7th level Druid
90. Organ plays itself
91. user takes 6-36 pts. shock
92. 3rd level Druid
93. 5th level MU
94. 2nd level Clerical reversed
95. Table 3 monster
96. 2nd level MU
97. Table 2 monster
98. 1st level MU
99. 7th level MU
100. Organ plays itself
101. 1st level Druid
102. 4th level Clerical reversed
103. user gets 1-8 jewels (1/wk)
104. 4th level MU
105. 2nd level Illusionist
106. Table 5 monster
107. 6th level Clerical
108. Organ goes back to Devils Island
109. 3rd level Illusionist
110. 4th level MU reversed
111. 5th level Clerical
112. user teleports to spaceship
113. 3rd level MU
114. user loses 2-5 hit pts. perm
115. POWER RECHARGE
116. 4th level Clerical
117. Table 7 monster
118. Organ plays itself
119. 8th level MU
120. 1st level Illusionist
121. 6th level MU reversed
122. 2nd level MU
123. 5th level Druid
124. loses 1 ability pt.
125. 6th level MU
126. 5th level Clerical reversed
127 & 0. attacked by 1 type 6, 2 type 5, 3 type 4, 4 type 3, 5 type 2, 6 type 1 demons.

NOTES:

Power Recharge means the Organ draws in all Magical, Clerical force in a hex. No magic can be used for the rest of the day. Swords and Armor not affected (rings, rods, scrolls, etc. must save vs electrical shock or be gone.

Reversed Spells are to be used as if a hostile was directing them at the user.

The stops that produce teleport are to places in my own campaign. Replace them with locations to fit your campaign.

Where a Table monster is indicated use the dungeon monster tables. The attack is with surprise from behind.

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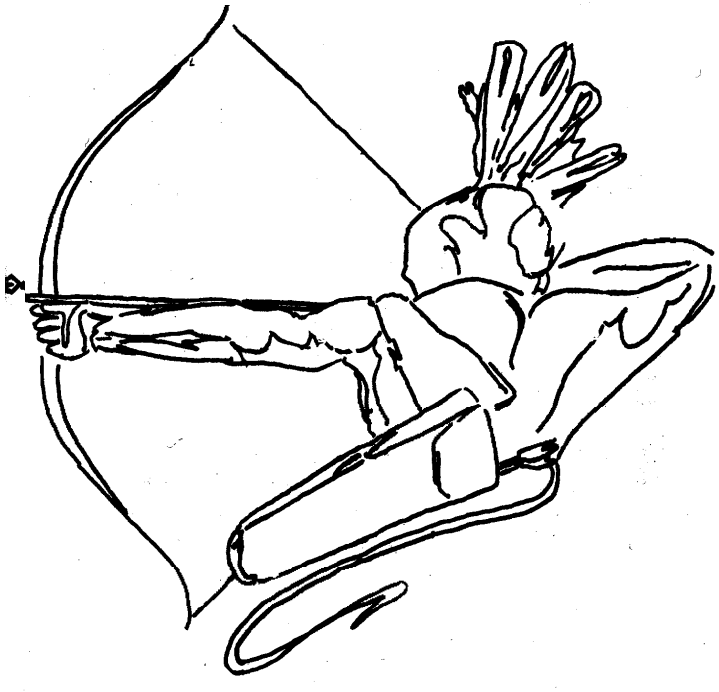

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Report On ORIGINS '79

by Jim Ward

Near Chester, Penn., at Widener College, *Origins '79* happened on June 22, 23, and 24th. With an estimated attendance of 4500 almost rabid wargamers and parents dragged in off the streets by the younger version of the wrinkled model, the convention was most certainly a success.

The dealers were out in force with 132 of them trying to sell what they had (as opposed to about 72 at last year's very well run *Origins '78:* staffed by the Metro-Detroit Wargaming organization). *TSR* presented the convention with a boxed version of ***Boot Hill*** at $10.00, a ***Dungeon-Master's Judges' Screen*** at $5.50, the latest Dragon at $2.00, and the module used in the official *D&D* tourney called ***Lost Tamoachan.*** *Avalon Hill* presented the games ***Dune,*** at $15.00. and the long awaited ***Magic Realm,*** also priced at $15.00. *SPI* gave us ***Freedom of the Galaxy,*** at $16.00, and ***North Africa*** at $33.00. *The Chaosium* presented a ***Runequest*** Scenario booklet called ***Snakepipe Hollow*** at $4.95, ***Raiders & Traders*** at $11.95, and ***Reich*** at $11.95; they also came out with the third edition of their magazine *Different Worlds. Fantasy Games Unlimited* came out with ***Gangster*** at $10.00, ***Middle Sea*** at $20.00, and ***Colony Delta*** at $12.00. *Game Designers Workshop* came through with ***Sets 9*** (the British) ***10*** (the Portuguese), and ***11*** (the Spanish) in its ***System 7*** groupings each at $6.98, the game ***Belter*** at $11.98, ***Snapshot*** (a *Traveler* variant) at $7.98, ***Bebapann North Africa*** at $5.00, the Europa game called ***Marita-Merkur*** at $12.98, and a new magazine called *The Journal* that starts out dealing with GDW's *Traveler* game system. *Heritage* came out with the boardgames ***Trireme*** at $14.00 and ***Samurai*** at $13.00.

Not to be outdone by the gaming companies, the miniature organizations came out in force with new and fascinating lines. *Heritage* created several new ***Lord of the Rings*** packages, a new dragon figure, and a 54 mm figure of Taras Tarkas, the green Martian. *Ral Partha* came out with its line of ***Condottieri*** spanning the Italian history **from** 1480 to 1600. *Dragontooth* designed what it called its ***Fantasy Role Playing Package*** with varied figures on horse and the same ones on foot. *Fantasy Figures Unlimited,* a new division of *FGU,* designed a small series of ***Roaring 20's*** figures to go along with the game ***Gangster.*** Scott Bizar stated that this new company would be used to design figures for other games that *FGU* produced. The relatively new *Martian Metals* has designed a series of 15 mm figures that have to be seen to be believed. For this convention, they came out with 32 new package sets. They are currently specializing in fantasy (Tolkien type) figures that look very professional.

The convention itself was like all huge efforts that require people to deal with masses of other people. Scheduled games and events sometimes didn't go off as planned; there were times when judges showed up far too early or far too late; and there were times (as with the official *D&D* tourney) when too many people showed up at the same time to play the game. In short, that aspect was much like conventions generally all over the place. While the food at the Dealer Area Snack Bar was worth eating it was not worth the price. The food at the MacMoreland Snack Bar and MacMoreland Cafeteria was low priced, but it was not worth eating. Also, late night wargamers were out of luck if they wanted to eat from these sources. While there was no lack of boardgame tourneys at the convention, and no lack of role-playing tourneys, there was a lack of miniature games scheduled and Jay Hadley (co-chairman with Bob Pigeon on this convention) was noted as saying, "I was aware of this lack, but the problem was finding people to run them." At the *Origina '80* meeting it was decided that out of the 3 bids for next year, Jay Hadley would again take it at the University of Delaware (scant miles from Widener College) on July 18, 19, and 20. The site promises to have full air-conditioning and hotel rooms adjacent to the dealer area. All in all *Origins '79* was well worth the trip.

Diceaholics Dream Come True

There are many of us that suffer that curious side effect that is known to strike gamers: dice collecting. I number myself among those so afflicted—I have hundreds of strange dice that I carry around in a giant dice bag, as well as some gold, jade, ivory, bone and glass sets that I don't carry around, for fear of loss or theft.

A new company in Baltimore has recognized this hobby-wide affliction, and done very well to serve the need. The Armory, 3424 Janellen Dr., Baltimore, MD 21208, has a humongous line of dice available, from 20-siders to 4-siders, and everything else in between. They range in size from 5mm to a whopping 2", in nearly every shade imaginable. The 5mm specimens are ideal for such games as *War At Sea* or other boardgames where knocking the counters about is undesirable. The 2" whopper is more at home on a TV gameshow, but the rest of the line are quite nice, for the most part made of high impact plastic. I especially liked the inlaid dice, with the colored pips. Besides the regular gaming dice, they also feature poker dice and jackpot dice, as well as an executive decision maker. I recommend that you write to them for their list of dice and prices. —T. Kask

New Water-base Paints

Another new product from The Armory is of interest to figure collectors and painters. They have formulated a new line of "Non-toxic, Non-flammable, odor-free, biodegradable" paint that "eliminates every hazard found in conventional solvent-based paints". It cleans and thins with good old water, and does not have a nasty odor.

I have experimented with the paints on both metals and plastics with them, and find them to be pretty good. I have never favored water soluble acrylics, preferring Humbrol. However, when I do convert, it will undoubtedly be to these Armory colors. The only bad thing I found seems to be the curse of all similar paints; they tend to be somewhat dull. This can, though, be rectified by a gloss sealer; they improve some upon application of dullcoat finishes as well.

They cover reasonably well, and dry quickly. The metal primer is a must, as far as I have experimented. I don't know if you can use white as a base color or not, as you might with oil-based paints.

They have inaugurated the line rather ambitiously, beginning with 48 different colors, with more probably to come. With what is already available, one could paint Napoleonics, Ancients, Medievals and Wild West rather easily. WW II AFV's look as though they are still a problem.

Priced at 79¢ for a good-sized bottle (7/8 fl. oz.), they are as good as any on the market, and better than most. They are available from The Armory, 3424 Janellen Dr., Baltimore, MD 21208 —T. Kask

Game Review
REICH
Produced by: Chaosium
Retail: $12.00

I am absolutely positive that when the designer, Jonathan Michael gets together with a bunch of his friends, that he has a great time playing this game. It is easy to play; the concept is clean and neat; and from 1 to 4 gamers can try their luck with it. Unfortunately, it does have some serious design flaws that can make it difficult to play.

The game begins with the players placing 2 native army divisions on each German State, using a simplistic style mapboard that pays no attention to the geography of the German areas depicted. Players choose what prince they want to be and everyone gets money in the form of small square bits of cardstock representing millions of Marks. Players then start drawing cards and playing these or taking action in the form of: passing to the next player; taxing all controlled states; using a diplomat; or mobilizing troops. The drawing and using of cards causes the most problems. The cards are a very good concept used to simulate the action of history. They present the action of great statesmen; the interaction of revolt and economy on a country; and the force that outside interest had on all of the German Principalities.

The game breaks down in the interpretation of these cards. Problems arise in the duration of effect for some cards, the concept of assassination and how it is prevented; and cards demand action that is sometimes not possible. There are just too many terms that can be used in more than one way, forcing the game to be unclear.

Aside from this one problem, I would recommend that wargamers try this game. It only requires an agreement by all players on the meaning of a batch of cards that are used. It is a fun game that has many applications in all types of existing wargames from the boardgame to the role-playing game. —J. Ward

Game Review
Raiders and Traders
Produced by: Chaosium
Retail: $12.00

The game *Raiders and Traders*, designed by Donald Dupont, is a perfect collection of all the concepts that anyone who has taken the time to study that era could have formed.

Players travel through a world of ancient Greece on a beautiful mapboard. They are presented with 3 scenarios with varying degrees of difficulty. The gamers in the first scenario do what ancients did down through all history: make raids and expand into other territories. In the second scenario, players are transported into the Greek age when the Indo-European Greeks migrated down into the Aegean basin. In this game, players select patron gods, build Cyclopean walls, make beneficial marriages, and use diplomacy to allow for freer action in the game. The third scenario becomes even more difficult (and fun) when pirates and the action of fate (in the form of drawn cards) force players to think and move fast in their efforts to win.

If all of this wasn't enough, gamers using the optional rules can work with deities, the Oracle of Delphi, and Heroes to their own advantage (or disadvantage). The game has many interesting facets and can be played on several levels from a beginning/nongamer's standpoint, to the most veteran wargamers side. —J. Ward

BOOK REVIEW

Panzer Colors II
Markings of the German Army Panzer Forces, 1939 to 1945 *by Bruce Culver* *$7.95*
Squadron/Signal Publications

After the release of Squadron/Signal's landmark predecessor book, *Panzer Colors*, many of us wondered what they would do to top their earlier effort, feeling that it would be very difficult to even equal. Well, we should not have worried because Squadron/Signal has indeed matched or perhaps even exceeded their earlier release with this, *Panzer Colors II*, affectionately known as *Son of Panzer Color* by the publishers. Both of these books are absolute goldmines of inspiration for wargamers, modelers and builders, as well as secondary sources of hard data for the armour buff.

The book consists primarily of photographs supplemented with a few drawings and by occasional side-bar type articles on unit markings, variations thereof, deviations from, etc. The book contains some photos that the extensively read armour buff may recognize from other sources. It contains many that are seen here in this context for the first time. The book deals with such items as national insignia, all the variations on the *Balkenkreuz*, the national cross-insignia of Germany, following it through all its permutations from Poland in 1939 to its finalized, stripped-down, mass-produced version. The history of the Balkenkreuz is traced adequately, even admirably, through a series of excellent photographs. Each photograph has been carefully selected for either an eye to detail on the vehicle in question or an eye to detail on the specific marking, whether it be an aberration, or an especially fine example, or some other oddity. It gets into the marking of captured equipment quite adequately, showing the various systems used for marking Allied gear taken in baffle.

It then goes on to the vehicle numbering system, and how it was done, again with excellent pictures and diagrams explaining the number system. All throughout the book various numbering systems are pointed out in the captions of the photographs, showing deviations or compliance.

The actual application of numbers is treated in its own section showing the various ways, from small number plates along the side of the earlier Panzers, to the large, very bold, numbers on the

sides of the turrets to the Normandy and late war period where the numbers were once again obliterated or blended into the overall camouflage pattern, so as not to provide a target for an earnest anti-tank gunner. Again, the numbering is shown with an excellent sequence of pictures giving all the various permutations and combinations that you're likely to find.

PCII deals with divisional signs; how to read them and where to find them, and short histories of a couple of them, showing them through various incarnations during different periods of the, war on different equipment. Some of the color in the book is devoted to a page of divisional insignia; early versions, late versions, only versions, whatever appropriate.

The book has a lot of color in it, not nearly as much as the painters would wish, perhaps, but being a printer myself, I know how damnably expensive good color printing is and do not criticize the book for lack of color or for not having enough color. The color that is supplied is invaluable in aiding the painter of figures as well as the painter of models or even the history buff, in getting relative color and color schemes. The book, quite simply, is excellent and cannot be recommended highly enough to modelers, figure collectors, figure painters and game historians. Squadron/Signal has done it again. — Tim Kask

BOOK REVIEW

Kfz. I Kubelwagen, Volkswagen Type 82
Including the Schwimmwagen and Trippel
Almark Publication
by Tony Oliver

Perhaps it is a mistake to ask a Volkswagen lover to review a book on Kubelwagens, or perhaps a Volkswagen lover is the best person to write a review on a book about Kubelwagens. As we have neither the time or the energy to take a poll on that, we will assume that a Volkswagen lover will make the best reviewer. I am an unbashful Volkswagen fan. I have admired the doughty little vehicles ever since they first started cropping up in my research of the Second World War. I followed their introduction and proliferation in this country with interest. My interest culminated in 1972 with a purchase of a Volkswagen that now has 130,000+ miles and is just now for the first time, though it really didn't need it, being overhauled. Hopefully I will get another 130,000+ miles out of the old girl. The Volkswagen reputation for toughness is well deserved and well founded in its origins as a *people's* car in pre-war Germany. The one fact that all of us Volkswagen owners like to try to forget is that it's very much the car of Adolph Hitler. His dream taken from those trying to design, I'll grant you, but still, his dream of a people's car, cheap, easy to mass produce and available to all. When the war broke out I don't know if the German Army really knew how well the Kubelwagen would hold up for them, all things considered.

They were found in virtually every theater of the war and in more variations than one would think possible, including the Schwimmwagen which was a truly amphibious jeep, capable of fording small streams and lakes and limited on-the-water performance, having a little propeller drive unit that dropped down over the back end.

I found the book to be fascinating, both from a military viewpoint and also from the ownership viewpoint. The book is full of rare photographs of bizarre prototypes that never quite made it for one reason or another. Numerous vehicles in all theaters of the war are pictured; there is smattering of color to give you relative paint schemes and a number of interesting sketches showing fine-line detail. There are even what look to be archive photos taken out of a handbook issued by the German government on how to change a desert tyre. All in all, this small book is fascinating and makes an interesting addition to any World War II armor buff's library. — Tim Kask

BOOK REVIEW

Desert Tracks
British Armor Camouflage and Markings in North Africa
by William E. Platz, Illustrations by Steven R. Cobb
Published by Baron Publishing

The book comes in an unfamiliar format to most gamers, 8¼ by 5¼, 92 pages long plus cover. This is quite an interesting little book for the World War II armor fan. The author is said to have taken over 10 years to research and compile the contents. From a wargaming point of view, it is probably the most comprehensive compilation data on the British in North Africa that is currently available. However, much of the knowledge that is applicable to the wargamer must be ferreted out from amongst a lot of other knowledge, some of which has no appeal to your average wargamer but will be eagerly received by the armor buffs and true historians and connoisseurs of the armor battles of World War II in North Africa.

This book does indeed contain an incredible amount of data on markings, orders of battle, commanding officers, equipment usage, aberrations in marking, an extensive bibliography for further study and technical data to warm the hearts of the hardest core of the armor buffs on all of the vehicles used by the British; you name it and you're likely to find it there. There are even four chip paint samples included on one page to give a relative color to the tanks and to the paint schemes in question.

The book is well organized and orderly. They deal with the organization of the desert armor forces in some detail, including orders of battle for some battles. This data is, of course, of the utmost importance to the wargamer. You can find orders of battle for Operation Compass, Rommel's first offensive, Operation Crusader, the Gazala Battles, and El Alamein, just to name a few. It discusses the generalized marking system of the British in an overview type format to deal with the guidelines laid down by British high command. It goes on further into individual vehicle markings, showing how to read them and some interesting variations. It proceeds into regimental markings and then goes on to identification and recognition markings as opposed to regimental markings. Following that, it deals with armor service—and unit—serial numbers. In effect, with the first few pages of this book you should be able to take any recognizable photograph with the numbers and markings in question and be able to pinpoint the unit where it served and maybe you can come close to getting an idea of when the picture was taken.

The book goes on from there into flags and pennants, formation signs, and camouflage patterns.

The book then deals with armour in the desert; some of the problems, some of the unique situations faced by armour forces fighting in a desert situation. It covers such things as vehicle plans and technical data, giving the model builder, as well as the gameplayer, great loads of intricate and detailed data. The book then goes into a section called the Guide to British Armour Units and their Insignia, 1940 to 1942, in which the aforementioned orders of battle are given as well as other data. In the appendices listed in the back it gets into armor division unit serial numbers and infantry unit serial numbers.

All in all, this little book provides a wealth of data for a small cost; it's small, easy to handle, well bound, well printed, with color included, not a lot, but some (a nice amount actually) and recommended for the serious armor buff interested in British Armour in North Africa. An excellent book. The bibliography alone will be worth it as it is one of the more extensive and detailed that I have seen in a book of this kind in some time. Another great book from Baron Publishing. — Tim Kask

BOOK REVIEW

The Tolkien Quiz Book
by Bart Andrews
Signet, $1.75

Who was the first hobbit to wear the Ring? What is the full title of Tolkien's trilogy? Who first put on the Ring after Gandalf gave it to Frodo? If your answers were Bilbo, *The Lord of the Rings,* and Sam, then you might enjoy *The Tolkien Quiz Book,* because all of those answers are wrong! The book contains over 150 pages of questions and answers, and many of them are more difficult than the examples.

There is the only rub to an otherwise wholehearted recommendation. Many of the questions in the book are incredibly trivial, and even those of us around the office who consider ourselves real fans of the Professor could rarely answer more than 30-40% of the questions. For the reader with just a passing interest in *LOTR, The Hobbit, Farmer Giles of Ham,* and the others, I would have to say that *The Tolkien Quiz Book* is probably not up his or her alley. For an enthusiast or a hardcore fanatic, however—or for stumping your friends at parties—I would advise a trip to the bookstore to check it out. Find out how much you *don't* know about Tolkien. What was the name of King Theoden's sword?. . .

—Allen Hammack

MICRO-REVIEWS
Short Takes and First Impressions

T. Kask

This will hopefully be at least a partial portion of the AUGURY *each month. In it, we hope to at least mention games and books received by the magazine. Due to the large number of games released at any given time, we are often unable to examine a game in the detail we would like to, nor are we often able to play a game as often as we like to enable us to write an in-depth review.*

The impressions and opinions in it are strictly that of the author, in a private capacity as a gamer. They do not necessarily reflect the opinions or policy of THE DRAGON.

GAMMA TWO LTD. from Canada has a trio of fast and enjoyable family/beer-and-pretzels type games that we recently received copies of. The first is *LAST SPIKE,* a railroad motif game totally unlike RAIL BARON. The game centers on building rail lines in Canada, the goal being the completion of a contiguous line from East to West. Profits are made by owning shares in railheads, and collecting upon them each time another leg into that city is completed. The strategy gets intense as players maneuver to complete those lines advantageous to them, while preventing others from doing the same. We only played the game two or three times, but had fun doing it. 2-6 can play.

The second of this trio is *TEAM, a* card game built on a hockey motif. We found this game to be great fun when four or five play, but it is designed for 2-6 players. The cards are divided into three

types/suits: goalies, defensemen and forwards. A player must have one, two and three of each, respectively. The "games" consist of secretly arranging your hands, then playing cards simultaneously and comparing their values. The scoring rules then determine if a goal was scored. High scorer after the hand is over wins. First player to win seven games plays the next best player in a best-of-seven series to decide the overall winner. In a turn, a player has the option to do one of the following: challenge for a game, draft (draw from the blind pile) or trade with another player. We found this to be an excellent beer-and-pretzels game.

The best of the trio is *KLONDIKE*. In it, each player becomes a prospector and seeks his fortune in the wild and woolly Far North. As players travel around the board on the throw of dice, various misfortunes can befall them, or riches may be discovered in the wilderness. This game lends itself well to limited role-playing, in that it is very easy to fall right into the spirit of the madcap days of the Gold Rush. All good prospectors avoid town whenever possible, because the cost of living in the frozen north is high, indeed. Nothing will part a prospector from his poke quicker than a visit to town, which often ends with free room and board in the pokey. Players have the opportunity to buy properties in the town, but they are only good for the revenue they generate and have no worth at the end of the game. The high incidence of fires also makes property ownership hazardous and short-lived. This game is highly recommended for anyone who wants to have fun while playing a simple game.

* * * * * *

A couple of issues ago we ran a center color insert on a new company—Yaquinto Publishing. The only game of theirs that we have had to look at so far is *TIME WAR*, and it looked very interesting. The game centers on time travel and altering past and/or future events to your advantage and to your opponent's disadvantage. The concepts are certainly unique, and the game looks fascinating, but rather complex and involved.

Another new company has surfaced in Texas, with perhaps the most impressive array of debut releases that I have ever seen a small company come out with. A couple of the names of the principals in the company harken back to the now-defunct JAGDPANTHER magazine, as some of them were involved with it.

The first of the four games, labeled #1, is *STARFIRE*, a game of ship-to-ship combat in deep space. Simply put, this game is a lot of fun to play. The mechanics are simple and the movement system keeps both players constantly involved, as does the combat resolution. It moves fast, and plays with a high excitement level. The rules are written in scenario-steps, to allow the introduction of new ship types and weapons sequentially, as each predecessor has been absorbed. I find that this type of rules writing is especially beneficial to the less experienced or novice gamer. We used a unique approach, in that the Khanate player read the scenario to the Terran, but the Terran had no knowledge of the weapons systems on board the Khanate ships. In all but one of the two-player scenarios, this accurately reflects the Khanate's superior knowledge and technology, opposed to the Terrans' ignorance and surprise. In one scenario, though, this system breaks down because in that one, it is the Terrans that have the new weapons innovation that should come as an ugly surprise to the Khanate. In all the other two-player scenarios, it is the Khanate who introduces new weapons.

The final scenarios are designed for three players, as the two races encounter an even more powerful and mysterious third race. This is a particularly interesting part of the game.

The final section of the rules covers design and building of your own ships. This section alone makes the booklet a must for every gamer who has experimented along these lines.

The STARFIRE system can be "plugged in" to virtually any strategic-level outer space game that the player feels has glossed over the importance of ship types as opposed to numbers. It would be ideal, for instance, in the old STELLAR CONQUEST, with only minor changes to accommodate SC's technology levels. It could also be plugged into other games, such as IMPERIUM or 4000 A.D., at the players' option. The simplicity of the mechanics make this an outstanding game; its many other possibilities make it a must for anyone that enjoys science-fiction boardgames. Most scenarios last less than 40 minutes.

Game #2 is *ASTEROID ZERO FOUR*. This game is slightly more involved than STARFIRE. This one takes place in space, representing the efforts of the mining communities of two hostile asteroids trying to wipe out the enemy during a rare period where ships from Earth are prevented from reaching either asteroid for a period of time. The map represents the two asteroids and all their installations and facilities.

It should be noted here, before we go any further, that all four of these games have well developed pseudo-backgrounds. STARFIRE has a little story at the beginning, and a piece between each scenario to logically set up the next. STARFIRE stands alone. Games #2 & 3 are interrelated; in #2, the mining communities are Russian and American. In #3, the two blocs have combined to provide for a joint expedition. Game #4 also stands alone, as you'll see if you keep reading.

We have not played ASTEROID ZERO FOUR out yet. It does, however, promise to be excellent, since all four games are designed by the same person—Stephen Cole.

Game #3 is *CERBERUS*. In it, forces from Earth are assaulting a whole planet. The map is a Mercator-like projection, slightly distorted to fix a hex-grid. This game is slightly more difficult than the preceding two. Mechanics are still relatively simple, tho. Again, we have not played this one to completion, either.

Game #4 will probably appeal to the greatest number of people. *STAR FLEET BATTLES* is just what it sounds like; Star Trek on a board. This is not new—both the old STAR FLEET BATTLE MANUAL AND ALIEN SPACE were either based on or heavily influenced by Star Trek. This game, tho, is different. It is by far the hardest of the four to master—it is not recommended for neophytes. There are quite a few rules to absorb and master, but it appears that it will be worth the effort. There are seven game scenarios, as well as a campaign scenario and a separate sub-game fought at slower-than-light speed. The game holds a lot of promise.

The first three games retail for $3.95, the last at $4.95. They are published by Task Force Games, of Amarillo, TX. Task Force does no retail sales, preferring to deal only wholesale through distributors. You will have to bug your friendly local store owner to acquire them. It will be worth the hassle. All four of these games, in what has become known as the micro-game or mini-game format, are well worth the price in terms of physical quality and content. They are better, from a physical standpoint, than most others of this format.

* * * * * *

About a year ago, Heritage/Battleline published a game that made such a small response that I never even heard about it, let alone saw it. After seeing and playing *CIRCUS MAXIMUS*, I can't understand the silence. It is actually two games in one; *Chariot Race* and *Gladiator*. This mini-review deals primarily with *Chariot Race*, which we have played many times now. To put it simply, it is the best treatment of chariot racing that I have seen to date. The rules are ridiculously simple, as are the actual mechanics of the game. There are campaign rules that allow you to set up entire racing seasons; there are rules for accruing experience by continued racing and high placement. There are even provisions for skulduggery and sabotage. The game itself moves very fast and seldom gets boring. In the greatest movie traditions, you can outfit your cart with scythe blades and chop up your opponent's wheels, or flog his horses to spook them or lash enemy drivers. Shades of *Ben Hur* . . . It is great sport, even if your chariot tips over and drags your driver to his doom under the thundering hooves of the other teams.

The *Gladiator* system appears rather complex, but seems pretty accurate. I feel that if the two players were very comfortable with the rules and mechanics, it would be fairly accurate and exciting. It is not designed for the novice or beginner.

On the whole, *Chariot Race* makes the game worth purchasing in itself. *Gladiator* is a pleasant bonus.

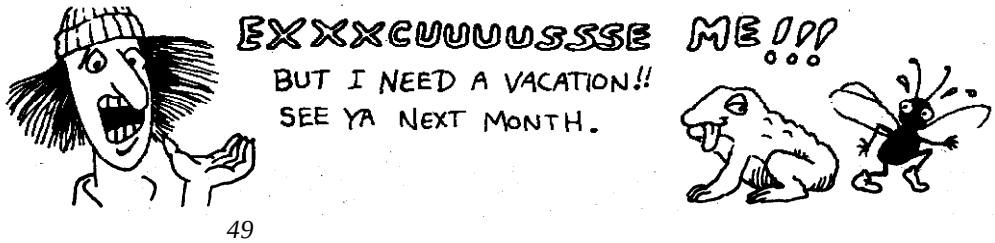
* * * * * *

The last item in our pile is a set of science fiction miniatures rules, published by Superior Models. Entitled *MAATAC* (which stands for Multi-functional Armed & Armored Tactical Attack Computer), it is designed for use with their splendid line of science fiction vehicles of the same name. If you haven't seen the figures (castings would be a more correct term) you have really missed something. They are an extrapolation on their outstanding STARFLEET series of spacecraft, being the ground units of the five races., They also mesh with the STARFLEET WARS set of rules for using the spacecraft. Science fiction rules are hard to fault, each depending upon their own logic, as they do, and these are no exception. They certainly look interesting. If we had had some of the castings, we would have tried them by now.

* * * * * *

That clears out the pile for this month . . . we'll see what the mailman brings next month . . .

—T. Kask



Dragon's Bestiary

(formerly Featured Creature)

Whiz-bang Beetles

(Coleoptera Conflagratio Amotensia)

Created by John Hageman
FREQUENCY: *Rare*
NO. APPEARING: *5-50*
ARMOR CLASS: *2*
MOVE: *60"*
HIT DICE: *1 hp*
% IN LAIR: *50%*
TREASURE TYPE: *(see below)*
NO. OF ATTACKS: *1*
DAMAGE/ATTACK: *1 hit point*
SPECIAL ATTACKS/DEFENSES: *Nil (see below)*
MAGIC RESISTANCE: *(see below)*
INTELLIGENCE: *Very low*
ALIGNMENT: *Neutral*
SIZE: *1" to 2" (beetle size)*
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

His shield held in front of him with one hand, a torch raised aloft in his other, Murphy proceeded cautiously around the corner. "This stretch of corridor seems too quiet," he thought to himself, however he could think of nothing else to do but push forward.

A faint whining sound came up the corridor and an instant later something whizzed by his head, followed by another and another. Suddenly the air was full of speeding projectiles. Two or three hit his torch and tore it from his fingers. One struck his arm a stinging blow, numbing his hand. Then they were hitting him all over. Protecting his face he reeled back around the comer.

"What the hell," he muttered under his breath, "was that?"

* * *

Murphy has just encountered the dreaded *Coleoptera Conflagratio Amotensia,* colloquially known as the whiz-bang for the noise of its airborne attack.

Unusually speedy dungeon creatures, whiz-bang beetles love fire and smoke. It's this attraction that makes them dangerous to run into, as they will be compelled to throw themselves at the source of a flame. Whiz-bang beetles will attack fire sources at a range from their hive that is determined by the size of the fire source. Some of these ranges are given below:

SIZE OF FIRE	RANGE FROM HIVE
5' diameter pool of oil	200'
Torch or lantern	70'
Candle	30'
Pipe or cigarette	10'

The larger the fire, the more beetles it is likely to attract. When beetles are drawn, a roll is made to determine the number appearing. Each beetle then rolls to hit. All successful hits automatically do 1 point of damage. Most beetles will hit near the area of the fire but some will be as far as 5' off course randomly striking surrounding objects.

Burrowing into dungeon walls by repeatedly throwing themselves at it, whiz-bang beetles form hives, usually at the end of a corridor stretch (so they can get a run at it), although they have been known to dig into pillars with an entrance on either side. The entrance hole is usually 3" to 4" in diameter.

Inside the hive there is a 75% chance of finding 1 to 6 ounces of whiz-bang "honey". This honey has some very unusual properties. Roll percentile dice to determine its effect.

01 to 25	No effect
26 to 75	1 oz. will give one person double speed for 1 turn.
76 to 90	1 oz. will give one person double speed for 1 turn plus 1 side effect for the next turn*
91 to 100	1 oz. will give one person 1 side effect for 1 turn with no increase in speed.

*side effects can include such things as half-speed, alignment change, explosive indigestion, food poisoning, etc.

Whiz-bang beetles can usually (75%) be subdued if found in their hive and kept from seeing light. In order to keep them alive outside the hive they must be fed 1 oz. of Whiz-bang honey per 50 beetles per day. In this manner they can be kept for up to two weeks. Queens cannot be removed from the hive without killing them.

MAGIC

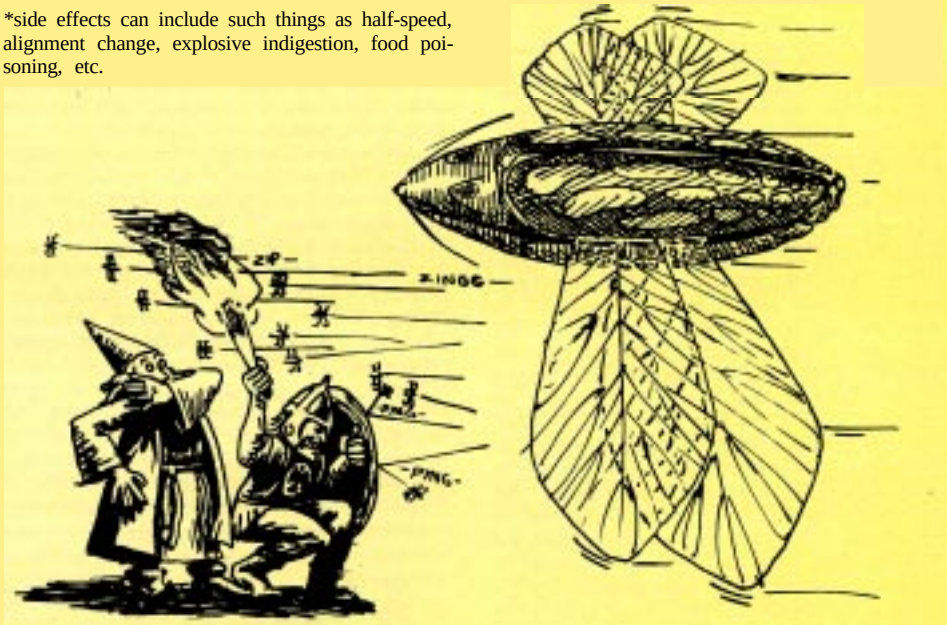
Whiz-bang beetles will attack magic fire sources only 25% of the time. Magic attacks upon them will also be successful only 25% of the time, plus 5% per level of magic user.

DESCRIPTION

Whiz-bang beetles are 1" to 2" in length with two transparent wings on either side of their bony, bullet-shaped body. Their dark color (grey to black) makes them hard to spot in a dimly lit dungeon. Queen beetles are twice that size and light grey or white in color

EXPERIENCE POINTS

Being fairly low level creatures, Whiz-bang beetles are worth 1 point of experience each for all avoided or captured beetles. Whiz-bang honey is worth up to 100 G.P. per oz. to Alchemists if it is to be sold.



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Must have more *Farfel Figures'* Croation Hussars. No price too high. Will consider trade for first born. Joe Figamo, POB 12, Lake Squalid MN, 55700

OPPONENTS WANTED

1914 players wanted; must be free for 72 hrs. at a time. Unmarried, unattached players preferred. Joe Figamo, POB 12, Lake Squalid, MN 55700

DNO PBM opponents wanted. Same day responses. Joe Figamo, #334572, Lake Squalid Work Farm, MN 55701

FOR SALE/TRADE

Must sell 4356 fantasy figures, none painted. Reason: bankruptcy. Make an offer Send SASE for price list. Joe Figamo, #334572 Lake Squalid Co. Jail, Lake Squalid, MN 55702

Will trade unpainted fantasy figures for ANY game playable solitaire. Joe Figamo, #4567823, Lake Squalid Penitentiary. Lake Squalid, MN 55703

SERVICES

Figures painted cheap. Specialize in earthtones and Day-Glo; must support children. Mrs. Joe Figamo, POB 12, Lake Squalid, MN 55700

The Dragon

Classified Ads
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Lake geneva, WI 53147

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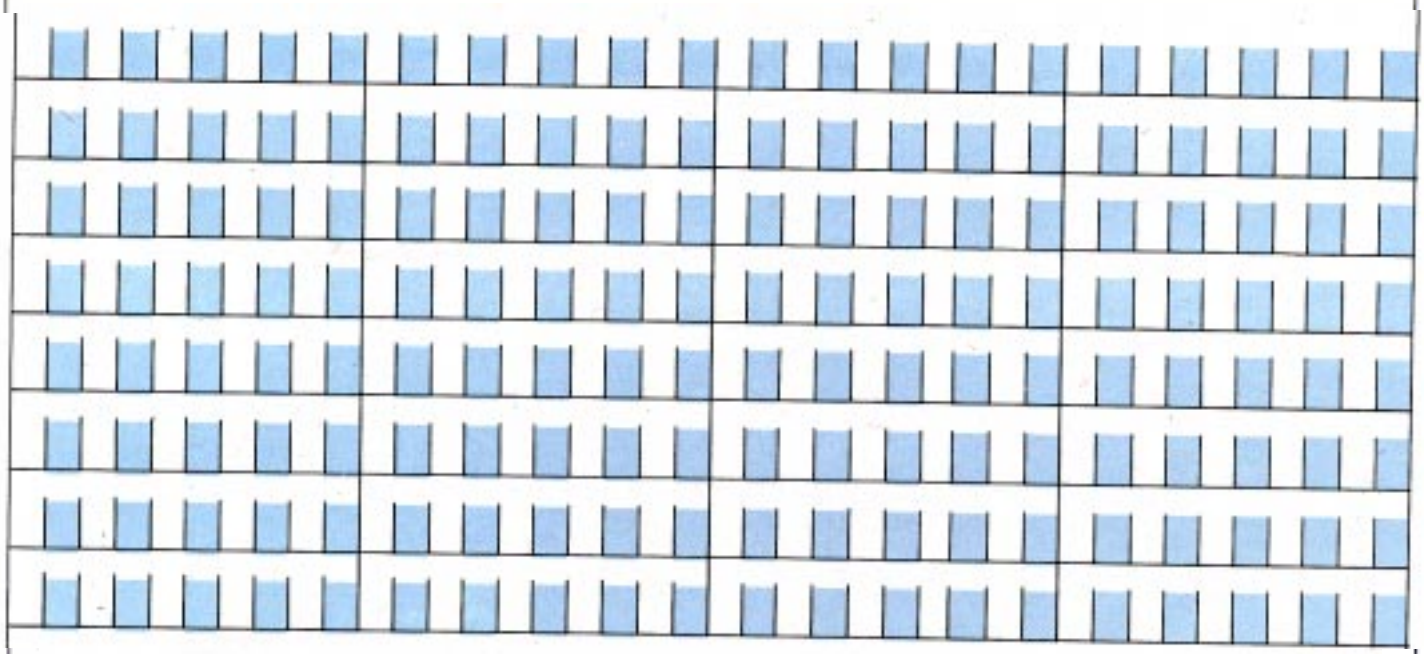

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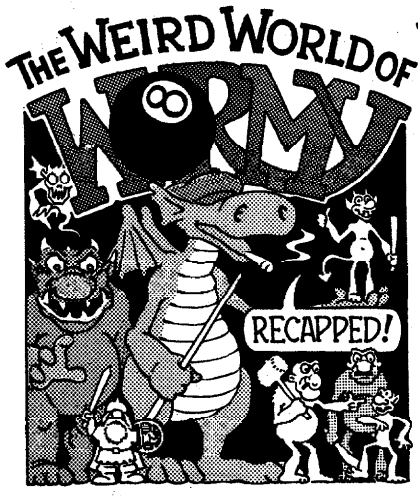
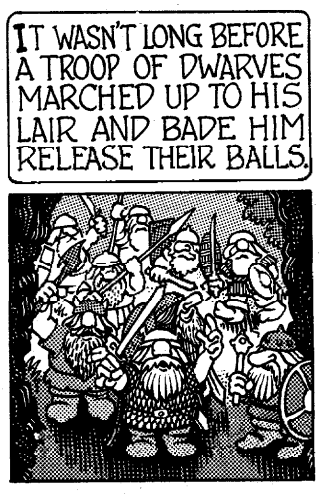
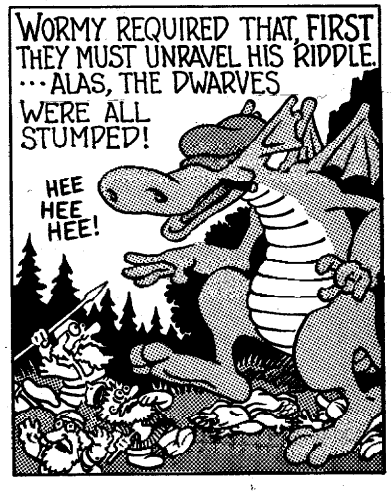


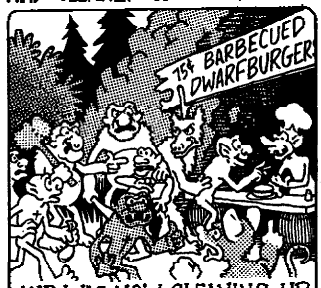




THITHER FLED HE, WHILST THUNDER SMOTE HIS REAR, AS THEY SAY IN THE SONG. ...WORMY CHASED THE LAST DWARF ALL ACROSS THE VALLEY AND DOWN INTO A LARGE, DEEP CAVE, WHERE

NOW, ONE OGRE MIGHT HAVE CAUGHT THE DWARF, BUT FOUR OGRES DIDN'T STAND A CHANCE. BETWEEN STUMBLING OVER EACH OTHER, AND GETTING INTIMATE WITH THE ARCHITECTURE, THEY FAILED TO BAG THE LITTLE BOOGER. WHEN HE SCURRIED UP THE CHIMNEY, THE OGRES WERE SOMEWHAT DISGRUNTLED. BUT THEY WERE EVEN LESS GRUNTLED WHEN THEY FOUND THEIR POKER GOLD HAD *SCURRIED OUT THE DOOR!* SO THEY GRABBED THEIR CUDGELS AND WENT OFF ON A WILD SEARCH FOR A LARGE PARTY OF DWARVES.

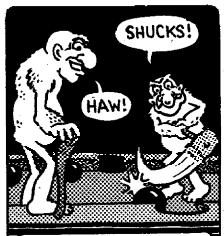
MEANWHILE, BACK AT WORMY'S CAVE, IRVING THE IMP HAD CLEANED UP THE CARNAGE



AND WAS NOW CLEANING UP ON THE LOCAL SCAVENGERS. HE HIRED TWO STRONG-ARM TROLLS TO KEEP THE PEACE.

NOBODY NOTICED THE HUGE SILHOUETTE APPEAR ON THE CLIFF OVERHEAD

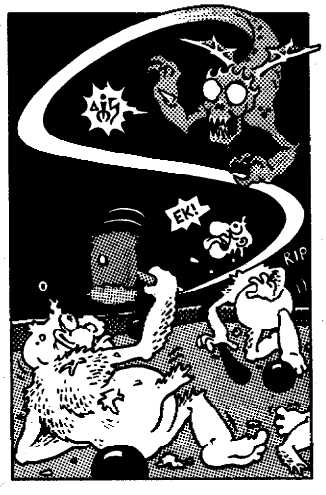
OF COURSE, THEY ALL EXPLODED. UNDER 27 TONS OF DRAGON, WHO WOULDN'T? THE BLAST KNOCKED DOWN THE REFRESHMENT STAND AND BLEW THE IMP HALFWAY TO THE POOLROOM. IT SENT THE TWO TROLLS TUMBLING HEAD OVER HEELS. ALTHOUGH THEY SUFFERED MINOR DISLOCATIONS, THEY WERE ALREADY LAUGHING BY THE TIME THE SMOKE HAD CLEARED. BUT IRVING CAME OUT CUSSING AND RUBBING A LUMP BETWEEN HIS HORNS, AND BEGAN SEARCHING THE WRECKAGE FOR THE MONEY HE HAD EARNED. WORMY RETRIEVED HIS GOLDEN BAIT, CONGRATULATED THE SURVIVORS, AND INVITED THE TROLLS DOWN TO SHOOT SOME SNOOKER WITH HIM.



FRANK & DUDLY HADN'T PLAYED ANY SNOOKER LATELY, SO WORMY GAVE THEM TIME TO BRUSH UP A BIT WHILE HE STOWED THE GOLD IN HIS TREASURE VAULT.

THEY THOUGHT IT WAS FUNNY WHEN FRANK RECKLESSLY CRACKED ONE OF THE BALLS OPEN...

BUT THEY WEREN'T LAUGHING WHEN AN ETHERIAL DEMON CAME OUT OF IT!



IT REALLY IRKED WORMY TO FIND THE TROLLS SMEARED ALL OVER HIS PRECIOUS FELT.

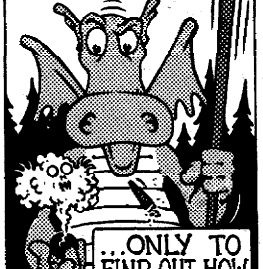
SO HE PROMPTLY DISPOSED OF THE PEST.

WHEN THEY'D BEEN PUT BACK TOGETHER AGAIN, FRANK & DUDLY JOKED SOURLY ABOUT WORMY'S WILD VERSION OF SNOOKER. THEY HAD NO IDEA THESE WERE BOWLING BALLS.

WHEREAS WORMY HAD HAD NO IDEA THEY *WEREN'T!* HE SAID NOTHING...BUT BEFORE THE TROLLS HAD FINISHED REGENERATING, HE TOOK ONE OF HIS SIX EXTRA BALLS OUTSIDE AND CRACKED IT...

PFFF

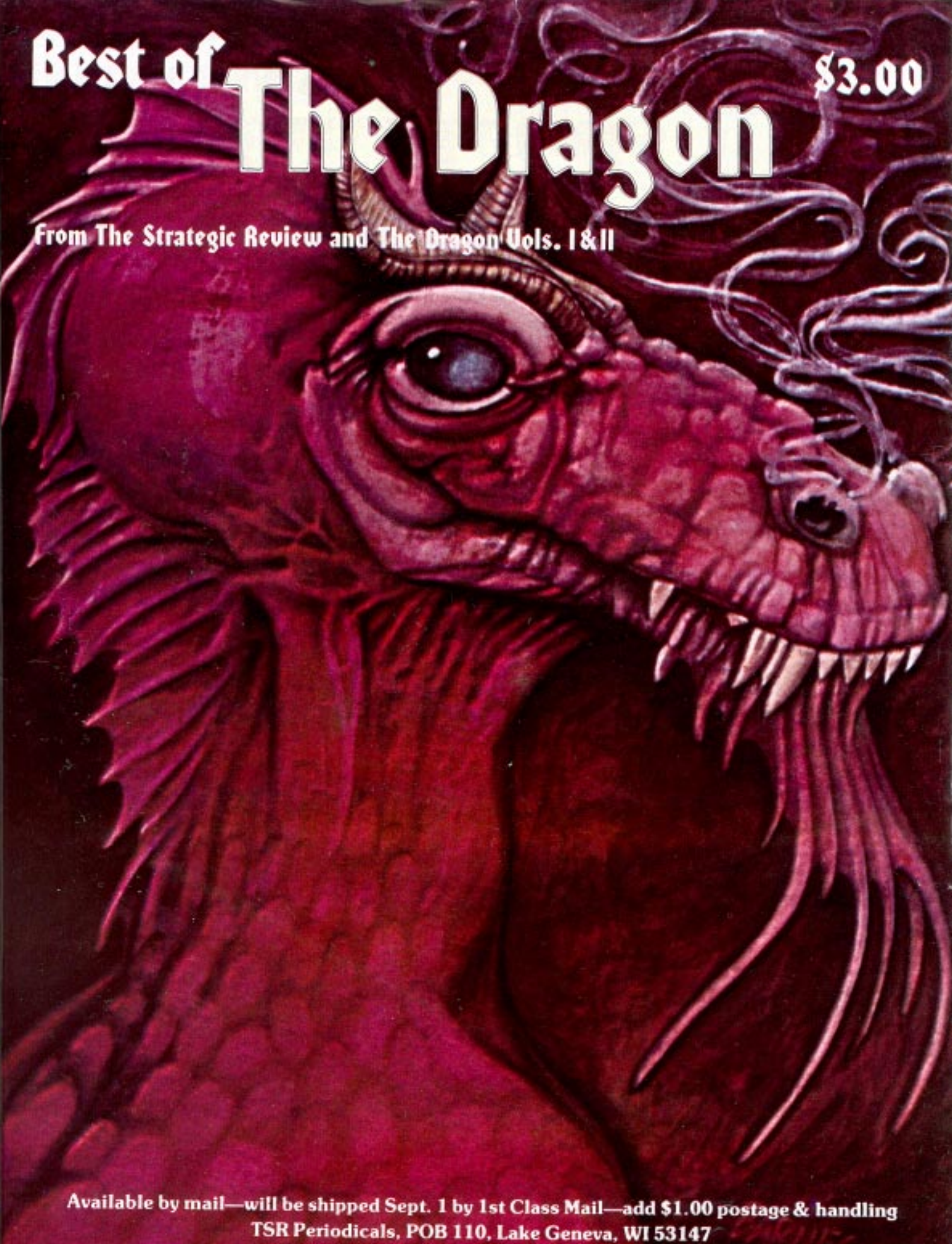
A VISCOUS, BLUE CLOUD ISSUED FORTH AND A VICIOUS, BLUE DEMON ENTERED THE MATERIAL DIMENSION



TROLLS KNOW ALL TOO WELL HOW HARD IT IS. A TROLL CAN REGENERATE ALL THE WAY BACK FROM A PULP! THAT'S WHY TROLLS HAVE SO MANY ENEMIES. FRANK & DUDLY HAD AN OLD GRUDGE IN MIND WHEN THEY GOT UP AND SNUCK OFF WITH ONE OF THE DEMON-BALLS.

WHILE OUTSIDE, WORMY LOST NO TIME GUNCHING THE 2ND DEMON BUT HE PAUSED AT HIS DOOR TO CONSIDER THE POTENCY OF THESE PORTABLE HELLS. GHASTLY IDEAS BEGAN POPPING INTO HIS RUTHLESS DRAGON-BRAIN···TOO GHASTLY TO WASTE, HE RESOLVED. AND AS HE STROVE BACK INSIDE, HE WISHED HE HAD A REAL ENEMY-

WHILE SOMEWHERE AT THE END OF THIS WEIRD WORLD, GREMORLY WAS WATCHING.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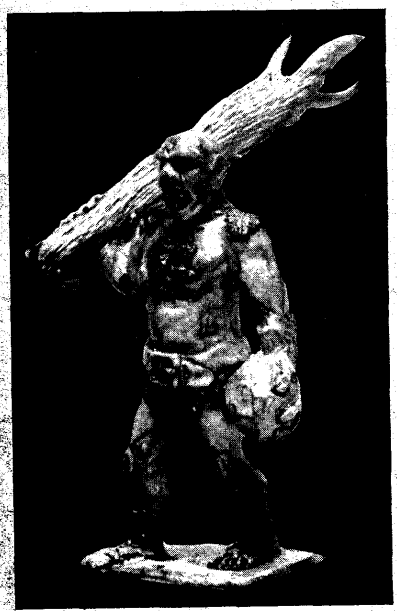

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