The Dragon

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As you know, each issue of The Dragon is planned and laid out long before the month in which it actually appears. This is especially true with the selection of cover art. This month's cover, **"Snowmen of Doom"** by Hugo-winning artist **Phil Foglio,** was commissioned back in the late fall of '79. So, we're not making any political statements or commentary, but, you know, the kid does look a little Afghani. . .

As promised, this month we have the **official errata and addenda for AD&D.** Those of you with early editions of the *AD&D MonsterManual, Players Handbook,* and *Dungeon Masters Guide* will find here, for the first time, a complete listing of all addenda and errata that will be incorporated in all future editions. However, there will be two new appendices in the *DMG,* only one of which (the encumbrance table) is listed in the errata section. The other, "Creating a Party on the Spur of the Moment," appeared as an article in *The Dragon* #26 (June 1979).

For fiction, this month, we present a writer new to the pages of The Dragon: **Cynthia Frazer.** We hope you enjoy reading her story **"Oasis"** as much as we enjoy bringing it to you.

Traveller continues to be one of the more popular science fiction role-playing games, and each day our mailbox seems to contain a new variant. So, for you Traveler fans, we have five new variants, from new branches of military service to the effect of black holes.

TSR President and publisher of *The Dragon* **Gary Gygax** is back this month with The **Sorcerers Scroll,** having a look at where TSR has been and where we're going. And Gary will be back again next month with a look at Conan a la our "Giants in the Earth" series.

Up on a Soap Box this month we have veteran gamer **Terry Kuntz.** Terry examines wargaming from somewhat of a philosophical angle, and his piece should be read by gamer and non-gamer alike.

Of course, we have our regular monthly columns, and this month we introduce a new one, and have the return of another. New in the column department is **Simulation Comer** by **John Prados.** Those of you who read the design credits on your games will recognize John's name, and those of you who don't may be quite amazed at the number of games you own which were designed or developed by John. Topic of discussion for John's first column is the past decade of gaming—where it's been and where it's going.

Returning this month after a brief sabbactical we have **Giants in the Earth,** featuring Cecelia Holland's Muirtagh the Bowman, H. Rider Haggard's Umslopogaas, and Henry Kuttner's Edward Bond and Ganelon.

Len Lakofka has more to say about experience points in **Leomund's Tiny Hut,** and **Jean Wells,** as always, has more **Sage Advice. Dastardly Deeds & Devious Devices** continues with more DM delights and player headaches.

New to the pages of *The Dragon* this month, but to appear on a semi-regular basis, is the **TSR Hobbies AD&D National Player Rating System.** It will take awhile for the system to become fully operational (at the moment, only players from the three Invitational AD&D Masters Tournaments are ranked), but as the system gains more input, it could possibly become a very significant factor in national competition.

Ever wonder about miniatures and the accuracy of their production in any other sense than scale? The **Fantasysmith** does! This month's **Mystery of the Bow** is food for thought even if you don't have a thing to do with miniatures.

Glenn Rahman continues the series he started last month on the history of Minaria (Divine Right). This month he details the history of Hothior.

OK, all you Finieous fans **—Finieous is back!** J.D. winds up the adventure of Dragonquest in a special two-page spread. Wormy is on a brief hiatus somewhere on the west coast and will be returning (hopefully) soon.

Coming attractions: Next month will see a new Niall of the Far Travels adventure (including a cover based on the story); another installment of The Electronic Eye, our computer gaming column; an excellent Stellar Conquest article; the start of a series of Squad Leader scenarios: and much, much more— *Jake*

Contents

FEATURES

The Official AD&D Errata— *All three books!* 4
Oasis— *Cynthia Frazer* 6
Sorcerer'sScroll— *Gary Gygax* 12
Leomund'sTinyHut— *Lenard Lakofka* 14
SageAdvice— *JeanWells.* 17
UpOnASoapbox— *Theron Kuntz* 16
Angels in Dungeons&Dragons— *William Fawcett* 18
Giants in the Earth— *L.Schick & T. Molduay* 20
Dastardly Deeds & Devious Devices 23
The AD&D National Player Rating System 24
Masters III: The Search for the Armadillo Amulet 25
Fantasysmith— *The Mystery of the Bow* 26
The History of Hothior— *G. ArthurRahman* 27
Simulation Comer— *John Prados* 47

VARIANTS

Special Traveller Section:

IBIS: Profit and Peril— *Kenneth Burke* 7
Useful Skills— *Alexander von Thorn* 8
The "Other" Options— *C. Ahner & R. Stuart.* 9
More Clout for Scouts— *A. Previte & J. Cavaliere* 10
Black Holes!— *James Hopkins* 11

REVIEWS

Gangster— *Kenneth Burke* 50
Titan Strike— *Van Norton* 50
Double Star— *William Fawcett* 50
War In The Ice— *Roberto Camino* 51
Short Takes & First Impressions— *T.J. Kask* 52

DRAGON MIRTH

Clarence the Cleric— *L. W. Boelman* 56
Inert Weapons— *D. Patric Shaw* *56*
Ripples in the Fabric of the Multiuniverse— *Mark Cummings* 57
Finieous— *byJ.D.* 58

NEWS/VIEWS

DragonRumbles 2
Out on a Limb 3
ConventionSchedule1980 48
Classified ads 54
ORIGINS Update 60

If your mailing label says TD 35 this if your last issue . . . resubscribe

What was once an esoteric pastime practiced by an avant-garde few has given rise to the newest trend in the toy and hobby industries. I refer, of course, to gaming, whether it is called simulation gaming, hobby gaming, war gaming, role-playing, or military miniatures or adventure gaming.

Judging from the 43rd Hobby Industry of America trade show, held Jan. 27-30 in Anaheim, Calif., our once lonely pastime has arrived with a vengeance. According to what the buyers and store owners were saying, adventure gaming (for want of another term) is booming, with the heavy emphasis on fantasy. Sales of *Advanced D&D DMG* bear this out; it is the best-selling game/gamebook of all time. The phenomenon is not limited to what is considered the "hobby" industry; numerous manufacturers were showing at the Toy Show in New York that ran from Feb. 11-20.

Adventure-gaming materials are now being sold in every kind of store except grocery stores. I personally talked to dozens of store owners who did not carry any toys or hobby items, specializing in crafts, yet were heavily into games. Virtually every store owner I talked to who was already into toys and hobbies was also into adventure gaming or getting into it at that show. What was once only available at certain stores, and you had to know who and where they were, can now be found in at least 75% of all toy and hobby stores, according to my own poll at the show.

The commercial success of gaming has given rise to dozens of companies involved in the manufacture of games and figures where once there was only one game company, and figures had to come from England for the most part. The Hobby Industry Association of America, in recognition of this popularity, has allowed the formation of a Hobby Gaming and Military Miniatures Division within HIAA. It is now in its formative stages, and a new generic title for our industry is being sought.

Industry sources cite that our type of merchandise accounted for 5% of every toy and hobby dollar spent.

Adventure gaming spills over fairly equally into what is delineated as the 'toy industry' and 'hobby industry'. There has always been considerable gray area between these somehwat arbitrary distinction. Adventure gaming seems most comfortably rooted in that gray area, impinging upon both. While metal figures are easily classified as "toys," boardgames and rules books seem more inclined to be lumped into "hobbies," yet in the minds of many practitioners they are inseparable.

After twenty years of sheepishly trying to explain my fascination with what once was simply known as "wargaming" to skeptics, it is a real treat to see that more and more people share my fascination, and that we can reasonably expect tens of thousands more to soon join our ranks.

* * *

Examine carefully, if you will, the box on the right side of this page. Having done so, you will notice yet more changes, indicative of our own ongoing metamorphosis.

Starting at the top, I am no longer the Editor of *The Dragon*. TSR Periodicals' interests have become so diverse, and we have so many irons in the fire, that I am no longer able to spend the majority of my time on *TD*. In fact, I now spend only a tiny fraction of my working hours on *TD*. This has not been an easy or pleasant transition for me. *TD* will always be my magazine, in that I had the pleasure of starting it on its way. Today, though, the plain fact is that it has become our magazine; each of the staff members has reason to claim part of it as his.

There is an old newspaper joke that when the editor does more managing than editing, it's time to kick him upstairs to Managing Editor.

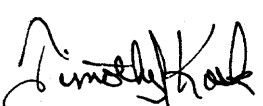
So now I pass on my gilded blue pencil to Jake, confident that he will continue to put out the finest magazine possible each month. He is ably assisted by Kim, and I have every confidence that they will continue to please you, our readers. In some ways, there will be no change at all, as I do retain the final say over what is printed.

Moving farther down the masthead, there is yet another change evident, in the listing of artists. From now on, we will list all artists whose work appears in that issue.

In the future, this column will be used solely to make policy statements or to address some interesting or noteworthy problem or article in the particular issue. My strange wanderings will be appearing in another place from now on, unless it deals with a matter of TSRP policy, or a philosophy that the magazine wishes to address. Titled, appropriately enough, *Off the Wall*, the new column will serve as my personal vehicle to address matters of interest to the hobby, as well as some of the more bizarre and esoteric workings of my mind. In the first one, next month, I will offer a personal essay on the subject of TV vs. Imagination; the dangers of passive entertainment. In *OTW*, I plan to get **out**rageous on occasion, and perhaps voice feelings that many of us have had at one time or another concerning this avocation of ours that so sets us apart from the mainstream of contemporary life and leisure pursuits.

As I turn over *TD* to Jake, I am confident that he will continue our course of excellence, and continue to provide interesting and provocative reading of interest to the gameplayers of the world.

Certain things that we have printed recently have cost us some support in the form of lost advertisers. Rather than apologize, or consider changing, we intend to call them as we see them. If that entails hurting some feelings along the way, so be it. As along as we continue to sell more magazines each month, we figure we must be doing something right.



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Out On A Limb

'Character inflation'

Dear Editor,

I have been enjoying *D&D* for over three years now, and in that time I have watched the game change. Yet the players have changed more. I am speaking of Character Inflation.

To begin with, it is refreshing to hear that others see the same problem I do. Three cheers for Andy Laska, whose letter appeared in TD #32. I can sympathize with his frustrations; my highest-level character is a Ranger of level 6. In my opinion it is a matter of integrity, and I find it lacking in too many players.

Both the problem and the solution lie with the DMs. It requires only one "overly generous" DM to start character inflation in a group. All Dungeon Masters take heed. If you allow unreasonable characters into your dungeon, don't expect help from rules when one claims his wand kills dragons. Don't be upset when they crash through your best trap with no chance of its taking effect. Don't be surprised if they bring their "new" character to play next time, the one with the AC-0 leather, the vorpal blade with 13 wishes, their want of infinite fireballs, and their magic backpack from which any exploring item may be drawn.

I have found that many of these high level characters received many of their levels from wishes. Dungeon Masters Unite! Go ahead, raise them 8 levels. . . in your dungeon. Too bad if that would put them 100 feet in the air. I think I've made my point.

Let me finish by saying that a DM's purpose in the game is to interpret the rules and apply them justly. A DM who interferes with the natural play and is inconsistent can cause more trouble then almost any player. As a DM, keep your emotions out of the game. Remember, it's their fantasy.

Howard Cohen-Stockton, CA

I agree. —Jake

'Lack of Knowledge'

Dear Editor,

Having just finished the December issue of *The Dragon* I'd have to say that it is another fantastic issue. I found nothing to rumble about this time, although you might have detailed the price hike a little more, but no problem, I'm not complaining.

Getting on to other things, I read Sonia Brock's letter and I have to say that it was very informative. I myself may be able to relate, in a sense, to her idea of playing with younger people. The difference between us is that I am one of the younger *D&D* players that a lot of you older people frown upon, without reason to, because, you see, I have been playing *D&D* for about four years and I have written one article on wargames that was published by the American Tolkien society last July. I do not claim to be a *D&D* expert but I do consider myself to be a good player, both in the way I play and in the way I conduct myself at gaming sessions.

If some of you are afraid to try us "kids" in your gaming sessions, then your fears are unfounded. My opinion on player compatibility is that it's not age that conflicts between players, but experience. When I was an *AD&D* ref at the last WinterCon, the people playing seemed to be acting out the "kid stereotype," that is, acting foolishly in most everything they did, until I realized that they were acting out of a lack of knowledge, not just out of being a kid.

All I'm asking is that if you can't find someone your age to play with, why not try some of us younger people — we could both benefit.

Jeff Wagner—Rochester, MI

'Age of the DM'

Dear Editor:

I am in favor of listing both the age of the DM and his/her age preference of players in the DM list. It seems to me only fair and a convenience for those who do have a strong preference (or aversion) for different age groups. I see it as an item of information which could be helpful to many people, whereas its exclusion might create problems for some.

I hope that your magazine continues to grow and maintain the excellent quality it has exhibited so far. . . .

Mario Pardillo—Bronx, NY

Reader Pardillo has had an interesting suggestion and a valid point—especially if one is looking for players older or younger than oneself. However, such a listing could be looked at from a different viewpoint and labeled discrimination. Any one else have a suggestion?—Jake

'Inconsistencies'

Dear Editor,

Craig Stenseth had some comments on my Strength Comparison article in the Out On A Limb section of TD #30 which merit a reply. First, I hope that TD #29 with the second part of my article answered some of his questions (the articles were erroneously published separately). Second, it appears that those points of my article which he disliked most are due to a failure of my ideas to mesh fully with other parts of *D&D, AD&D* and other articles in *The Dragon*. My tables were written in March of 1978 when most of the other matter he referred to had not been published. I rewrote them and broke the tables into two articles at the urging of the staff of *The Dragon* when I submitted them to *TD* in the spring of 1979. So by the time they were published in the summer of 1979, much had come out that contradicted what I had written 15 months before.

Mr. Stenseth almost answered his own question about the relative strengths of the smaller than man-sized creatures compared to humans, in his earlier comments about giant strength. The crucial point is known to armored warfare types as the horsepower-to-weight ratio. A 35 kg goblin is much stronger proportionately than a 65 kg human who has been afflicted with a girdle of goblin strength.

I assigned an equivalent monster strength of 19 to human strength of 18/76-90, and monster strength of 20 to human strength of 18/91-99, etc., because I felt like doing it that way. Hargrave and Gygax do it differently with their tables. So what? My article was clearly labeled a variant and specifically stated that some changes had been made from *AD&D*. Nor is *AD&D* consistent; the *Monster Manual* does say that giants have strengths of 21-30 but the *Dungeon Masters Guide* gives them strengths of 19-24. *(The* Monster Manual *figures are wrong and should agree with the* DMG*— see* Monster Manual *errata elsewhere in this issue—Ed.)*

You can find inconsistencies in everything if you look hard enough. The rules of *AD&D*, and those of any other fantasy role-playing games, are just that, rules. They merely provide a means whereby the players can act out roles within a fantasy world of the referee's creation (though some FRPG rules are tied to specific backgrounds, such as *Empire of the Petal Throne, Runequest* and *Chivalry & Sorcery).* As such, FRPG rules are at best attempts to simulate a realistic "feel" in events such as melee combat. Game designers have a difficult enough time devising melee mechanics that are truly realistic when only humans are involved, without adding impossibly large monsters to the fighting.

Giants cannot exist as given in *AD&D*, for physiological reasons. Their legs would have to be much broader in proportion to their height and their cardiovascular system would be a nightmare. Giants would not look at all human and probably could not exist at all. Some game designers make arbitrary assumptions and write arbitrary rules just to make things work. Many points have to be compromised along the way in any game and especially in a fantasy role-playing game. The difference between a good and bad FRPG is the skill with which the designer has made the unavoidable trade-offs between playability and the "realistic feel" of play.

My article represented my own gropings in this direction almost two years ago. I was one of the outside commentators for the DMG draft (second behind Len Lakofka in nonsense submitted) and I learned a lot about FRPG game design in working on the project. My present thinking on the subject of my earlier articles is that distinctions should be made between damage due to weapon size (and weight) and wielder strength, and also between hit points due to body size and hit points due to skill. This means, however, that we would be talking about an entirely different game than *AD&D* and I have in consequence started working on my own FRPG.

Thomas Holsinger—Turlock, CA

I hope this reply from the author of the articles in question clears up any misunderstanding created when the two were run in different issues of The Dragon. *However, I will take issue on one point.*

There seems to be some sort of movement towards "realism" (whatever that means) in fantasy role-playing game rules. Why? And how are these new rules less arbitrary than the so-called "unrealistic" rules?

Fantasy, by the definition of the word, is unrealistic or improbable. A set of rules for role-playing using nothing but the laws of nature (What would one call such rules? Reality role-playing?) would prohibit 75% of the material in any currently available set of rules.

The point is, fantasy role-playing rules are designed to create a structure in which players can role-play or "act out" or fantasize, or whatever you want to call the act of play, **actions otherwise impossible or improbable in reality.** *Sure, it's physiologically impossible for an AD&D giant to*

(Turn to page 53)

The official errata: Scads of additions & Revisions for AD&D

OH, NO... Rats!

Here, for the first (and last) time ever in one place, is every rule addition, change or correction in all three Advanced Dungeons & Dragons reference works. The DMG errata were incorporated into the second printing of that volume (which should be available soon, perhaps by the time you read this), but will be valuable to owners of the original edition as an alternative to buying another copy. Some of the Monster Manual errata has been printed in subsequent editions of that volume, but much of it will be new information to many MM owners. The majority of major changes in the Players Handbook were made to make that book consistent with the DMG on certain subjects. Read on, and be enlightened . . .

Monster Manual

Correction 5-6A:

Magic Resistance: "Thus a magic resistance of 95% means that a 10th level magic-user has no possibility of affecting the monster with a spell, while a 12th level magic-user has a 10% chance."

Addition 9A:

Beetle, Giant. Statistics for the *Stag* beetle:

FREQUENCY: *Common*
NO. APPEARING: *2-12*
ARMOR CLASS: *3*
MOVE: *6"*
HIT DICE: *7*
% IN LAIR: *Nil*
TREASURE TYPE: *Nil*
NO. OF AI-TACKS: *3*
DAMAGE/ATTACK: *4-16/1-10/1-10*
SPECIAL ATTACKS: *Nil*
SPECIAL DEFENSES: *Nil*
MAGIC RESISTANCE: *Standard*
INTELLIGENCE: *Non-*
ALIGNMENT: *Neutral*
SIZE: *L* (10' long)
PSIONIC ABILITY: *Nil*
Attack/Defense Modes: *Nil*

Correction 9B:

Bombardier Beetle: Cross out the second and third lines. They should read, "This beetle is usually found in wooded areas above ground. It feeds on offal and carrion primarily, gathering huge heaps of such material in which to lay its eggs. If this beetle is attacked or disturbed there is a 50% chance each melee round that it will turn its rear towards . . . " etc. The remainder of the paragraph is correct.

Addition 10A:

Beholder: MAGIC RESISTANCE: Special. This refers to the monster eleventh eye. The Anti-Magic Ray can be used to protect the Beholder from magic of all forms.

Correction 11A:

Warthog: DAMAGE/ATTACK: 2-8/2-8.

Correction 11B:

Brownie: ARMOR CLASS: 3.

Correction 12A:

Bull: NUMBER APPEARING: *1-20.*
SPECIAL ATTACKS: *Charge.*

(Turn to page 32)

Players Handbook

Correction 11A

Wisdom should be changed to read as follows, "Furthermore, clerics with exceptional wisdom (13 or greater) also gain bonus spells over and above the number they are normally able to use."

Addition 11B

Wisdom Table II should be changed to read **"Adjustments for Clerics and Druids."**

Correction 11C

Dexterity Table I: Strike from ability score 14 "Maximum dexterity for a half-orc character." Ability score 17 should read, "Maximum dexterity for a dwarf or half-orc character."

Correction 15A

Character Race Table III: The dexterity scores for half-arcs should read "3/3; 17/17."

Correction 25A

The Magic-user, fifth paragraph, first sentence should be changed to read, "When a magic-user attains 7th level (Enchanter) or higher, he or she may scribe magic scrolls and concoct potions, and upon achieving 12th level (Wizard) or higher may attempt to enchant items."

Correction 27A

The Thief, additional abilities #2 should read, "At 4th level (Robber) thieves are able to read 20% of languages, and this ability increases by 5% with each additional level of experience until an 80% probability is attained."

Correction 30A

The Monk, paragraph 5 should be changed to read, "With respect to combat, monks attack on the same table as clerics."

Correctlon 38A

Weapon Types Table: The entries for military pick should read, "Pick, Military, Footman's; Pick, Military, Horseman's."

Correction 38B

Hurled Weapons and Missiles: The last sentence should be changed to say, "Adjust by—2 at all medium ranges, -5 at all long ranges."

Correction 48A

The level of **Detect Lie** should say, "Level: 4."

(Turn to page 34)

DM Guide

Page 13: AGING: Middle Aged.

Delete "(or half exceptional rating)". The paragraph should read:

Subtract 1 point of strength and 1 point of constitution; add 1 point of intelligence and 1 point of wisdom.

Page 20: ADDITION

Add the following section before the section entitled **ASSASSINS' USE OF POISON:**

ASSASSINATION EXPERIENCE POINTS

An assassin receives 100 x.p./level of the character assassinated minus or plus 50x.p. for every level the assassin is greater or lesser than his or her victim. This is modified by multipliers for the degree of difficulty of the mission-simple (X½), difficult (X1), or extraordinary (X1½). The explanations for difficulty given under **SPYING** should be used as guidelines here. The experience given above is added to the regular experience earned for killing the victim, as if he or she were a monster. Experience is also given for the fee the assassin is paid.

Therefore, if an 8th level assassin snuck up on and surprised a 10th level magic-user in the dungeon and successfully assassinated him, the assassin would receive 1,000 x.p. plus another 100 x.p. since the magic-user was 2 levels higher than he. However, since it was a simple mission, the total 1100 x.p. would be multiplied by ½, giving 550 points. This is added to the 2400 x.p. normally received for killing this magic-user, making a final total of 2950 x.p. earned, exclusive of fees.

Page 26: Increase Or Decrease Of Worth Beyond Base Value.

On a die roll of 1, the **Result** should read:

Stone increases to next higher base value; roll again ignoring results above 8. Stones above 5,000 gold piece value progress as follows: 10,000 GP, 25,000 GP, 50,000 GP, 100,000 GP, 250,000 GP, 500,000 GP, and 1,000,000 GP — the absolute maximum. No stone may increase beyond 7 places from its initial base value.

On a die roll of 0, the **Result** should read:

Stone decreases to next lower base value; roll again on this table, ignoring any result below 2. Stones below 10 gold piece value are: 5 GP, 1 GP, 10 SP, 5 SP, and 1 SP. No stone may decrease beyond 5 places from its initial base value.

Page 39: ACQUISITION OF MAGIC-USER SPELLS.

Insert the following section just before the section entitled **Spells Beyond Those At Start:**

Acquisition of Illusionists' Spells

Illusionists do not need the spell read magic or anything like it in pursuit of their profession. All illusionist spell books and scrolls are written in a secret

(Turn to page 34)

The Lighter Side

(Editor's note: As if actual "typos" weren't hard enough to deal with, TSR Hobbies' AI Hammack demonstrates that it could have been worse if mistakes like these had not succumbed to the editor's pens. . .)

Allen Hammack

The process of editing the *Dungeon Masters Guide* was a long and tedious one, and frequently the editors and consultants would be sitting around a large table, drinking large amounts of coffee or cola. and discussing vociferously whether this magic item was more powerful than that one and shouldn't we make this one more powerful and how will that spell work underwater, etc.

After staring bleary-eyed at well over a thousand manuscript pages, certain "typos" began to have a bizarre sort of appeal to us, and various verbal slips would be enough to destroy us with laughter. But what if some of these items were real? Don't we owe it to the world to share these treasures with them (or inflict these things upon them, depending on your point of view)? My answer is an unqualified **YES!,** and so with tongue firmly in cheek and an admonition to take it about as seriously as one would take Mork at Emmy time, herewith follows the list of:

MIGHTY MISCELLANEOUS MAGIC TYPOS

RING OF THREE WITCHES— Rather self-explanatory. It looks like any other magic ring and will radiate a dweomer if detected for. If summoned or commanded to function or if a wish is made upon it, the three witches (each a 20th level chaotic evil Magic-User) will issue forth and wreak havoc.

CUBE OF FARCE —Upon pressing this cube, a field of force will spring up just as in the *Cube of Force*, but on the interior of the cubic field the operator of the **Cube** is subjected to 6 different "comedies" at the same time, and must save vs. spell or he will be insane for 1-10 rounds. The "comedies" are "Gilligan's Island", "Hee Haw", "Hello, Larry" , "I Love Lucy", "Good Times", and "The White House Press Conference."

CARPET OF FRYING— When this magic carpet is sat upon and commanded to do anything, it will paralyze the person(s) on the carpet (save applicable), causing the person(s) to stretch out along its length. It will then begin to radiate a temperature of 375° F. and continue until the victim is well-done. Needless to say, the smell of frying human (or halfling or elf or dwarf or gnome or half-orc) will attract any monsters in the area who are fond of such delicacies.

WAND OF LIGHTENING —This wand, whether directed at an opponent or oneself, will cause the operator to gradually become weightless. Once the **wand** is activated it cannot be stopped until the process is complete (5 rounds). Treat as *gaseous form* to see if the victim is blown by air currents, although the victim will obviously not be able to pass through cracks or holes. See what messing up one little letter in a spell can do?

(Turn to page 38)

Cynthia Frazer

The Inn of the Dancing Morlat is the unofficial trade center for the walled city of Shaboleth. Which is why I spend a lot of time there; you can pick up a lot of information just by listening. In my business, information can make the crucial difference between profit and loss, life and death.

Of course, I'm a trader, too. Caraut's the name. I run a monthly caravan between Shaboleth and Marketha. I deal in luxury items mostly: jewelry, spices, that sort of thing. Sometimes I ferry passengers between the cities.

But business was the farthest thing from my mind that night. I'd finished dinner and was contemplating renewing some old acquaintances in the women's quarter, when my plans, and my life, were changed.

The door opened and the clean freshness of the fall winds cut through the various smokes and smells of the inn. But it wasn't the wind and it wasn't the cold that stopped the talking. It was the woman. It wasn't that we didn't see women at the Inn of the Dancing Morlat; of course we did. But they were just women, while this woman was a Presence.

So when her clear voice rang through the silence, demanding if Caraut the Trader was there, I practically fell off my stool answering her. That was after it sank in that she really meant me.

I scrambled through the crowded room. "Caraut the Trader, at your service, uh—" she didn't supply a name so I chose a title in keeping with her looks and manner, "my lady."

"You are Caraut?" One delicately arched brow was raised. "The famous trader?'

"The same, my lady. Respected dealer in Markethan goods of all kinds, explorer and general guide to the Wastes of Narkeban." I bowed with a flourish.

Taking a quick look out of the comer of my eye, I could see she was smiling. I straightened up. I've had the problem before; it's hard for most people to take me seriously. It's not my fault that I was born short, any more than it was their fault they were born tall. I try not to hold it against them, especially the women.

"Well, Caraut the Trader, let's sit down and talk. I have a matter of business to discuss."

Mentally I sighed. It was always business that brought the pretty ones. Oh well, a dukal earned was a dukal that could be spent later, on—other things.

We found a seat in a comer and I said, "What can I do for you, my lady? Markethan silks, fine jewels for your hair? There's a—"

She interrupted me. "I do not want to buy. I want to hire you."

I smiled, leaning closer. Things were looking up.

"I want to take passage on your next caravan."

I sat back again. "No problem. One fare to Marketha, plus supplies, plus rental of tent and morlats, should come to about . . "

"I do not care if I go to Marketha or not, but I must be at the Oasis of Traniquel by the third night of the Olat moon." Her face had gone intent and her voice throbbed with urgency.

I sat back, enjoying the effect of her voice, when what she said sank in. I stiffened. "The Oasis of Traniquel? Now, wait a minute, lady. Nobody in their right mind goes near that place." Craftily I added, "Besides, I couldn't find it."

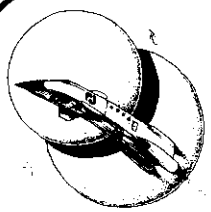
She gave me a look which examined the depths of my soul, then quoted softly, "Explorer and general guide to the Wastes of Markeban . . . "

I twisted a little on my bench. The Inn of the Dancing Morlat didn't run to padded seats and this one was suddenly hard. "So maybe I could find it. That still doesn't mean I want to. Caravans have camped there before and vanished. A thing like that can really cut into your profit margin," and a few other things I finished to myself.

She was smiling again, "You can make a desert camp away from the Oasis. In fact, I recommend it. The Oasis of Traniquel is a very dangerous place."

I thought about it. We could pass Traniquel without much diversion, and a desert camp should be safe enough. With what I could add to her charges, I could buy some more burden morlats to add to the train. The added water they could carry would see us over the extra day at Traniquel; then they could carry additional trade goods back. Good business.

(Turn to page 39)



TRAVELLER VARIANT 1

IBIS: PROFIT AND PERIL

Kenneth Burke

In addition to the other branches of Traveller military service, characters may join the Interstellar Bureau of Internal Security, known as IBIS. This is the Imperium's combination secret police force, intelligence-gathering agency, and law-enforcement organization; it is answerable to no one but the Emperor himself.

The missions IBIS sends its members on are dangerous, but the rewards for success are great While IBIS has a lot to offer potential members, it also has a serious drawback—an IBIS member cannot leave the service until (a) he is ordered to, (b) he serves for 20 years, or (c) he is dead.

IBIS Prior Service Table:

Enlistment, 11+ (DM + 1 if Education 10+; DM +2 if Dexterity 10+; DM +3 if Intelligence 10+)

Draft, n.a. (not applicable)

Survival, 10+ (DM +1 if Endurance 8+; DM +2 if Dexterity 9+; DM +3 if Intelligence 10+)

Commission, n. a.

Promotion, n.a.

Re-enlistment, 3 +

Note: Characters cannot be drafted into IBIS, nor may they leave the service until they roll a "2" for re-enlistment or until 20 years have passed, in which case they are automatically retired. Characters who successfully enlist receive an automatic Combat Rifleman-2, Pistol-2, Jack of all Trades-1 and Dagger-1 as service skills.

IBIS Acquired Skills Table:

Personal Development—Roll of 1 = +1 Strength; 2 = +1 Dexterity; 3 = + 1 Endurance; 4 = + 1 Intelligence; 5 = + 1 Education; 6 = + 1 Administration.

Service Skills—Roll of 1 = ATV; 2 = Air/Raft; 3 = Ship's boat; 4 = Pilot; 5 = Vac Suit; 6 = Gunnery.

Advanced Education-Roll of 1 = Gun Cbt; 2 = Blade Cbt; 3 = Demo; 4 = Hvy Wpns; 5 = Zero-G; 6 = Survival.

Advanced Education (allowed only for characters with Education of 11 +)-Roll of 1 = Forgery-2; 2 = Interrogation-2; 3 = Bribery-2; 4 = Gambling-2; 5 = Streetwise-2; 6 = Administration-2.

IBIS Mustering Out Table:

Material benefits—Roll of 1 = Hgh Psg; 2 = +2 Education; 3 = +2 Intelligence; 4 = Travellers'; 5 = 4 gun; 6 = Scout; 7 = Merchant, Type R (ship has had all monthly payments met).

Note: 4 Gun is the same as receiving four Gun results. Scout, Merchant and Travellers' can only be received once.

Cash benefits-Roll of 1 = 100,000cr; 2 = 200,000,3 = 300,000; 4 = 400,000; 5 = 500,000; 6 = 600,000; 7 = 700,000.

DM + 1 for ranks 15 and higher on both rolls.

Annual retirement pay: Characters retired from IBIS receive an annual retirement pay equal to the number of terms they served times 10,000cr.

Aging: Due to monthly anagathic treatments, the Aging Table is never consulted for IBIS personnel. They literally remain 18 years old until they leave the service.

Action duty: Upon successful enlistment into IBIS, characters may volunteer for Action Duty, which is resolved following the procedure in the Mercenary booklet, with the following tables used as substitutes for those in the booklet.

IBIS MOS Table:

Roll of 1 = Gun Cbt; 2 = Blade Cbt; 3 = Hvy Wpns; 4 = Gunnery; 5 = Vat Suit; 6 = Zero-G Cbt; 7 = Battle Dress.

Note: DM + 1 if Dexterity is 10+. Character starts with Gun Cbt-3 plus one skill rolled for on above table.

IBIS General Assignment Table:

Roll of 1 = Special; 2 = Aciton; 3 = Action; 4 = Action; 5 = Action; 6 = Special.

For "Action" result, consult Action Assignment Table (below); for "Special" result, consult Special Assignment Table (below).

IBIS Action Assignment Table:

Dice roll of 2 = Hazardous duty; 3 = Hazardous duty; 4 = Raid; 5 = Espionage; 6 = Subversion; 7 = Training; 8 = Investigation; 9 = Espionage; 10 = Raid; 11 = Hazardous duty; 12 = Hazardous duty.

IBIS Assignment Resolution Table:

	Survival	Promotion	Skills
Training	4+		9+
Investigation	5+	12	8+
Subversion	6+	12+	7 +
Espionage	7+	11+	6+
Raid	9+	10+	5+
Hazardous duty	11+	9+	4+

Note: On Survival column, DM + 1 if Endurance 8+; DM +2 if Dexterity 9+; DM +3 if Intelligence 10+. DMs are cumulative.

On Promotion column, DM = character's current Intelligence level minus 8.

Ranking system: Unlike the other services that employ ranking systems, the ranks of IBIS have no title, simply the letter "R" followed by the rank attained. All characters start at R-0 and can advance as high as R-20. Characters can receive only one promotion per term, regardless of dice rolls.

IBIS Special Assignment Table:

Roll of 1 = Intensive Interrogation Training; roll one die, with the result equaling the Interrogation skill level which the character receives.

Roll of 2 = Assassination Training; a roll of 2 + on one die provides the following: Brawling, Blade Cbt, Gun Cbt, Demo.

Roll of 3 = Commando School (see Mercenary, page 5).

Roll of 4 = Protected Forces Training (see *Mercenary, page 5).*

Roll of 5 = Intensive Combat Training; character receives training in Brawling, Blade Cbt or Gun Cbt (his choice). A die roll equals the skill level received in the chosen area.

Roll of 6 = Naval Training; character rolls one die and on a roll of 4+ receives the following skills: Pilot, Navigation, Computer; Gunnery, Ship's Boat and Vacuum Suit.

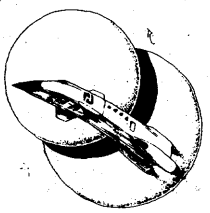
IBIS Skills Table:

Roll of 1 = + 1 Strength; 2 = + 1 Dexterity; 3 = + 1 Endurance; 4 = + 1 Intelligence; 5 = + 1 Education; 6 = + 1 Administration.

Modified roll of 7 = ATV, 8 = Air/Raft; 9 = Ship's boat; 10 = Pilot; 11 = Vat Suit; 12 = Gunnery; 13 = Gun cbt; 14 = Blade Cbt; 15 = Demo; 16 = Hvy Wpns.

Modified roll of 17 = Zero-G; 18 = survival; 19 = Forgery-2; 20 = Interrogation-2; 21 = Bribey-2; 22 = Gambling-2; 23 = Streetwise-2; 24 = Administration-2; 25 = Battle Dress; 26 = Any skill-3 or characteristic +3.

Note: DM + 1 per level of rank; PM may be. modified to any number lower than its present level, down to zero. Players may use IBIS MOS table instead of IBIS Skills Table to determine skills, if desired.



TRAVELLER VARIANT 2

USEFUL SKILLS

Alexander von Thorn

In the game of Traveller, Administration skill is described as a skill to be used in dealing with bureaucracies. This is a useful ability, to be sure, but administrative ability is divided into several specialized areas which are also useful in the game. Therefore, whenever a character rolls Administration skill according to the character generation rules in Book 1 and in Mercenary, roll two dice, On a 6 or less, roll on the Administration chart (below) to determine which specific skill is learned. On a 7+, one may choose the skill desired.

Administration Chart: 1 = Secretary; 2 = Manager; 3 = Journalist; 4 = Market; 5 = Law; 6 = Accounting.

All types of Administration skill may be used to cut through red tape as described in Book 1. To get the benefit for raises and promotions, the character must have the skill(s) which are germane to his job. If a character has no Administration skill in a particular area, he does not get any of the benefits of that particular skill. For example, a character with Secretary and Manager skill but no Market skill would not get any benefit when rolling on the Actual Value Table in Book 2, p. 42. However, characters with a particular skill may add half of all their other Administration skills to their functional skill level in that area. The skills should be recorded as they are received so as to avoid confusion. Example: A character with Secretary - 3, Manager - 2, and Accountant -1 would have functional skill levels of Secretary -4 (4% rounded down), Manager +4, and Accountant -3.

Following are descriptions of all skills mentioned in this article:

Secretary— The character is familiar with shorthand, business correspondence, office procedures, and the use of alphanumeric keyboards (such as typewriters, keypunch machines, teletypewriters, etc.), dictation transcription machines, and filing systems, including computer filing systems.

Secretaries are essential to every office. A character applying for a secretarial job must roll a 9 +, with a DM-3 for having no skill at all and DM+2 for each functional level of skill. Most of the administrative jobs on cruisers or larger starships are secretarial jobs. These pay CR 500 per month. Landbound secretarial jobs pay better.

Secretarial skill may be added to Computer skill for the purpose of getting information from a computer. This is because secretaries are trained in the use of computer filing systems. The character gets this benefit even if he has no Computer skill at all. Obviously, this skill does not confer any ability to actually program a computer.

Individuals of high secretarial skill may apply for higher-paying jobs, such as personal secretary to some interstellar businessman, which would obviously mean lots of travel.

Manager— The character is experienced with office procedures, interviewing techniques, motivation, worker supervision, writing, and executive policy formation and decision making.

Managers are the core of every business and government organization and agency. Manager skill is a prerequisite for any executive, managerial, or supervisory position. Persons of high managerial skill will be hired for jobs with more responsibilities (also more pay, benefits, and possibly more travel).

Journalist— The character is skilled in interviewing techniques, writing, investigation, television reporting, and operation of newstape machines.

The journalist is an integral part of any advanced society. For a journalist to sell a story to a news service, he must roll 11 + on two dice, with the following modifiers: DM -3 for no Journalist skill, DM +1 for each level of skill, DM +1 for every two stones sold to that news service in the past twelve months, DM -2 for each service the story has already been sold to, and DM +2 for an exclusive story. The referee may apply other die modifiers for the nature of the story.

A news service will pay CR 50 per day spent working on the story, with a bonus of CR 50 per day spent in a combat area. They will also reimburse a journalist for any film or tape that they use (i.e. don't waste any!), and for any travel, medical or other expenses that are incurred in investigating the story.. See the section on Journalism (below).

Market— This skill involves sales and purchasing skills.

A character may use Market skill as a DM on the Actual Value Table when buying or selling items. Other types of Administration skill may not be used for this purpose if the character has no Market skill. Persons with a functional skill level of Market -3 and at least one year's experience in interstellar commerce may become interstellar purchasing agents for large firms. See also the section on Brokers and Advertisers (below)

Law— The character is skilled in legal procedures.

Understanding of the law is an extremely useful skill as the universe becomes increasingly more complicated. Because of the nature of an interstellar society, there will be many individuals in a Traveller universe who have legal skill, but no license to practice. Therefore, laws on most worlds allow non-lawyers with sufficient legal skill to perform many legal functions.

Persons with Law —1 may work as paralegals, who do much of the research and paperwork (such as land title searches and other document searches) necessary in legal work.

Persons with a functional skill level of Law -2 may work as legal consultants. These may advise clients on legal matters, do investigative groundwork, draw up some contracts and wills, and even prepare legal briefs, but they may not represent their clients in any legal capacity.

Individuals with a functional skill level of Law —3 may select an area of legal specialty, such as tax law or customs law (the varieties are endless). Each additional level of skill allows the person to select another level of specialty, either in the same area or another.

See the section on Bar Exams (below) about becoming a lawyer.

Accountant— The character is skilled in accounting, inventory, and shipping procedures.

Although accountants are vital to any organization, most accounting jobs are planet-bound occupations. These jobs pay well enough, but they are not usually interesting enough for Traveller characters. Large starships, however, usually hire an accountant or two, and the skill is also useful for shipping, cargo, and inventory clerks.

Other skills

The following skills may be developed according to the sabbatical rule in Book 2, p. 40, or according to the Skill Improvement rule on the following page, subject to the conditions specified. These are not Administration skills, and characters may not add half of their other Administration skills to their functional skill levels in these areas, or vice versa.

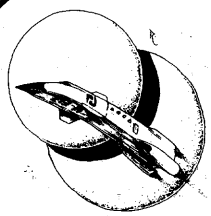
Photography— The character is skilled in the use of low-technology (levels 5-8) photographic equipment.

Any character may develop Photography skill, although it is most common among journalists. A character may not develop this skill to a level higher than his dexterity characteristic.

A character with Photography-1 may use still-photography equipment.

A character with Photography-2 may operate motion-picture cameras, including sound cameras.

(Turn to page 41)



TRAVELLER VARIANT 3

THE 'OTHER' OPTIONS

Charles Ahner & Rick Stuart

Are you one of those Traveller players who always fails to make his character's enlistment roll by one? Do you consistently compound the problem by consigning an otherwise great character into limbo by drafting him into the "Other" Service branch? What do you do-Grin and bear it? Roll a new character? Seriously consider a game of checkers?

One way out of this dilemma lies in considering the "Other" service branch itself. The following variant is presented with the intent of expanding existing skill opportunities currently available, allowing non-military types specialized careers that can enable them to compete with their armed forces counterparts.

A'La Mercenary: This proposal divides the "Other" Service into six distinct categories: Academia, Administration, The Arts, Finance, and Politics. Players generate characters as per standard procedure, with the modifications listed below. Specialized skills are per category rolled for, in addition to regular PDT skills available as before. In addition in each category, one skill is designated as a Prime Requisite Skill (PRS) which can be utilized as a (+)DM for survival throws and as a handy modifier for reaction table checks as needed.

Given that the "Other" service branch represents the civilian equivalent in Traveller, characters in this branch appropriately place a greater emphasis on monetary rather than military gain. Accordingly, this variant proposes player use of "investments."

An investment here constitutes any activity(ies) oriented towards monetary rather than "skill" improvement. As such, in any given term wherein a player has made his/her survival roll that player may opt to "make an investment" in lieu of his standard skill roll. Upon mustering out, players may make additional Cash rolls on their Benefit Tables, corresponding to the number of investments held.

The investments accumulated are limited by one's PRS level, with one investment being permitted for every PRS level gained-and not before!

The "Other" Character: New Service Skill Definitions

Architecture- Expertise in design and construction. Specify skill in naval, industrial, or commercial areas.

Courtesan- A variety of skills oriented toward pleasing the opposite sex. (+ 1)DM on reaction table for each level *3* or above.

Entertainment- Various skills designating professional entertainer: singing, dancing, etc.

Finance- Business-management expertise: Treat as (+)DM for resale of merchandise on the Commercial Value Table, Booklet II.

Geology— Expertise in planetary surface analysis. Ability to recognize mineral deposits, surface abnormalities, etc.

Industry— Same as finance but at corporate level. Above level 2 treat as Finance DM but with +2 per level in place of +1.

Law— Familiarity with local civil codes. Also reflects "influence" over local officials. Use as (-)DM to avoid local police/official harassment.

Literature- Basic writing techniques.

Painting- Basic artistic ability.

Physics- Familiarity with physical sciences and related fields. Specify skill in mathematics, nuclear physics, astronomy.

Politics- Measure of political clout. Treat as (+ or -) DM when dealing with officials or other politicians against reaction table rolls.

Psychology- Science skill dealing with human behavior. May be used as DM against situations requiring crowd or riot control.

Cuisine- Expertise in exotic culinay preparation. Level 2 and above guarantees employment with nobility.

Scholarship- Basic research techniques involving evaluation of data.

Sculpture- Basic artistic skill.

Weaponry- R&D expertise in empire weaponry. Specify skill in following areas: Slug-throwers, Lasers, Plasma weapons, Missiles.

Note: Players gain basic combat skills one per each level above level 3 in their assigned field.

"Other" Service: Character Skill Tables

	Politics	Finance	The Arts	Academia	Admin.
Standard Service Skills					
1	+1 STR	Admin.	+1 Educ.	+1 Educ.	Brawling
2	Gn.Cmbt.	Gn.Cmbt.	Steward	Electrncs.	Gn.Cmbt.
3	Gn.Cmbt.	Bribery	Painting	Engineerng.	Blade
4	Jk-O-Trds.	Bribery	Literature	Medical	Gambling
5	Streetwise	Gambling	Entertain.	+ 1 lnt.	Bribery
6	+ 1 Social	+ 1 Social	+ 1 Social	+ 1 Social	+ 1 Social
Advanced Skills					
1	Politics	Finance	Music	Scholarship	Admin.
2	Streetwise	Computer	Entertain.	Geology	Streetwise
3	Forge y	Electrncs.	Gambling	Psychology	Brawling
4	Bribery	Computer	Literature	Engineerng.	Gn.Cmbt.
5	+ 1 Social	Admin.	Courtesan	Medical	Gambling
6	+ 1 Social	+ 1 Social	Courtesan	Computer	Bribery
Advanced Education Skills (Education level 8 + only)					
1	Politics	Finance	Music	Scholarship	Admin.
2	Computer	Finance	Architect.	Physics	Forge y
3	Law	Industry	Quisene	Weaponry.	Computer
4	Law	Law	Sculpture	Weaponry.	Computer
5	Electrncs.	Industry	Architect.	Medical	Law
6	Law	+ 1 Social	Courtesan	Geology	Law

Underlined skills are Prime Requisite Skills for each branch and may be used as a +DM for survival throws in *addition* to the standard DM for Intelligence +.

All PDT Skills as per Book One available for all categories given above.

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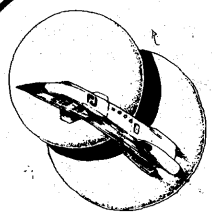

TRAVELLER VARIANT 4

MORE CLOUT FOR SCOUTS

Anthony Previte
and
James Cavaliere

Since Mercenary and other material developing Traveller characters has been released, it only seems fair that the same thing should be done for the Scout service. The following is a system which gives more opportunities and abilities to those who join the Scouts.

Scout ranks, and the skills which are acquired upon reaching each rank, are as follows (listed low to high):

S1—Air/Raft Pilot (Air/Raft skill)
S2—Gunner (Gunnery skill)
S3—Medic (Medical skill)
S4—Science Officer (Science skill)
S5—Engineer (Engineering skill)
S6—Navigator (Navigation skill)
S7—Pilot (Pilot skill)

Note: when a character enters the Scout service, he does not receive Pilot (S7) skill, only Air/Raft (S1) skill as an Air/Raft Pilot When a character is promoted, he receives the skill which accompanies hi rank, unless he has already obtained it.

Expertise levels within each rank, and the levels of skill which they denote, are as follows:

Expertise Level l—Beginner (enrolled in basic course).

Expertise Level 2—Qualified for starship duty, or working for a company, or for teaching.

Expertise Level 3—Technician level of proficiency.

Expertise level 4+—Scientific (professional) level of proficiency.

Note: Any character in the Science branch who reaches level 2 or 4 must teach for one year, but does not receive a fleet assignment. No character is permitted to stay beyond 5 terms, unless he does so as a teacher, and in that case he automatically receives Instruction-l.

Scout tables, and die modifiers (where applicable) are as follows:

Occupation Table
Branches

Die	Exploration	Patrol	Science
1	Gun Cbt	+lStr	Medical
2	Vac Suit	Gun Cbt	Jack of all trades
3	Survival	Gun Cbt	Chemistry
4	Pilot	Pilot	Physics
5	Jack of all trades	Navigation	Biology
6	Navigation	Gunnery	Astronomy
7	Roll on Science table	Vac Suit	Cybernetics

Note: DM + 1 if world Tech is 12+

Skill Table

Die	Scout Life	Science	Command	Staff
1	+1 Intel	Biology	Grav vehicle	Grav vehicle
2	+1Educ	Geology	Mechanical	Vac Suit
3	GunCbt	Psionics	Electronics	Navigation
4	+1Dex	Astronomy	Jack of all trades	Mechanical
5	+l Endur	Chemistry	Gunnery	Electronics
6	+1Str	Physics	Medical	Jack of all trades
7	+lEduc	Hyperatomics	—	—
8	+1 Intel	Cybernetics	—	—

Note: On Scout Life column, DM +1 for ranksS1, S2 or S5; DM +2 for ranks S6 or S7; DM +4 for ranks S3 or S4.

On Science Skill Table, a roll of 4+ awards DM +1 if Education is 9+; DM +2 if Intelligence is 9+.

Skill descriptions:

Chemistry, physics, geology, biology-Indicates proficiency in that particular field, with Special abilities obtained according to referee's discretion; for instance, a character qualified in chemistry could be capable of concocting a drug or other chemical once per month on a roll of 10+, with Exp used as a DM.

Astronomy—Indicates proficiency in astronomy. For every two points of Astronomy skill, character receives automatic Celestial Navigation-l (see description below).

Psionics—Indicates proficiency in psionics. Character will know how to give the test for psionics if he or she has an expertise level of 2 or higher.

Hyperatomics—Indicates proficiency in the field of jump principles.

Cybernetics—Indicates proficiency in the field of robot design and construction. If a character had Cybernetics-3 and Jack of all Trades-3, for instance, he could possibly build a robot.

Celestial navigation—Character has knowledge of the positions of the stars, so therefore can navigate without most usual navigation equipment However, this kind of navigation is not possible during a jump.

General Assignment Table

Die	Exploration	Patrol	Science
1	Command	Command	Command
2	Command	Command	Staff
3	Staff	Command	Science research
4	Staff	Staff	Science research
5	staff	Special	Science research
6	Special	Special	Science research
7	Special	Special	Special

Note: DM + 1 if Education 9+; DM -1 if bucking for command
Special: Roll on Special Assignment Table (below)

Fleet Assignment Table

Die	Exploration	Patrol	Science
2	Exploration	Raid	Research
3	Exploration	Raid	Research
4	Raid	Planet support	Research
5	Planet support	Planet support	Refit & repair
6	Patrol	Patrol	Refit & repair
7	Patrol	Patrol	Patrol
8	Fleet action	Patrol	Patrol
9	Planet support	Patrol	Fleet action
10	Exploration	Fleet action,	Exploration
11	Exploration	Raid	Exploration
12	Exploration	Raid	Research

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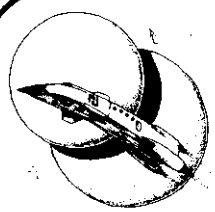


TRAVELLER VARIANT 5

BLACK HOLES!

James Hopkins

Most referees of Traveller, as well as of many other games, have had a run-in with this type of player: the pompous one who has high abilities and goes around shooting up your neat little empires and worlds that you have spent hours in developing. Black holes are a way to get back at players who act this way, and also a good exercise for all players. There is a way for the player to get out, but a lot of sweating, thinking, and just plain good luck will be needed if the player is to get out with his ship intact. That should teach the "super" players not to be so pompous!

Black holes are large fields of gravity which, supposedly, are sent out from a dwarf (a star which has used up all its resources, exploded, and then fallen in upon itself to make a very small sphere. It is so dense that a small particle of it would go through almost any type of metal simply by placing the particle on the metal.) whose gravitational pull is very great. All matter that is caught in this field is sucked toward the center of the black hole (the dwarf), leaving nothing but blackness.

To incorporate black holes into your game system, when making a subsector, roll for worlds as usual. If there are any hexes where there are no worlds or asteroids, and there is absolutely nothing within one hex (no worlds or other things in a hex adjacent to that hex), roll again (1d6). If you, roll a 6, there is a black hole in that particular hex. There will be no more than one black hole in one subsector, because of the havoc that would be wreaked by two black holes pulling and battling for matter, which would finally make the entire subsector a black hole.

Next, roll for the size of the black hole by rolling 2d6. Consult the table below for size and notes:

TABLE I: BLACK HOLE SIZES

Roll	Size of dwarf	Size of black hole*	GPDM**	Notes
2	1m diameter	100km diameter	- 2	Very small field
3	2m diameter	200km diameter	-2	Small field
4-6	10m diameter	500km diameter	- 1	Below average size
7-8	100m diameter	1,000km diameter	0	Average
9-10	250m diameter	2,500km diameter	+1	Above average size
11	500m diameter	5,000km diameter	+2	Large field
12	1 km diameter	10,000km diameter (1 hex)	+3	Huge field

*— including dwarf and its gravitational fields
**— Gravitational Pull DM (See Table II below)

After determining the size of the black hole, find the gravitational pull of the hole. Use this formula: Roll 2d6 and add or subtract the GPDM from Table I above.

TABLE II: GRAVITATIONAL PULL OF BLACK HOLES

Roll	Gtavitational Pull*	Notes
0-3	½ G	Strong enough to pull in asteroids and ships that have no engine power.
4-8	2 G	Generally pulls in all ships which have an acceleration factor of 2 G or less (see Table III below)
9-10	4 G	Generally pulls in all ships with acceleration factor of 3 G or less
11	6 G	Generally pulls in all ships with acceleration factor of 6 G or less
12	7 G	Without luck, practically any ship is a goner.

*— All gravitational pulls are expressed in Earth Gravities.

There are usually two precautions which can be used to spot black holes:

1) A simple program, which costs as much as a maneuver -1 program, that will detect, measure and steer clear of the hole from far enough away that the pull does not affect the ship. It will work in any ship's computer. Each time it is used, roll for a malfunction. The chance of a malfunction is rolling 11 or 12 on 2d6. The program can be installed into a computer in any type A or B space port Note: There will be no well-travelled commercial paths across the hole. Most commercial crafts have this program (roll 4+ on 2d6 to have the program).

2) A special technician, called a spotter, who is trained to note and steer away from black holes by using ship's equipment He can be hired when the rest of the crew is hired, but can only be hired on a type A port There is a chance, because of the demand for these technicians, that he will turn the offer down (roll 5 + to avoid this). If so, the hirer may raise the salary offer to try to get the spotter back. For each time that the hirer offers the spotter at least 500 CR beyond the original salary, roll again to see if the hirer is turned down, with the same chance of being turned down as above. The hirer may do this as many times as he wishes to or has the money for. The base salary for a spotter is 5000 CR. There is a slight chance that the spotter might not note the black hole (12 rolled on 2d6).

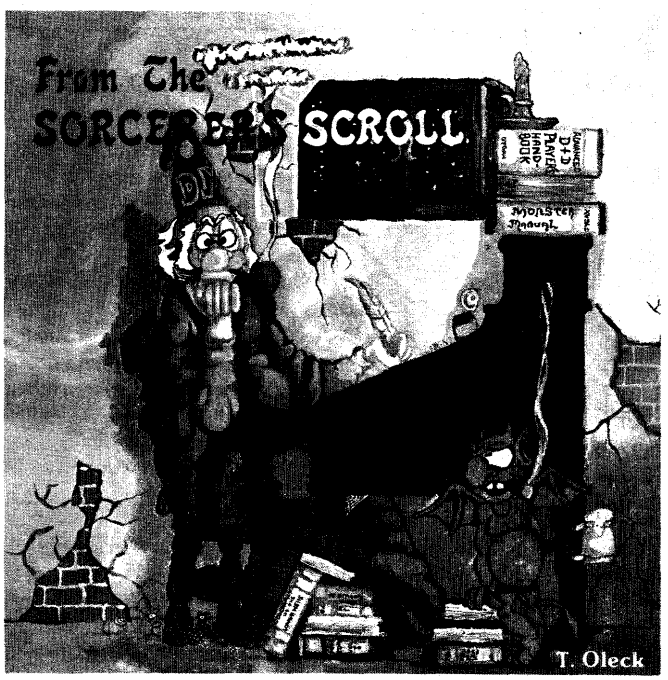
If a ship happens into a black hole, cross-index the acceleration factor of the starship with the gravitational pull of the black hole on Table III below:

TABLE III

	ACC. FACTOR					
GP	**1**	2	3	4	5	6
½	A	A	A	A	A	A
2	7	3	A	A	A	A
4	11	9	7	3	A	A
6	N	N	11	9	7	3
7	N	N	N	11	9	7

To read the table, find the symbol in the spot where the acceleration factor and the gravitational pull of the hole meet. If it is the letter A, the ship easily avoids the black hole. If N is at the spot, it can't avoid the hole. If a number is at the spot, that number or higher must be rolled on 2d6 to avoid the black hole.

If the starship does not avoid the hole, these tactics must be used: The ship must wait until it gets very close to the dwarf. Then it must fire into the dwarf with all the power it has, including weapons and lasers. This tactic works on a roll of 6+. If this does not work, there is a slight chance (10+) that the ship will actually go through the black hole and be deposited in a totally unknown subsector. If the ship does not get out of the hole either way, it hits the dwarf and is crushed. The above tactics, if successful, will create a "hole" in the black hole where there is no gravity, and where the ship can pass through.



What's ahead for TSR?

The course of TSR Hobbies' development has been rather like a D&D campaign. When we finished our first fiscal year back in 1975, we were pretty much a low-level-character sort of company, with gross sales of only about $50,000. We had excellent experience the next year, with a $300,000 figure, and in 1977 we doubled that to $600,000. TSR didn't quite double again in fiscal 1978, ending the year at a gross of near $1,000,000, but in '79 we did a bit better, finishing at a gross of well over $2,000,000.

From the way 1980 is shaping up, there is no reason to doubt that we'll at least double in size once again. It is possible that we'll be the largest hobby game company—and ready to start toward the really high-level game producers such as Milton Bradley and Parker Brothers—by 1982. (To those who doubt, think about the relative size of TSR and Avalon Hill, for example, in 1975 . . . .)

There is no question but that we owe most of our success to *Dungeons & Dragons* and *Advanced D&D* too, of course. The *Basic Set of D&D* is now a best-selling game—and that means it is competing with *Monopoly, Scrabble,* and the rest of the mass market games! The other games in the line are generally keeping pace, but it is a one-horse race as of now. There are some 500,000 or more *D&D* players busily converting their friends to the game. All we can do is say "Thank you" and try to keep producing good games in hopes of matching the success of *D&D.* Of course, we aren't ignoring *D&D* and *AD&D* meanwhile; don't misunderstand. In fact, that's what this column is all about!

It was just over a year ago when Kindly Editor Kask and I sat down and discussed the possibilities for more *D&D* and *AD&D* features in *The Dragon.* My contribution was to be this column, and the project was given the green light, on the condition that I provide at least three articles initially and always stayed at least one ahead of publication. I tend to work in spurts, and it was no problem to dash off a couple of batches of articles, and then a couple of fill-in pieces, during the first few months. All of my pieces for this column were actually written well over six months ago, all save this very one you now read.

Why? Well, those dozen-plus months seem more like a decade, so many things have happened since "Sorcerer's Scroll" began. (Even this article was delayed a few days when my faithful old clickbox, the elderly machine which has seen me through *Tractics, Chainmail,* and all the rest down to date, suddenly refused to perform!)

So as I relate to you what has and will happen with *D&D* and *AD&D,* I'll also fill you in on some of the things taking place at TSR and my own activities. Meanwhile, please take note, Gentle Reader, that this column does invite the contributions of others. Failing some such, it will most assuredly be missing from these pages more often than not from now on, for my schedule is, shall we say, crowded.

TSR has a reasonable share of long range plans. Some involve the corporation, some consider products. We anticipated a growing demand for our games, and a gradual expansion of the corporation and its products accordingly. We began working toward the establishment of subsidiaries in Canada and the United Kingdom early last year. We also moved toward expanded distribution. Last, but not least, we laid firm plans for development of different forms of existing games as well as new games.

Things were moving apace, not at all unlike what we had planned, when news of the missing university student began to break. It was given nationwide coverage, and *D&D* was prominently mentioned in most of the stories. All hell broke loose at our offices—a veritable barrage of phone calls and personal calls from reporters from newspapers, radio stations, TV and magazines. When the chap turned up relatively safe and sound, the stories on *D&D* didn't stop; they just no longer mentioned him. Hectic, but great. It did things for sales you wouldn't believe. It also took up about 75% of my time, and in the meanwhile, our long-range planning was beginning to bear fruit.

The Canadian operation began to take shape, and I took a trip to England and the Continent in order to help frame that subsidiary. Talks with several major New York publishers grew serious, and after several visits to that city, and a sojourn to Bermuda for a sales conference, TSR signed an agreement appointing Random House as the exclusive distributor to the book trade for *D&D, AD&D* and certain playing aids. There have been trips for TV and radio interviews. There has been a series of meetings with entertainment media people. And, at long last, some really serious interest from a couple of reputable firms who think the concept of adventure games is right for TV games and home computers after all! (Aren't you all surprised to hear that?)

All of this has pretty well conspired to keep me from doing some of the things I should be-such as this column, modules like *The Temple of Elemental Evil,* and some half a dozen other manuscripts piled away in various stages of incompleteness. Luckily, we do have a great Design Department at TSR. More about their efforts later.

Dave Sutherland is at work with Tim Jones to bring you the long-overdue *Queen of the Demonweb Pits* (soon, I trust). Rob Kuntz is helping me with a revision of *The Lost Caverns of Tsojacanth,* a WinterCon tournament scenario which I based in part on one of his dungeon levels). The two new game designs I was fooling around with will have to be set aside for a time, but there is a long-desired and oft-worked-on project which I am desperately trying to save. This is what goes with the *World of Greyhawk* campaign map and gazetteer (Feb.-Mar. release date), a huge map of the City of Greyhawk, modules based on the original Castle Greyhawk, and a series of offerings which depict the Elemental Planes of Greyhawk. Parts of some of this have been done by me.

Stalwart Steve Marsh also sent me reams of absolutely superb conceptual material for the Elemental Planes, and in a moment of weakness, I proposed a collaboration, melding his and my ideas into a whole campaign series "Approved For Use With *Advanced D&D"!*

Connected to the *World of Greyhawk* project is a set of miniature rules for large-scale battles there, and to get ready for that, I had to complete rosters for the "Armies of Greyhawk." It is all in the capable hands of Steve Carpenter of Miniature Figurines now. Steve is going to do an excellent set of rules, I know, and MiniFigs will do a special line of *Armies* of *Greyhawk* miniature figurines soon. This brings me back to D&D and our Design Department.

Most of the personnel at TSR took part in design and development in years past As we realized that "Original" *D&D* (the first three booklets and the supplements) wasn't anywhere near adequate for the

needs of the readership it was attracting, it was decided that a simplified, clarified, introductory piece was needed. Shortly after this was decided, as if by divine inspiration, J. Eric Holmes got in touch with us and actually *volunteered* his services for just such an undertaking. All of you know the result, of course.

All of you also know why something had to be done. The "Original" work had been aimed at a small audience, one (wrongly) assumed to be highly conversant with military miniatures and basically non-critical. The booklets were hastily put together in late-night and spare-time hours, by and large, with little or no editing. Each supplement furthermore reflected development and evolution of the game, so there was contradiction, duplication, and vast areas of ambiguity and non-direction.

I saw this as a second problem, one well known to you also. *D&D* was too flexible and unlimited, in my opinion. The game was actually unrecognizable as played from group to group in the same locale, let alone different regions of the country! As plans of reorganizing and rewriting *D&D* were developed, I began my own work on Advanced *D&D,* and this kept me busy for some three years, more or less. By the time the final manuscript from Eric was in our hands, the rough of the *Monster Manual* was also finished, rough outlines of *PlayersHandbook* and *Dungeon Masters Guide* were typed up, and several portions of both works were likewise in manuscript form. We had two choices to consider with the new *Basic Set:* As it took players only through three experience levels, they could thereafter be directed to the "original" works, or we could refer them to *AD&D.* This put us on the horns of a real dilemma. Sending them into the morass of "Original" D&D put us back on square one, with all the attendant problems of rules questions, misinterpretations, and wildly divergent play. Yet there was no time to undertake a revision of the remainder of the "Original" works immediately—that was a project to take place sometime in the distant, dimly perceived future, when TSR could actually afford the luxury of a staff of designers!

On the other hand, *Advanced D&D,* even then obviously a different game system, could be offered as a stop-gap measure. Its classes, races, characters, monsters, magic, spells, and so forth were similar to, but certainly not the same as, those of *D&D.* Was it better to send enthusiasts into the welter of the "Original" material and let them founder around there? Or would it be better to direct them to *AD&D,* even if it meant throwing out what they had begun with the Basic Set and making them start afresh? Faced with a choice between chaos and a clean slate, we opted for the latter. (Although there are occasional letters from irate *D&Ders* who refuse to move into the new system, that is far preferable to what would have happened had we directed readers to the "Original" volumes!) After we selected what was actually the lesser of two evils, things went into high gear.

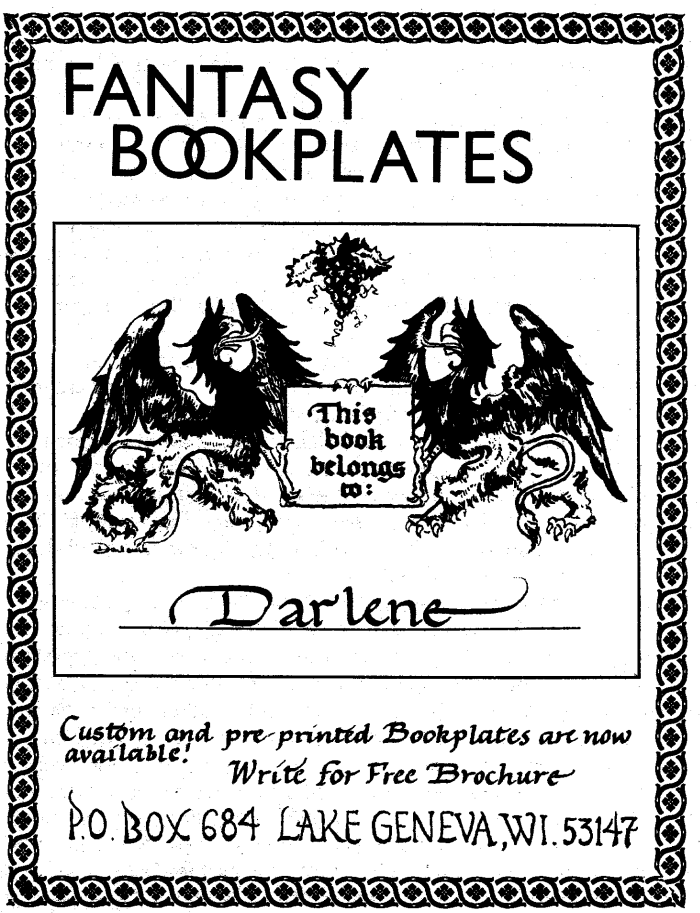
Pieces and parts of the various components of *AD&D* were grafted into the *Basic Set* rules manuscript so that *D&D* would be more compatible with the *Advanced* game. Readers were directed to *AD&D* throughout the *Basic Set,* with muttered prayers accompanying these directions, I am sure, as our production people had no idea then just how well it would all work out in the end, because much of the *AD&D* system was still on rough notes or in my head at the time. It turned out to be relatively acceptable as an interim measure, too.

With the usual stream of new designs submitted, the manuscripts for *Players Handbook, Dungeon Masters Guide,* and the many modules needed to help new players to get into the game, even our rapidly expanding Production Department and the brand new Design staff were bogged down. The usual series of deadlines, foul-ups, delays, and disasters kept all concerned working to the limits on what was immediately at hand or needed immediately. *D&D* had languished as first *PH,* then the series of modules, then *DMG,* and then more modules were demanded. Other new games were in the works also, and for a time it seemed that outside of an occasional module, *D&D* would remain on the back burner for many months to come.

Then the publicity hit, and as Basic Set sales soared, so did our plans. *D&D* moved into the forefront once again. Design is now hard at work on the second boxed *D&D* game, the Expert Set. It will take players through at least 12th level of experience, tie in the best of the "Original" material, and actually add some new classes, spells, magic, monsters and so on. That should satisfy all those fans who prefer the complete flexibility and open form of *D&D* over the more controlled and formalized structure of *AD&D.* In addition, Design is working on a number of modules for *D&D* —and I recently finished a new one for the *Basic Set,* as sales demand that we change the module every six or so months. Finally, we are investigating the possibilities for foreign-language versions of the game.

This is not to say that *Advanced D&D* has been abandoned. It is an excellent game in its own right (ahem!). TSR has developed a rating system for those who play in *AD&D* tournaments, and we will publish standings regularly. This should not only help to improve the quality of tournament offerings, but it is also a major step towards those national tournaments with big prizes I wrote about in a past column. *AD&D* is also being edited and revised from time to time, and if any meaningful new ideas or systems come up, new editions will reflect such material. A second book of monsters is probable soon, and an eventual third volume of monsters is possible. *Deities & Demi-Gods* will be released at GenCon 80, thus virtually completing the whole of AD&D. There will certainly be more new modules done in the months to come. Troubador Press is doing a licensed *Official Advanced Dungeons & Dragons Coloring Album,* complete with a simple game to introduce the uninitiated into the mysteries of fantasy gaming. What more could be asked?! Well, there's a Masters Set of *D&D,* perhaps, to take play from 12th level all the way to at least 36th (remember, this is *D&D,* not *AD&D),* and how about some modules with real variation which can be played solo? How about a truly introductory *D&D* or *AD&D* game for the totally uninformed novice? Wouldn't *AD&D* adapt well to home computers? Then a movie or TV series about fantasy adventuring might be fun....

Wherever *D&D* and *AD&D* eventually go, you can be sure that TSR has considered the possibility, discussed what it presents, and made plans to exploit it in a way which will offer the most and the best to our fans and customers. After all, planning is necessary, but without you, Dear Reader, TSR would be going nowhere. We recognize and appreciate your loyal support and will do our best to justify your continued patronage! We can't actually tell what awaits us behind the next door, but as long as you're in our party we'll advance, bust it in, and take a look! We're ready, how about you?



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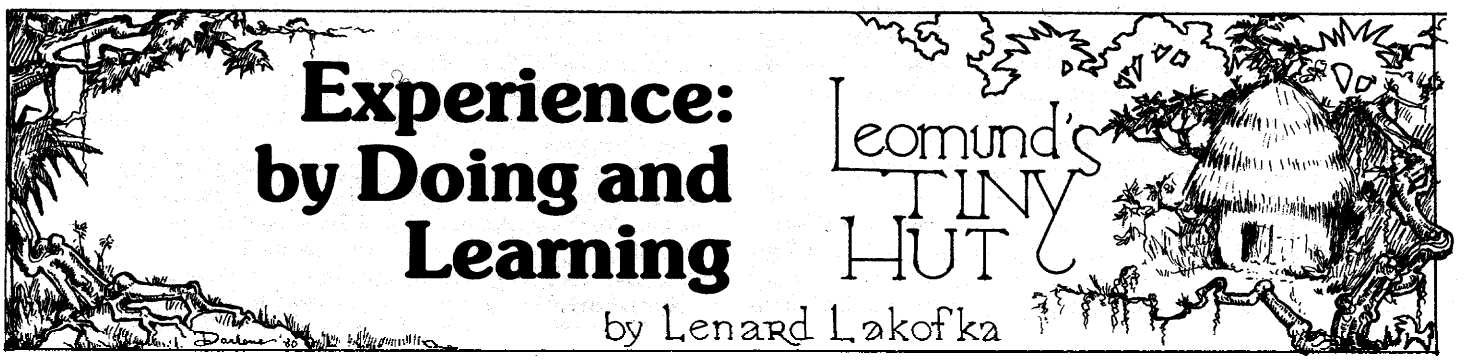

Experience: by Doing and Learning

by Lenard Lakofka

The basic *Advanced Dungeons & Dragons* experience system equates 1 gold piece with 1 experience point; however, the way in which that experience point is gained by the character is where my system differs from that of *AD&D.*

I contend that the actual award comes from "buying" an experience point for one gold piece (plus or minus a few silver pieces) via the act of training instead of just giving characters a point because they defeat a monster who has one gold piece in his treasure. The complete system, detailed below, has a number of optional treatments to make it as simple or as complex as the Dungeon Master may wish.

A condensation of the system is as follows:

1. A character amasses at least one half of the experience points he or she needs to gain a promotion (level) (an option allows this percentage to be as low as 30% for a 20th level figure).
2. He or she seeks a person (preferably) two or more levels higher but of the same race and alignment, to train him or her in the skills needed to fully gain the new level.
3. The cost of this training varies from as little as 10 s.p. for 1 x. p. to as much as 2 g.p. for 1 x.p.
4. The training time is computed in days or fractions of days, and during that period the figures are bound in what amounts to a sworn oath in the name of their Gods to be honorable, faithful and loyal to one another.

* * *

Why are experience points given to a character? The methods are:

1. For killing opponents ("monsters"), as per AD&D.
2. For defeating, subduing, enspelling opponents ("monsters"), a one-half award. (Note: killing an *enspelled* monster still only gains the half award unless the killing is done immediately and not after questioning or having the figure perform some act)
3. For learning the use of magic items (per the awards in the *Dungeon Masters Guide* for magic items) by experiment and experience, NEVER from the use of a spell or through magic in a device.
4. From protracted use of an item (weapons and armor, etc.)
5. For certain one-time uses of an item in an "adventure situation."
6. For acts directly related to a character's profession.

Some of these six topics need elaboration. Killing a monster in combat with weapons or spells is clear-cut, and no discussion is necessary. However, when a figure is enspelled or defeated without an outright kill a full award is often not appropriate. For example, if an opponent is charmed, webbed, held, slept, frightened or subdued, he/she/it has not been killed outright

That opponent might even be back to fight later. If the party kills the opponent at the first opportunity then it should get the full award, however, if there is a delay to question, imprison, or force the opponent into service, etc., killing the figure then becomes an act of brutal murder and can seriously compromise many a character's alignment Thus only a half award is given if the figure is kept alive so that the party can (it hopes) gain from the figure in some way. It is possible for a single "monster" to provide a party with multiple awards in this system, but that is reasonable. For example, if a high priest fights a party but is defeated because he fails his saving throw versus fear, he will likely be back later to fight the party again. Thus an award for both confrontations, if the party wins, can be given. There is never any award for "gladiator" type situations unless the captured figure has a reasonable chance to actually kill his opponent

The party will find many magic items in its travels. Resorting to a spell device to detect magic is acceptable and still allows for experience to be gained from learning what the item is. However, use of spells like *Identify, Commune, Limited Wish, Wish, Contact Higher Plane,* etc., even if unsuccessful, negates any award for learning what an item is!

The rule must be that experience is only given for use and experimentation with an item. Sometimes this requires protracted use, as in the case of weapons and armor. Thus, gaining a +1 sword and learning that it is magic will not give an award until the sword has been *used* in an entire adventure. Having a sword in its sheath for an adventure will give the player no award whatsoever. Some items also will give experience for use, like a *Ring of Controlling Fire Elemental,* a *Potion of Invisibility,* a *Wand of Fire,* etc. These devices give experience for use in adventure situations ONLY, thus, a figure cannot gain from doing these things in his/her back yard.

Finally you may wish to excercise the option of giving SMALL awards for acts directly related to a character's profession: picking locks, learning new weapons (Fighter types only), learning new prayers/spells, making magic items, researching spells, etc. These awards must not amount to more than 100 points and if used they should only be allowed for acts that have less than a 50% chance for success. If a 2nd-level Thief has a 29% to open a lock, give him (100-29-71) points if he makes it, but if he were 7th level his chance would be 52%, so given him nothing if he picks it successfully. These awards can be considered ONLY in an adventure situation (thus, the Thief gains nothing from practicing on locks to gain experience if he is safe when he does so) and only to give low-level characters a chance to reach upper levels more rapidly. Once a figure is beyond 4th level, I would not give "profession awards" any longer.

Now that it is clearer why awards should be given (and you should make up your own mind on this subject before you get too deep into a campaign), it is necessary to get into some of the nitty-gritty of a "teaching" system. Before we do that, however, we must understand what, if anything, a figure can gain from pure experience, that is, he or she has amassed enough points to go up a level without resorting to treasure at all. We will call this a *Natural Level* as opposed to a *Trained Level.*

From a Natural level a figure immediately gains these things:

1. Hit points appropriate to the level
2. A saving throw appropriate to the level
3. The ability to attack as a character of that new level
4. A larger spell capacity, range, duration, etc., based on level.

From a Natural Level a figure does NOT gain these things:

1. Use of new weapons
2. Use of new spells
3. Access to a new spell level
4. Special abilities
5. New languages

Once the Natural Level has been gained, the figure can only gain up to 10% more experience (at a maximum) and at only half of the normal rate. After that he or she must be trained, usually by a figure of his or her class, to gain the other advantages of the new level.

A figure cannot gain the use of a new weapon unless he or she is trained in its use. Thus, someone who knows how to use it must show the character how it is used. Some "cross training" is permitted in this area; thus, with many weapons, the figure does not have to seek someone of his or her own profession (class) but the figure must be able to use the weapon at the same percentage chance to hit as the figure being taught A 3rd-level Fighter can hit with a mace 65% of the time versus Armor Class 10. For a Cleric to show this Fighter how to use the mace, the Cleric must also be able to hit armor class 10 with a 65% chance; for a Cleric this occurs at 4th level. So this new swordsman could ask any 4th-or-higher-level Cleric who knew how to use a mace to teach him how to use it

The only exception to this rule comes from use of an unknown weapon throughout an entire promotion at a minus to hit Thus if the Fighter named above used a mace at -2 (the "non-proficiency penalty") throughout this last promotion, from Warrior to Swordsman, and resorted to no other weapon, he could gain its use (assuming he is allowed a new weapon at this new level).

A spell caster must learn the text of new prayers (Cleric/Druid/Paladin/Ranger) or read new spells (Magic-User/Illusionist/Ranger) before he or she gains them. Thus, unless a Cleric meets another who knows a prayer, or a Magic-User meets another who will let him read a book, he or she can not cast it. Knowing the title of a spell is not sufficient.

Each new spell level can only be employed after the key to that level (in prayer or reading) is taught to the spell caster: Thus even if a "natural level" is gained by a Magic-User, for example-let's say Evoker to Conjurer where he or she would first gain a 2nd-level spell, he or she could not understand a 2nd-level spell until the key to the level were taught to him or her. (You might wish to make that rule optional but I highly suggest you use it.)

Special abilities must come from one's own class, with few exceptions. For example, the prayers needed to turn higher levels of undead must be taught; a Druid's extra languages, identifications, immunities and the ability to shapechange must be taught; a Paladin's ability to turn undead or to use spells must be taught—ditto for the Ranger; a Thief must learn how to read new languages or to read magic; a Monk must have each of his special abilities taught to him or her.

If you wish to allow "cross teaching" it must follow the rule that the teacher must already know how to do the required task with a proficiency equal to or greater than that of the figure's proficiency who is being taught. Thus, a 4th-level Assassin could not teach a soon-to-become 4th-level Thief anything about picking a lock since the Assassin's own ability will not equal that of the Thief s. Of course, a 1st-level Cleric who knows how to Create Water could teach that spell (prayer) to a high priest without penalty.

After all of this introduction the topic of how the training occurs has finally come up. This is set out in a series of rules, and EVERY one should be followed.

A. For a figure to be trained, the trainee must have at lest one half of the necessary experience already amassed. Thus, if a Warrior wants to be trained to become a Swordsman he or she must have at least 3,000 total points of experience to hi or her credit All of that experience has to come from the sources listed at the beginning of this article, though magic can also add experience (a card from a Deck of Many Things, certain manuals, books, etc.). It should be noted that as a character gets higher and higher that that one-half necessary experience is harder and harder to gain from "natural" sources. Thus, you might wish to reduce that 50% by 1% per level so that an aspiring 10th level lord would only need 40% from "natural" sources. This reduction, if used, should be cut off at 20%. As far as I am concerned, a character is awarded Demi-God status once he or she becomes 21st level and is effectively out of the game—though many DMs might disagree on that point I feel play above 20th level is just ridiculous.

B. The instructor, almost always someone of the figure's own class, must be at least one level higher than the figure to be trained, i.e. already at the new level, or higher of course.

C. The trainee would prefer to find an instructor of his or her own

(Turn to page 46)

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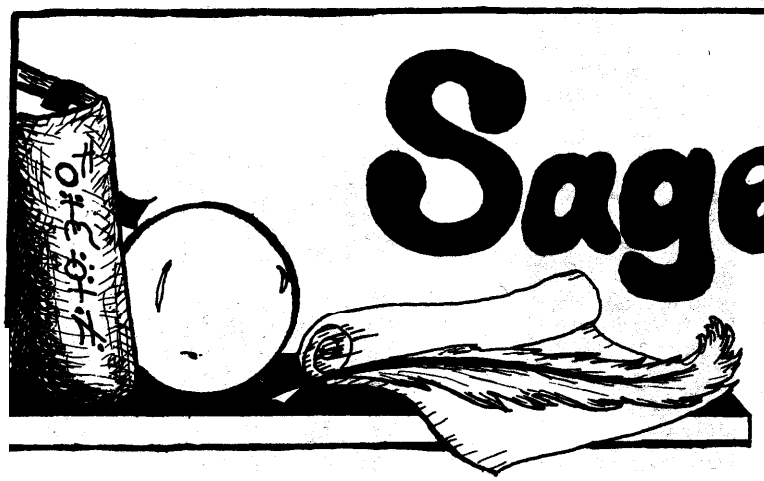


Sage Advice

from Jean Wells

Question: Can a Magic-User cast spells while holding a dagger, staff or wand in one hand?

Answer: Yes, providing that he has two hands and the free one is able to fulfill the somatic requirements.

* * *

Question; Can a character that failed to make his system shock roll while being resurrected still be brought back via a wish?

Answer: Yes.

* * *

Question: Can you shoot arrows at someone attacking you in hand-to-hand combat?

Answer: No.

* * *

Question: The Assassins' Guild in my D&D town is after me because my henchman bought some poison, but not from the guild. He also pocketed the extra money he made from the deal. Is there any way I can talk to them without being killed?

Answer: This is an interesting problem. However, since I don't know the mythoi that your DM plays with and I don't know the henchman, etc., all I can say is, send them a message first explaining what happened and hope for the best. What happens next will be up to your DM. Good luck.

* * *

Question: I read that Magic-Users automatically know the *Read Magic Spell.* Do Druids automatically know the *Speak with Animals* spells?

Answer: Druids are a sub-class of Clerics and therefore they pray for their spells. They only need to pray and meditate in order to know the *Speak with Animals spell.*

* * *

Question: Can a Magic-user of an evil alignment cast a *Protection from Evil* around himself to protect him from other evil creatures?

Answer: Sure, he can. Just because he is evil doesn't mean he can't protect himself from others that are evil. Also, he can cast a *Protection from Good,* which will keep out good as well as enchanted evil creatures.

* * *

Question: What should a DM do to control a player who constantly grabs up the magic treasure even though he didn't fight the monster it belonged to? He even tries to run the game and tell everyone what to do, what spells the Magic-User and Cleric should take, and where they all will stand in the ranks. What is worse, is he can never accept the fact that he has died. HELP!

Answer: First, get your players to make up an agreement on how to divide treasure and then stick to it Next, tell them that if they like being bullied around that is fine with you. If not, then give them a hand, but a small one. You are a judge, not a referee for player-against-player battles.

You can start by telling your unruly player that the spell casters are quite capable of picking their own spells. This also goes for where they want to be in the ranks and what they want to do. As for his unacceptance of his death, there is nothing you can do about that It is something in his own personal behavior pattern and you can't change it for him; only he can change it Then, when you have done all of this, encourage your players to handle their own problems. If they refuse to stand up for their rights, why should you?

Question: Must a scroll with spells be read aloud for the spells to work?

Answer: Yes, unless the scroll has a curse on it and just reading the scroll silently will cause the curse to take effect

* * *

Question: How can I spice up my D&D game? My players, as well as myself, are tired of going on dungeon and outdoor adventures. I don't have any city maps and I really don't want to bother with them, so what else is there left to do?

Answer: Well, you can ask your players what they would like to do. They probably have all kinds of ideas. In my campaign I had a similar problem, and now one of my players is trying to become Pope. So, just ask them. I am sure they would be more than glad to help. Remember, they are not the enemy. They are your friends and more than likely they will be glad to stick their nose into the campaign and give you their advice. It is only human nature to do so.

* * *

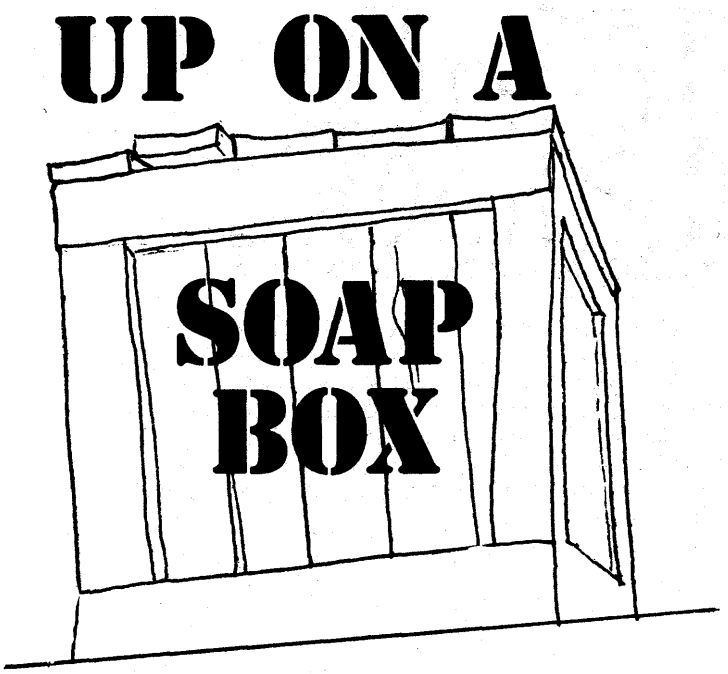
Question: In AD&D, can a character wear armor over armor? For example: padded or leather armor under splint, banded, chainmail or platemail; or even chainmail under platemail? If this can be done, how would it alter the armor class?

Answer: No. The armor (splint, banded, etc.) already has parts of lower armor classes built into it. Therefore, plate mail will have leather padding (to reduce strain) and chainmail to cover areas not protected by the plate. Splint and banded often have a leather backing. Chain will have leather padding in places where the weight of the armor falls. Without this protection, heavy armors would soon become uncomfortable and painful, as the metal would chafe and cut the skin. Also, wearing two layers of armor would make it very difficult for the character to bend or move. Armor classes are not cumulative in this way.

* * *

Question: Can Thieves be chaotic good? I have three players who are, and we are wondering if they will have to make an alignment change. We are also wondering whether or not this alignment change is considered voluntary on their part? If it is, will I have to make them drop a level?

Answer: Thieves can be neutral or evil, but not good. In this situation, I don't think you should force them to make an alignment change. Just have them become their new alignments as if they have always been of that alignment This way they won't be penalized for not reading their *Players Handbook,* but the next time they don't read the book, don't show them any mercy—unless, of course, you goofed too.



Wargaming: A Moral Issue?

Theron Kuntz

Today a new breed of avid and maniacal gamer indulges in competitive games describe as wargames. Each wargamer commands his side in a board game, his troops in a miniature game, hi personage in a role-playing game. During the course of each contest, known to wargamers as battles or adventures, opponents will lose playing pieces, such as cardboard counters, metal or plastic figures, or illusionary characters. Rules are used to govern restrictions, movement, advancement, and how particular pieces are lost and gained throughout the course of a wargame. Emotions, which are the byproduct of gaming, are produced during the course of a contest through successes and failures.

In 1976 E. Gary Gygax, the father of modem role-playing games, offered his definition of wargaming as "a mental competition according to [prescribed] rules with opponents in direct opposition to each other, [creating] situations which simulate warfare, hostility, conflict or antagonism, wherein specific instructions are given and choice of moves are allowed with the object being to minimize losses and maximize gains." Unfortunately, not all particular wargame enthusiasts are able to "minimize losses and maximize gains." Frequently, wargames allow individual players to display some extreme prodigality, giving bystanders the impression that wargamers are nothing but impassive warmongers who are bent upon destruction, with all its violent emotions, whatever the cost may be. These "war-moralizers" feel that a new race of fascists and communists will be born, with the instinctive impressions that war and its wastefulness is the way of life. Moreover, other groups of "war-moralizers" say that wargaming is an act of practicing the willful murder of mankind condemned by God. And all of this moralizing comes from just playing a game!

Sometimes one wonders whether or not the moralizers draw the line between the realistic and the facetious. Many obviously lack knowledge (and are injudicious) of the game and the gamer, which has led to adverse first impressions and appearances.

Wargames are games! There is no difference between a wargame and a Monopoly game when it comes down to the actual competition between opponents. Players in either game compete to win as their major goal. And why not? Would you play a game to lose despite the fact that you could possibly win? Certainly not, unless one's lack of self-confidence and excessive modesty leads to self-sacrifice for another's benefit; and this type of sacrifice only blinds one's true capabilities and possible achievements from himself and others as well. So as a matter of point, players compete to win, not necessarily to lose, in any particular game, whether it be wargames or games like Life, Monopoly, football, or basketball. This, as part of a whole, helps explain the wargamer's devotion to his hobby.

Emotions have a role in wargaming also. No matter who you are—Christian or Stoic—you will display some level of emotion, internal or external, whether you win or lose a game. And the degree of emotions exhibited in any particular case will range from gladness and ecstasy to despair and anger.

If a pro golfer misses a ten-foot putt and then proceeds to deliberately and forcibly throw his putter to the green, he is displaying an external expression of his discontent at missing that particular shot. There is little difference between the golfer who is imbued with grief and anger at missing an important putt, or the wargamer who is imbued with grief and anger after losing one of his Napoleonic cavalry regiments. Both competitors are humans; both competitors have emotions. No matter what the game, as long as there are passionate humans, there will be emotions of different types and degrees exhibited in competition.

The average wargamer is a highly vivid and intellectual individual. Most are self-centered, humanistic, and scrupulous; many are altruistic and ideological—wargamers are not only artists and mathematicians but also scientists and tacticians. Sometimes hundred of pages of rules must be memorized before playing one aspect of a particular period or era a contestant is specializing in. Books must be collected to review interests in all periods of warfare.

Finally, to castigate the wargamer as a warmonger is, in all practicality, to do likewise to all other competitors. The wargamer competes to win (or lose) as do other competitors, whether the hobby is board games or sports. The wargamer is a human, and therefore has emotions as do other competitors. The wargamer is a vivid person, endowed with both humanistic and ideological ideals, and so is the other competitor.

Those who wish to condemn wargaming—not because it's a game, but because it deals with war—are ignorant and imprudent, and should be labelled "crassmongers." These people disclaim and picket warfare through illusionary means since, obviously, realistic means of denouncing war are not possible against their present societal status.

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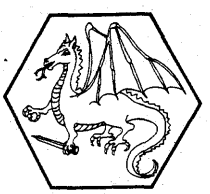

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ANGELS

William Fawcett

This article is intended as a supplement to the games of D&D and AD&D. Though the information it contains is based on both religious literature and theological speculations, it is not intended to be representative of any religion's actual beliefs. Its sources also include popular fiction such as Dante's *Inferno* and Milton's *Paradise Lost.*

* * *

There exists in AD&D a multitude of Evil spirits, including Devils and Demons of all sorts. Through these spirits, the powers of evil are able to act on many levels in many places simultaneously. Missing is the counterpart of the Devils to represent and protect Good. These messengers of goodness are often referred to as Angels.

Angels will appear much more rarely than will devils or demons. This is primarily because, while the powers of Evil or Chaos are anxious to interfere at every opportunity, the powers of God are concerned with men developing goodness within themselves and by their own efforts. Angels are therefore less often participants in the struggle than they are messengers carrying needed information and inspiration. In most earthly affairs they are more like coaches than star players. This is to not say that they never take an active role in the conflict, for they are known to have done so before, especially in cases where their fallen brethren (Devils) are involved.

The Angel as it is commonly pictured today is the product of a concept which has been evolving throughout most of the history of monotheism. When Amenhotep IV (Akhnaton) tried to replace Egyptian pantheism with a belief in one supreme deity, he was left with the problem of what to do with the other gods. Many of these gods had faithful (and powerful) followers who would resent having their god(s) eliminated by decree of the Pharaoh.

Akhnaton's solution was to demote the other deities from complete godhood to a lesser status as powerful beings in the service of the one god.

A similar, and more permanent, fate overtook the Persian deities when the prophet Zoroaster (sixth century B.C.) declared that Ahura-Mazda was the supreme deity. During Zoroaster's years of preaching, he found it impossible to completely eradicate belief in the older, traditional deities. Eventually the prophet began referring to them as "beneficent immortals" or condemning them as "demons."

The Angels of the early Hebrew religion drew upon the many different concepts of lesser deities to which they were exposed. These included not only the lesser gods of Persia, but also the Egyptian Kas and the Mesopotamian Genii. As with all of these predecessors, they were the intermediary between the one god and man. In the Book of Enoch (which is not part of the official Old Testament), some Angels were referred to as "watchers."

These Angels were designated to look after man, but some could not resist attempting to change what had been created. So, landing first on Mount Hermon they spread out among the lands of men. They then proceeded to teach men all sorts of "forbidden" knowledge and have sons borne by human wives.

These sons were literally giants; they caused immense problems, and eventually men begged the other angels for help. They then had the Supreme Deity intervene. The "watchers" were forced to watch as their children slaughtered each other and then were cast into pits and covered with rocks (until the Judgement Day, when they shall be thrown into the "abyss of fire"). Enoch becomes involved when they ask him to intercede for them, but he is refused.

Even those angels who remained good were fearful to behold in the Old Testament. Isaiah describes the Seraph as having six wings and later four faces. He also refers to one Angel as being like the child of an adder in appearance. In the Apocalypse, depicted at the very end of the Bible, the Angel that dictates to Saint John appears as an elaborate creature which includes seven golden candlesticks, plus a center that was "one like unto the son of man" in a long white garment. His eyes were like fire. Out of his mouth was said to come a two-edged sword. John fainted dead away.

Angels are often described as the seraphim and cherubim. These phrases may also give a hint as to their early appearance. "Seraph" means serpent and Seraphim directly translates "burning ones." The cherubim referred to in Exodus 25 are not the cute little winged children commonly pictured today, but rather were closer to the Babylonian Karibu, from which the word is thought to have been derived. The Karibu resembled nothing so much as the Griffin, a cross between a mammal and a bird. Solomon seems to have pictured them this way when he describes the images of two that were included in the temple he built (2 Chronicles).

In modem times most angels are pictured as being DaVinci-like, perfectly formed humans with white wings. During the Middle Ages there was a large amount of literature and speculation as to the organization of the "heavenly hosts." With these references (and a large degree of license) it is possible to populate an angelic hierarchy.

The Celestial Hierarchy

There are many different lists giving from seven to twelve orders of angels. Such lists seem to have been popular, as they can be found in sources as old as the Zohar (Exodus 43A), St. Thomas Aquinas; Summa Theologica, the Mishne Torah, and Dante's Inferno. Most lists contain similar groups with the order varying greatly after the first two types, Seraphim and then Cherubim, are listed. Aquinas; list is included here:

1. Seraphim; 2. Cherubim; 3. Thrones; 4. Dominations; 5. Virtues; 6. Powers; 7. Principalities; 8. Archangels; 9. Angels.

Each order of Angels differs in their areas of duties and abilities. Some, such as the Seraphim, are extremely unlikely to have any interaction with normal mortals. All Angels have the following abilities, which they can use as often as desired: Bless (double strength +2, lasts until removed); Detect Evil; Remove Fear; Know Alignment; Remove Curse; Dispel Magic; Exorcise; Protection from Evil 20' radius; Shapechange.

Angels in combat are subject to the same vulnerabilities as Devils (fallen angels, after all) in the Monster Manual. Few Angels will have any treasure in human terms, but an angel may be guarding a special artifact or holy place. Angels speak all the languages of men fluently.

The Seraphim

The original ruling prince of the Seraphim was Satan. His place was taken by Michael (also called Seraphiel). It is the duty of the Seraphim to surround the Throne of the Supreme Deity, intoning constantly his praise. In 3 Enoch there is said to be only four Seraphim.

Frequency: Never on the material planes, otherwise very rare.
Number: 1 (all four being found only at the throne)
Armor Class: -7
Move: 12/24
H.D.: 199 Hit Points
Number of Attacks: 1
Damage: 4-14
Special Attacks: listed below
Special Defenses: +3 or better to hit
Magic Resistance: 90%
Intelligence: Genius
Alignment: Lawful Good (of course)
Size: Varies, as they desire

The Seraphim are the Elite of the Heavenly Hosts. They have available to them all Miracles (all clerical spells). They may use one per melee round and each one as often as desired. Seraphim often take on the form of a fiery serpent when smiting the forces of Evil. Also known as the Angels of love, light, and fire.

The Cherubim

The Cherubim are the first angels to be mentioned in the Bible (Genesis 3:22), guarding with a flaming sword the tree of Life in Eden. Their griffin-like form is often used in early Hebrew religious sculpture. They are the "flame of whirling swords" and are the guardians and protectors of Good's greatest treasures.

The Ruling Princes of the Cherubim are: Gabriel, Cherubiel, Ophaniel, Raphael, Uriel, Zophiel (and originally Satan).

Frequency: Very rare
Number: 1
Armor class: -5
Move: 12/30
H.D.: 166 Hit Points
Number of Attacks: 1
Damage: With fiery sword, 12-34 (10 + 2d12)
Special Attacks: Listed below
Special Defenses: +3 or better to hit
Magic resistance: 85%
Intelligence: Genius
Alignment: Lawful Good
Size: Large (12' tall)

A Cherubim is likely only to be encountered if a character is attempting to gain some item or piece of knowledge guarded by one. Cherubim have the following specia1 abilities, which they will employ to protect their trust Each of these powers may be used as often as desired, one per melee round: Wall of Fire, Flamestrike, Blade Barrier, Glyph of Warding, and Lightning Bolt (10 dice).

Thrones

The third order in the Celestial hierarchy is the Thrones, who are charged with being the instruments of ultimate justice. Rarely coming if appealed to, the Thrones appear when dispatched even if no request is made. They tend to be more concerned with slights to their Deity than with the actions men do to one another. They are mentioned in the Testament of Levi in the Testament of the Twelve Patriarchs. The Princes are: Orifiel, Zaphkiel, Jophiel, and Raziel.

Frequency: Very rare
Number appearing: 1
Armor Class: -3
Move: 9/24
Hit Dice: 133 Hit Points
Number of Attacks Varies
Damage: Varies (see below)
Special Attacks: See below
Special Defenses: +2 or better to hit
Magic Resistance: 75%
Intelligence: Exceptional
Alignment: Lawful Good
Size: Varies

The Throne can assume the shape and powers of any other creature. The Angel has the full abilities of the creature whose shape it assumes. If the Throne assumes a humanoid shape, it has the abilities of whatever character class it chooses at the 15th level of ability.

The Thrones are relentless in their duty, and if defeated will retire for a year and then take up their pursuit again. They are vaguely reptilian in their natural form and there is a 50% chance that they will employ one offensive magic item when in human form.

Dominations

The Angels of this order are often seen appearing as Lords of great majesty holding an orb, sceptre, or both. Their duty is to regulate the Angels (fallen and true), and through them the Majesty of the Deity is manifested. They are referred to in Colossians 1:16 and Enoch 20:1. Should a Devil take too active a role on the material plane, one of the Dominations will return him to his rightful place. They also react to those who would put themselves forward as being a (false) god due to magical powers or abilities. The ruling Princes of Dominations are Zadkiel, Hashmal, Zacharael (Yahriel), and Muriel.

Frequency: Rare
Number appearing: 1
Armor Class: -2
Move: 9/24
Hit Dice: 88 Hit Points
Number of Attacks: 1
Damage: 5-60 (5d12 to subdue only)
Special Attacks: See below
Special Defenses: +2 or better to hit
Magic Resistance: 65%
Intelligence: Exceptional
Alignment: Lawful Good
Size: Large (12' tall)

When in conflict with a Devil, the Dominations will always attempt to force the Devil to return to Hell. They will drive the Devil forth, striking it with both hands until it subdues meekly, returning to its own plane.

When in conflict with other creatures, the Angels of this order will first attempt to overawe their opponent with the majesty of the power of their Deity (save vs. magic or be subdued), and if this fails they will use miracles to put the opponent in a position where it can do no damage while contemplating the error of its ways.

Angels of Dominations know the names of all creatures, and 40% of the time will have and employ a Brazen Bottle. They may also employ once per round any of the following miracles, Hold Person or Monster (save at -3), Dispel Magic, Plane Shift, Dispel Evil, Polymorph Others, Imprisonment, Flesh to Stone or Salt, and Spiritwrack.

(Turn to page 42)

GIANTS IN THE EARTH

CLASSIC HEROES FROM FICTION & LITERATURE

Lawrence Schick and Tom Moldvay

INTRODUCTION

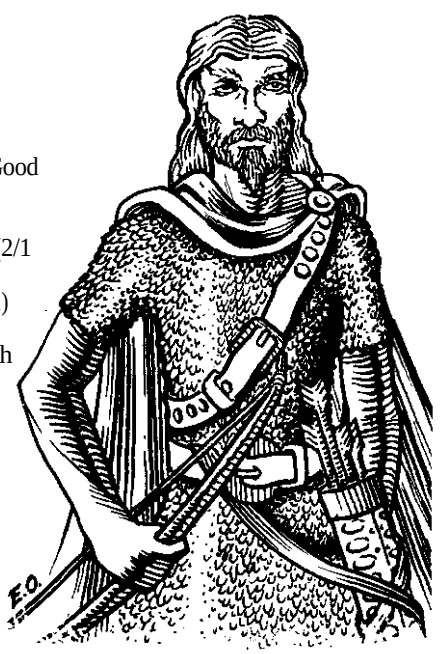
The purpose of this article is to add an element of novelty and unknown danger to the DM's high-level encounter table, and to give players a chance to actually meet up with heroes from their favorite fantasy books. The referee is advised to use these characters with discretion. They are a lot of fun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

Cecelia Holland's
MUIRTAGH THE BOWMAN
16th-level bard, 7th-level fighter, 5th-level thief

STRENGTH: 17
INTELLIGENCE: 14
WISDOM: 15
DEXTERITY: 18(00%)
CONSTITUTION: 13
CHARISMA: 15
ALIGNMENT: Chaotic Good
HIT POINTS: 83
ARMOR CLASS: -1
NO. OF ATTACKS: 3/2 (2/1 with box)
DAMAGE/ATTACK: 1-8 (+1) or 1-6 (+4)
HIT BONUS: +1 (+7 with bow)
MOVE: 9"
PSIONIC ABILITY: Nil
CHARM%: 66
LORE %: 65



Thieving Abilities

pick pockets	open locks	traps	hide in shadows	hear noise	climb walls	read languages
65%	62%	50%	48%	20%	90%	25%

Spells:

1st	2nd	3rd
Detect Magic	Barkskin	Call Lightning
Detect Snares & Pits	Fire Trap	Protection From Fire
Pass Without Trace	Feign Death	Water Breathing
Shillelagh		

4th	5th
Dispel Magic	Insect Plague
Hallucinatory Forest	Transmute Rock to Mud
Protection From Lightning	Wall of Fire

Muirtagh was an 11th-century Irish master bowman and harper. He was chief of clan O'Cuillinane, whose lands bordered Leinster and Meath, in the mountains near the river Liffy. Most of clan O'Cullinane was treacherously massacred by clan Mac Mahon in Muirtagh's father's time under a spurious truce arranged by Maelsechlainn, then High King of Ireland. The remnants of the O'Cullinane fled to the hills, where they remained for a generation.

Maelsechlainn lost the high Kingship to Brian Boru. When Muirtagh tied to patch up the blood feud by entreating Brian to intercede, the High King refused to meddle in the affairs of the two clan chiefs lest he be named the tyrant and lose all the chiefs loyalty. A dozen Mac Mahon ambushed and killed Muirtagh's brother Cearbhall the Danekiller (though not without heavy losses). Muirtagh chanced upon the party just after the murder and killed six of them with his arrows, taking advantage of the law against killing harpers. Having violated custom and law, Muirtagh passed on the chieftainship to his son and set out to further pursue his vengeance.

Muirtagh joined the Norse-Irish rebel army under Sigurd, Jarl of the Orkneys, Maelmordha, King of Leinster, and Brodir, King of the Isle of Man. He fought at the battle of Clontarf and was taken prisoner when the Viking-Leinster alliance was defeated. He was judged by Maelsechlainn and outlawed.

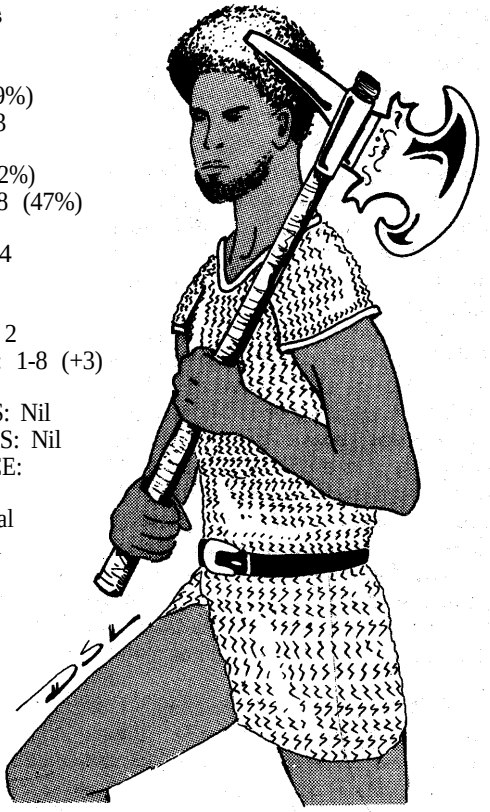
After composing sarcastic songs against Maelsechlainn and the Irish High Kings, Muirtagh traveled through the islands of the Hebrides and Irish Sea, learning ancient lore. He sought out the remotest areas of the Highlands and Welsh hills until he found the last of the druids and completed his bardic training.

With the knowledge he gained, Muirtagh opened a portal into a magical universe where he hopes to start his life afresh. He bears a Bow +1,12 +3 arrows, 12 +2 arrows and +l Chainmail.

Muirtagh is cynically inventive and apt to lampoon strangers whom he dislikes. He is loyal to his friends and vengeful toward his enemies. While his moods are often capricious, he admires individualism and detests and distrusts authority figures, particularly self-righteous Lawful characters and especially Paladins. He will tend to side with the underdog, the outlaw, and the outcast against organized authority in general and kingship in particular. He is something of an anarchist who refuses to be bound by any laws other than those of close personal ties of his own choice.

BIBLIOGRAPHY: *The Kings in Winter* (paperback, Pocket Books) by Cecelia Holland.

H. Rider Haggard's
UMSLOPOGAAS
15th-level fighter
STRENGTH: 18 (59%)
INTELLIGENCE: 13
WISDOM: 16
DEXTERITY: (18 (92%)
CONSTITUTION: 18 (47%)
CHARISMA: 16
ARMOR CLASS: -4
MOVE: 12"
HIT POINTS: 109
NO. OF ATTACKS: 2
DAMAGE/ATTACK: 1-8 (+3)
HIT BONUS: +4
SPECIAL ATTACKS: Nil
SPECIAL DEFENSES: Nil
MAGIC RESISTANCE: Standard
ALIGNMENT: Neutral
PSIONIC ABILITY: Nil



Umslopogaas is a descendent of Chaka, and was a prince and general among the Zulus until he was betrayed and framed by his favorite wife, who desired to improve her position. He slew all those who came to arrest him, and he killed his wife as well with one blow from his axe as he fled. A forced exile from Zululand, he became a wandering adventurer, traversing the Dark Continent, and sometimes. finding his way into even stranger places.

Umslopogaas always enjoys a good fight, especially if he can gain honor by aiding the braver or least advantaged side. The great Zulu warrior admires stoic bravery more than any other virtue, and if this is combined in a man with honor and dignity, Umslopogaas will always be proud to call such a man blood brother—or esteemed blood enemy. His loyalty to a comrade is unsurpassed. This is shown in part through his long association with the famous white explorer, Hunter Quatermain, who is well known for his discovery of King Solomon's Mines.

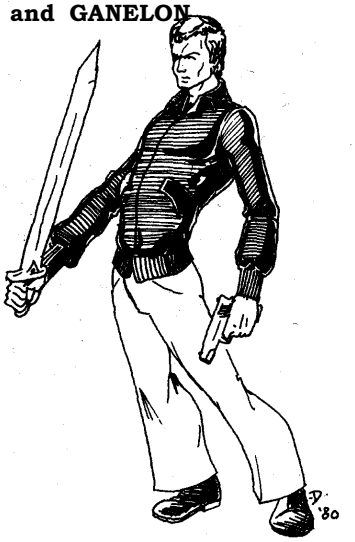
Umslopogaas is a very tall, slim, handsome and dignified Zulu. He has a short beard, and his skin is covered with scars from hundreds of battles. He wears a skin moocha, a thigh-length shirt of non-magical +2 chain mail (a gift from Quatermain), and carries a leather-covered shield. For a weapon, Umslopogaas wields mightly Inkosikaas (the Princess), a battle axe which he uses with a +2 bonus due to his many years of practice with it. The blade is backed by a long hollow spike, open at the end like a leather punch. There is another small opening at the base of the spike for the removal of material that may get caught therein during use. The three-foot helve of the axe is made of an incredibly tough and springy rhinoceros horn. The entire weapon is quite heavy, but Umslopogaas can whip it around with amazing speed, precision and force.

When not hard pressed in battle, Umslopogaas prefers to use the spike end of the weapon, "woodpecking" at his opponents with an almost scientific precision, attempting to kill each with a single perfect blow. However, when the fighting gets heavy, he doesn't hesitate to turn the weapon around and lay about him with great swipes of the mighty axe blade. Umslopogaas enjoys a good battle more than anything else in the world, but he is not fool enough to underestimate an opponent.

BIBLIOGRAPHY: *Allan Quatemain* (paperback published by Ballantine Books, also many other editioins from many other publishers) by H. Rider Haggard.

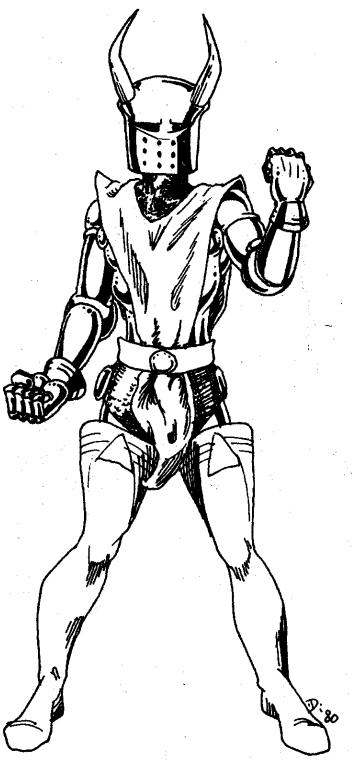
Henry Kuttner's
EDWARD BOND and GANELON

EDWARD BOND
9th-level fighter
STRENGTH: 17
INTELLIGENCE: 12
WISDOM 11
DEXTERITY: 16
CONSTITUTION: 15
CHARISMA: 17
ALIGNMENT: Lawful good
HIT POINTS: 19
ARMOR CLASS: 5 (flak jacket)
NO. OF ATTACKS: 3/2 or special
DAMAGE/ATTACK: Sword (+ 1) or special
HIT BONUS: + 1
MOVE 9"
PSIONIC ABILITY: Nil

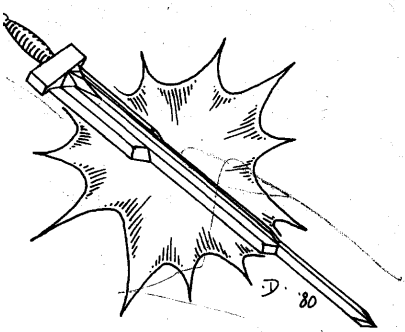


GANELON
25th-level fighter
STRENGTH: 18 (57%)
INTELLIGENCE: 19
WISDOM: 19
DEXTERITY: 18
CONSTITUTION: 19
CHARISMA: 19
ALIGNMENT: Chaotic evil
HIT POINTS: 134
ARMOR CLASS: -4
NO. OF ATTACKS: 2/1
DAMAGE/ATTACK: 1-8 (+7)
HIT BONUS: +2
MOVE: 12"
PSIONIC ABILITY: See below

Psionic Strength = 184
Psionic Ability = 368
Attack & Defense Modes = All
Psionic Disciplines:
Hypnosis—25th level
Detection of Magic—23rd level
Domination—21st level
Body Weaponry— 19th level
Energy Control— 17th level
Dimension Door—15th level



Sword of Llyr
Doubles Ganelon's Psionic Strength and Psionic Ability (368 & 736)
Extra Psionic Disciplines:
Invisibility—25th level
ESP—23rd level
Body Equilibrium—21st level
Expansion— 19th level
Mass Domination— 17th level
Teleportation—15th level



Edward Bond was a World War II pilot. Near the end of the war, while flying over the Sumatran jungle, he suddenly blacked out. He came to in the ruins of his plane with only slight injuries, but the beginning of a high fever and a raging illness. Friendly Bataks found and healed him. Before returning to civilization, he was warned by the local witch-doctor that something was searching for Edward Bond, something "From the Other World, the ghostlands," and advised him to hide and avoid all magic.

After the plane crash, Edward Bond began to have strange dreams, dreams about a sword, a golden window, and a group of figures standing around a fire, calling him. He was haunted by urgency, as if he had left some vital job unfinished. He was drawn to the study of magic only to find that he already had the knowledge buried in his subconscious mind.

A year and a half after the war ended, Edward Bond found one of his dreams coming true. He saw a wolf, a cowled figure, and a beautiful woman calling out from around a magical Need-fire. They were not calling his name, they were calling on Ganelon, yet something within him responded and Edward Bond was teleported into the Dark World, to the group around the fire.

The Dark World is a parallel world separated from Earth by a divergent probability. Far in the Dark Worlds past, Llyr evolved. Llyr was the first mutation with magical powers, whose birth split the two worlds. Llyr no longer resembles anything vaguely human; he had become an alien entity hidden behind his golden window, thinking thoughts no man could guess at The radiations from Llyr and the machines ¦ he ¦ built ¦ fostered ¦ further ¦ mutations ¦ with ¦ natural ¦ magical powers, even after he left the world for the shadowy place where he now exists.

The Coven, the council of magical mutants, ruled the Dark World for eons until extreme age coupled with a low birth rate decreased their number to five. The normal population rose in revolt and the Dark World became a battleground between the Coven and the rebels, who were forced into hiding in the forests.

Edward Bond and Ganelon are probability twins, the same person in divergent universes. They cannot occupy the same world at the same time. The rebels found this out and teleported Ganelon to Earth. Edward Bond took his place in the Dark World and rose to leadership of the rebel woodsmen. He was leading them to victory until the Coven managed to recall their leader, Ganelon.

Ganelon is sealed to Llyr. He leads the Coven because he is the only one capable of handling the Sword of Llyr, a crystal sword which can tap the power of Llyr from behind hi golden window.

The constant shifting of personalities between Edward Bond and Ganelon has resulted in an unstable situation. There is an equal chance that Edward Bond or Ganelon will be in the body they both share at any given time (check for possession every other turn or at DM's discretion).

If Edward Bond is in the body when first encountered, there is a 50% chance he will be carrying hi service automatic (8 shots per clip with 1-4 spare clips. Bullets do 1-10 pts. damage each, all 8 shots may be fired in a round) or 1-3 hand grenades (330 pts. damage each, no saving throw, area of effect the same as Fireball). If Ganelon is in the body, there is a 50% chance he will be carrying the Sword of Llyr, which doubles his psionic powers. If a change of personalities should occur, Edward Bond cannot handle the Sword of Llyr, and Ganelon does not know how to use the .45 automatic or hand grenades.

Whether he is encountered as Bond or Ganelon, he will attempt to persuade characters of a similar alignment to himself to join him and return with him to his plane to aid his cause, perhaps in return for aiding the character's purposes on this plane.

BIBLIOGRAPHY: *The Dark World* (out of print paperback, published by Ace Books) by Henry Kuttner.

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Tell them you saw it in The Dragon

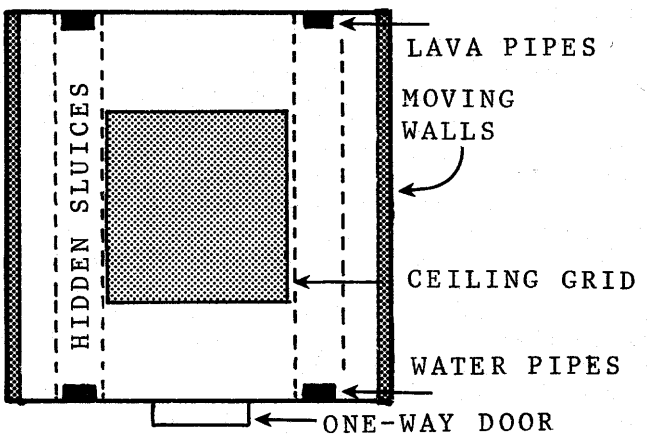
Dastardly Deeds & Devious Devices

Trap designers, take note: Devious doesn't always mean deadly.

Trap victims, pay heed: Sometimes a cool head is better than quick action.

Those are the lessons embodied in the Devious Device depicted below. It was submitted to The Dragon by reader M. Dodds of lslington, Ontario, Canada, who says, "I take no credit (or blame) for it It was suggested to me by someone whose name I can't remember."

A tip of The Dragon's derby to the unknown author of this cunning scenario.



The party enters a 20'x20'x20' room through the only entrance/exit in the middle of the south wall. On either side of the door are two one-foot-diameter pipes protruding about three inches out from the wall. Across from them on the north wall are two more identical pipes. There is a 10' square hole in the ceiling covered by a steel grid.

After the party enters, the door slams shut; it is (for the moment) a one-way door leading into the room. Suddenly and simultaneously, molten lava begins to flow out of the pipes on the north wall, and icy water pours out of the south pipes. Poison gas starts to seep through the grid, and the east and west walls begin to converge. This all happens in seconds, giving no time for spell-casting players to counter it. (The look on the players' faces at this point is worth the effort of using this trap.)

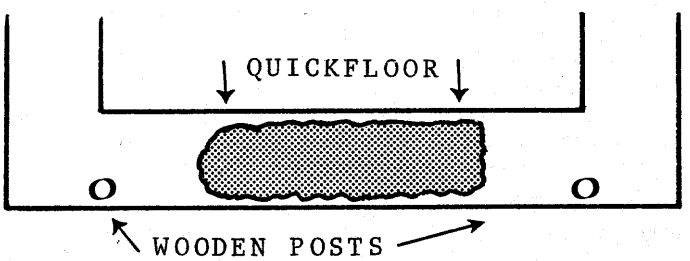
The lava and water flow into hidden sluices, avoiding the party entirely, and meet each other at the midpoint between the north and south walls. The water causes the lava to begin to harden, and the lava turns some of the water into steam, which disperses the poison gas. As the lava hardens into rock, it causes the walls to stop converging. When the walls stop moving, the door opens and the party is free to leave unharmed.

The only actual danger is a 15% chance per player that he/she will suffer a fatal heart attack, no saving throw allowed, before the trap deactivates itself.

But sometimes, the trap can be deadlier: One player, declaring that he wouldn't let "a lousy trap kill a 7th-level Ranger," took his own life with a short sword just after the lava started to flow.

Quickfloor

Stephen Zagieboylo



On the floor, almost covering the whole hallway, is a magical type of quicksand, or Quickfloor. Ten feet away from the edges of the Quick-floor on both sides are wooden posts (similar to the posts of a pier).

Anyone who falls in the Quickfloor will sink and drown in 4-7 rounds (3-6 rounds if wearing chainmail, 2-5 for plate mail). All rescue attempts (magical or otherwise) will be futile, except for throwing the person a rope and tying it to either wooden post This will always work if done in time.

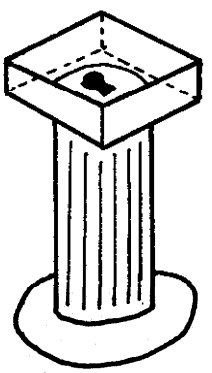
Each person in front of the marching order has at least a 40% chance of noticing the Quickfloor before falling in; halflings have a 60% chance.

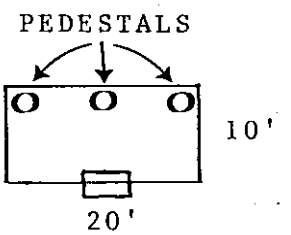
Any player may attempt to cross the floor without falling in, with the chance of doing so determined by dexterity: For Dex 3-5, chance of falling is 90%; for Dex 6-9, 75%; for Dex 10-13,50%; for Dex 14-16, 20%; for Dex 17 or higher, 10%.

A rope tied to both posts will form a magic bridge across the floor which is perfectly safe. However, anyone trapped in the quicksand when the bridge is formed will be instantly killed. Untying or cutting the rope on either side will make the bridge disappear.

Pedestal Room

Stephen Zagieboylo





Along the wall opposite the door are three pedestals. The bases are made of mithral and the tops are made of glass. Most things that touch the glass will disappear in a puff of black smoke. (Magical items are given a saving throw according to their powers. Parts of a live person's body, instead of disappearing, take 2-7 points of damage.)

If any pedestal is picked up and studied, a keyhole will be found on the bottom. (The key is a magic one and should be hidden somewhere else in the dungeon.) Note: Being made of mithral, the pedestals are very light and can be lifted by almost anyone; however, they will disappear forever if carried out of the room.

The left pedestal contains a Speed Potion and will open only if a Fighter or a Thief is holding the magic key.

The center pedestal contains a Staff of Healing and will open only if a Good Cleric is holding the key.

The right pedestal contains a Wand of Fear and will open only if a Magic-User is holding the key.

The AD&D National Player Rating System

Developed and tabulated by TSR Hobbies, Inc.

The Advanced Dungeons & Dragons National Player Rating System has been developed by TSR Hobbies, Inc., as a means of grading AD&D tournaments and the people who play in them. By using this framework, it is possible for players as far apart as New York and California (for instance) to be rated by a universal standard and get a concrete idea of how their abilities and achievements compare to one another's.

The rating system is explained below, and current rankings are noted for those who have played in any or all of the three Official Invitational AD&D Masters Tournaments. *The Dragon* and TSR Periodicals are presenting this description of the rating system as a service to *TD* readers and other players who may be interested in participating in it. Publication of this or any other material about this rating system (or any other rating system which may be developed in the future by another organization) does not necessarily imply that *TD* or TRSP approves of the precepts of such a system. Updates in the rating system and decisions on the status of tournaments will be made by TSR Hobbies, Inc. All questions or comments about the ratings should be addressed to Will Niebling, TSR Hobbies, Inc., P.O. Box 756, Lake Geneva WI 53147.

THE NATIONAL PLAYER RATING SYSTEM

Before a player can be rated, the tournament in which he/she played must be categorized to determine what multiplier (if any) will be used, according to the following arrangement:

Any tournament to be considered for inclusion in the ratings must be approved by TSR Hobbies for acceptable content, procedure and organization. If a tournament is approved *and* sponsored by TSR Hobbies, all points earned by players for their performance therein will be multiplied by two.

If the design of a tournament is controlled or closely supervised by TSR Hobbies, in addition to that tournament's being approved and sponsored by TSR Hobbies, players will receive a multiplier of three.

Tournaments approved, sponsored and completely designed by TSR Hobbies (such as the AD&D Invitational Masters Tournaments) will earn a multiplier of four.

On the chart used for determining points scored by players, there are divisions for the size of the tournament (number of players) and the finish of each player within the standings for that tournament. The chart can be used for tournaments for individual players, as well as tournaments which are played and scored on the basis of team performance.

For example, the winner of a single-player event involving 100 players would receive 14 points as a base. That figure could be altered upwards to 28,42 or 56 points (using the multipliers), depending on the status of the tournament

In a team tournament, the top player on the winning team would use the same column (on the far right) to determine his/her point total.

All other players finishing in the top five percent of a tournament's standings would receive points according to the schedule on the next column to the left. The same column applies, for team competition, to the top finisher from the runner-up team and all other members of the winning team, aside from that team's top finisher.

The third column from the right is used to award points for players who finished in the top 10 percent, and for other members of the runnerup team, aside from that team's top finisher.

Other divisions on the chart are for those who finished in the top 25 percent or the top 50 percent. No points are awarded for players who finish in the bottom half of a tournament's standings, or for players labeled as alternates, except for the Masters Tournaments, which comprise a special category of tournament unrelated to the size of the field.

CURRENT PLAYER RATINGS

On the next page is a list of ratings for all players who have been involved in one or more of the three Invitational AD&D Masters Tournaments. Those three tournaments are the only ones to date which have been "translated" into the AD&D National Player Rating System.

All point totals were tabulated by figuring a player's standing in the tournament (on a team or individual basis, depending on the event) and using the ×4 multiplier for tournaments approved, sponsored and designed by TSR Hobbies. "Most Recent Finish" indicates the date of the last tournament in which each player participated, 1/80 referring to the third Masters Tournament (which was concluded at Winter Fantasy on Jan. 5-6). and 8/79 referring to the second Masters Tournament (which was concluded at GenCon XII on Aug. 16-19).

AD&D NATIONAL PLAYER RATING SYSTEM
Points for tournament placings

Team tournaments →	Top 50%	Top 25%	Others on runnerup team	Top runner-up team member, others on winning team	Top player on best team
Individual tournaments →	Top 50%	Top 25%	Top 10%	Top 5%	champion
24 or less players	1	2	3	5	8
25-49 players	1½	3	4	6	10
50-99 players	2	4	5	7	12
100-249 players	3	5	6	8	14
250-499 players	4	6	8	10	16
500 or more players	5	8	10	15	20
AD&D Masters*	6	10	15	20	30

AD&D Masters entrants receive 1 point for finishing in the lower 50%; alternates for AD&D Masters Tournament who do not play receive ¼ point.

Tournament categories and multipliers

Player points x 4 for tournaments approved, sponsored and designed by TSR hobbies
Player points x 3 for tournaments approved and sponsored, with design controlled by TSR Hobbies
Player points x 2 for tournaments approved and sponsored by TSR Hobbies
Player points x 1 (no multiplier) for tournaments approved by TSR Hobbies

Current Player-Ratings

Name	Points	Most Recent Finish	Name	Points	Most Recent Finish
Bob Blake	164	1/80	Barry Eynon	24	1/80
Ralph Williams	124	1/80	J. Eric Holmes	24	8/79
Loren Wiseman	124	1/80	Harold Johnson	24	1/80
Kristine Batey	120	1/80	David LaForce	24	1/80
Robin Hostetter	120	8/79	John Murray	24	1/80
Len Lakofka	88	1/80	Charles Sagui	24	8/79
John Baillie	84	1/80	Joe Orlowski	8	1/80
Brian Price	84	1/80	Greg Rihn	8	1/80
John Harshman	68	1/80	Mike Mayeau	5	1/80
Gary Jaquet	68	1/80	Doug Blume	4	1/80
Bob Stiegel	68	1/80	Kevin Blume	4	1/80
Kathy Bullinger	64	1/80	Sharon Blume	4	1/80
Gary Peyre-Ferry	64	1/80	Dave Emigh	4	1/80
Lawrence Schick	64	1/80	Ernie Gygax	4	1/80
Bryan Bullinger	61	1/80	Paul Schwab	4	1/80
Kenneth Reek	60	1/80	Dave Sutherland	4	1/80
Al Hammack	52	1/80	Don Turnbull	4	1/80
Herb Petersen	48	1/80	Bob Waldbauer	4	1/80
Jim Ward	48	1/80	Jean Wells	4	1/80
Rob Kuntz	44	1/80	Tom Wham	4	1/80
Mark Mulkins	44	8/79	Tony Appleby	4	8/79
Todd Huettel	40	1/80	Bob Bledsaw	4	8/79
Mike Carr	40	1/80	Dave Griggs	4	8/79
Erol Otus	40	1/80	Tim Jones	4	8/79
Tim Cahoon	40	1/80	Joe Jungbluth	4	1/79
Jo LaForce	40	1/80	Steve Kingsley	4	8/79
Gary Gygax	32	1/80	Frank Krohn	4	1/79
Will Niebling	32	1/80	John Muse	4	8/79
Troy Conner	28	1/80	Mike Pautler	4	8/79
Bill Hoyer	28	1/80	Rob Pritschet	4	8/79
Jeff Leason	28	1/80	Jamie Smith	4	8/79
Tim Kask	28	1/80	Tom Towns	4	8/79
Henry Veldenz	25	1/80	Steve Zagieboylo	4	8/79
Dave Cook	24	1/80	Tom Zarbock	4	8/79

Masters III: The Search for The Armadillo Amulet

The 3rd *AD&D* Master Tournament *The Search for the Armadillo Amulet,* was held during the period of September to January, and the results became final at the Winter Fantasy convention held in Lake Geneva, Wis., on Jan. 5-6.

The tournament was a little different from most D&D tournaments. It was played as a one-on-one event; the contestants played individually in the scenario. Each player used an identical character and had access to a wide variety of magic items. Then, the player was sent on a mission to locate a strange object called the Armadillo Amulet, which was hidden in the castle of an Evil High Priest.

Scoring was handled in a unique manner. The scenario was set up so that the players had an unlimited choice of many magic items. Selection of many powerful items would theoretically make the character able to complete the mission easily, so, unbeknownst to the players, points were scored against them for the value of the magic items they selected. This had the effect of rewarding players who relied on their native abilities, and penalized those who relied on large amounts of magic to get through.

The scoring was handled in a negative manner, with the lowest score winning. In addition to receiving points for magic items selected, the players were given points for those items they failed to return intact, and they scored points for the amount of time they used. The players were then credited for any treasure they brought back. Of course, failure to find the Amulet was penalized heavily.

The scores of the players were as follows:

PLACE	NAME	SCORE
1	Kristine Batey, IL	40,891.7
2	Loren Wiseman, GDW	43,995.75
3	Ralph Williams, TSR	48,250
4	Kenneth Reek, TSR	77,494.75
5	Bryan Bullinger, W V	87,295
6	Todd Huettel, IL	96,600
7	Bob Blake, IN	97,700
8	Mike Carr, TSR	108,952
9	Erol Otus, TSR	116,100
10	Tim Cahoon, TSR	132,949.50
11	Bob Stiegel, WI	148,631
12	Gary Peyre-Ferry, PA	156,450
13	Jo LaForce, TSR	156,650
14	Dave Cook, TSR	163,597.50
15	Brian Price, WI	169,950
16	Henry Veldenz, IL	171,950
17	Kathy Bullinger, WV	175,258
18	John Murray, IL	178,942.5
19	Len Lakofka, IL	180,750
20	Barry Eynon, CA	186,339.95
21	Herb Petersen, WI	192,465
22	Gary "Jake" Jaquet, TSRP	195,345
23	David LaForce, TSR	203,897.50
24	Bill Hoyer, WI	209,548.75
25	Harold Johnson, TSR	234,600
26	Greg Rihn, WI	241,351
27	John Baillie, England	251,850
28	Tim Kask, TSRP	266,050
29	Jeff Leason, TSR	270,530
30	Lawrence Schick, TSR	285,950
31	Rob Kuntz, WI	289,550
32	Paul Schwab, WI	292,500
33	John Harshman, GDW	293,670
34	Sharon Blume, TSR	295,375
35	Don Turnbull, England	305,100
36	Troy Conner, MD	336,250
37	Kevin Blume, TSR	342,234.95
38	Dave Emigh, IL	347,900
39	Jim Ward, WI	347,950
40	Tom Wham, TSR	354,847.50
41	Douglas Blume, TSR	368,664
42	Dave Sutherland, TSR	374,093.90
43	Mike Mayeau, CA	415,400
44	Will Niebling, TSR	428,276
45	Al Hammack, TSR	451,880
46	Bob Waldbauer, TSR	455,800
47	Gary Gygax, TSR	478,525.605
48	Ernie Gygax, TSR	523,830
49	Joe Orlowski, TSR	585,500
50	Jean Wells, TSR	644,200

THE GREAT CANADIAN GAMES ADVENTURE

Friday May 16 from 6.30 pm through to 6.00 pm Monday May 19. Located at King Edward Ave., Ottawa, Ontario, on the Ottawa University campus. Our Guest of Honour will be Frank Chadwick of G.D.W.. The program shall include; tournaments, dealers, seminars, auctions, and films. Admission is $9.00 until March 31 and $12.00 after April 1. For more information phone Bruce Knight at 613-745-2073 or write to CANGAMES 80, 201-360 Dundas St., Vanier Ont., Canada K1L 7W7.

CANGAMES 80

Tell them you saw it in The Dragon

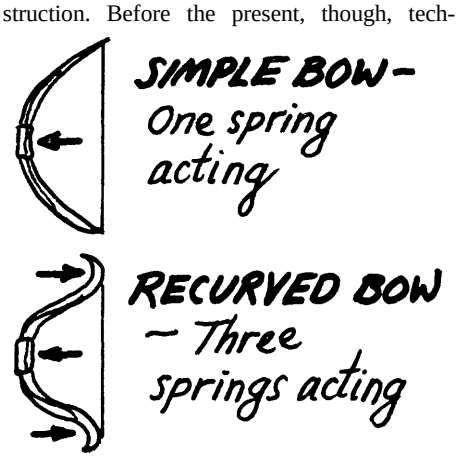
The Mystery of the Bow

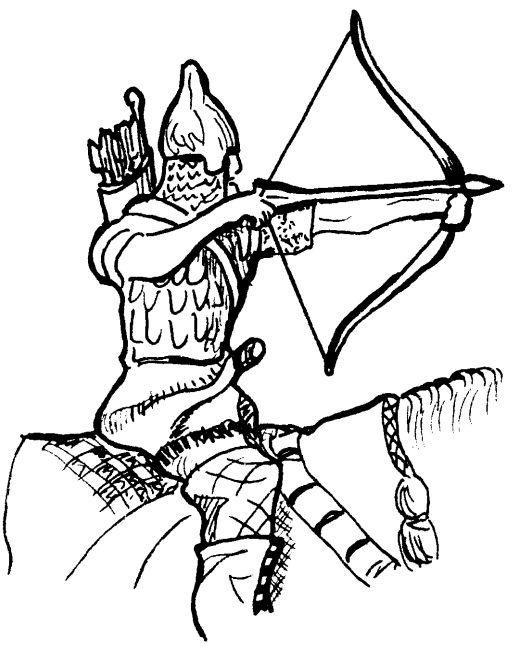
For accuracy and range together, the bow and arrow held preeminence on the battlefield for the entire ancient period, and continued right down to relatively modem times. Napoleon and his staff were attacked by a swarm of arrow-shooting Cossacks in the Russia of 1812, and the Sioux Dog Soldiers opposed modem weaponry with bows as late as 1908!

Until the advent of reliable light firearms, true bows were preeminent—the crossbow had too low a rate of fire to be a successful open field competitor, and could never be used in a running cavalry battle.

The bow is an ideal index to early culture and technology. Its sprung form, as well as its function, was universal. Limitations on classical bows were the strengths of materials and construction techniques used. A longer bow provided only slightly more power. Only after sinew and other materials were compounded with springy wood could maximum bow strength be reached and a superior recurved bow produced. Tougher materials and recurving allowed Mongol archers to shoot through field plate armor worn by Europeans in 1239.

Today, recurved hunting bows are made of spring steel or laminated specialty materials, and the limits of a bow's range and power depend on the strength of the huntsman rather than on the materials and construction. Before the present, though, technology limited bows, and the development of the bow is as fascinating in its own right as the more recent technological developments of long-range missiles.





Bow developments are not mysterious, though, and the mystery of the bow relates primarily to miniatures today, since bows are not used much anymore. The mystery derives from the physical use of the bow itself. You can shoot an arrow from either the right side or from the left. It is painfully obvious to anyone who thinks about it that any culture's individuals would fire from only one side, not both. Children would be taught by their fathers, and would never question the method. Peer pressure and ridicule would probably keep everyone from changing the way they shot

This obvious fact has not penetrated to the sculptors of miniature figures. For example, miniatures developed in England, such as Minifigs fine 25mm Assyrian archers (A), show the arrow being shot from the left. A miniature from the U.S., such as in Imrie Risley's beautiful 54mm Mounted Assyrian Archer (B), the arrow is being fired from the right side of the bow. So either Minifigs or IR is wrong.

This little squabble could be cleared up merely by some research into existing ancient sculptures and friezes or pictures of the same. The full mystery is not whether Minifigs or IR is wrong. It is *WHY* one culture shoots from the left and another from the right. If you could assemble left- and right-sided cultures into some sort of a pattern, you'd have an idea of the flow and predominance of cultures in ancient and prehistoric times. If you can find evidence that Incas fired from the left and Mohicans from the right, you'd have evidence of two distinct and possibly antagonistic cultures. Why do we Americans shoot right and the British left? Did we learn from the Indians, or was it a symbolic break with the Ring's archers sometime after 1776? And if the Incas shoot left, is their culture related to the British? Yo Ho, the mystery of the bow deepens! Off to the books, budding cultural anthropologists and ancient historians. The final answer awaits you alone, dear reader!

The History of Hothior

G. Arthur Rahman

Many parts of Minaria suffered Cataclysmic devastation. Hothior, on the contrary, owes its existence to the incredible upheavals of those decades. Prior to the Cataclysm, the city of Tadafat was called Bihestag, a thriving seaport of the Lloroi Empire. But the tipping of the planet warped the sea floor, raising up the silts and sands of the continental shelf, leaving ruined Bihestag far inland.

The Cataclysm created a warm, humid climate for proto-Hothior, but the exposed sea floor for a long time supported only the rankest weeds. Only a few wretched family groups could eke out a livelihood in a land so raw, and these subsisted mainly on shellfish and waterfowl at the ocean front.

Gradually the growth and death of vegetation enriched the land, while the streams carried mature soil from the north in time of flood. The new fertility allowed the beginnings of forests and grasslands. The first important people to benefit from this virgin wilderness were wandering Trolls, who had established themselves at Stone Face. But the Trolls were not a settling race, and only an occasional circle of stones from some old Trollish roasting pits are evidence of their occupation.

Outside proto-Hothior, men had fallen into deep barbarism. As they learned to survive in the new world of the post-Cataclysm, their population increased. Tribal war raged over planting and hunting grounds, and the smaller and less warlike peoples had to migrate to new territory. Thus a motley assortment of unrelated tribes gradually drifted into ancient Hothior. These men were more acquainted with village life and agriculture than were the Trolls and human hunter-gatherers. For several generations the tribes fought the Trolls and savages and each other, until they staked out more or less permanent tribal territories.

At this point, the latter seventh century after the Cataclysm, written history begins to fill out the vagueness of myth and conjecture. The first of these in both age and importance are the state archives of the trading city of Zefnar, whose merchants began to sail far afield to provide goods for the growing markets of the south. To their account is added that of the traders of Mivior, who arrived only slightly later, and the city-state of Plibba, which knew the proto-Hothiorians as raiders.

The Zefnarites called ancient Hothior "Soraskier," which meant "Barbaria." They exchanged civilized wares for furs, amber, honey, timber and slaves. They were the first to label Hothiorans as fools, mainly from the unfair trades they were able to foster upon them and their different customs. Particularly, the Zefnarites ridiculed the barbarians' goddess religion and the high status of their women.

The Soraskier tribe to benefit most directly from the visits of the Zefnarites were the Milkyatens. The merchants built a trading town in their territory at the head of Kartika Bay. From this town. called Rocazha, they acquired civilized goods and knowledge of sophisticated ways. They quickly achieved a superiority over their neighbors. Tribes that did not keep on good terms with the Milkyatens were denied access through their lands to the trading posts.

Exposure to foreign merchants and visitors acquainted the tribes, especially the Milkyatens, with new modes of warfare and social organization. The old religion could not accomodate the new ideas awakening in the people. Soon, goddess-worship declined in favor of the patriarchal system, on the Zefnarite model. The new father-god gave spiritual zeal to the growing ambitions of the Milkyatens.

Eventually the Zefnarites fell out with the Milkyatens, who were becoming too wise for their unfair bargaining. Furthermore. they resented Milkyaten interference in Soraskierian trade. When they brought in Zefnarite soldiers to force more respect out of the obdurate tribesmen, the Milkyatens seethed in anger.

Envious of Zefnarite trade, the Miviorians came to the Milkyaten's aid. Provided with Miviotian arms and advice, they stormed into Rocazha and expelled the Zefnarite garrison. Yakami, the chief of the Milkyatens, proclaimed himself king, adopted Rocazha as his capital, and renamed it Port Lork. Lork was the father-god, who. he claimed. presented him with the ruby crown he donned at his coronation. This crown became the symbol of the Hothiorian kingship.

Mivior became the major trading partner of the Milkyatens, while the Zefnarites founded a new town in Soraskier farther east. This settlement later became Castle Lapspell.

The founding of Hothior proper is attributed to Orenburt the Wise. By means of some force and much skillful diplomacy, Orenburt managed to gather his neighbors into a vast confederacy. From this union Hothior was born. The name translates (from Miviorian, the language of tribal diplomacy at this point) as "Great Confederacy" (Hoth = Confederacy; Ior = Great).

Orenburt's reign was successful in foreign matters too, making good Hothior's claims to extensive territories. To watch the northern wastes, Orenburt built a fortress on the ruins of Bihestag, called Tadafat. But as king, Orenburt's authority was largely personal; the country as yet had scarcely accepted the kingship as an institution. Political development took the line of local privileges which were gradually acquired by an aristocracy of nobles and priests. Against these, Orenburt's heirs had to contend, and the struggles between the aristocracy and the kingship form the central point of Hothiorian politics.

By the early tenth century, internal strife is all the chroniclers had to record. Yet, despite the disorganized condition of the kingdom, the Hothiorians rendered northern Minaria a signal service by holding a dangerous invasion at bay.

A nomadic people called the Wisnyo burst upon southwestern Minaria, conquering even mighty Zefnar. In his old age, Simir Raviev, their chieftain, turned his aggressions against Hothior. Craftily evading the army waiting to oppose him at the River Deep, he used the vessels of the Zefnarite navy to land his troops at Castle Lapspell—still a Zefnarite colony. The Hothiorian army was caught on the flank and destroyed at the Battle of Standing Stone. The Wisnyos swiftly captured and burned Port Lork, while spreading their dominance over most of the kingdom.

Fortunately, the Hothiorians still held out in Tadafat. In the following spring, revolts called Simir Raviev south. His chieftains stationed in the north, hampered by the humid climate, failed to bring the matter to a decision. The Wisnyo will to expand ended with the death of Simir Raviev the following year, and the frontier settled down in the area south of Tadafat.

The second generation of Wisnyo warriors, softened by civilized luxury, began to lose ground to the Hothiorians. Their chieftains quarreled and Simir Raviev's son, a lazy voluptuary, supplied no strong hand. In a remarkably short time, the Hothiorian counterattack became a victorious march, ending in the conquest of Castle Lapspell.

The Hothiorian kingship emerged with renewed prestige. A great hour seemed to await the nation, when all of the sweetness of victory was swept aside.

In the mid-tenth century, Minaria suffered one of the most terrible disasters since the Cataclysm: An invasion by monsters called "the abominations of the land and the horrors of the air." The few surviving contemporary accounts shun any detailed description, but the creatures were unlike the ogres, dragons and sea serpents that roam naturally about Minaria. They struck Mivior first, but erupted into Hothior on the peninsula at the mouth of Kartika Bay, since then called "Cape Horror." They rapidly overwhelmed Port Lork and Castle Lapspell, still damaged from the recent war. Veteran armies broke and ran, leaving the countryside to unimaginable devastation.

The monsters may have been amphibious, for they largely remained in the vicinity of the sea and rivers, which meant that Hothior's choice land was overrun. Despairing that even Tadafat would hold, the king, Urashim, fled with his family across the Wet Lands, seeking the Miviorian town of Addat. While crossing the marshes on a raft, Urashim was attacked by "abominations." The king drowned, although his children escaped to report the details of the tragedy, not the least of which was the disappearance of Yakami's ruby crown into the swamp.

Soon even Tadafat was abandoned. What had been a civilized

A detail from a mural illustrates a patriotic vision of the armies of Hothior defeating a troop of Wysnio invaders

nation overnight plunged back to the level of the early post-Cataclysm. Unable to plant and harvest, subject to attack in broad daylight, the population decreased rapidly. For the next generation only hunger could drive the terrorized family clans out of their hiding places. The art of government and writing was all but forgotten. The Lay of Dyer recounts these years, but for all its heroic wording, it cannot disguise the prevailing desperation.

This rock painting may be an eyewitness depiction of at least one type of 'Abomination.' The inscription under the illustration translates 'This is what chased me.'

Years passed. Suddenly the Hothiorians sensed that the monsters were decreasing in number. At long last, days might pass before hunters sighted even one.

After the trauma of the "abominations," the Hothiorians picked themselves up very slowly. Tribal conflicts reasserted themselves and chieftains quarreled over the kingship, the Yakamite line being extinct. A legend grew up that the gods would choose the next king, and that he would be the man who recovered the ruby crown from the marshes. Yet, while disputes prevailed in Hothior, another invasion penetrated the unhappy land. The Muetarians had completed their conquest of Kalruna-Sasir and were eager to subjugate "Barbaria."

The Muetarians seized all the lands east of the Ebbing. They conducted themselves with unbearable arrogance, believing that the tribes of Hothior were stupid savages fit only for the commonest labor. The Hothiorians, toughened by the events of the recent past, responded with stubborn partisan warfare.

The epic poem Mandorai tells the story of Walkort of Mandora, who went seeking the lost crown of Yakami. A character in the poem describes its hiding place:

The crown-fabled pool with old blind fish filled
Is stagnant amid the reeds centuries old.
Under a low sky with thunder rolling
There Trolls cast torchlight upon blackened mold.
Sinister and deep, the pool is revealed
By the fearful sound of croaking only,
Made by sluggish frogs. The moon emerges
And observes its own face, strange and lonely,
A death's head lightedfrom within itself.
On the still, murky waters reflected
One red ruby eye in the old moon's skull
Awaits the king that Fate has selected.

History records that Walkort returned to the tribes with what seemed to be the crown of Yakami on his brow, thereby founding the Mandora Dynasty. The free lands beyond the Ebbing rose united and lent aid to the partisans in the occupied area. Muetar vengefully launched a major invasion of the west. Walkort skillfully decoyed the mailed knights into the dense woods near Port Lork and ambushed them. Only a few escaped back across the River Flood Water in what is called Muetar's greatest military disaster. Bereft of soldiery, the Muetarian colonizers fled back to their own country. Hothior had been reborn as a nation.

Even a hero such as Walkort could not suppress aristocratic pretensions. He could do little more than institutionalize the problem by forming a diet of lords and a limited monarchy. No royal enactment passed without the unanimous consent of the diet. If the kingdom required an unpopular measure to be taken or the monarch failed to manipulate opinion skillfully, Hothior would fall into paralysis.

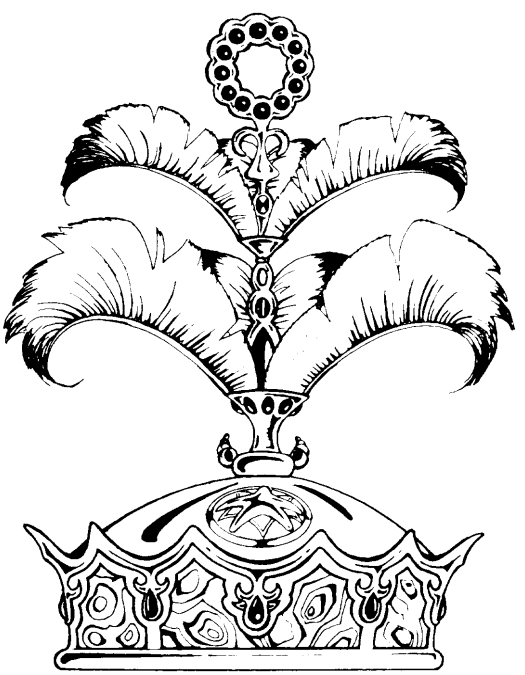
Despite the unwieldy government, prosperity grew. The most talented people turned away from agriculture on the poor sea sands of the country and entered trading. Hothiotians built their own ships for the first time and vied with foreign merchants in the important market towns, such as Castle Lapspell. The royal family established vast horsehide tanneries as a state monopoly, enriching themselves and the exchequer. At times Hothiorian soldiers adventured in foreign lands. such as when Muetar fell into chaos and they avenged the old wrong by sacking Plibba.

But prosperity only incited the nobility to greater irresponsibility. In a time of governmental stalemate, an invasion came out of Elfland. The Elves seemed bent on eliminating all life from northern Minaria. Augmenting their modest armies with frightful spells and magic devices, they sacked Tadafat and advanced south. Fortunately, an alliance of northern kingdoms turned back the invaders, pillaging the Elven capital of Ider Bolis.

Melwert, the Hothiorian king of those times, saw his victory as an opportunity to expand royal power. Many important aristocrats had died in the war; many more had fled to his protection in Port Lork. Taking advantage of their temporary weakness, Melwert ennobled many members of the merchant class and gave them seats on the diet. Winning their votes by measures enhancing trade, he secured a legal reduction of the power of the diet. Old-blood nobles rebelled, but with merchant class help, Melwert vanquished the rebels and confiscated their lands.

After a wise and lengthy reign, Melwert passed a strong county over to his noble son Boarhort.

Next: The History of Immer



The Ruby Crown of the Hothiorian kings

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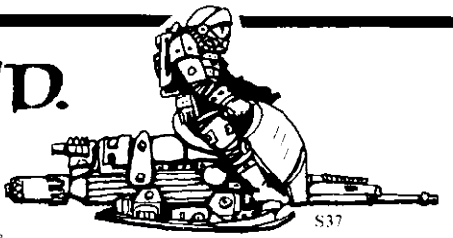

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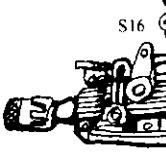

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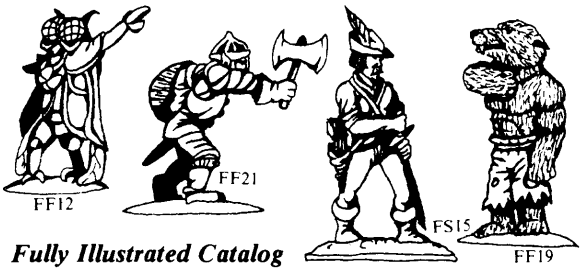

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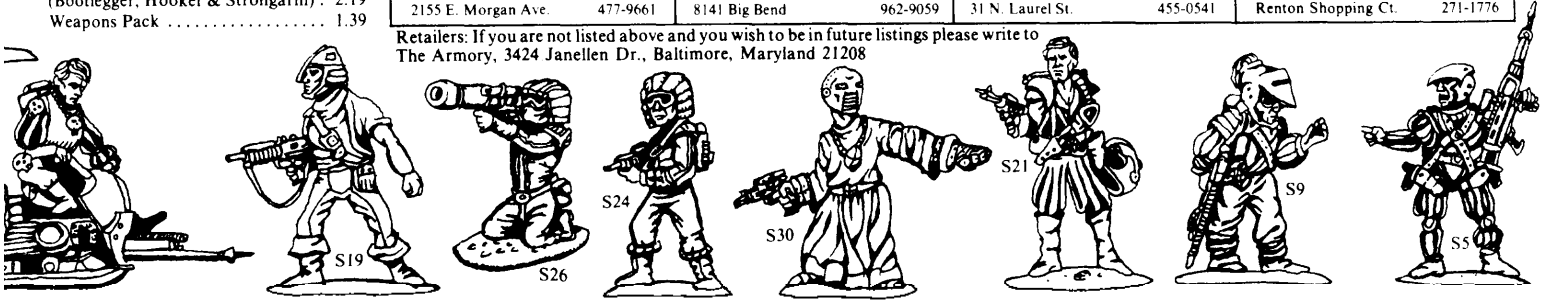


Monster Manual

(From page 4)

Addition 17A:

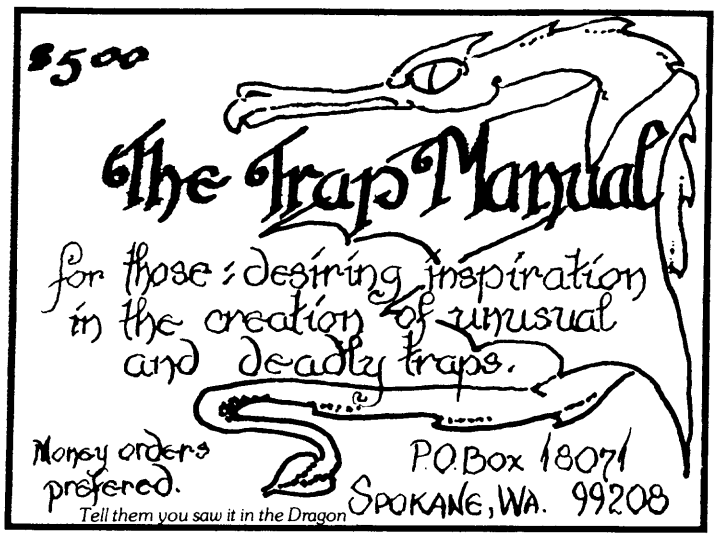
Demon, Orcus: The information about his tail should read, "Additionally his tail has a virulent poison sting (-4 on all saving throws against poison), and his tail strikes with an 18 dexterity which does 2-8 hit points each time it hits."

Correction 18A:

Demon, Succubus: ARMOR CLASS should be 0.

Addition 188:

Demon, Type I: The name (Vrock) should be placed after Type I.



Addition 18C:

Demon, Type II: The name (Hezrou) should follow Type II.

Addition 18D:

Demon, Type III: The name (Glabrezu) should follow Type III. The DAMAGE/ATTACK should read 2-12/2-12/1-3/1-3/2-5.

Correction 19A:

Demon, Type IV: The ARMOR CLASS should be -1. The sentence concerning special abilities should read, "They have these other abilities which can be employed one per melee round . . . "

Correction 19B:

Demon, Type V: The ARMOR CLASS should be -7/-5.

Correction 19C:

Demon, Type VI: The ARMOR CLASS should read -2.

Correction 2 1 A:

Devil, Boalzebul: **NO. OF** ATTACKS: 1 bite
DAMAGE/ATTACK: 2-12 + poison.

Correction 22A:

Devil, Geryon: SPECIAL DEFENSES: + 2 or better *weapon to hit.*

Correction 228:

Devil, Horned: ARMOR CLASS: -5
HIT DICE: 5 + 5
SPECIAL DEFENSES: + 1 or *better weapon to hit.*

Correction 22C:

Devil, Ice: ARMOR CLASS: -4
SPECIAL DEFENSES: + 2 or *better weapon to hit.*

Correction 23A:

Devil, Pit Fiend: ARMOR CLASS: -3
SPECIAL DEFENSES: + 2 or better weapon to hit.

Correction 25A:

Dinosaur, Ceratoraurus: INTELLIGENCE: Non-
ALIGNMENT: Neutral

Correction 27A:

Dinosaur, Stegosaurus: ARMOR CLASS: 2/5.

Correction 278:

Dinosaur, Teratosaurus: NO. OF ATTACKS: 3
DAMAGE/ATTACK: 1-3/1-3/3-18

Correction 28A:

Dinosaur, Triceratops: DAMAGE/ATTACK: 1-8/1-12/1-12

Correction 288:

Displacer Beast: DAMAGE/ATTACK: 2-8/2-8

Correction 29A:

Dragon: The second sentence of the introduction should read, "Two sorts of dragons (the Chromatic Dragon and the Platinum Dragon) are singular individuals, and there are no others of their type."

Correction 32A:

Dragon, Chromatic: DAMAGE/ATTACK: 2-16/3-18/2-20/3-24/3-30/1-6

In the 3rd paragraph, the second sentence should be changed to say, "If her body takes more than 48 points of damage she is dispelled to her own plane of Hell (or slain if fought in Hell) just as any other devil."

Correction 33A:

Dragon, Gold: The description of attack modes should read, "The attack of a gold dragon can be a claw/claw/bite routine or one of two breath weapons — fire in a 9" X 3" cone, or chlorine gas in a 5" × 4" × 3" cloud."

Correction 36A:

Eagle, Giant: The last sentence should read, "They can carry up to 2000 gold pieces at half speed."

Correction 39A:

Elf: Strike the asterisk and footnote found in the statistics so that the following listings read, "PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil."

Correction 40A:

Ettin: DAMAGE/ATTACK: 2-16/3-18.

Correction 41 A:

Frog, Giant: SIZE: S to M (6').

Correction 41B:

Frog, Killer: HIT DICE: 1 + 4.

Correction 44A:

Giant: The sentence about giant strength found in the introduction should read, "Ail giants are very strong, with strengths ranging from 19 to 24 as compared to humans."

Correction 44B:

Giant, Cloud: ARMOR CLASS: 2.

Correction 44C:

Giant, Fire: ARMOR CLASS: 3.

Correction 45A:

Giant, Stone: ARMOR CLASS: 0.

Correction 45B:

Giant, Storm: ARMOR CLASS: 1.

Correction 46A:

Gnome: HIT DICE: 1.

Addition 47A:

Goblin: TREASURE IN LAIR: C.

Correction 478:

Golem, Clay: The sentence concerning the spells required should read, "It requires a resurrection spell, an *animate objects* spell, a commune spell, a prayer spell, and a bless spell."

Correction 48A:

Golem, Flesh: MOVE: 9".

Correction 49A:

Gray Ooze: The final sentence should read, "After loosing its psionic attack the gray ooze can be psionically attacked."

Correction 51A:

Hell Hound: DAMAGE/ATTACK: 1-10.

Correction 54A:

Intellect Devourer: HIT DICE: 6 + 6

Correction 55A:

Ixitxachitl: The description of leaders should read, "If more than 50 are encountered there will be these additional ixitxachitl with the group: a leader with 8th level clerical spell ability and quadruple normal hit dice, two guards with 6th level clerical spell ability and triple normal hit dice."

Correction 60A:

Leopard: SPECIAL ATTACKS: Rear claws for 1-4/1-4
SPECIAL DEFENSES: Surprised only on a 1
MAGIC RESISTANCE: Standard.

Correction 62A:

lurker Above: The sentence describing the monster's special attacks should read, "This constriction causes 1-6 points of damage per round, and the victims will smother in 2-5 rounds in any event unless they kill the lurker' and break free."

Correction 63A:

Wererat: SIZE: S-M

Correction 73A:

Naga, Spirit: In the section describing the spirit naga, the sentence describing its magical attack should read, "In addition to a poisonous bite for 1-3 hit points damage, these monsters can permanently charm (as a charm spell) any humanoid creature that meets the gaze of these monsters unless a saving throw vs. paralyzation is made."

Correction 75A:

Ogre: The sentence describing leaders should read, "If 11 or more ogres are encountered, there will be one who is a leader (armor class 3, 30-33 hit points, attacking as a 7 hit dice creature and from 2-12 hit points damage/attack)."

Correction 76A:

Orc: DAMAGE/ATTACK: 1-8 or by weapon type

Fourth paragraph (orc lairs are underground . . . etc.), third sentence should read, "A chief and 5-30 bodyguards (AC 4, 13-16 hit points, attack as monsters with 3 hit dice)."

Correction 78A:

Piercer: MAGIC RESISTANCE: Standard.

Correction 79A:

Portuguese Man-O-War: MAGIC RESISTANCE: Standard.

Correction 83A:

Roper: In the section describing the roper's special attacks, the sentence giving the chances for breaking free should read, "The chance for breaking a strand is the same as opening a door, but every round the roper will drag its victim 10' closer."

Correction 838:

Rust Monster: NO. OF ATTACKS: 2
DAMAGE/ATTACK is still Nil. This monster eats only metal objects, it will not physically harm an adventurer.

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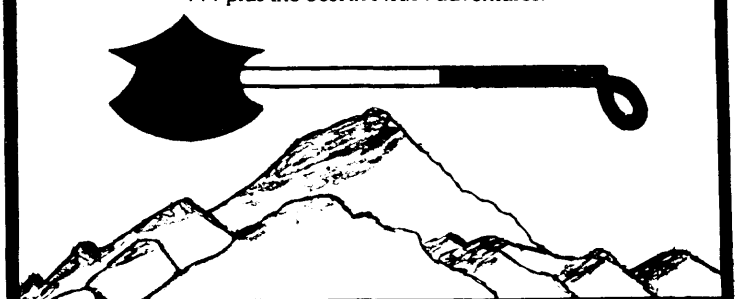

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Correction 92A:

Stirge: The first sentence of the second paragraph should read, **"** Stirges attack as if they were creatures of 4 hit dice rather than 1 + 1."

Correction 94A:

Titan: MOVE: 21" or 15"

The larger titans move slower than the lesser ones.

Correction 95A:

Toad, Giant: MOVE: 6" + 6" hop

Correction 95B:

Toad, Poisonous: MOVE: 6" + 6" hop

Correction 97A:

Troll: DAMAGE/ATTACK: 5-8/5-8/2-12

The explanation of regeneration in the second paragraph should read, "Regeneration repairs damage at 3 hit points per round; this regeneration Includes the rebonding of severed members."

Correction 98A:

Umber Hulk: HIT DICE: 8 + 8

Correction 99A:

Vampire: In the seventh paragraph describing how a vampire may be slain, the third sentence should read, "The vampire loses one-third of its hit points per round of immersion."

Correction 100A:

Wight: In the second paragraph, cross out the portion of the third sentence that reads, "Plus the hit die for the level drained." The sentence should read, "The creature so hit, loses both the hit points of damage scored (1-4), plus a level of ability, i.e. a 9th level character struck by a wight becomes 8th level."

Correction 101A:

Wolf, Dire: SIZE: M (I)

Correction 102A:

Wraith: Cross out, "% IN DICE: 5 + 3."

Correction 102B:

Xorn: NO. OF ATTACKS: 4.

Correction 103A:

Yeti: The second paragraph, last sentence, should read, "For each level above first add 5% chance of spotting a Yeti at normal distance, i.e. a 2nd level character has a 5% chance of spotting one."

Player's Handbook

(From page 4)

Correction 49A

Cure Critical Wounds: The following sentence should say, "Its reverse, cause *critical wounds,* operates in the same fashion as other *cause wounds* spells, requiring a successful touch to inflict the 6-27 hit points of damage."

Correction 58A

Water Breathing: The components should say "Components: V, S."

Correction 73A

Explosive Runes: Saving throw should be altered to say, "Saving Throw: None or ½."

Addition 87A

Delayed Blast Fire Ball: Add to the components so it reads, "Components: V, S, M."

Correction 120A

The Outer Planes: Number 21 should read, "The furnaces of Gehenna of evil lawful neutrals."

NEW COPY —

CHARACTER RACE TABLE Ill: ABILITY SCORE MINIMUMS AND MAXIMUMS

The limitations given for races on the Ability Score Table are intended to apply to the entire race, not lust player characters. Therefore, several inconsistencies between the maximum scores and the player character racial adjustments are not mistakes. For example, although player character elves have a -1 on their constitution, the racial maximum for constitution of elves is 18. This is because, as explained in the **Dungeon Master's Guide,** exceptional non-player elves may have a constitution of 18. Likewise, although it is impossible for a player character halfling to roll the maximum 19 constitution, a non-player halfling could, due to the bonus received on constitution for NPC halflings in the DMG.

DM Guide

(From page 5)

tongue which every apprentice learns from his or her mentor. This arcane and difficult language is common to all phantasmal magics, and is necessary for illusionistic conjuring. When an Illusionist gains read magic at the 14th level (along with several other 1st level magic-user spells), this merely allows him or her to utilize magic-user scrolls that contain spells different from those on the illusionists' list

When a 1st level illusionist receives his first level spell book from his master, it contains only three spells *(read magic* being unnessary). The DM should require the player's character to roll a d12 on the table of 1st level illusionist spells, rolling three times and ignoring any rolls that result in duplication. If a DM feels his or her campaign is unusually difficult, he or she may allow the player to choose one or even two of these initial spells.

Page 52: Fly spell.

The first sentence in this paragraph should read:

Fly spell: Utilizing a fly spell takes as much concentration as walking, so most spells could be cast while flying, either while hovering or moving slowly (3" or less).

Page 61: Surprise.

Replace the last paragraph with the following:

Assume the party of characters comes upon a monster. They have 2 of 6 chances to surprise, and the monster also has 2 in 6. A six-sided die is rolled for the party, another for the monster. Both sides could be surprised, or either could be surprised. This is shown on the table below:

Page 62: Surprise Table

Replace the first table with the following:

Party's Die	Monster's Die	Surprise Effect
3 to 6	3 to 6	none
1	1	both surprised
2	2	both surprised
1or2	3to6	party surprised
3 to 6	1or2	monster surprised
1	2	party surprised
2	1	monster surprised

Page 71: Example of Melee.

Replace the 4th and 5th paragraphs with the following:

Party A immediately recognizes party B as a group of "evil marauders" they were warned against and moves to attack. First, Arlanni the thief, who had her sling ready (as the player had stated previous to the encounter), fires a shot at Blastum, who is obviously a magic-user. A sling bullet gains +3 "to hit" vs. no armor. Arlanni would usually need an 11 to hit, but now needs only an 8. She rolls a 5, and misses.

Aggro the fighter rushes forward to attack the nearest opponent, who happens to be Balto, the monk. Balto is wearing no armor, so Aggro needs a base 8 to hit Balto. However, Aggro is using a + 1 hand axe, and furthermore an axe is + 1 to hit vs. no armor, so Aggro's adjusted amount needed to hit is only 6 (or, alternately, the cumulative +2 could be added to whatever he rolls to Improve his chances of rolling an 8 or better). Aggro rolls a 14 and hits Balto, but only 1 point of damage is rolled, plus a 1 point bonus from the magic axe (2 points total), and Balto can take 4.

The second sentence in the 8th paragraph should read:

Balto attacks Aggro (who is in AC 2) with his staff.

The third sentence in the 11th paragraph should read:

Arkayn needs a base 17 to hit AC 1, but using a mace vs. AC type 3 gives him a + 1 armor class adjustment, so he really only needs a 16 or better He rolls a 7 and misses.

Page 73: Opponent With Weapons Used Normally.

Replace this paragraph with the following:

Opponents With Weapons Used Normally: If the opponent of a grappling, pummeling or overbearing attack has a weapon, the opponent will always strike first unless the attacker has surprise. Any weapon hit does NO damage, but it does indicate that the attacker trying to grapple, pummel or overbear has been fended or driven off, and the attack is unsuccessful. The weapon-wielder then has the opportunity to strike at the weaponless one "for real", if he or she so chooses. Surprised opponents with weapons have no chance for a fending-off strike, unless the attacker must use all surprise segments to close to grapple, pummel, or overbear.

Page 74: I.B. ATTACK MATRIX FOR FIGHTERS, PALADINS, RANGERS, BARDS, AND 0 LEVEL HALFLINGS AND HUMANS*.

The *Note* below the table should read:

*Note: Half-elves use the attack matrix as elves do, while non-player character half-orcs use the attack matrix for monsters. Dwarves, elves and gnomes are never lower than 1st level (unlike halflings and humans, which may be of 0 level). Bards fight at their highest level of fighter experience.

Page 116: Poison.

This paragraph should read:

Poison: Only assassins of 9th or higher level may concoct "potions" of poison — or any other sort of poison, for that matter. Refer to the section on assassins for details of special forms of poison. No laboratory or alchemist is needed, but cost and time are found as if a normal potion was being prepared.

Page 117: Manufacture of Scrolls.

The table in the 5th paragraph should read, in part:

velium, per sheet	8 g.p. and up	-5% chance of failure

Page 118: Fabrication Of Other Magic Items.

Insert the following section lust before the section entitled **Fabrication Of Magic Items By Charmed Or Enslaved Magic-Users:**

Fabrication Of Magic Items By Illusionists:

Though different spells are employed, the process of fabrication of magic items which Illusionists use is not really very different from that used by magic-users. It is almost exactly similar as regards costs in both time and money. Some processes are also nearly identical, such as the making of scrolls, which may be done at the 7th level and up.

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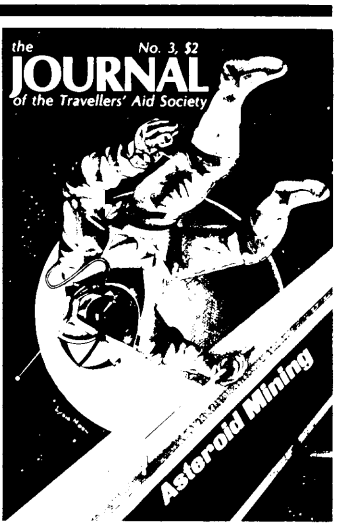

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At the 11th level illusionists may be able to create one-shot or charged magic Items, things without a permanent dweomer, such as potions or a wand of illusion, for example. Such items are really merely storehouses of magical energy which can be released in various ways. Like any other spell-caster, the illusionist must fashion the item out of rare and expensive materials, but instead of using enchant on item to prepare the item to receive its enchantment, the illusionist uses major creation to subtly alter its structure in a magical direction so that it con receive and retain the necessary spells. During the next 16 hours after casting the major creation, the illustonist instills the primary initial dweomers into the item, and if his concentration is interrupted even once during this period, the item instantly fades and forever disappears, like an illusion that has been dispelled.

Beginning at 14th level an illusionist may attempt to make items with a truly permanent dweomer, such as a + 1 dagger or a *ring of protection,* for example. This entoils a similar process to the one described above. The crucial difference is that after a major creation spell has been used to adjust the material object, an alter reality must be cast to fix it permanently in place and make it able to contain a permanent magic. Thus, with a great expense in time, money and preparation, major creation, alter reality and *true sight* spells, and an unflawed gem worth not less than 10,000 g.p., an illusionist might be able to create a *gem of seeing.*

The basic thing to remember if details ore in question is that illusionists are a sub-class of magic-users, and except for what has been outlined above, what applies to magic-users applies to illusionists as well.

Page 123: TABLE (III.E.) 2.

This table should read, in part:

86-91	*Dust of Disappearance*	2,000	8,000
92	Dust of Sneezing and Choking	—	1,000

Page 125: POTIONS (III.A.)

The second paragraph should read:

Unless otherwise stated, the effects of a potion will last for 4 complete turns plus 1-4 additional turns (d4). If half of a potion is quaffed, the effects will last one-half as long in some cases. Potions take effect 2-5 segments **after** they are imbibed

Page 134: Staff of Striking.

Replace this paragraph with the following:

Staff of Striking: This oaken staff is the equivalent of a +3 magic weapon. (If weapon vs. armor type adjustment is mode, the *staff of striking* is always treated as the most favorable weapon type vs. any armor.) It causes 4-9 (d6+3) points of damage when a hit is scored. This expends a charge. If 2 charges are expended, bonus damage is doubled (d6+6); if 3 charges are expended, bonus damage is tripled (d6+9). No more than 3 charges con be expended per strike. The staff can be recharged.

Page 145: Girdle of Giant Strength.

The **Rock Hurling** table should read as follows:

		Rock Hurling			
Type	Weight Allowance	Range	Base Damage	Rock wt.**	Bend Bars/ lift Gates
Hill	+ 4,500	8 "	1-6	140	50%
Stone	+ 5,000	16"	1-12	198	60%
Frost	+6,000	10"	1-8	156	70%
Fire	+ 7,500	12"	1-8	170	80%
Cloud	+9,000	14"	1-10	184	90%
Storm	+ 12,000	16"	1-12	212	100%

Page 149: Jewel of Flawlessness.

This paragraph should read as follows:

Jewel of Flawlessness: This magical gem appears to be a very fine stone of some sort, but if magic is detected for, its dweomer will be noted. When a *jewel of flawlessness* is placed with other gems, it increases the likelihood of their being more valuable by 100%, i.e., the chance for each stone going up in value increases from 1 in 10 to 2 in 10. The *jewel* has from 10-100 facets, and whenever a gem increases in value because of the magic of the jewel of flawlessness (a roll of 2 on d10), 1 of these facets disappears. When all ore gone, the jewel is a spherical stone of no value.

Page 167: Table 3.: Sword Primary Abilities.

This table should read:

Table 3.: Sword Primary Abilities.

Dice Roll	Ability
01-11	detect "elevator"/shifting rooms/walls in a 1" radius
12-22	detect sloping passages in a 1" radius
23-33	detect traps of large size in a 1" radius
34-44	detect evil/good in a 1" radius
45-55	detect precious metals, kind, and amount in a 2" radius
56-66	detect gems, kind, and number in a ½" radius
67-77	detect magic in a 1" radius
78-82	detect secret doors in a ½" radius
83-87	detect invisible objects in a 1" radius
88-92	locate object in a 12" radius
93-98	roll twice on this table ignoring scores of 93 to 00
99-00	roll on the Extraordinary Power Table instead

Page 169: Mace of Disruption.

Replace this paragraph with the following:

Mace of Disruption appears to be a + 1 mace, but it has a neutral good alignment, and any evil character touching it will take 5-20 points of damage due to the powerful enchantments laid upon the weapon. If a mote of disruption strikes any undead creature or evil creature from one of the lower planes it functions similarly to a cleric turning undead (see **ATTACK MATRICES),** The mace causes such creatures to roll on matrix Ill., **MATRIX FOR CLERICS AFFECTING UNDEAD,** as if the wielder were 12th level, and if the creature struck scores equal to or below the number shown, it is disrupted and slain. Thus, skeletons, zombies, ghouls, shadows, and wights are instantly blasted out of existence, as are ghasts and even wraiths; and mummies have only a 20% chance, spectres 35%, vampires 50%, ghosts 65%, liches 80%, and other affected evil creatures 95% chance of saving. Even if these saving throws are effective, the mace of disruption scores double damage upon opponents of this sort, i.e., 2 X bonus and 2 × dice.

Pages 174-175: MONSTER ENCOUNTERED ADJUSTMENT FOR RELATIVE DUNGEON LEVEL.

Replace the last paragraph with the following:

*Greater monsters on higher levels will have their numbers reduced by 1 for each level of the dungeon above their assigned level, subject to a min*imum number of 1. Example: 1-3 shadows are normally encountered on the 4th level of the dungeon; as shadows are fourth level monsters, a maximum of 2 can be encountered on the 3rd dungeon level, and but 1 on the 2nd level. (Fourth level monsters cannot be encountered on the 1st level of the dungeon.) Hydras, for instance, will have fewer heads, while creatures with attendants will have fewer or none at all on the lesser-numbered levels.

Pages 184-185: Temperature And Sub-Tropical Conditions, Uninhabited/Wilderness Areas.

Plain should read, in part:

Bull/Cattle, wild	06-09

Scrub should read, in part:

Humanoid	26-32
Jackal**	33-34
Ki-rin/Lammasu/Shedu	35
Leprechaun/Brownie	
Leucrotta	
Lion	36-40

Mountains should read, in part:

Troll	73-78

Page 212: stirge.

Special Attacks should read:

attack as 4 hit dice monster, drain blood (1-4)

Page 222: CONJURED ANIMALS TABLE.

This table should read, in part:

Hit Dice Category			
1	66-00	Rat, giant	½

Page 223: APPENDIX M: SUMMONED MONSTERS.

Add the following table after the first **Monster Summoning VI:**

Monster Summoning VII

Dice Score	Monster Summoned	Dice Score	Monster Summoned
01-03	Chimera (couatl)	50-52	Intellect devourer
04-06	Demon, succubus	53-55	Invisible stalker
07-09	Demon, type I	56-58	Lamia
10-12	Demon, type II	59-61	Lizard, fire
13-15	Demon, type III	62-64	Mind flayer
16-18	Devil, barbed	65-67	Mummy
19-21	Devil, bone	68-70	Naga, spirit
22-23	Devil, horned	71-73	Neo-otyugh
24-26	Ettin	74-76	Night hag
27-29	Giant, fire	77-79	Roper (shedu)
30-32	Giant, frost	80-82	Shambling mound
33-35	Giant, hill	83-85	Slug, giant
36-38	Giant, stone	86-88	Spectre
39-41	Gorgon	89-91	Sphinx, hieraco- (andro-)
42-43	Groaning spirit	92-94	Umber hulk
44-46	Hydra, 10 heads	95-97	Will-o-wisp
47-49	Hydra, pyro-, 8 heads	98-00	Xorn

Replace the second **Monster Summoning VI** table with the following:

Monster Summoning VI

Dice Score	Monster Summoned
Fresh or Salt	
01-33	Octopus, giant
34-00	Snake, sea, giant

Add the following table after the second **Monster Summoning VI:**

Monster Summoning VII

Dice Score	Monster Summoned
Fresh	
01-20	Morkoth
21-00	Naga, water
Salt	
01-15	Morkoth
16-70	Ray, manta
71-00	Squid, giant

APPENDIX 0: ENCUMBRANCE OF STANDARD ITEMS

Item	Encumbrance in gold pieces
Backpack	20
Belt	3
Belt pouch, large	10
small	5
Book, large metal-bound	200
Boots, hard	60
soft	30
Bottles, flagons	60
Bow, composite long	80
composite short	50
long	100
short	50
Caltrop	50
Candle	5

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Chest, large solid iron	1,000-5,000
small solid iron	200-500
small wooden	100-250
large wooden	500-1,500
Clothes (1 set)	30
Cord, 10'	2
Crossbow, heavy	80
light	50
Crystal ball, base and wrapping	150
Flask, empty	
full	20
Gem	1-5
Grapnel	100
Hand tool	10
Helm	45
Helm, great	100
Holy water, potion bottles	25
Horn	50
Jewelry, large	50
small	1-5
Lantern	60
Mirror	5
Musical instrument*	350
Pole, 10'	100
Purse	1
Quiver	30
Rations, iron	75
standard	200
Robe or cloak, folded	50
worn	25
Rod	60
Rope, 50'	75
Sack, large	20
small	5
Saddle, light horse	250
heavy horse	500
Saddlebag	150
Saddle blanket (pad)	20
Scroll case, bone or ivory	50
leather	25
Spike	10
Staff	100
Tapestry (very small to huge)	50-1,000 +
Tinderbox	2
Torch	25
Wand, bone or ivory case	60
box	80
leather case	30
Waterskin or wineskin, empty	5
full	50

*Musical Instruments Include only large and bulky instruments such as lutes and drums.

The maximum weight a normal-strength person can carry and still move is 1500g.p. (150#).

Certain items are not included when figuring encumbrance. These include:

material components (unless large and bulky).
any helm but great helm, if the character has any armor.
one set of clothing.
thieves' picks and tools.

Many other things will be bought or found, but it is impossible to list them all here. The encumbrance of most items not on this list may be inferred by comparison with objects similar to them; thus a decanter of endless water will encumber as much as a bottle or flagon. In some cases no equivalent may be found on the table; such instances require the judge to decide.

Many people looking at the table will say, "But a scroll doesn't weigh two pounds!" The encumbrance figure should not be taken as the weight of the object — it is the combined weight and relative bulkiness of the item. These factors together will determine how much a figure can carry.

As an example, Dimwall the magic-user and Drudge the fighter have prepared for a dungeon expedition. Dimwall, besides his normal clothing, has strapped on a belt with a large pouch on it. Into this and his robe, he tucks his material components (minimal encumbrance). He also places in his pouch a potion bottle, a mirror, some garlic and belladonna, and his tinderbox. At his right side hangs a dagger and sheath and four more daggers are on a bandolier slung across his chest. Over all these belts, he puts his backpack. In his pack goes a hand axe (for chopping, not fighting), 3 flasks of oil, a candle, 3 small sacks, 1 large sack, and 7 torches. Lashed in a bundle to the pack is 50' of rope. At his left side, hanging from his belt, are a leather scroll case and his purse, filled with 20 gold pieces. He holds a staff in his right hand and a torch in his left. He is now ready to travel, with a total encumbrance of 689 g.p.

Meanwhile, his companion, Drudge, has strapped on his splint armor. He wears 2 belts around his waist; his longsword hangs from one. On the other belt he places his quiver with 40 bolts, a cocking hook, and a dagger. He slips on his backpack, already loaded with 10 spikes, one week's iron rations, and a flask of oil. To the bottom of the pack he has strapped 50' of rope. Hanging on the rear of the pack is his heavy crossbow. Around his neck he wears a holy symbol. Finally, he straps his large shield on his left arm, fits his helmet, and takes his lantern, ready to go with a total encumbrance of 1117 g.p.

During their adventures, Dimwall and Drudge find 800 gold pieces in a troll's treasure horde. Dimwall can carry 400 gold pieces in his large sack and another 300 gold pieces in his small sacks. Dimwall leaves his torches and staff, since he must have his hands free. Then he fastens a small sack to his belt and, using two hands, carries the large sack over his shoulder. Drudge eats part of his iron rations and throws the rest away, along with his spikes and oil. He places the remaining bags in the bottom of his pack and then pours the loose coins on top of them. Encumbrance for Dimwall is now 889 gold pieces and 1222 gold pieces for Drudge.

As they leave, Dimwall and Drudge meet the troll. There is little time to react, so Drudge must quickly drop his lantern (possibly putting it out) and attack. As he does this, Dimwall must drop the large sack (probably scattering coins about), unsling his pack, and start digging for his oil. By the time he finds it, the troll may have killed them both!

The Lighter Side

(From page 5)

ROBE OF BLENDING— This robe will radiate a dweomer if detected for, but is otherwise indistinguishable from any of the other magic robes (optionally, a fragment of a label with "Oster . . . " or ". . . isinart" might be found upon careful inspection). When the **robe** is put on, its true nature will become apparent to the wearer as a type of mobile blade barrier with three buttons near the clasp: blue (mix), yellow (puree), and red (blend). Unfortunately, what will not be apparent to the wearer is that the blades will form on the inside of the robe, turning that person (briefly) into a real mixmaster.

ROD OF CANCELLATION— A very ancient artifact, this powerful magic weapon is currently wielded by Fred Silverman at NBC.

STAFF OF CURING— This staff has the ability to slay any porcine creature, including certain humans, for its strike turns them into a roughly triangular, semi-boneless heap.

BRASSIERE OF DEFENSE— Will not come off except by command of the wearer. It serves as Armor Class 2, and lowers the morale of males attacking the wearer by 10% each turn it does not come off.

MANUAL OF GOLLUMS— Not until the character using this book has expended the requisite money and time will he discover that he has built not a *golem,* but a *gollum* —a simpering, whining, cowardly, being that will only travel at night and will rob its "master" blind at the first opportunity.

ARROW OF SLAYING— Ineffective against "wild and crazy" comedians, even when struck in the head.

ARROW OF SLEIGHING— When this powerful item is drawn in a bow in a combat situation, it will immediately expand and unfold into a full-size, four-person toboggan. Generally, however, there won't be any snow around, and this tends to limit its effectiveness.

MINIONIONS OF SET— A favorite recurring typo, these small vegetables are utterly and inherently evil, and a Good character taking so much as a nibble will sustain 10-40 hit points of damage, and lose 100,000 experience points. Neutral characters must save vs. a spell or instantly convert to evil. It makes no difference what form the onions are in: on pizza, in soup, in a salad, etc.

OASIS

(From page 6)

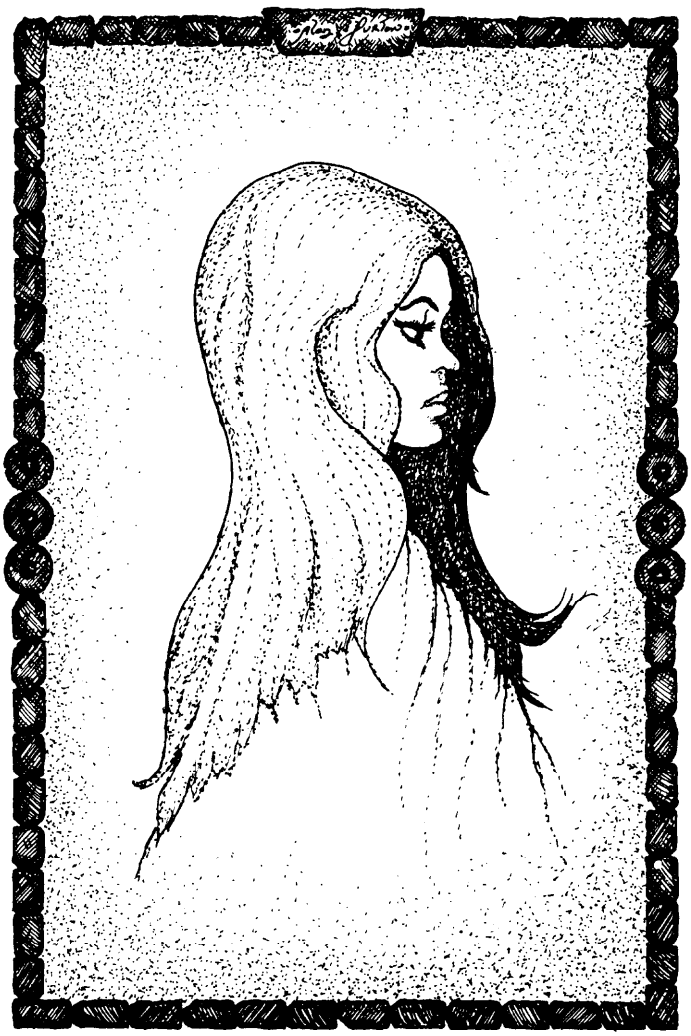
"All right, I'll do it. That'll be," I calculated rapidly, "one hundred twenty-two gold dukals, one way. And we lay over one day at Traniquel, no more."

She nodded. "I will need only one night at Traniquel. After that you may proceed as you wish." She stood up, drawing a purse from her belt. "I will be here within two days. Your caravan must leave by the third dawn."

"Uh, my lady? What name shall I make your reservation in?" I smiled weakly, knowing how fatuous the question sounded. At least it was more tactful than any of the other questions I wanted to ask.

She stood there, cold as a statue. It was obvious she wasn't one to part with information easily. Finally, that eyebrow rose disdainfully and she said, "You may call me Olassa, Olassa of the East Wind."

Her smile broadened as she looked at me. It was obvious she was enjoying the effect of the statement. She dropped her purse on the table and turned to go, then paused. "And Caraut, make that a reservation for two."



She'd been gone a couple of minutes before I noticed I was still standing. I signalled a waiter over, then settled back down. This whole incident would look better over a beer.

Unfortunately, it didn't. Olassa, if she really was Olassa of the East Wind, had a bad reputation. Magic is kind of a chancy thing to get mixed up with anyway; and a sorceress of Olassa's reputation was the last thing I wanted to tangle with. Not that Olassa was supposed to be evil or anything; she just tended to forget that her allies were mortal. She'd gone through a lot of assistants.

I drained the beer and thought about Olassa's second "reservation." Probably her latest assistant Well, let him take the backlash of whatever it was Olassa planned to do at Traniquel. I had a caravan to run. And start. I flipped a coin at the waiter and went to find my headman.

* * *

I paced up and down the caravan line. The pre-dawn wind was chilly and the morlats were braying in protest. Not that they like the heat any better. I've worked with morlats all my life. and there's very little they do like.

At best, they're nasty-tempered, ill-favored beasts. The shaggy fur is so rough, riders must wear full riding dress to avoid raising welts on their legs.

Which is one reason for wearing full riding dress. Another is the tail. A morlat's tail is long and exceptionally limber. It's covered with short fur to within an inch of the base. The rest is a long, scraggly plume which wild morlats use to flip away insects. Domesticated morlats use their tails to slap their unsuspecting riders.

My survey had brought me to the riding morlats I'd chosen for Olassa and her latest assistant. I was examining the riding straps on the largest beast, when some instinct developed by years of working with morlats warned me and I ducked. A drop of saliva flew by my ear. That's another thing about morlats: They spit. This one thrashed his tail in frustration missing me. I moved out of range before he could try again. I continued checking the pack straps while the increasing light warned of the nearness of dawn.

The wind jerked fitfully at the packs as the sun broke the horizon. If Olassa was late, she'd be left behind. But she wasn't; she and her assistant were right on time.

I jerked my head toward the riding morlats I'd assigned them, then gave the signal to move out. With the usual rattle and clamor of snorting morlats, the caravan was off.

I rode up and down the line, studying the train of animals and men. For the most part, these were all seasoned professionals who all settled into the rhythm automatically. Surreptitiously, I kept an eye on Olassa and her companion.

Her companion was the usual hero breed: Handsome, young, beautifully muscled. And tall. Probably his biggest muscles were between his ears, I thought disgustedly. I wished I could tell Olassa what I thought of her taste.

He sat tall in the saddle, looking very aloof. He kept his eyes on the horizon when he should have been keeping them on his morlat. Which was all the opening his morlat needed; the morlat let him have it with the tail.

The companion kept his seat and his look of calm indifference, but I could see the welts on his cheek. He could sure learn something about

morlats, I thought as I blocked my morlat's attempt to emulate the act. A hearty tweak of the ears discouraged another try.

***

We reached the desert camp outside Traniquel on the second afternoon. I was directing the bedding down of the animals when Olassa hurried up.

"The afternoon grows late. This is the third night of the Olat moon. I must be at Traniquel before dark." Her voice was urgent.

I put my headman in command and drew out three riding morlats from the train. I tried to exchange a few pleasantries with Olass's companion, but he ignored me. Definitely not the intellectual type.

I escorted them to the edge of Traniquel. I grabbed up the morlat reins as they hurried off, apparently unheeding. So I swung down and tied up all three morlats. No point in coming this far without seeing Traniquel. And it wasn't dark yet, not really.

I explored the long sweep of the oasis, staying near the outer edge. It must have been later than I thought, because it was almost full dark when I reached the clearing where Olassa and her companion stood.

He had his sword out and she had just drawn a wand from her skirt. Holding it at breast height, she began to sing.

The itchy feeling at the back of my skull told me it was time and past for me to be gone. The last time I'd felt that ingathering of power was—but that was another story and this was neither the time nor the place for reminiscing.

I tried to turn away and couldn't. My feet were apparently glued to the ground. I cursed my own curiosity and the litany of gods as I realized the cause. Gingerly I tried a step forward; no problem. Backwards, it was impossible; my feet were stuck fast. Olassa was putting some kind of binding spell on the oasis.

No doubt meant as a kindly gesture of protection for the caravan, the binding spell had snared me as tightly as if it had been intentional. Nothing could leave the oasis until Olassa broke the spell.

Since I was stuck here, I figured I might as well enjoy the show. It would be something to tell my grandchildren—if I ever had any. I began to study the clearing.

The first thing I saw was the statue, then I couldn't figure out how I'd missed it before. The statue was evil.

Not evil in the sense of an actual wrongness in carved stone, but a gateway to some evil beyond human senses. A disembodied evil, somehow embodied by the will of the statue makers.

The two figures stood in the clearing. Olassa faced the statue, still singing over her wand. Her warrior backed her, facing the clearing as if they expected danger from that side as well.

And there was no question of the danger. The tenseness in Olassa's shoulders, the look in her companion's eyes—why, the very shadows seemed to curdle with it. Suddenly my eyes snapped back. The curdling in the shadows was real. From every bush and tree stalked creatures from legend, creatures from imagination, creatures from nightmare. Step by step, they advanced on Olassa and her companion. I waited, expecting the sword to swing out and down at any moment. But it didn't. The great oaf just stood there. I spared a glance at his eyes and they were glazed with fear.

The companion's job was obviously a delaying action to protect Olassa while she battled the force behind these creatures. And he wasn't doing it. If any of us were going to survive, somebody was going to have to do it for him.

Since it was obvious who the somebody was, I drew my own short sword and cut my way through the creatures' circle.

I don't remember the fight particularly well. I do remember drawing back for a side slash and elbowing the oaf she called a warrior. Apparently that snapped him out of it, because he started handling the left side. Which was just as well; I was having enough trouble handling the right.

Then suddenly the world went up like rockets on a feast day. There was a sound like a wild morlat loose in a glassmaker's shop, then nothing at all.

The creatures were gone, the bodies were gone, and looking around Olassa I could see that the statue was gone. I started to wipe my blade but saw it was clean. So the whole thing had been an illusion. Considering what some of the creatures had looked like, somebody had a pretty grim imagination. I sat down on a rock.

Olassa turned to face me. "It seems your reputation does not lie, Caraut. I and this coward," she gave the kid a look usually reserved for bed vermin, "owe you our lives. And Krangut," she nodded across at the pile of dust which marked the statue's resting place, "owes you this small death tonight."

Reaction was hitting me, but I could afford to be gracious. "Don't be too hard on the kid. He's just young and inexperienced. He'll learn."

A tiny jerk of her head and he was gone in the direction of the tethered morlats. She did not watch him go.

Her face had gone blank again, wiped of all emotions. "What he needs to learn, I cannot teach. Nor do I have the time. This is not the only gate of Krangut." She looked at me again.

"Krangut will know you now; you must beware of him. He has many agents and many gates." Her gaze slid off me and seemed to stare at the middle distance.

Now, it's not the first time somebody's tried to con me. Being a trader, there's always someone trying to overprice you, or deliver shoddy goods. But no one's ever put one over on me. I could see it coming.

"Of course," she added, looking at me again, "you won't be able to recognize them. You haven't the Power." She looked thoughtful again. "I could help you out, there. Maybe we could work out an arrangement. . ." She eyed me speculatively.

"Now look here, Olassa. I'm a trader, not a magician. I don't want to get mixed up in anything magical." The temperature seemed to be rising. I was beginning to sweat.

She moved a little closer. "Yours is not the choice. You are already 'mixed up' in these affairs. Your choice is to remain alone and probably die at the hands of Krangut's agents—or cooperate, with me."

It was definitely hotter and the heat was bringing out the scent of the flowers. I felt like I was drowning in it. Olassa sat down beside me, her leg brushing mine. Her voice was husky. "I'm sure we could work out some kind of equitable arrangement."

* * *

Of course, I held out for terms. I had my reputation as a trader to uphold. And I did get some outstanding fringe benefits. But being Olassa's assistant is going to play hell with my profit margin.

Useful Skills

(From page 8)

A character with Photography—3 may manually operate a newstape machine.

Broker— This skill is the ability to locate purchasers for goods who are willing to pay the highest price.

Persons with Broker skill may use their skill level as a DM on the Actual Value Table to help someone else sell his goods. The seller's Market and Bribery skills are also added (but not the broker's). The Broker may use his skill when selling his own goods, in which case he does add his Market and Bribey skills. The standard fee for a broker's services is 5% times the broker's skill level. This must be paid even if the prospective seller decides not to sell. Half of this fee goes to expenses (office expenses, computer searches, sales tax, trade journals and other information sources, etc.), and the broker gets to keep half. Broker skill may only be developed by characters with Market skill, and their Broker skill may not exceed their Market skill (however, the character may develop both skills simultaneously). See the section on Brokers and Advertisers (below) on setting up a brokerage firm on a planet.

Advertising— The character is skilled in organizing single- or multi-media campaigns aimed at a mass audience to get them to buy a particular product.

Characters with Market skill may develop Advertising skill, but not any higher than their Market skill. The referee will decide what opportunities in this field are available, and what expenses and fees are standard for each medium on each planet where the character does business. See the section on Brokers and Advertisers (below) on setting up an advertising firm on a planet.

Generally, the average non-player character will not have Broker or Advertising skills, unless he is a broker or an advertiser. Some characters will have Photography skill, however. Non-journalists will have this skill on a roll of exactly 2 on two dice, while journalists on worlds of technology levels 5 through 8 will have the skill on a roll or 6 or less. Other journalists will have the skill on a roll or 4 or less. Skill level for non-player characters is computed as follows: for military characters, one level of skill for each eight years or fraction thereof after mustering out; for civilian characters, one level of skill for each eight years or fraction thereof past the age of 22.

Persons with Secretary and Law skills may become legal secretaries. Persons with Secretary and Accountant skills may become accounts payable or receivable clerks. Journalist—2 and Computer— 2 are required to be able to write a text editor program (space— 1, cost CR 100,000). Market—2 and Computer—3 are necessary in order to be able to write market simulation programs (space -3, cost CR 1 million; a separate program must be written for each different simulation). A person with Accountant and Computer skills may write accounting, banking, and inventory programs, with complexity of the programs dependent on the person's skills.

Extra information

JOURNALISM: The possibilities for adventure for a journalist are endless. Every war or military action (including every mercenary operation) requires at least one journalist from each major news agency on the planet (or planets) involved. An interstellar war with several theaters of operation will have thousands of war correspondents covering it. Because of the scarcity of individuals who will undertake high-risk assignments, freelance journalists who will cover a dangerous story are in great demand.

Generally, anything which is interesting, important, and new or not commonly known can be made into a news item, provided it is well written. Players usually pick up numerous leads in the form of rumors or clues in their adventures, and they usually choose their own stories to pursue. Some editors will give assignments to reporters who have proven able to write a good story in the past. The referee will determine the details if a player wishes to become a regular employee of a news service (generally, this pays better than freelance work, but most player characters will find it too restrictive).

The following items are most commonly used by journalists:

Newstape machine (9) CR 9000. This is a gyrostabilized videotape camera simple enough for anyone to use; it is the mainstay of the journalist. It has a very simple automatic focusing device: a logarithmic control with range settings based on metric calibration. Just set the range (from 1 meter to 99.99 million kilometers), and it focuses. Its field of vision is from .003 to .2 times the range of the target. At a distance of up to 10,000 miles, starships can be picked out as dots on the screen: beyond that range, the resolution of the camera is insufficient even at maximum magnification. It is capable of picking up the size and outline of ships in orbit. The newstape machine is also equipped with a directional microphone capable of picking up a 60-decibel sound at a range of 100 meters. Also, there is a helium-neon laser range-finder and target-painter for ease of use. The laser does no damage.

The machine is equipped with an SHF audiovisual transceiver, with coded access to prevent electromagnetic interference from other SHF transmitters. This transceiver is used to receive commands from a remote-control box, or to transmit to a relay receiver for use for a live broadcast.

The newstape machine has a standard 3-meter electrical power cord which may be plugged into any standard socket, and a power pack adapter. It will operate for three hours on a power pack. The gyrostabilizers make it possible to keep the camera aimed in a particular direction, even while moving. Thus. it is very secure if aimed at a fixed target. However, in order to turn it, it is necessary to turn off the gyrostabilizers. This makes it very difficult to follow a moving target.

A character with Photography-3 may operate the camera without the gyrostabilizers. Alternatively, a character may purchase a special tripod with directional motors. This requires the use of a remote-control box to operate, but makes it very easy to keep a moving target on camera. Without film or other equipment, it weighs 4 kg. (Journalists are called "newstapers" on high-technology worlds because of the universal use of the newstape machine.)

Newstape Machine Tripod (9) CR 130. The tripod supports the newstape machine. The legs are retractable, with suction cups on the ends, making it possible for the tripod to support the camera level on any hard surface, regardless of whether the surface is flat. The suction cups may be removed so that the legs may be driven firmly into any soft surface (such as soil). The legs are 200 cm long when fully extended; they may be retracted to 50 cm. Weighs 1.5 kg.

Newstape Machine Remote Control Box (9) CR 450. The control box has controls for the camera itself. And for several support devices: a tripod, a video monitor, and three wireless microphones. (It can also switch off the directional microphone on the camera and just use one or more of the others.) It keeps in contact with the camera and other devices by means of a coded-access SHF transceiver, with a maximum range of 200 km (subject to planetary curvature limitations). It has a 3-meter power cord and a power pack adapter; it operates for eight hours on a power pack. Weighs 0.5 kg.

Wireless Microphone (9) CR 20. This is a high-fidelity monaural omnidirectional wireless microphone with a short-range SHF transmitter. At technology level 7, there are more primitive models available; these are heavier, cost much more, and use a lower frequency transmitter. Weighs 0.25 kg. Eight-hour battery recharge cost: CR 1.

Video Monitor (9) CR 400. Has a 250x250 mm screen to show what is on camera, to assist in aiming and range-finding. Color screen. It has a 2-meter cord for use with a remote-control box or other device. Draws power from the control box (or other device) on that cord. Dimensions: 300x300x100 mm. Weighs 700 g.

Power pack (9) CR 1500. Standard rechargeable power source (interchangeable with laser rifle power pack). Recharge cost: CR 300. Weighs 4 kg.

Electrical Extension Cord (5) CR 50. lo-meter cord. Weighs 5 kg.

Light Electrical Extension Cord (9) CR 500. Light 50-meter cord on a spool device with spring-loaded retractor for ease of use. Weighs 2.5 kg.

Newstape Film (9) CR 1000. One hour videotape. May be erased and reused. Weighs 1 kg.

(Turn to page 45)

Angels

(From page 19)

Virtues

The Virtues are the order of Angels that most commonly deals with men. Their principal duty is to work miracles upon the Earth. They are also said to be the chief bestowers of grace and valor. As such, there is a possibility that they can reward an especially deserving human with an increase in charisma. The Virtues often appear as perfectly formed humans with glowing countenances (very similar to what we expect an angel to appear like today).

It is common for a Virtue to be accompanied by 2-12 Angels (9th order). It was written that two Virtues accompanied by 12 Angels prepared Eve for the birth of Cain in Davidson's monograph The Celestial Virtues. The two angels pictured in the Ascension are commonly believed to be Virtues. The Princes of the Virtues are: Uzziel, Gabriel, Michael, Peliei, Barbiel, Sabriel, Haniel, Hamaliel, and Tarshish.

Frequency: Rare
Number appearing: 1 or 2
Armor Class: -3
Move: 9/24
Hit Dice: 10
Number of Attacks: 1
Damage: 2-12
Special Attacks: See below
Special Defenses: +2 or better to hit
Magic Resistance: 65%
Intelligence: Exceptional
Alignment: Lawful Good
Size: M (6-8' tall)

It is not uncommon for a Virtue which has been sent to the Material plane to have been given the ability to perform one specific miracle that is beyond its normal powers. These would be major miracles, such as stopping the sun or parting the Red Sea. All Virtues have the following powers which can be used once per round as often as desired: Command; Create Food or Water; Cure Disease, Blindness, or Insanity; Hold Person; Speak with Dead; Cure Serious Wounds; Neutralize Poison; Insect Plague; Raise Dead; True Seeing; and Find the Path. Once per day Virtues may perform a Restoration or Resurrection. If attacked, a Virtue will summon 2-12 Angels for assistance.

Powers

Powers are charged with seeing that the order of the spheres is maintained. In this they are the chief opponents of Demons rather than Devils, because it is Demons who strive for chaos. Powers are more frequent visitors to the Material plane than most types of Angels. They are zealous in their dedication to maintaining the order as it should be. The powers are divided into six groups: Logic, Creativity, Strength, Mercy, Legislation and Punishment. St. Paul, in his Epistles, denotes that to him the Powers are or could be on occasion Evil, or have the potential to be so. In *Excerpts from Theodotus* the Powers are said to be the first Angels created. In Paradise Lost they are the Order of the Guards in the celestial army. Chief among the Prices is Camael. The others are Gabriel, Vercheil, and formerly Satan (before the fall).

Frequency: Rare
Number Appearing: 1 or 1-3
Armor Class: -3
Move: 9/24"
Hit Dice: 14
Number of Attacks: 1
Damage: 2-24
Special Attacks: see below
Special Defenses: +2 or better to hit
Magic Resistance: 65%
Intelligence: Exceptional
Alignment: Lawful Good
Size: L (12' tall)

The Powers have a Strength of 18/00 and regenerate 2 points of damage per round. They add +3 to the morale of any Good creature who can see them. Once each round a Power may use one of the following: Hold Person or Monster, Silence 15', Continual Light, Sticks to Snakes, Flame Strike, True Seeing, Blade Barrier, Stone Tell. Once per day a Power may use Resurrection, Earthquake, Holy Word.

Principalities

The Order of the Principalities is entrusted with the duty of protecting religion, and its temples, and priests. They also (according to Dionysius) watch over the leaders of the people. With the leaders, their primary concern is to prevent the powers of evil from having too much sway. They prefer to work by inspiration rather than taking any direct action when dealing with earthly rulers.

If a temple of Good is being desecrated or a faithful follower is in great danger, there is a possibility that an angel of Principalities will intervene. They restrict their actions to the minimum necessary for protecting their charge. They never use more force than is necessary. If telling a bishop about an escape route will save him, for instance, they would never do more than that. If the bishop fails to heed the warning and is captured, the Principalities take little notice because they believe in allowing man his free will. If they are needed, the Principalities have the ability to gate in 1-4 angels (9th order). The Princes are: Nisroc, Hanieln, Requel, Cerviel, and Amael.

Frequency: Rare
Number appearing: 1
Armor Class: -4
Move: 9/18"
Hit Dice: 11
Number of Attacks: 1
Damage: 2-16
Special Attacks: See below
Special Defenses: +2 or better to hit
Magic Resistance: 55%
Intelligence: Exceptional
Alignment: Lawful Good
Size: M

Principalities will appear most often as a noble-looking king or high-level cleric. When possible, they will remain invisible and employ

a powerful suggestion spell to impart their message. If needed, a Principality can employ any of these abilities one at a time, one per melee round: Command, Detect Charm, Detect Lie, Tongues (and its reverse), True Seeing, Suggestion, Invisibility, Ventriloquism, Confusion, Project Image. Once per day these Angels may use Flamestrike, Teleport (others), Restoration and Control Weather.

Archangels

In Revelations 8:2, John refers to the seven Angels who stand before God. These are the Archangels, who head up the Heavenly Hosts. Enoch I lists them as Uriel, Raguel, Michael, Seraqael, Gabriel, Haniel, and Raphael. Their Leader is usually considered to be either Raphael or Michael. The Koran describes Michael as the Warrior Archangel, and he is normally considered to have headed the Heavenly Hosts that defeated the revoking angels led by Satan (Lucifer). Archangels are also used to carry messages of great import.

Frequency: Very rare
No. Appearing: 1
Armor Class: -3
Move: 9/24"
Hite Dice: 11
No. of Attacks: 1
Damage: 6-24 (6d4)
Special Attacks: See below
Special Defenses: +2 or better to hit
Magic Resistance: 55%
Intelligence: Genius
Alignment: Lawful Good
Size: L (10' tall)

Each Archangel leads a Heavenly Host whose population has been estimated many times, never less than many thousands. When acting as messengers they travel alone, but have the ability to gate in as many of their Host as is needed (at 1-3 per round). Archangels may also use one of the following per melee round as often as desired: Spiritual Hammer (doing 9-12 points for 20 rounds), Chant (affects human types only), Dispel Evil, Flame Strike, Insect Plague, Blade Barrier, and Call Lightning. Once per day they may use Earthquake, Holy Word, Symbol. Virtually never will an Archangel appear himself if less than a massive attack of Devils is involved. Most often, Heaven's Marshals will appear as a muscular, white-clad warrior of great beauty and charisma.

Angels of the Ninth Order

By far the largest number of Angels belong to this order. These are the multitudes of Angels that make up the Celestial Host and Choirs. They are also the most-used Angels for the carrying of messages, warnings, etc. to other planes. They serve also at the call of the angels of the other orders and assist them in their tasks. Among these angels the Princes (Sergeants) are: Phaleg, Adnachiel, Gabriel, and Chayliel.

Frequency: Uncommon
No. appearing: 1 or 1-4
Armor Class: -4
Move: 9/18
Hit Dice: 6-8
Number of attacks: 1
Damage: 4-24 (4d6)
Special Attacks: See below
Special Defenses: +1 or better to hit
Magic Resistance: 50%
Intelligence: High
Alignment: Lawful Good
Size: L (9' tall)

The Angelic hosts can appear in any form they choose. Most commonly they appear as human warriors with white robes and Holy Swords or Hammers which only they can use. They are capable of meleeing and invoking a miracle simultaneously. When not combating evil, Angels will assume the appearance of a pleasantly featured human. Angels may employ one of the following per melee round: Cure Light Wounds, Purify Food and Drink, Hold Person, Tongues,

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 **Tribes of Crane** is a unique correspondence game allowing for interaction between players and the fantasy world of Crane and each other through a continuous game that may be entered at any time.

As a new player you will start as the chief of one of the many wandering tribes of Crane. Perhaps your tribe will be of the Sea people or Caravan merchants.

As chief you will know many secrets of your people and their lands, but there will be much you have still to learn of the lost secrets of Crane. It will be you who decide if your people will remain in their familiar homeland or begin a journey to new lands as you strive to increase your herds, train warriors, and learn of the ancient lost secrets that can move your people toward prosperity and dominance.

The land of Crane is a complete fantasy world with a full range of geography from the permanent ice of the polar regions, to the deserts, and tropical forests of the equator.

Cities dot the continents of Crane providing centers of trade and homes for the powerful Shamans and KingLords.

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 huge 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.

Plane Shift (others), Speak with Dead, Blade Barrier, and Cure Disease. Once per day the Angel may Control Weather as a 12th level Druid.

* * *

A particular group of cabalistic Throne Angels are closely involved in the magic arts and can be invoked by Good Magic Users. They are knowledgable in all matters arcane, but part with any knowledge reluctantly, feeling that a Magic User is best served by advancing himself through his own efforts. In the Sixth and Seventh Books of Moses, 15 of these Angels are mentioned, including: Thronus, Techom, Haseha, Amarzyom, Schawayt, Chuscha, Zawar, Yahel, Adoyahel and five others.

Angels are also assigned to look after the seasons and their manifestations. This list is based on those in *The Magus:*

Spring—Spugliguel is the governing Angel, for rebirth, planting, and new beginnings.

Summer—Tubiel, for heat, flame, lightning and storms.

Fall—Torquaret, for harvests, gathering wealth, colors.

Winter—Attarib, for cold, ice, darkness.

* * *

In *The Book of Jubilees* the watchers are the Sons of God (Genesis 6). Some of these fell from grace, as described earlier, but many remained. They are the Holy Watchers of today; treat them as ordinary Angels with special knowledge, as follows:

Armaros—Teacher of enchantments.

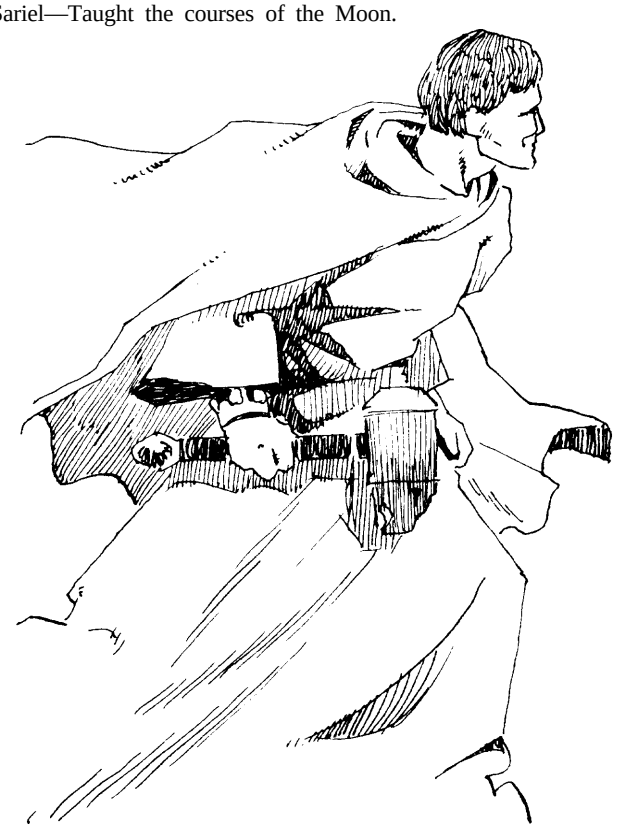
Araqiel—Taught the signs of the Earth.

Baraqijal—Taught astrology.

Gadreel—Introduced weapon of war to Man.

Penemue—Taught man writing, and for this is eternally damned.

Sariel—Taught the courses of the Moon.



Many of the Princes of the Angels also have other roles of interaction with men. They possess and can grant to an especially worthy man knowledge in a certain area. A few of these are:

Akatriel—Revealer of mysteries.

Gabriel—Mercy and vengeance.

Metatron—The sustainer of Mankind.

Michael—Angel of repentance; Chief angel

Raphael—Healing, science, and knowledge.

Sopheriel Mehayye and Sophereil Memeth—Keepers of the Book of Life and Death.

Sandalphon—Angel of Power and Glory.

Zagzagel—Angel of Wisdom.

* * *

Angels can be easily included in most campaigns. They can be viewed as serving the concept of Good, Love or whatever and definitely are not limited to use only in a Christian, quasi-Christian, or even pre-Christian theology. They can be as accessible as you desire, so long as their role and purposes are remembered. They do have a respect for men's free will and will let a fool act foolishly if he disregards their warnings.

Using Angels can greatly expand the scope of opponents and the activities of an Evil Player Character. They should be treated as the Good counterpart of Devils or Demons, as described in AD&D, and are considerably less powerful than is often portrayed today. Do not also forget to include the hatred that the fallen Angels have for their still-blessed bretheren and those who assist them. Having such a powerful friend can create powerful enemies. Angels in the Middle Ages were also often the inspiration of Quests.

More Clout for Scouts

(From page 10)

Special Assignment Table

Die	Ranks S1-S4	Ranks S5-S7
1	Recruiting & Instruction	Weapons School
2	Protected forces	Naval attachment
3	Naval attachment	Engineer school
4	Special training school	Navigators school
5	Cross training	Pilots school
6	Specialist school	Ship's school
7	Roll on S5-S7 column	Ship's school

Note: DM + 1 for ranks S1-S4 if Education 8+
DM + 1 for ranks S5-S7 if Intelligence 9+

Special assignment descriptions:

Recruiting & Instruction—Character receives automatic +1 Recruiting & Instruction.

Protected forces—On a roll of 3+, character receives Gun Cbt, Zero-G.

Naval attachment—Character is placed on a one-year naval assignment.

Special training school—Roll again to receive a special skill: 1 = Medical or Science skill; 2 = Air/Raft; 3 = Vac Suit; 4 = Pilot; 5 = Computer; 6 = Jack of all trades.

Cross training—Character may choose skill from one of the other two branches (Exploration, Patrol or Science) in which he is not employed. A character who is cross trained is entitled to two rolls on the Mustering Out Table (below).

Specialist school—Roll again to receive a special skill: 1 = Vac Suit: 2 = Mechanical; 3 = Electronic; 4 = Gunnery; 5 = Computer; 6 = Navigation.

Weapons school—Character rolls again for each of the following skills, receiving them (maximum of three) on 5 or 6: Blade Cbt, Combat rifleman, Heavy weapons, Zero-G weapons.

Engineers school—Character rolls again for each of the following skills, receiving them (maximum of two) on a roll of 3+; Engineering, Mechanical, Electronic.

Navigators school—Character roils again for each of the following skills, receiving them (maximum of two) on a roll of 3+; Navigation, Pilot, Celestial navigation.

Pilot school—Character rolls again for each of the following skills, receiving them (maximum of two) on a roll of 3+; Pilot, Ship's boat, Navigation.

Ship's school—Roll again to receive a special skill: 1 = Air/Raft, 2 = Gunnery; = Computer; 4 = Pilot; 5 = Navigation; 6 = Engineering.

Note: If character rolls 7 on S1-S4 column followed by 3-5 on S5-S7 column, he is promoted to that rank but does not receive skills of ranks in between.

Fleet Assignment Resolution Table

	Expl.	Raid	P.S.	Pat.	R&R	F.A.	Res.
Survival	6+	5+	3+	4+	Auto	6+	3+
Promotion	7+	8+	8+	9+	12+	8+	11+
Skill	6+	7+	6+	8+	7+	6+	5+

Note: For promotion rolls requiring 8+, add DM + 1 if Education 9+; for survival rolls, DM +1 if Endurance 9+; DM +2 if Endurance 11+.

Mustering Out Table

Die	Exploration	Patrol	Science
1	+1 Intelligence	+1 Strength	+2 Intelligence
2	+1 Endurance	+1 Dexterity	+2 Education
3	+ 1 Strength	+ 1 Endurance	Lab setup
4	Gun	Gun	Gun
5	Varible blade	Varible blade	Hand Computer
6	Type 1 ship	Type 2 ship	Type 3 ship

Descriptions of mustering-out benefits:

Varible blade (a device invented by Robert P. Barger and first written about in The Space Gamer #18)—DM + 1 if Dexterity 8+, DM -3 if Dexterity 7 or less. It receives -1 close, +4 short, does 4 dice damage. If the required hit is missed on a roll of 8+ the character hits himself, doing 1 die damage. Nothing will stop the blade except battle dress. It can be used for 10 combat rounds before the battery goes dead. It can be charged like a laser. Weight is 400 grams, length is 15mm to 1200mm when opened. The blade is adjustable like a telescopic antenna. Characters may choose a normal blade instead.

Hand computer—This small (2kg) device is capable of many things, such as spectrum analysis, gas density analysis, and other things as the Tech level increases. It has a basic range of 250 km, and can only be jammed by a jammer at least 4 Tech levels higher. It cannot be psionically blocked when it is used to scan life forms. Base price 1,500,000cr to 2,000,000cr, depending on Tech.

Type 1 ship—As a normal Scout, but does Jump-3, Maneuver-2, Power Plant-2. No air/raft is installed, one stateroom is missing, and there is only one ton of cargo hold installed. It requires 50 tons of fuel. Base price 34,000,000cr.

Type 2 ship—As a regular Scout, but a triple is installed. On a roll of 9+ on two dice, the Scout service will give the character a pulse laser.

Type 3 ship—As a normal Scout, but has a missile probe usable for gathering atmospheric and planetary data. One stateroom is turned into a laboratory, but no equipment is given (it may be purchased at 100cr per Tech level). No air/raft is installed; instead, there is a small, 4-ton Grav ATV. The computer is a model number 2 with a special scientific library program which can, on a roll of 9+, determine abilities and functions of most objects. The computer also holds knowledge of most fields of science. Fuel tankage is 40 tons. Base price is 35,000,00cr to 40,000,000cr, depending on Tech level.

Mustering Out Money Benefits

Die	Exploration	Patrol	Science
1	10,000	10,000	3,000
2	20,000	20,000	5,000
3	20,000	20,000	10,000
4	30,000	30.000	10,000
5	40,000	50,000	20,000
6	50,000	50,000	30,000
7	50,000	50,000	40,000

Note: DM + 1 if rank S5, S6 or S7.

Useful Skills

(From page 41)

Cassette Tape Recorder (;7) CR 50. Records sound on magnetic cassette. Lower technology (levels 5-6) models are much heavier; more expensive models give higher fidelity. Microphone included, Weighs 400 g. without cassette.

Cassette (6) CR 1. One-hour magnetic tape cassette for use with cassette tape recorder. Weighs 50 g.

Still Photograph Camera (5) CR 30. Basic hand-operated camera. A wide variety of features are available at higher cost. Many different kinds of film are available, with costs varying from world to world. Generally, color and/or self-developing film is more expensive than regular black-and-white film, and infrared film is much more expensive. At technology level 5, only regular black-and-white film is available. Camera weighs 500 g. or more.

Motion Picture Camera (6) CR 200 and up. Takes motion pictures. Film extra, with cost dependent on type of film and planet of purchase. Weighs 1 kg.

Sound Camera (7) CR 500. Motion-picture camera with capability to record a soundtrack with the film. Film (with soundtrack) extra (see above). Microphone included. Weighs 1.5 kg.

Light Intensifier (9) CR 500. Allows photography in near-total darkness. Must be purchased to fit a particular lens size. Weighs 400g.

BROKERS AND ADVERTISERS: A character who wishes to set up a brokerage firm or an advertising firm on a planet must spend one month per level of expertise in necessary preparatory work, such as establishing local contacts, studying planetary laws and procedures, or determining the major corporations on that world (especially those that use imported goods, in the case of brokers).

When this period is completed, the character must invest CR 100,000 per skill level in setting up the firm. One month of preparation and CR 100,000 in investment must also be spent each time the character's skill level goes up. Also. in addition to the expenses for each individual contract or transaction, there is a cost of CR 1000 per month per level of expertise for general overhead. If a character wishes to close up a firm, he may recover half of his initial investment.

Long absence from a planet may mean that the character will have to spend time brushing up on new developments upon his return before starting up again. However, research assistants or partners can obviate this requirement. The referee will determine the details.

Usually, brokers and advertisers will be civilians, with no military training at all. They will always have Market skill, and will often have other Administration skills or other skills which are not of a combative. technical, or starship-oriented nature.

Brokers and advertisers sometimes form partnerships, or even corporations, on worlds with a high population level. Costs and benefits of this will vary from world to world; the referee will provide details. Some large advertising firms will have branch offices on several worlds, in order to run advertising campaigns for companies that sell their goods on an interstellar basis. Brokerage firms practically never do this. Low-population worlds will have very few, if any, advertisers (a population 5 world might have two or three, lower-population worlds probably wouldn't have any).

BAR EXAMS: A character who wishes to practice law on a planet must pass that planet's bar exam. Roll 17+ on two dice, with the following DM's: DM + 2 per level of law skill, DM + 1 per month of study (maximum DM + 3), DM + 1 per previous attempt on that planet (maximum DM + 2), DM + 2 for Education 13 +, DM -2 for Education 8 or less, DM +2 for Intelligence 12+, DM -2 for Intelligence 7 or less Persons with no law skill are incapable of legitimately passing a bar exam. Licenses to practice law are only good on the planet where they are issued, and are usually good for life. Some planets require a renewal of the license every five or ten years; this usually simply means a reapplication on that planet, but sometimes another exam is also required. On some planets, the license to practice lapses at the standard retirement age on that planet.

Leomund's Tiny Hut

(From page 15)

race and alignment if at all possible. If there are racial and/or alignment differences the DM might invoke a penalty in the "what can be taught" percentage given below (D). That penalty should be 0.1% for a racial difference. 0.1% for a one-step alignment difference, 0.2% for a two-step alignment difference, 0.4% for a three-step alignment difference. Absolute opposites will not train each other. A one-step alignment difference is LG to NG or LN, a two-step is LG to CG, LE or N, a three-step is LG to CN or NE, absolute opposites are LG and CD or LE and CG.

D. What can be taught. The instructor can impart 2% of the difference between his current experience level and that of the trainee if he is at least two levels above the trainee (modified by racial and alignment differences as given above), 1% if he is at the level to which he is training the trainee, per training day.

Examples: A lawful good elf Swashbuckler who currently has 20,000 pounds of experience is to train a lawful good elf Warrior who has 3,500 points of experience. Thus, per day of training, the swashbuckler can impart 2% of (20,000 - 3,500) = 330 points of experience. A day equals 8 hours of training. No more than 8 hours per day can be used. Haste has no effect on training! Since this warrior needs 500 x.p. (4,000 - 3,500), it will take $\frac{500}{330}$ = 1.51 days, or 1½ days rounded off.

A lawful good elf Swashbuckler who currently has 20,000 points of experience is to train a neutral good human Hero who has 14,000 experience points. The base is only 1% since the elf is trying to teach the human to become the level he is already at. This 1% is reduced by 0.1% due to racial difference and 0.1% due to a one-step alignment difference, so it becomes 0.8% imparted per day. 0.8% times (20,000 - 14,000) = 48 points! Since the poor human needs 4,000 more points to become a swashbuckler himself, this will take 831/3 days! As you can see, this is very unprofitable for both figures.

E. What is the cost? The cost is roughly 1 gold piece = 1 experience point, but this can be bartered and modified to as little as 1 x.p. for 10 s. p. or as much as 2 x.p. for 1 g.p. The best price would only be given by figures of the same race and alignment to their close friends. Naturally, cost can be measured by services rendered, magic items given, etc. However, there is ALWAYS a cost-there is no such thing as free training!! This is tied to the fact that training is considered a church sacrament—this will be explained below—by all races and alignments!

F. The Training Contract. This is the heart of this system and it must be observed by the DM or the players will try to get away with getting training for nothing or next to nothing. Prior to instruction the pupil and instructor swear by their deities to protect one another during the period of training and for three days thereafter, if that is necessary. Robbery of one's teacher (pupil) is 60% likely to invoke an immediate penalty (30% from the god of the offended party, 50% from the god of the offending party, and 20% from both gods!)! The student-teacher relationship is sacred regardless of class, alignment, race or any other barrier. If two people agree to a training contract, they must abide by it. Killing one's teacher (pupil) is 85% likely to invoke an immediate penalty (20% from the god of the offending party, 40% from the god of the offended party, and 40% from both gods!)! Any attempt to subvert the oath will be dealt with harshly. Use of others to rob or harm the partner in the contract will cause the same penalty to all concerned. Note that this extends to private intervention also, so that if a teacher's friend tries to kill the pupil without the teacher's knowledge the friend will be dealt with by the God(s)! Gods always take direct interest in such contracts since their name is used in the bargain. Note that the deity's name need not be spoken aloud. If a character tries to subvert that rule by saying he swore by his God without actually doing so, the other figure's God will act at once!

G. What treasure can be used to pay for training? Part of the oath is to swear that all monies and items have come from adventuring in the name of the person's God. Treasure gained by inheritance, gambling, taxes, training someone else, from day-to-day business, etc. cannot be used. Note that if 10% comes from these random sources there will be no penalty, but there is a 2% chance for intervention for every 1% over that 10% grace portion. Thus if a figure tries to use treasure amounting to 40% of the training cost, the chance for his god invoking a penalty is (40 - 10) (2%) = 60%. Finally it should be noted that trying to pass off a bogus or "empty" magic item will also invoke the wrath of the God(s) with a 70% chance. All of this precaution is absolutely necessary to prevent the unscrupulous player from trying to cheat on the deal.

H. What will the Gods do? First, they will require full repayment to the offended party, plus a large bonus. If the offended party has been killed the Gods will demand that he be raised at the offender's expense, or they just might kill the offender and take the body away. The gods must be played with a vengeance in all such cases. Taking their names in vain is no light matter!! Quests, Geas and Atonements are also very likely requirements of the Gods. (Note: Demons and Devils are considered as deities (gods) in this case, as are very powerful figures who are worshipped, like Tiamat, Bahamut, some Ki-Rin, etc.)

I. Major tasks. Learning a new language, learning how to make weapons, learning pre magic (for a paladin, ranger) etc. are very long events and will not fit the 2%/1% rule since weeks are often required. Cost for such training will be from 1 to 40 s.p. per day per level the teacher has attained. Again, a contract is involved. "Cross-training" comes into this category. Whenever there is a doubt as to how much something should cost, always charge the higher amount.

High-ranked instructors. Those who are 1, 2 or 3 levels above the pupil will enter the training contract often—remember, it is free choice! However, those 4 or more levels above the pupil will not usually lower themselves to train lessers. This feeling of superiority permeates all alignments, though Lawful Goods are a little less superior—but not much. In like manner, such instructors always sell training for a minimum of 1½ g.p. per x. p.! These figures are honor bound to tell a figure where he can obtain training, if they refuse to do it. Training at this level of difference is always at the teacher's convenience, so that it can be put off for days.

K. Physical condition of the teacher and pupil. Both must be fully cured to enter a contract. Any damage during the training must be healed fully before training can go on.

Charmed or imprisoned teachers can not convey information for a training purpose. In like manner, taking the training oath is very likely to invoke intervention if it is taken under charm or duress (60% chance).

M. Inter-party training. It is not allowed for the purpose of giving a new level! If this rule is not used, then treasure will "daisy chain" itself around in a party and not leave the group. The object of this system is to get the treasure away from the party!!

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Tell them you saw it in the Dragon

SIMULATION CORNER

SPI's First Decade Mirrors Gaming's Progress

John Prados

With issue #77 of *Strategy &Tactics* in November-December 1979, New York's Simulations Publications, Inc. celebrated a decade of involvement in the game hobby. On this occasion it is a good idea to stand back for a minute and consider, not what a tenth anniversary means for SPI, but what meaning it may have for us hobbyists in general. What with TSR making *Newsweek* and *Dungeons & Dragons* in the New York Times, there has been a great deal of excitement this year, and it might be worthwhile to speculate for a few moments on the historical development of the gaming hobby.

Simulation gaming has been around for a little more than two decades in the board game form, and traces its development to the "kriegspiel," or wargames, played by military groups. Miniatures play also goes back to the military game although it is somewhat older in origin. Board games began with Avalon Hill in Baltimore, which evidently believed that games of skill other than the general-type products of Milton Bradley and Parker Brothers could be popular enough to make feasible a company for their production. The first games done by Avalon Hill under Charles Roberts included the land war games *Tactics II* and *Gettysburg* and the naval design *Bismarck.*

For almost a decade Avalon Hill was the sole source of board games, and that company produced only one or two new ones each year. Rudimentay design techniques resulted in very similar game systems in these early efforts and the sameness of the games, along with their slow rate of appearance are arguably at the base of events around 1965, when Avalon Hill almost went bankrupt. Thomas Shaw, who is now AH's Vice-President, played a vital role in preventing the demise of the company at that time.

Avalon Hill's success in its early years helped to develop a circle of fans who enjoyed playing these kinds of board strategy games. AH's troubles in the mid-60s then helped to develop alternate sources of the games. Probably earliest among them was Phil Orbane's Gamescience Corporation, whose most notable designs were the games called Confrontation and Vietnam. Gamescience failed toward the end of the decade after it had been bought out by the Renwal Models concern.

Around that time Christopher Wagner, an Air Force man stationed in Japan, brought out a magazine called *Strategy & Tactics,* which focused mainly on the Avalon Hill-type games. After Wagner returned to the United States, production problems with his magazine multiplied and he began to look for a way to end the project.

A number of New York people, led by Jim Dunnigan and Redmond Simonsen, who had contributed to Avalon Hill games and to *S&T* magazine, got together and bought out Wagner. They eventually formed Simulations Publications Incorporated (SPI), and produced the *S&T* magazine, with games in each issue, along with a separate game line. SPI has since added a second magazine called *Moves* and is now adding yet a third, focused at the science fiction and fantasy game audience, called *Ares.* SPI has grown to rival Avalon Hill in size, and both are now multimillion-dollar enterprises. The important thing about SPI's tenth anniversary, which is one measure of its success in the gaming hobby, is that it demonstrates the probability that a new company with a fresh approach to game design can hit the market, make an impact, and survive in the long run.

The new style SPI games made a number of innovations, particularly in standard game rules procedures and mapboard graphic practices. Ambiguities in some games were reduced when Redmond Simonsen began to run rivers along hexsides rather than through the hexes themselves. Rules came to be seen differently when organized into "cases" in the SPI rules format.

SPI proceeded to develop several different game systems that were quite good and were repeated on a number of titles. SPI also moved ahead with several lines of games in different sizes, most notably "folio" and "quad" games in the 1973-1975 period, "monster" games (not fantasy games but huge-sized ones) in the 1975-1978 period, and small "micro" games today.

The lessons of the SPI experience have been taken to heart widely in the hobby. Since 1970 there has been a wide variety of new companies with different approaches. Some which had momentary impact and passed away include Conflict Games (now a sub-line of another company), Rand Games Associates, Jagdpanther, Battleline Publications, and Simulations Design Corporation. Some of the more successful efforts to start new companies have spawned innovative and lucrative entrants to the hobby industry. Game Designers' Workshop of Illinois did almost half a million dollars' worth of business in 1978; Fantasy Games Unlimited had about sixty percent as much. TSR Hobbies is itself one of the most phenomenal success stories and has become a million-dollar outfit.

If anything 1979, SPI's tenth anniversary year, has seen a further trend in the growth of new publishers. Over the past year there have been starts with perhaps half a dozen new companies, including New York's Operational Studies Group and West End Games. Other companies such as Stephen Newberg's Simulations Canada have been able to establish themselves in the market and expand their product lines. This history suggests that the trend toward a proliferation of game companies may be expected to continue.

The expansion of the industry has not simply meant that there are many companies competing for gamers' attention with their products. The good side of all this development is that gamers now have access to an unparalleled variety of material for their hobby pleasure. In the early days of Avalon Hill, the selection was limited to operational-level land campaign and battle games and a few naval games. These early categories have been supplemented by a plethora of different gaming genres and periods. With the board wargames, some of the most important developments have been the emergence of specifically tac-

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tical combat games after 1970 and of multiplayer strategic simulations in 1974.

The year 1974 was generally something of a watermark in gaming in particular because of games that created a whole new hobby area encompassing fantasy and science-fiction games. TSR's release of *Dungeons & Dragons* established formal role-playing games as a genre and has been for several years the rage of the hobby. GDWs *Traveller* series was a later application of role-playing design techniques to science fiction. SPI's recent game Commando transfers the role-playing technique to the modem period, with a "Sergeant Rock" flavor. While previously games had focused on historical subjects with efforts at "simulation," since 1974 the sky has been the limit in terms of game concept, ranging all the way out to great movie monsters attacking cities, as in Greg Costikyan's *Creature that Ate Sheboygan.*

Another side to the new genre is science fiction, typified by Redmond Simonsen's *Star Force* and Randy Reed's *Starship Troopers.* Game Designers' Workshop has done substantial amounts of work in the science-fiction area. Their game *Triplanetary* was one of the earliest space travel games, and GDWs more recent game *Imperium* is one of the best SF games around. All the game companies have been forced by hobby interest to offer entries in the SF game roster. Competition in SF games using the new "micro" formula—each game having short rules, perhaps 100 counters and a map in the 11 x 17" range—is quite fierce, owing to the apparent demand by fans for these small games.

To add to these other types of games, most recently there has been an explosion of board fantasy games, a cross between the fantasy role-playing and the more conventional board games. The most widely known of these games is probably SPI's *War of the Ring,* patterned along J. R. R. Tolkien's *Lord of the Rings* trilogy and released at the same time as the movie version of that classic. Other games in this area include SPI's *Swords & Sorcery,* Metagaming's *Wizard,* and Avalon Hill's *Magic Realm.* As a relatively untouched game area, there is now rapid growth in the number of game titles available in this category.

In general, board-fantasy, role-playing, and science fiction games have a different view of design than historical board games. The design detail that is convincing in the SF/fantasy game is a vision of a consistent universe that plausibly carries the game events in it. By contrast, the historical games try to establish data on actual strengths and conditions at some point in the past. The uses of information are thus somewhat different in the two gaming areas.

With the rapid growth of the SF/fantasy area and its differing use of information (particularly an interest in fiction), it is not surprising that some different gaming media have developed to cover SF/fantasy topics. TSR Periodicals' *The Dragon* is notable here. So is Metagaming's *The Space Gamer* magazine. SPI has now made preparations to enter this area with *Ares* magazine, which is to be an AF/fantasy equivalent of S&T. Most recently there are reports that Jim Steuard of Baron Publishing, which produces the game review magazine *Fire & Movement,* is now also going to start an SF/fantasy magazine with a similar format under the editorship of Rudy Kraft.

All things considered, a lot has happened in the decade since Simulations Publications came along to challenge Avalon Hill. The gamer of today may choose from a wide variety of historical and fantasy, fiction and nonfiction, board and role-playing possibilities. In fact, the problem of choosing from this large array is the opposite of the 1960s difficulty in the dearth of game material. Moreover, indications suggest that the variety will continue to increase. To cite just one example, the capacity and usability of home computer rigs is constantly increasing and a number of gamers are intensely interested in computer gaming applications. No doubt there will be a new genre of games using this hardware within the next decade.

For gamers the important thing is to be open, to try new things, learn some more from old ones, and to follow our tastes where they may lead Board games, role-playing ones, and eventually computer games all will have something to say to the attentive hobbyist. The difficult thing will be to stay on top of which trends are worth examining in detail. The object of this column will be to help gamers glimpse some of the perspectives that have shaped and will change our hobby. The column will feature interpretations of hobby events, commentaries on game genres and design techniques and occasional special discussions on topics of the author's choice.

Convention Schedule 1980

COASTCON '80 (March 14-16, 1980)— To be held in Biloxi, Miss For information, contact Larry W. Reese, Corresponding Secretary, Coastcon, Inc., P.O. Box 6025, Biloxi MS 39532.

SIMCON II (Mar. 21-22, 1980)— Will be held at the University of Rochester's River Campus, sponsored by the Simulation Wargames Club of the University of Rochester. $2 admission until March 1, $2.50 thereafter. Contact: SIMCON II, Box 5142, River Station, Rochester NY 14627.

USNA MILITARY STUDIES ASSOCIATION CONVENTION (March 22-23, 1980)— The second annual gaming convention sponsored by the Military Studies Association at the U. S. Naval Academy. Napoleonics, boardgames, D&D and more. Contact Midshipman 2nd Class Jim Gerding, Fourth Company, U.S. Naval Academy, Annapolis MD 21412.

SPRING REVEL (March 29-30, 1980) —A TSR mini-con to be held at the American Legion Hall, 735 Henry St., Lake Geneva, WI 53147. No pre-registration, door fee $1.00 per day. Contact Joe Orlowski, TSR Hobbies, Inc., P.O. Box 756, Lake Geneva, WI 53147

WEST POINT CON III (April 5-6, 1980)— Conducted by the Military Affairs Club of the U. S. Military Academy. Games, seminars, films and dealers. For more information: Jacob Kovel, Company H-4, U. S. Corps of Cadets, West Point NY 10997, phone 414-938-4346.

WV U-CON II (May 2-4, 1980)— Sponsored by WVU Simulation Gaming Society, to be held at the WVU Student Union, Morgantown, WV. Pre-registration forms available in February. Contact: Bryan Bullinger, 240 McLane Ave., Morgantown WV 26505.

MARCON XV (May 24,1980) —A science fiction convention featuring L. Sprague de Camp as guest of honor. To be held at the Holiday Inn on the Lane, 328 W. Lane Ave., Columbus OH 43201. Registration $8 until April 1, $10 thereafter. Contact: MARCON, P.O. Box 2583, Columbus OH 43216.

NEW CON 2 (May 23-25, 1980)— A general gaming convention sponsored by the Toy Soldier Shop of Newburyport, Mass. to be held at the West Newbury Town Hall, Route 113, West Newbuy MA 01985. For more information, contact The Toy Soldier, 1 Temple St, Newburyport MA 01950.

GENGHIS CON II (May 23-26, 1980)— Sponsored by Denver Gamers Association, to be held at Colorado Women's College, Montview Blvd. at Quebec, Denver CO. Dormitory lodging available. Contact: Genghis Con II, 2527 Gaylord, Denver CO 80205, or call Mark (303) 761-2465 or Alex (303) 798-1404.

GRIMCON II (May 25-28, 1980) —This fantasy and science-fiction gaming convention will be held at the Hyatt Edgewater Hotel in Oakland, Calif. Information is available by writing to GRIMCON, 1749 Sonoma Ave., Berkeley CA 94707.

MICHICON IX (June 6-8, 1980)— Another gala production by the Metro Detroit Gamers, to be held at Oakland University in Rochester, Mich. For advance information, write: Metro Detroit Garners, P.O. Box 787, Troy MI 48099.

EMPIRICON II/CON-SPIRACY (July 4-6, 1980)— A science fiction/gaming convention oriented toward fantasy role-playing games, to be held at the Prince George Hotel, 14 E. 28th St, New York NY. For more information, contact: Empiricon II/Con-Spiracy, P.O. Box 682, Church St Station, New York NY 10008.

NANCON 88-II (July 4-6,1980)— One of the largest gaming conventions in the Southwest, sponsored by Nan's Toys and Games of Houston, Tex. The site is the Holiday Inn at 6701 S. Main St in Houston. lnformation is available from Nan's Toys and Games, 1385 Galleria Mall, 5015 Westheimer, Houston TX 77056.

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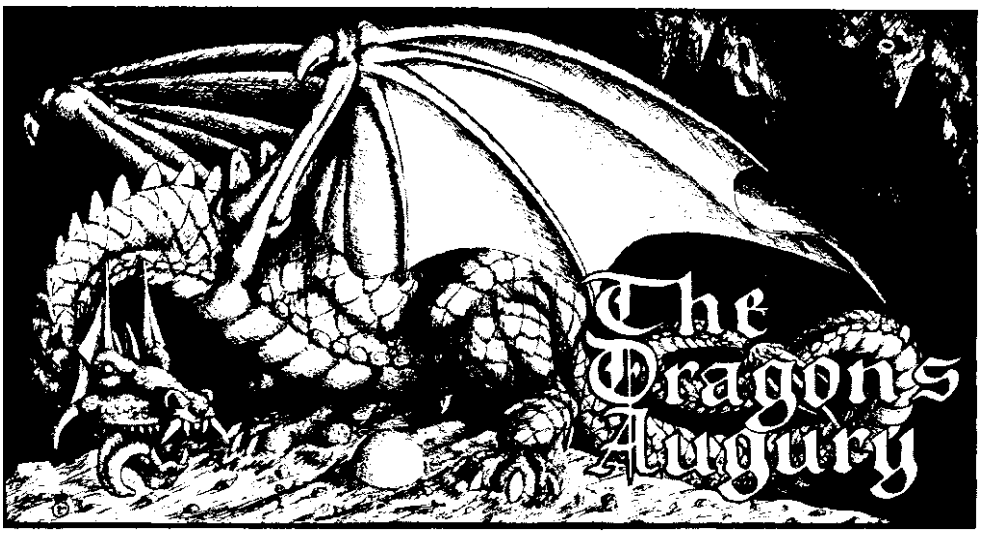

Game review

Gangster

Produced by: FGU
Retail price: $10

GANGSTER is a role-playing game with a unique twist-instead of its players assuming the roles of dwarves, wizards, or spacemen, *GANGSTER* has its players portray famous lawmen and criminals from twentieth century American history.

It does not matter who the lawman or criminal was (or is); players can portray any character of crime, factual or fictitious. The same holds true for the scenarios; they can range in reality from the factual crime spree of the Dillinger gang to the fictitious French Atlantic affair, the quality of them depending only upon the gamemaster's imagination.

As far as its components are concerned, *GANGSTER* is top-notch. *GANGSTER* comes in a professional-looking box, 8½"×11"×1" in size. It contains five components—an 8½"×11" rulebook, 56 pages (including front and back cover) in size; a "patrol guide" booklet (also 8½"×11") describing the numerous laws that the characters must uphold (or break); a character record sheet (again, 8½"×11") players use to record their character's abilities (the company allows the consumer the right to photostat the sheet); a yellow car-board sheet (you guessed it, 8½"×11") that contains the numerous *GANGSTER* combat tables (six in number); and an advertisement sheet (no, it *isn't* 8½"×11", it's 7½"×10") describing future *GANGSTER* miniature releases.

The game does not come with its own dice; players must supply themselves with three six-sided dice and a single 20-sided die for play. This is the only disappointment that the *GANGSTER* components have to offer.

Playability in *GANGSTER* will naturally depend upon the gamemaster. To help him out, *GANGSTER* comes with all the charts and tables necessary for play. Players will roll the three six-sided dice to determine their character's ability levels, after which they again roll dice to determine the number of criminology (or criminal) skills they have. They then choose those they are qualified for.

This system leads to one of the few flaws of GANGSTER—characters without unusually high ability levels being unable to qualify for any skills, the criminals in particular. To correct this, I suggest that players be allowed to alter their character's abilities by taking points away from some and adding them to others. When doing this, a character could not have an ability reduced below seven, nor could the character have it raised past eighteen.

While the skills a character can gain have levels, characters do not advance in levels as they would do in *Dungeons and Dragons;* if they are qualified, they can start at the highest level a skill has to offer. Characters who successfully uphold (or break) the law earn experience points; the more experience points a character earns, the higher in rank (if a lawman) or prestige (if a criminal) he rises. This makes scenarios quite interesting; more interesting, though, are the *GANGSTER* melee rules.

Melee in *GANGSTER* differs from that of the other role-playing games in its lethality. Characters in *GANGSTER* do not have the high defensive values of such games as *Dungeons and Dragons, Traveller,* or *Gamma World;* instead, they must rely upon but a single ability point total (the "strength" one) to absorb hits.

A knife wound that would have all but no effect on a *Gamma World* character, for example, could *kill* a *GANGSTER* one; machine gun hits are almost always lethal. This attitude towards melee I find refreshing; role-playing games too often have rules that reduce the true effect of weapon hits, making combat the "easy way out." *GANGSTER* puts an end to this nonsense with one of the most realistic melee systems in existence. Lawmen can even gain experience for avoiding combat, as briefly outlined in the "hostage negotiation" skill. I give the *GANGSTER* melee combat system an A+.

Of all the role-playing games in existence, *GANGSTER* is undoubtedly the most original. Instead of playing upon fantasy as a source material for the game, the designers of *GANGSTER* used fact, and have wound up with a game that could rival even the likes of *Dungeons and Dragons.* Hopefully, *GANGSTER* will be a success in the gaming world. It has a lot to offer the role-playing public; good sales will undoubtedly lead to *GANGSTER* supplements and variants. On a scale of one to ten, I rate *GANGSTER* a ten, and advise all to buy it. *-Kenneth W. Burke*

Game review

Titan Strike

Produced by: SPI
Retail price: $3.95

TITAN STRIKE takes place on the largest moon of Saturn, Titan. The war is between the Hegemony of East Asia and the European Economic Community. The only thing that keeps them from fighting on Earth is the alliance between the U.S. and the U.S.S.R. So now they fight in space with well-hidden combat teams of armor, infantry, converted skimmers, jet hoppers, missiles, laser platforms, and robot tanks.

The game is won when the victory conditions are met for the scenario that is being played. Usually you play to a certain turn, or all the units are off the map; then you compare victory points.

The turn is arranged into phases. The phases go in this order: Electronic Warfare, Sky Combat, Skydive, Anti-sky, Ranged Combat, Land Movement, and Close Combat. Each one has a distinct purpose, and none are unneeded.

Electronic warfare is a big plus for the game. It allows jamming the other player to slow him down. Sky combat, Skydive, and Anti-sky phases are not the best I've ever seen, but by no means the worst. Ranged Combat, Movement, and Close Combat are the heart of the game.

The rules are as simple as you could ask for; they cover one rule and go to the next. They leave out unneeded details but cover everything thoroughly. If you read the instructions carefully, you should not have any trouble with the game.

The board of *Titan Strike* is impressive. It is easy to use and has five types of terrain. The types of terrain are clear, dry, sea, ammonia sea, mesa, and mesa cavern. All terrains have effects on combat and movement.

The charts in the game leave something to be desired. The tables can get confusing and leave you asking yourself if you did something correctly. But don't let that stop you from buying this interesting "pocket game." It is fun, and can be played in an hour. *-Van Norton*

Game review

Double Star

Produced by: GDW
Retail price: $10

DOUBLE STAR from Game Designers' Workshop is based on the premise that warfare between competing star systems is possible, but difficult and costly. The game simulates a situation in the far future when two colonies, both self-sufficient worlds, come into conflict. Each of these colonies circle one of the stars in a double star Ax-zarr and Chin. Each has something the other culture needs to continue growing, and each has a centuries-old antipathy for the other. This game contains most of the expected features found in a space-war game and a few innovations that lend it a character of its own.

The map is clear, easily readable, and shows both the surfaces of the major bodies on both systems and their orbits. The orbits are necessary to the game, because in a very simple system the planets and satellites actually do move around their primaries. The movement of ships, planetoids, and other controlled vehicles must take into account this movement or the destination simply won't be there when you arrive. This becomes especially important when you are trying to impact a free planetoid on one of your opponent's planets or moons, another interesting innovation that works well in this game.

One of the most enjoyable innovations that GDW includes in ***DOUBLE STAR*** is the introduction of the effect of tactical formations in the combats between opposing fleets. This manages to blend well the essence of tactics into what is basically a strategic-level game. The formation your task force may use is affected not only by the training of the crews, but is limited by the number

of ships that remain in the formation. There are five possible formations and each gives different advantages on attack or defense. It will probably take the average gamer a few playings before he is comfortable with all the formations, but they add an invaluable element of skill and command decision to the combats.

The rules are on a moderate level of complexity. They are only five pages long, with a further page of "historical" background. It took myself and another experienced gamer less than a half-hour to begin our first game. There appear to be no serious ambiguities or omissions, although your first few spaceship-to-spaceship combats may drag a little until you become familiar with the formation system. As is usual with GDW, the key charts are listed on a separate cardboard sheet.

The strategic planning aspect of ***Double Star*** is the heart of the game. Players begin by purchasing their ships, defense units, power plants (for moving free planetoids), etc. A wide variety is available, and in most scenarios your original purchases will constitute a large part of what you will have to play with. All through the game you will need to allocate limited resources and decide whether to train a task force (giving it a wider range of formations) or to throw it into combat. Even the fastest ships are unable to cross between star systems in one turn, so offensives must be planned in advance and carefully supported and coordinated.

Scenarios last from 12 turns, which would take a few hours to play, to an open-ended scenario called Armageddon. This scenario should definitely be played in several sittings. It is also fairly simple for gamers to make up their own scenarios, a la *Wooden Ships*, with each side starting with an agreed-upon number of points and production budgets.

Double Star is one of the most solid science-fiction games this reviewer has played. It holds together well and includes all of the major strategic considerations that can be expected in warfare of this type. It can take a considerable period of time to play, especially the Armageddon scenario, but involves enough combat and other decision-making situations to keep interest high. —*William Fawcett*

Game review

War in the Ice

Produced by: SPI
Retail price: $12

SPI's **WAR IN THE ICE,** designed by Phil Kosnett, deals with a hypothetical limited war for control of Antarctica and its potential energy resources in the 1990s. It is primarily a conventional, operational-level, two-player game—U.S. versus U.S.S.R., but the South American Union, of *Invasion America* fame, can be included for a three-player game. Additionally, there is a science-fiction version featuring the Subterran civilization awakening from its stasis complexes.

Players' land and air forces clash (with emphasis on supply, electronic warfare, detection, and weather) with the objectives of destroying each other, and more importantly, gaining control of bases. Land forces include: mechanized combat task forces (tanks and infantry), droid teams (remote-controlled tanks), laser batteries, van convoys (vital for supply), hovertank teams, engineers, base garrisons, and airmobile and paratrooper units. Air forces include: fighters, ground attack/spotter aircraft, electronic warfare (EW) planes (queens of the battlefield), light and heavy transports, and attack and transport helicopters.

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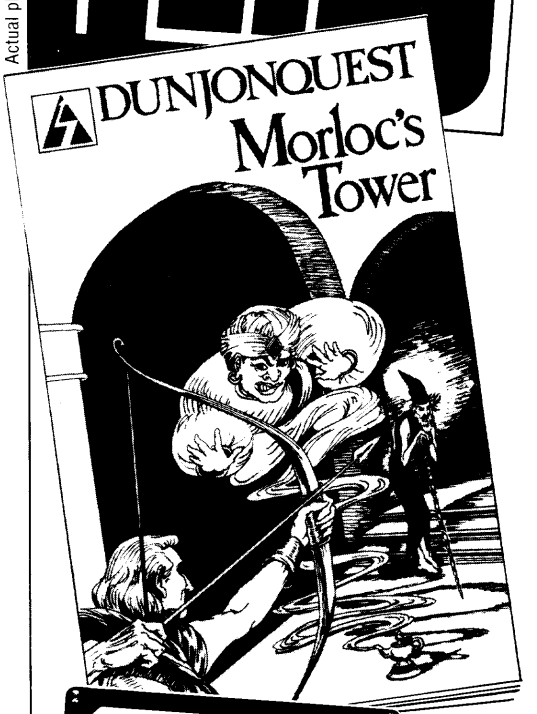
Actual photo of screen during a Dunjonquest game.



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Recon and killer satellites are also available to both superpowers, but with steep price tags.

Strategy focuses around supply and with good reason. Unsupplied land units die quickly in combat, automatically in two turns, during poor weather. And poor weather is frequent in this Godforsaken continent. Unsupplied air units are useless. Even worse, they are easy targets. Supplies are stored only at bases; that, combined with the fact that bases figure prominently in victory points, it's not difficult to see why operations center around taking and defending bases. Supplies sitting in a base do little good; they must be delivered by van convoy or transport aircraft to fighting units. Supplies must also be lugged from the coast to inland bases. All this generates incentive to destroy or capture enemy supplies.

However, finding an unwilling opponent in a 22,000-square-kilometer hex in the midst of howling snowstorms is not easy. Therefore, land units are normally considered undetected. The opposing player only knows that they are in the hex, which doesn't guarantee combat, and what general type they are. They may be detected by other land units, sensor grids, recon satellites, or certain aircraft. The detection ability of these aircraft depends on their EW rating. Once units have been detected, their EW ratings figure prominently in combat. Combat is also influenced by which strength (anti-tank or anti-infantry) and tactical option the units utilize. Aircraft can have a decisive effect on the fray, but are by no means invulnerable to anti-air measures.

The air portion is a game in itself, and accounts for the bulk of the game's complexity. Aircraft can do everything from the mundane, but vital, task of transporting and airdropping supplies, to interception, escorting, and ground attack. Aircraft are limited by range, so land units tend to stay near bases, which have airfields. A few temporary bases can be constructed by engineers to help provide aircover for spearheads in hostile territory. Weather also hampers aircraft. The exception is the U.S. F-25 "Polecat," presumably clue to the traditional American emphasis on all-weather operations. Ground units are limited by the climate, but not to the same degree as aircraft, and not as severely as one might expect.

At the upper spectrum, recon satellites make sweeps over the map, attempting to detect enemy units they pass over. Yet their horrendous cost, relative inflexibility, and extreme vulnerability to the much cheaper killer satellites reduce their attractiveness.

The ability to wage war is contingent on resource points (RPs). They are used to buy supply and units. As supply is consumed by units each turn, it's a constant drain on the players' RP totals. Players may, and usually do, employ deficit spending (negative RP totals). RPs are also used to determine victory. The player with the higher RP total wins. When a unit is destroyed, the owning player pays a penalty equal to the purchase cost of the unit. Land units in a hopeless situation may surrender and pay a penalty of only 20% of their purchase cost. The premise here is that life is no longer cheap, even to the Russians. Capture of enemy bases is the only manner in which a player can gain RPs. The RP system works nicely in that a player can gamble and greatly build up his forces, subject only to the countermix, at the price of lowering his RP/victory totals.

The game system makes feasible another strategy which depends on the ratio between fighting and supportive elements. A player may purchase a small, but lavishly supplied, force with abundant transport and aircover, capable of fast and flexible operations, or a large, ponderous army with meager supply and supportive components, liable to run out of supply at crucial instances, or any type of army between those extremes. This saves the game from the fate of many SPI designs: being left to wither because a "perfect strategy" becomes apparent.

The optional rules-magnetic disruption, naval blockade, sensor-activated mines, aerial sensor emplacement, and political influence-add new twists to the game in exchange for more complexity. Most are self-explanatory. Magnetic disruption reduces EW ratings around the South Pole. For a stiff cost in RPs, a naval blockade allows a player to cut off the other's reinforcements for one turn. Political influence is the homefront reaction to military defeats; the U.S. and S.A.U. lean toward "Peace with Honor," while the Soviets are more likely to reinforce.

As extra insurance against becoming stale, ***WAR IN THE ICE*** has a science-fiction scenario. The warring armies have awakened the dormant Subterrans in their stasis complexes scattered across the map. The Subterran does not employ the RP procedure, instead, he picks one of four force compositions and attempts to revive his units. He has: "sleeper" infantry, anti-grav lifters, ice drills, energy converters, and Psimasters. Except for the "sleeper" infantry, each of these units has at least one special ability. Despite this, a convincing science-fiction flavor is lacking. The scenario still has the "next war" mood of the conventional contests.

The supporting graphics are generally first-rate. The land mass (which by the way, takes up only half of the board) and the map form just the right combination of blue and white to appear deliciously "cold." The 400 counters are of SPI's usual high quality. The deep blue and red units of the American and Soviets, respectively, are especially pleasing.

Though the aircraft silhouettes look suspiciously contemporary, few will object. This is more than atoned for by the effort that has been taken to add color and feel for the battle without deteriorating into silliness. Russian hovercraft teams have names like "Cossack" and "Mongol;" one of their mech units is "Khukov;" an American mech unit is "Patton;" a droid team, "Robby." (Clear proof that it's a Kosnett design.) The charts on the maps are well laid out and helpful. However, SPI retains its maddening habit of burying the majority of the charts and tables in the rule book. A game that costs ten dollars should have playing aids that are easily accessible, and at least on light cardstock. One playing aid that would have been helpful is a status sheet for land forces, because they are normally face down, and it's a nuisance to keep looking under the counter to see what your own unit is, not to mention the possibility of your opponent seeing. A definite strongpoint is the extensive supplementary material, hopefully a feature SPI will continue. The rule book includes eleven pages of designer's notes, situation briefing, hypothetical archeological extracts, and notes on Antarctic land and air forces.

WITI will inevitably be compared to Metagaming's Microgame *Ice War*, the only other extreme winter environment game. *Ice War* is about the Eurasian Socialist Alliance's transpolar strike against the only remaining American oil supply in 2007: the Alaskan wells. The main dissimilarity between the two sides is that the Alliance utilizes hidden movement, the U.S. does not. In *Ice War's* postulated world, SAM technology has neutralized airpower, hovercrafts and sleds are vital portions of both sides' forces, and the U.S. has a monopoly in satellites (which are more deadly than those in WITI).

Ice War is much simpler than WITI, but it does nearly as good a job in portraying combat in a bitter winter environment. Actually, better in some respects; the terrain conversion is much more satisfying and destructive in *Ice War*. ***WITI*** is complex (SPI claims it's more complex than *Mech War 2*, but it's not), another mark against it. Players can be playing *Ice War* before they read ***WITI's*** rules thoroughly.

This is not to imply that ***WITI*** does not have its fortes. Its graphics and supporting material completely outclass those of *Ice War*. WITI also pays attention to those small details that add spice to a design. *Ice War* had a splendid opportunity to do so, but didn't.

But in what makes a game tick, *Ice War* seems to have a definite edge. While ***WITI*** is certainly fun, the players become exhausted from the demands the game system makes on them: supply, EW, and the airwar. In the microgame, the players are exhausted from the situation, the suspense, and the down-to-the-wire action; it's a contented exhaustion. A personal feeling is that in *Ice War*, in the back of the players' minds they know, if they really get into it, that they are playing for all the chips—the fate of America hinges on the outcome. In ***WITI,*** it's basically a meaningless war; the politicians will probably negate any gains made by either side. That can't help but reduce my enjoyment. I think others may feel the same way. Due to the players' individual preferences, it is a tossup on which is the better game. But dollar for dollar ***(WITI*** is ten dollars, *Ice War* three), *Ice War* is the better buy. *—Roberto Camino*

Short Takes & First Impressions

The past couple of years have seen marked improvements in game graphics, both in artwork and printing quality. Now there comes from Italy an entire line of boardgames that are light-years beyond anything produced in the U.S. in terms of graphics. They will set the mark to beat in the '80's.

I refer to the line of INTERNATIONAL TEAM GAMES now being imported by Polk's Hobbies Int'l, 346 Bergen Ave., Jersey City NJ 07304. These games must really be seen to be believed; the graphics and color is simply stupendous. Most of them appear to have been printed using a *six* color process, and all of the counters and boards are laminated, which makes the pieces even glossier.

It is not the purpose of this column to pass on rules in detail, but to merely give you a brief idea of what something is. Therefore, be advised that none of these games have been extensively tested as I write this; I am basing this summary on numerous progress reports as well as my initial impressions.

The range of titles and subject matter is broad, from what appears to be limited role-playing to conventional, historical simulation. The topics range from fantasy to science fiction to historical to the abstract

The boards are all mounted, but not in the traditional *"fold it in the middle"* fashion. Rather, they are mounted on much heavier stock, laminated, and then die-cut in the manner of a jigsaw puzzle, though only into a few large pieces. When assembled they are very usable and stable. This technique also allows for the production of some odd-sized and shaped gameboards, which is another pleasant departure from the norm.

As with everything that seems a little "too" good, there is one drawback with this line of games: the prices. When you remember that these are imported and that Uncle Sugar duties things to

death, and when you consider the exceptional quality, the price becomes easier to accept. If you attempt to judge their value on the price versus the number of components and pieces, certain of the games, such as *JOLLY ROGER,* are going to get bumrapped. *Jolly Roger* has few counters, and an average-size board, and only a few pages of rules (printed in French, Italian, German and English, as they all are). Do not let the seeming simplicity deceive you; this appears to be a fascinating game of the highest order.

One problem seems to be shared by all of the games' rules: for the most part, the translations are lousy. As clarity and conciseness of rules are of paramount importance to any good game, this could lead to some problems and misunderstandings. Most of the rules are simple enough that good common sense is usually sufficient to slog through the sticky portions. Unfortunately, some of the errors require divine inspiration and/or revelation to interpret. For the most part this is a shame, because otherwise excellent games are not going to be received and judged fairly. To that end, we intend to do follow-up, in-depth reviews of most of the line that will go heavily into what the rules should have said and what they meant. We honestly believe that most of them are good enough to warrant our all-too-scarce attention in depth.

It is my opinion that almost every gamer can find a title in the line in their personal interest area. Adding any of the IT Games to your collection will do two things: First, it will upgrade it by its presence and novelty, and, second, it will prove to make the majority of your collection pale in insignificance in terms of graphics. Every game bug should have one, if only for a status symbol. I think they're worth more than that!

The line includes *MAGIC WOODS,* a fantasy game of limited roleplaying for 2-4 ($17.95); *CONQUISTADORES,* New World exploitation by the colonizing powers of 17th Century Europe, for 2-4 players ($17.95); *TABU,* a game of power politics and prestige for 4 players with an Aztec setting ($17. (5); *ILlAD,* a recreation of Homer's epic for two or more players ($24.95); *ODYSSEY,* a fantasy game for two players pitting Minerva against Neptune in directing Ulysses thru his trials ($24.95); *MEDICI,* a game of plot, intrigue and alliance in the 15th Century for 4-6 players, with graphics that must be seen to be believed ($27.95); *ZARGO'S LORD,* a complex, challenging fantasy game for 2-4 players that could possibly be the best of the lot ($29.95); *YORKTOWN,* Washington vs. Comwallis for 2 or 4 players with all the historical units ($29.95); *KROLL & PRUMNl,* high technology science fiction space game for two players with stunning graphics and counters ($29.95); and *OKINAWA,* a complex simulation of the Okinawan operation, entailing all of the military aspects of such a combined arms effort, for two players ($29.95).

Compared to some of the $30+ dinosaurs available today that demand that the players be experts in the field to even understand them, these games are much more dollar-efficient. You do not have to read two or three rule books, nor spend needless hours preparing to play. Definitely worth looking into. . . .—*T. J. Kask*

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(From page 3)

exist. But is that any more "unreal" than the ability to cast a fireball? Why worry about it? It's fantasy!

Now, The Dragon *publishes variants to games in every issue—not that 1 as editor, or TSR Periodicals as a division of TSR Hobbies, Inc. feels that they are necessary to any given game, or that in some fashion they make the game more "real."* The Dragon *exists as a forum for game players and to serve the hobby. If a variant improves the mechanics of a set of rules, or introduces a new, unknown factor into a game, and thereby provides more enjoyment for the players, or helps balance an unbalanced game, it has served its purpose.*

But if a variant professes to make a set of fantasy game rules more "real," it is merely an exercise in semantics that results in a contradiction of term.

I hope Mr. Ho/singer's FRPG rules eventually are published commercially so we may all compare them to other FRPG rules. I, for one, will be very interested in seeing how his system is more "real." —Jake

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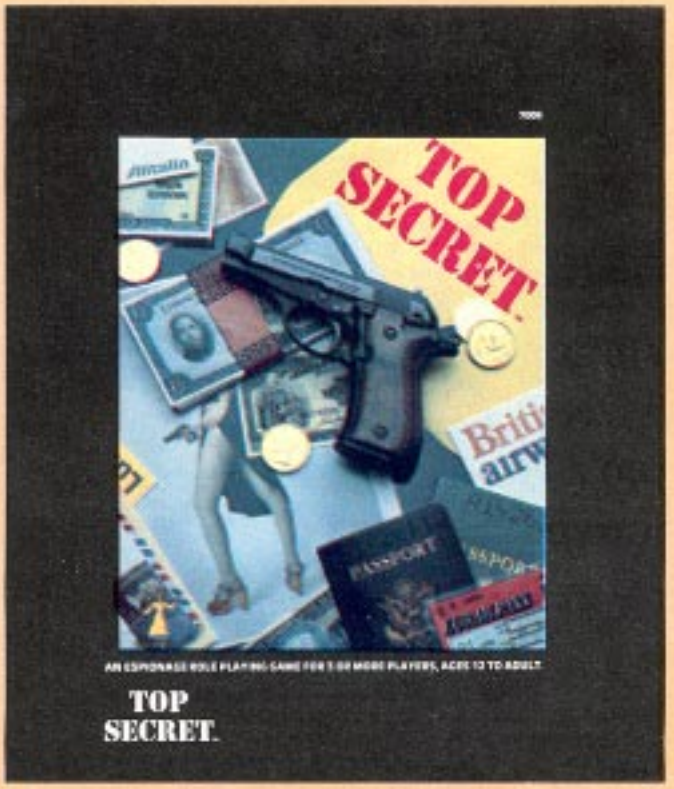

BACKGROUND BRIEFING: This new product, published by the company TSR Hobbies of Lake Geneva, Wisconsin USA, has recently come to the attention of our agency. Certain high-level sources have maintained that this item is of great interest, and it is imperative that the following information be verified and its veracity established.

Reliable reports reaching our intelligence bureau describe this product as one where participants willingly assume the identities of various secret agents and undercover operatives, engaging in covert activities, ostensibly as part of a game exercise for personal challenge, enjoyment, and diversion. These missions encompass the full range of espionage undertakings, including gathering intelligence, smuggling valuables and documents, infiltrating enemy agencies, and rescuing defectors. It is said that nothing more than paper, pencil and imagination are required to play. Our sources indicate that this process is highly enjoyable to all those participating, who vicariously experience the thrills of a secret agent's life through the process known in technical parlance as "role playing". Our agency analysts estimate that tens of thousands of copies of this product will be purchased, with proliferation worldwide in a matter of months. This phenomenon is remarkable indeed. . . .

The source of this item, the firm variously known as "TSR" or "TSR Hobbies, Inc." (a/k/a "The Game Wizards") is a rapidly growing publisher of quality games, including those in the field of role playing—an aspect of this hobby established during the last decade with a best-selling release entitled DUNGEONS & DRAGONS®. Not only are the games enhancing TSR's reputation as one of the top publishers in the field, but it appears that this new item will introduce many more participants to the experience of role playing.

YOUR MISSION: Find this product at your local game outlet and remove it after paying the proper remittance in local currency. Examine and play the game using its component parts: 64 page instruction and data booklet, 32 page introductory mission scenario and map folder, and randomizer instruments. Report your evaluation and share it with as many others as possible. Good luck—that is all. . . .

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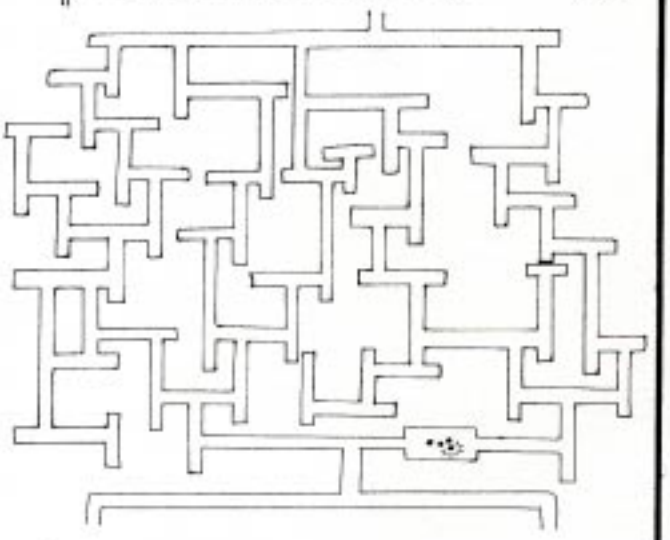
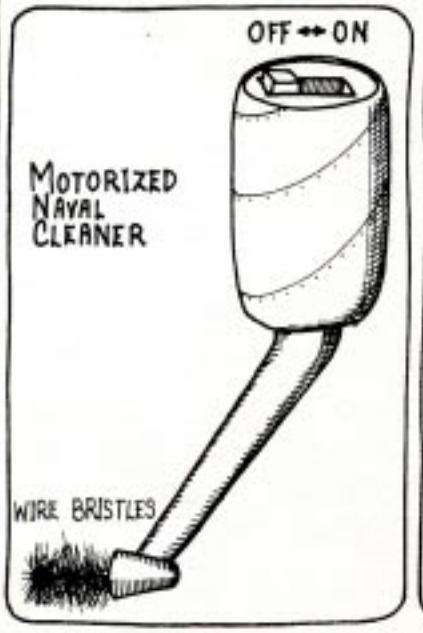


"YOU KNOW CLARENCE, IF I RUN INTO ANOTHER T INTERSECTION I'LL SCREAM!"

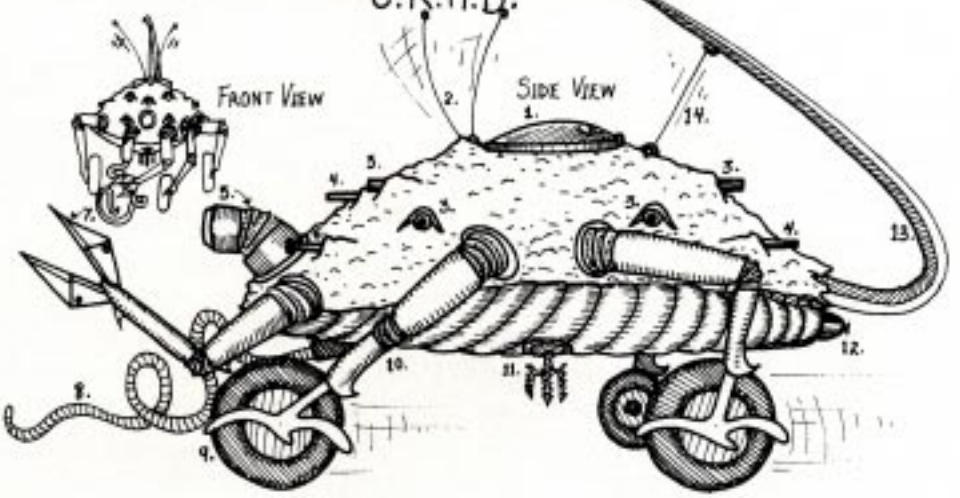
INERT WEAPONS OR "TECHNOLOGY TO THE RESCUE"

By Shaw



THE ANTI-GORILLA, INVADING, SELF-PROPELLED, RADIO CONTROLLED;

C.R.A.B.*



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8. SIMPLE STEEL CAGED GRAPLER
9. GOODSTONE [SELF SEALING] NYLON TIRES
10. COMPOSITE STEEL-RUBBER LIMBS
11. SPRING ACTIVATED BARBED-PECKER
12. SANPAN HOMING TORPEDO
13. TUNNEL PIERCING SPRING STEEL TAIL
14. TENSION COIL HOLDING 13.

*COSMATIC RADIO ACTIVATED BOOMERANG

A. COLOR CHANGES WITH SURROUNDINGS
B. SIZE 23.5' LONG/11' TALL : EST. WT. 2 TONS
C. ESTIMATED SPEED 150-180 M.P.H. [ALLOW 5 MPH SLOWER IN SWAMPS]

Ripples In The Fabric Of The Multiuniverse

Mark Cummings

From deep within the study-by-the-lake the Arch-World Shaper emerged. For untold months he had researched his new magics and now, at last, the work was done. A thousand scribes were set to work, reproducing the subtle thoughts of the Master, little dreaming that from their pens flowed unimaginable power. Time and time again a thousand scribes dipped quills into bottles, each one ignoring the fresh pattern of ripples that each new application of the quill point to the ink produced. If only they had eyes to see, they might have beheld these ripples gently flowing outward toward the sides of the bottle, and then beyond the confines of the glass to ripple and distort the very fabric of time and space itself. . . .

Kermit the halfling burglar backed up against the damp stone wall, praying that the beast would not notice him. His party of five had successfully battled a small group of trolls, and had escaped from the encounter with considerable loot. On their way back to the safety of a nearby walled city, the group stumbled across four rhinoceros beetles. Since all the members of Kermit's party were suffering from at least minor wounds, the battle with the beetles had been disastrous. Although they had killed all but one of the beetles, all of Kermit's companions were now dead, and the one remaining beetle was turning to finish off the lightly armored thief!

Despair flooded into the halfling's heart as the monster approached him. For some reason he had never understood, his short sword had never been an effective weapon against certain creatures. It seemed to be as difficult to damage these creatures as it was to penetrate a fine suit of plate mail.

As the creature lunged at him, Kermit dodged to the side and struck. What was this? The blade had actually penetrated the creature! In a frenzy of hope and fear Kermit struck again and again! The giant beetle, already wounded by one of the fighters in Kermit's party, began to falter! It fell! Kermit had won!

He looked with wonder at his blade. Had some strange enchantment fallen suddenly upon it? Never before had it penetrated a creature of this type so readily.

Willing to make the best of an awful situation, Kermit bent down to relieve his dead companions of their more portable loot before moving on. But what was this? Three of them were alive! With feverish haste Kermit began to tear up his cloak to make bandages. By working quickly he was able to save two of them.

What strange enchantment, he wondered, as he prepared some rhinoceros beetle broth for his wounded friends, is upon this place that the laws of nature are so subtly bent?

* * *

Furd the mighty, Lord of Tamerlane Castle, was in a foul mood. Although he was in his fiftieth year, his strength and vigor was that of a young man. For decades he had been the mightiest swordsman in the realm. But alas, on a recent adventure he had faced a foe with a dread Sword of Sharpness, and now his sword arm was gone. He stood beside his trusted henchman, Clayton the High Priest.

"I tell you, Clayton, it is enough to make me curse God, the loss of this arm!" he grumbled.

"There are spells that could help," Clayton sighed, "but I have never mastered them."

Suddenly the very air around them crackled with power and energy.

"What, what enchantment is this?" Furd cried.

"Furd!" Clayton gasped. "Your hair. There are suddenly streaks of gray in your hair!"

"And in yours as well," Furd replied. "What madness is this that suddenly makes us feel the weight of our years all in one moment?"

"I know not, sire," the loyal Clayton replied.

Indeed, all within the realm were mystified at the change in the elderly, so heavily had the weight of years come to rest on those of truly advanced age. And yet the cloud was not without a lining of silver or, as Furd was later to insist, a lining of platinum! For that very next morning a beaming Clayton approached his crippled lord, and began to chant mystic words.

"What is the meaning of all this?" Furd demanded once his loyal vassal had completed the spell.

"The meaning is clear, lord," the smiling Clayton replied. "Though a man's strength may decline with age, his wisdom may increase!"

But the mightly Furd was no longer listening, for the bandage on his stump of an arm had suddenly grown tight, and he had ripped it off.

The arm was growing back again . . .

* * *

On the world of Letsmakeadeal the awesomely powerful 37th-level Wizard was about to conquer yet another nation, using his 19th-level "Smite Rulers and Transfer Loyalty of the Population to Caster" spell. As he began to cast his mighty spell the world around him was suddenly turned inside out, stirred vigorously, and the contents poured into a new mold.

A voice from out of nowhere spoke to him. "You are now first level. You have two pips and 20 gold pieces. You know only the following four spells: *Read Magic*, *Burning Hands*, *Feather Fall*, and *Identify*. Good luck, sucker."

* * *

And in the study-by-the-lake the Arch-World-Shaper smiled. His Dungeon Masters Guide was now complete. He would rest awhile before beginning his next project. . . .

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ORIGINS Report

Once again, the fickle finger of fate has singled out ORIGINS, and done it harm. It took the form of the powers that be at the University of Delaware, just before they decided to renege on their deal involving use of their campus. It seems that there will be some sort of freshman indoctrination going on, and it was feared that the food-service facilities were inadequate, so the University denied ORIGINS the use of the food services. The ORIGINS people rightly decided that a site with no food service was not suitable for the con.

After due consideration of the immediate alternatives, it was decided that the site would be moved back to tiny Widener College in Chester, Pa. It was felt by many that Widener was inadequate as last year's site, being poorly laid out and inefficiently utilizing what space was available.

The good news is that Jay Hadley, head organizer, says that there will be more than 200 air-conditioned rooms available this year and that the locations of the buying areas and gaming areas have been reversed.

The bad news is that ORIGINS has had to be moved up into June, on the 27th, 28th and 29th. For those of you who had planned your vacation time for the old July date, this could be a serious inconvenience. It is hoped that this last-minute change will not affect the attendance this year, as a result of past problems at this site. The organizers claim to have all of the past problems worked out. The best thing to be said for the situation is that Jay Hadley's people are still involved. The group did a yeoman performance in the face of adversity last year.

TSR Periodicals will support ORIGINS wherever it is held.

Back Issue Prices

Effective Immediately. the price for all available back issues of The Dragon will be 75 cents more than the cover price for the issue being ordered

The oniy issues which may be ordered through TSR Periodicals are the following TD #22 (February 1979) through TD #31 (November 1979), at $2.75 each (cover price $2), and TD #32 (December 1979) through the current issue, at $3.25 each (cover price $2.50).

Certain issues of The Dragon in the future will have slightly higher cover prices because of special inclusions The cost of those issues follows the same structure In other words, a magazine priced at $2.75 will cost $3.50 if ordered as a back issue

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More 'Quirks'

At just about the time that the February issue of The Dragon was rolling off the presses, author Tom Holsinger called us with alterations he wanted made to his article "Quirks and Curses" on pages 30-31.

Here they are, one issue later. We hope the absence of these clarifications did not harm our readers' enjoyment of the article.

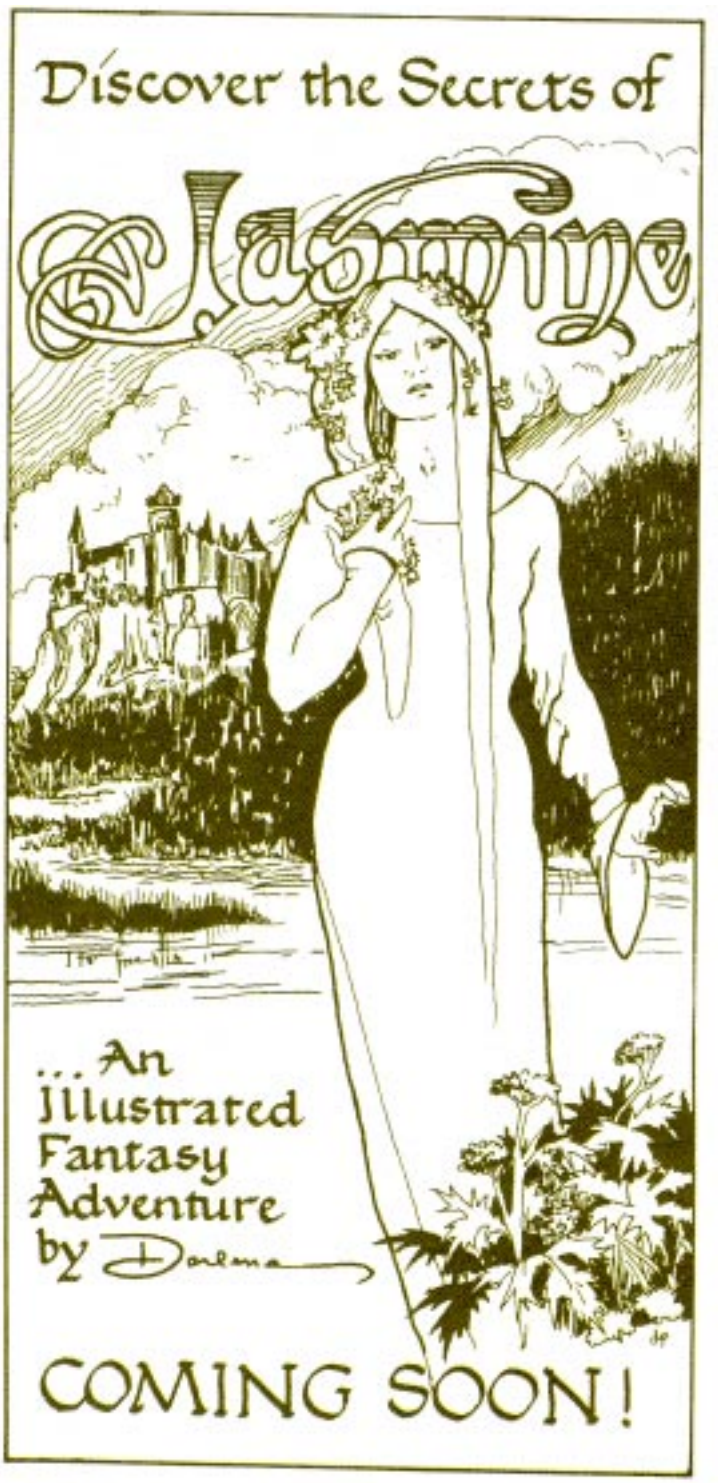
In the list of Quirks, #15 should read: "Gullible. reduce save vs. mental attack by 2." The remainder of those two lines should be deleted.

Also, delete the references to the *DMG* in Minor Curses #1, 2 and 15, and in Curse #15. Under Minor Curses #1 and 2, the following definitions are added: Xenophobia is "unreasoning hatred of some other intelligent race or species" and Xenophilia is "unreasoning friendliness with another intelligent race or species."

A line to be placed atop the story should have read "© 1980 Thomas Holsinger. "

The copyright, as Mr. Holsinger explained, is because this article is planned as part of his own fantasy role-playing game, which he is designing and intends to publish. The game system grows out of his old "house rules" for *Dungeons & Dragons*, along with some ideas he suggested for inclusion in the *Dungeon Masters Guide.* This article was taken straight from his suggestions for the *DMG*, but was written and submitted to *The Dragon* before the author knew that some of his suggestions did not make it into the final draft of the *DMG;* hence, the references to the DMG which should not have appeared.

Mr. Holsinger describes his game system as "quite different from *D&D,"* and promised that other excerpts will be submitted to *The Dragon* for publication.



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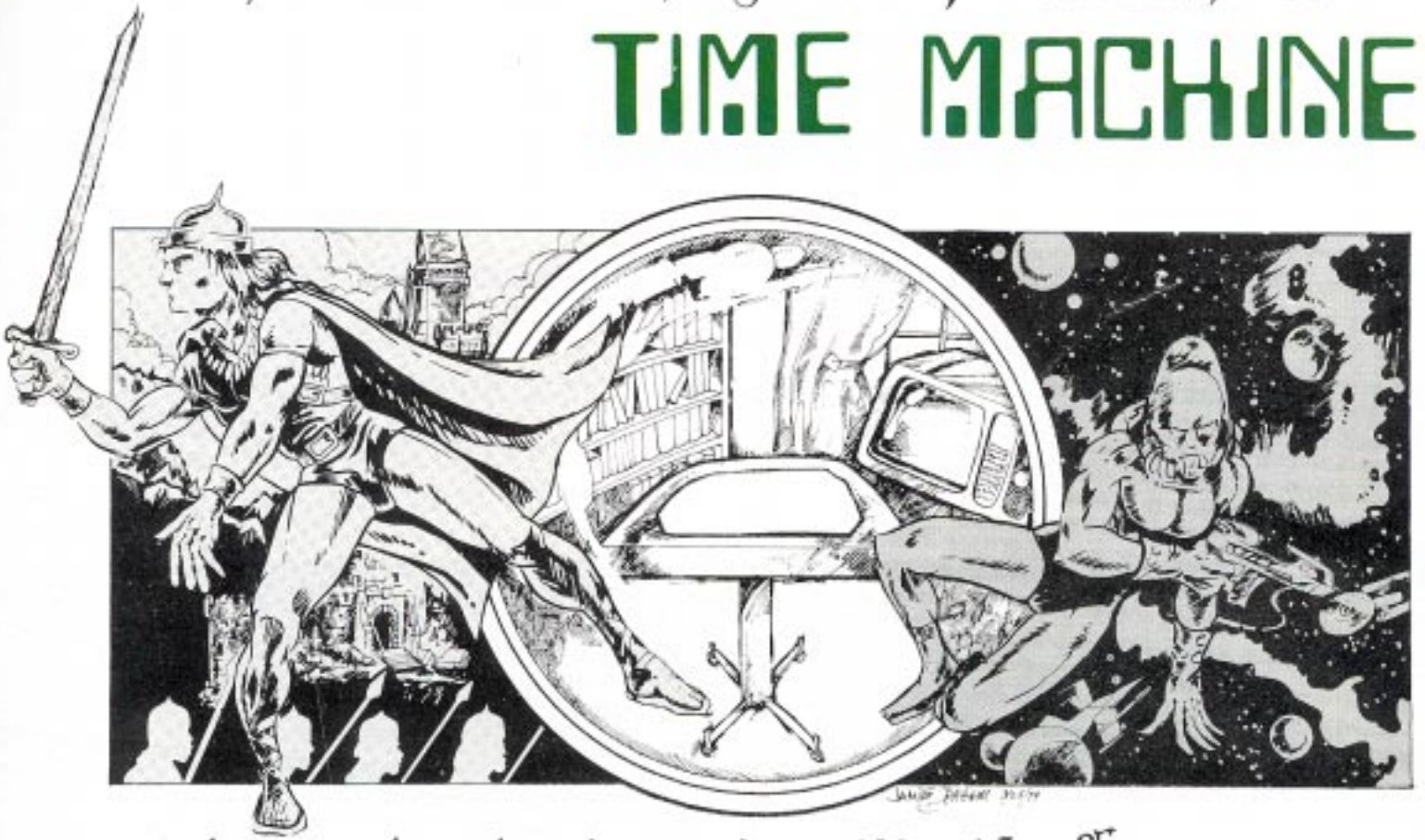

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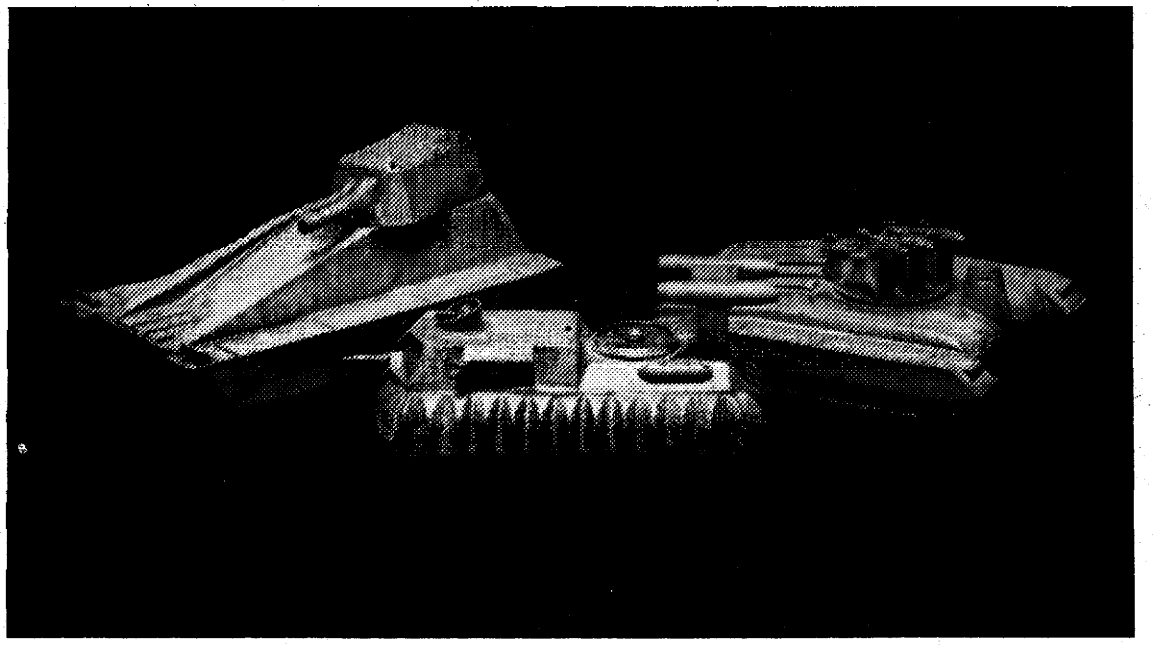

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