

The Dragon

#88

VOL III NO 10

APRIL 1979

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LOST CIVILIZATIONS

A Fantasy Supplement for Source of the Nile

Clrobin

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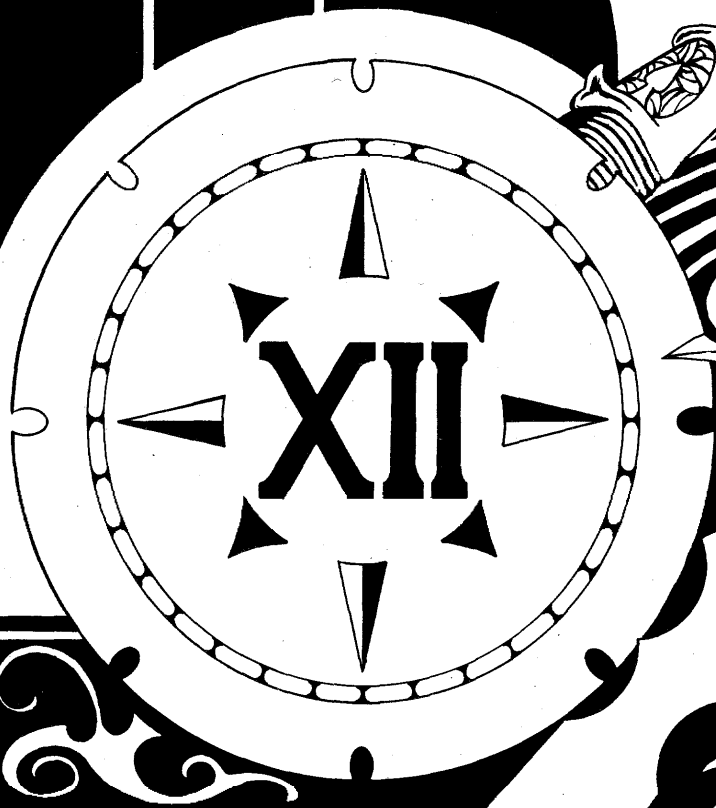
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—The Magazine of Fantasy, Swords & Sorcery, and Science Fiction Game Playing—



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One of the hardest parts of being an editor is working so far in the future. Whenever an editor talks about "next month's issue," he REALLY means the next one on the presses, which is sometimes two or three calendar months in the future. Right now, as I'm writing this, it is a cold, nasty March day. However, I am trying to maintain a "Spring" frame of mind, as this is a spring edition. You begin to see the problems? It is really difficult to maintain a "spring-like" optimism when its so darned cold.

Our plans for this new format and approach to gaming do a lot to help alleviate the "Is winter ever going to end?" blues. We are really fired up, abubble with optimism and plans.

The initial response to the format change has been overwhelmingly enthusiastic. It will be some time before we have all the data digested and correlated. It will be even longer before we have it all analyzed and start to act on it. There were, however, a number of questions that we screened for trends as the responses came in, in order to make the format decisions. There do seem to have been a few misconceptions, and misgivings, which we hope to allay.

First, just what makes a magazine good? Aside from the obvious criteria of acceptability and sales, what else? A magazine is not good simply because it is physically well-made: Numerous examples of nicely printed pieces of garbage exist today. It isn't artwork alone that makes a magazine good, nor is it physical layout or graphic design: numerous examples of nicely illustrated, well laid out magazines that have failed come to mind. The staff of the magazine, alone, does not make it good.

The contents are what make a magazine good. More specifically, the QUALITY of the contents are the determining factor. As TD has grown, so has the quality of the contents improved. The same is/was true of LITTLE WARS.

The tiny minority that has expressed dismay and disapproval seem to be predicating their objections on the basis that the content quality will suffer. Let me dispel that notion right now—quality will continue to improve. There is no need to fear on that account. In fact, I'm at a loss to understand that line of reasoning. It is highly illogical to think that the quality will decrease.

As you may have noticed, this issue is 48 pages long. We were forced with some tough economical decisions when we made this move, and 48 pages was a compromise. We are faced with increasing paper costs: the enamelled stock mills are still on strike, and West Coast publishers have been forced to bid for sufficient stock to continue printing. This has driven paper prices far too high. We were forced to choose between raising the cover price, raising the ad rates, or reducing the size. As an interim measure, we chose to cut back to 48 pages, for a variety of reasons. First and foremost, 48 pages consume less material than 56. At present, we did not feel that we had enough good material on hand to commit to 56 pages, for fear of running short sometime this summer. We knew how an increase in cover price would go over—like a lead balloon. Advertising rates will be raised this summer, as increased circulation dictates. All of this means that you can expect the size to increase sometime this summer.

Now we come to the meat of the matter: what will this new format cover, and how will it be done?

First, we want to become THE magazine of gaming, whatever the form. This does not mean that we intend to slight that segment of the gaming hobby that has supported us to date; we still plan to be the final word in fantasy and role-playing games magazines. We don't have any intentions of decreasing coverage of this aspect of gaming, particularly in view of the fact that fantasy, science fiction and role-playing are the up and coming aspects of our hobby. To lessen our dealing with those topics would be a step backwards, in our minds.

TD is expanding, not retrenching. There is much more to the gaming field than the aforementioned alone. There have been numerous pieces that I have

continued on page 30

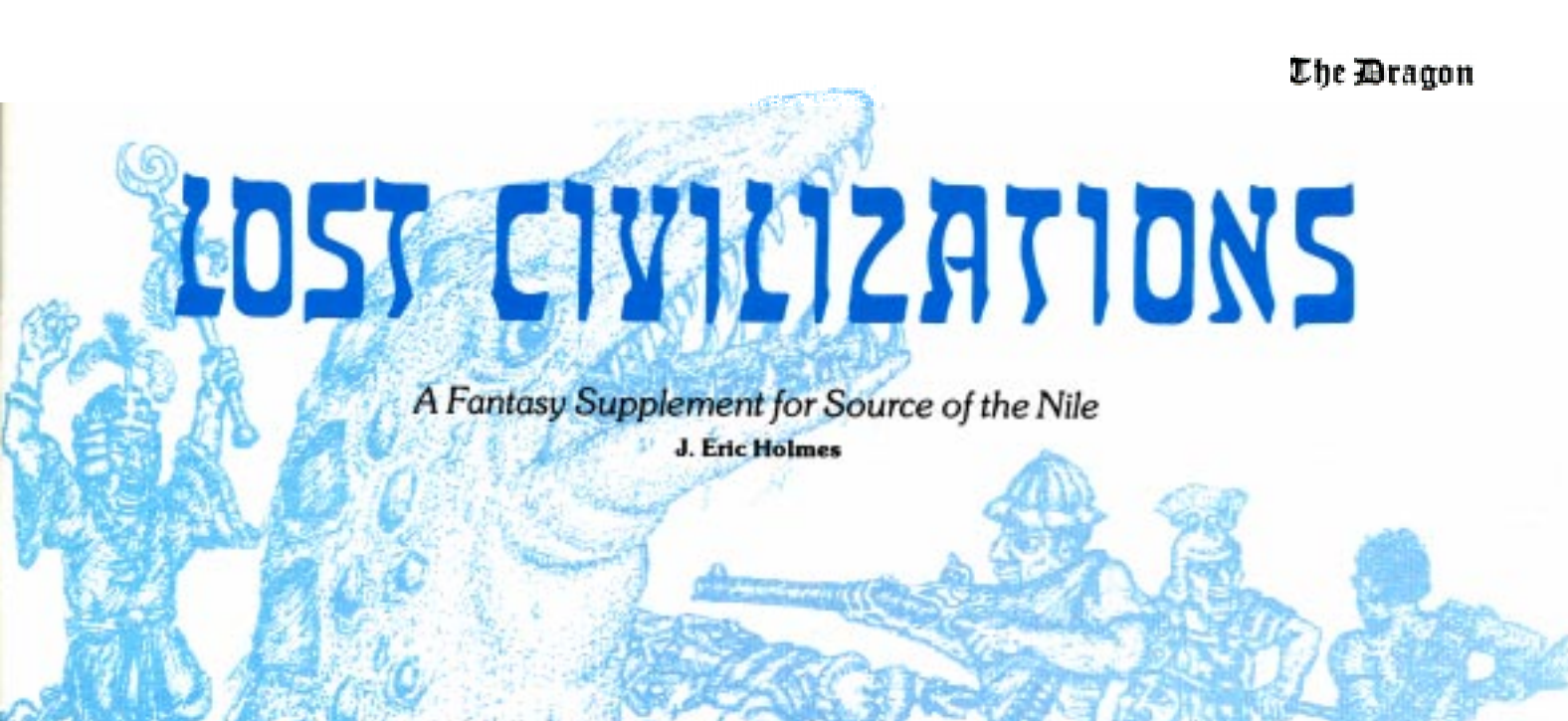
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THE DRAGON is published monthly by TSR Periodicals, a division of TSR Hobbies, Inc., P.O. Box 110, Lake Geneva, WI 53147.

It is available at better hobby shops and bookstores, or by subscription. Subscription rate is \$24 per 13 issues. Single copy and back issue price is \$2.00, but availability of back issues is no guarantee. Subscriptions outside the U.S. and Canada are \$28 per 6 issues, and are air-mailed overseas. (Payment must be made in U.S. currency or by international money order.) All material published herein becomes the exclusive property of the publisher unless special arrangements to the contrary are made. Subscription expiration is coded onto the mailing list. The number to the right of the name, prefixed by "LW" or "TD" is the last issue of the subscription. Notices will not be sent.

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LOST CIVILIZATIONS

A Fantasy Supplement for Source of the Nile

J. Eric Holmes

Ross Maker and David Wesley's exciting *Source of the Nile* game has been the subject of several articles in *The Dragon*. Players send explorers, who may be missionaries, doctors, zoologists, geologists, or adventurers, into the great unknown of blank hexes on the map of Africa to earn points for discovery. The flavor of the game can be conveyed by recounting the adventures. of my zoologist-explorer, Lord Underdog, up the Zambezi river.

Underdog had obtained a free ticket to Quilimane and managed to raise \$700 for his expedition. He manned two canoes with bearers and askaris, hired a guide and set off with high hopes. Little did he know what he was getting into!

The first turn found him in a known hex. He and his askaris were successful in shooting game to feed the expedition, but one askari accidentally shot another. The next hex was blank . . . unexplored. The river branched and the expedition), encountered a cataract. Unfortunately, it was not as high as some already known falls, so Underdog earned no points for finding it. (He named it after himself anyway.) While trying to portage the canoes around the cataract the explorer encountered a native tribe, the Balobo (Gygax variant), with seventy-five warriors! Underdog decided the safest thing to do was offer the chief most of his gifts. This worked, the tribe was friendly, and Underdog hired a guide. He spent the next turn trying to find new species of animals in the hex, without success. This was the beginning of a streak of bad luck for Lord Underdog, who never did discover a new species of anything. He began to suspect he had gone to the wrong graduate school and should have been a missionary. Entering the next hex he discovered a lake, but no native tribe. Finding no new species on the next turn, Lord Underdog went back down the river and into another unexplored hex. He had no luck finding animals but one of his canoes overturned and he lost four bearers and half his gear. He ventured on one more hex without making any interesting discoveries and finally turned back. Fortunately, he could drift downstream, for he lost another askari to a crocodile and ran out of rations. His men began to get sick and two died.

On the next turn his last askaris became sick as did four more bearers, but nobody died. He was able to reach the coast with enough bearers to row back to civilization. He had earned a grand total of five points!

The game gives a vivid feel for the danger and excitement of exploration in the nineteenth century. What it was missing, I thought, were the kind of encounters that Allan Quatermain or Lord Greystoke would have had under similar circumstances. So, for the fantasy fans, like myself, who enjoy the game but would like to have the kind of adventures one would find in the works of H. Rider Haggard or Edgar Rice Burroughs, and with all respect for maker and Wesley's fine game, I offer the Fantasy Supplement: Lost civilization in *Source of the Nile*. It all begins when an explorer enters an unexplored hex and finds no natives . . .

1. *The Unexplored — Hex contains no native tribe:* Lost civilizations

are usually hostile and native tribes avoid their territory. Roll two dice, a 2 or 3 indicates that a city has been discovered. If the hex is desert, the city is uninhabited and the explorer may elect to explore it or not, see below. If the hex is any other than desert, the city is inhabited by survivors of lost Atlantis. The people have bronze weapons and are all wearing ornaments of gold decorated with rubies and diamonds.

2. *Organization of the lost civilization:* Roll one die. A 1, 2, or 3 indicates the ruler of the city is a warrior-king who is always a tyrant. Determine the number of warriors in his army by multiplying the roll of three dice and adding ten. If the initial die roll is 4, 5, or 6, the city is ruled by an evil high priest and a beautiful white goddess. The number of warriors is equal to the product of three dice plus five.

3. *With this information at hand, the explorer must declare his attitude toward the lost civilization. He may:*

1. Immediately retreat into the hex from which he came. He will lose all credit for exploring the hex. He may move to another hex if he has movement left.

2. Approach the city with a show of force and attempt to negotiate.

3. Approach the city in a friendly manner, communicate with signs, hoping to negotiate. He will discover, to his amazement, that some of the ruling class can speak ancient Greek. Having had a classical education himself, the explorer can speak some classical Greek.

4. *Lost civilization's reaction to the expedition:* If the explorer has chosen attitude 2 or 3, add nine to this number. White goddesses are always interested in strangers. If there is a white goddess present, add one. If the expedition includes a guide from a neighboring hex, subtract one, for lost civilizations are usually at war with neighboring tribes.

Now compare this number with the sum of three dice. If the number is equal or greater than the die roll, the expedition is accepted as Guests of the City. Go to that section on the next turn.

If the number is less than the die roll, the warriors of the lost civilization will attack. Roll one die, if the result is equal to or less than, the explorers attitude number, the expedition is surprised and will not have a chance to shoot their muskets.

If the expedition is *not* surprised, the askaris will shoot, killing one warrior and the explorer will kill two warriors (unless he is a missionary, in which case he only kills one; Modified Gygax rule).

Roll one die, multiply by the number of warriors killed. If this number exceeds the number of warriors left alive, the explorer has won the battle and enters the city in triumph. Go to Guest of the City. If the warriors are not defeated by the musket fire they will close with the askaris and the battle will be too fierce for the muskets to be reloaded. The battle proceeds as if the expedition had been surprised.

If surprised, the askaris and explorer do not have time to shoot; the warriors close with the expedition in hand to hand combat. Half the bearers will drop their loads and run. Divide the number of attacking

warriors by the roll of one die, rounding all fractions *up* to obtain the number of askari casualties. If all the askaris are killed, the explorer is imprisoned. Multiply the number of askari casualties by the roll of one die. If this number exceeds the *original* number of askaris, the remaining askaris will surrender and half the remaining bearers will desert. Go to Explorer Imprisoned. If the askaris stand their ground, divide the number of remaining askaris by the roll of one die to obtain the number of warrior casualties. Check to see if the warriors are defeated and continue the battle.

The explorer is now either imprisoned or a guest of the city. This ends the turn. At the beginning of the next turn he must decide what his next action will be. He does not draw a disaster card for the turns he is within the city and the lost civilization will provide food for all members of the expedition. If any of the men are sick, the priests will cure them.

5. *The Explorer is Imprisoned:* The explorer and any remaining members of his expedition are thrown into a dungeon and all weapons, supplies and gifts impounded. If the city is ruled by a tyrant, a young noble aspirant to the throne will contact the explorer and offer to help him in return for his support in a forthcoming rebellion. If there is a white goddess in the city she will fall in love with the explorer. She will get him released from the dungeon during the day under guard, and pledge to help him escape.

On the next turn the tyrant or the high priest will order the explorer thrown into the sacred pool where he will be devoured by a mosasaurus, a gigantic aquatic dinosaur which has miraculously survived the eons in this lost city. The explorer must decide if he wants to attempt to escape from the dungeon or to challenge the priest of the monster god to a duel of magic and faith.

A. *The Explorer tries a breakout from prison.* Roll one die. If there is a rebel faction in the city add one. If the explorer still has askaris with him add one.

1-3 The escape attempt fails. The explorer is returned to his cell. All surviving members of the expedition are sacrificed to the monster. Next turn the explorer is taken to the temple for sacrifice.

4-6 The explorer escapes. If there is a white goddess, she accompanies him, and he carries off one hundred dollars in gold, or, if he is a geologist, five hundred dollars in diamonds. If he has askaris with him they accompany him in the escape, but one askari is killed by the pursuing city warriors. The explorer, with his companions, treasure, and one musket apiece, escape into a randomly determined adjacent hex.

B. *Duel of Magic and Faith.* The explorer challenges the high priest to a public duel of magic, using gunpowder, a magnet and a magnifying lens. Roll one die. If there is a white goddess, add one to the explorer's die roll. If he is a missionary, add one.

1-3 The high priest is no fake! Using powers of lost Atlanean science he creates a rain storm, puts out the burning gun powder and shoots a lightning bolt from his wand, demagnetizing the magnet, cracking the lens. Next turn the explorer goes to the Monster's Pool — result C.

4-5 The duel is a draw, the old high priest has hypnotic powers, the explorer is thrown back into prison — result A. He must attempt to escape on the next turn.

6 The high priest is a fake, the explorer humiliates him and is accepted as Guest of the City.

C. *Taken to the Temple to be thrown into the Monster's Pool.* Roll one die. If there is a white goddess in love with the explorer add one.

1-3 The explorer is thrown into the pool and devoured by the mosasaurus.

4-5 A rebel warrior smuggles the explorer a musket. He shoots and kills the monster god. In the resulting confusion, he escapes. Go to section A, result 4-6.

6 The explorer breaks his golden chains and throws the tyrant or high priest to the monster, seizes a weapon and kills the mosasaurus. He is accepted as a Guest of the City.

6. *Guest of the City:* The explorer and any members of his expedition are well fed and cared for. The explorer discovers, however, that no one

is ever allowed to leave the city alive. He determines to flee from the city, taking as much treasure as he can. Roll one die. If the explorer has defeated the lost civilization in a battle or deal of magic, add one. If there is a white goddess, add one.

1-3 The attempt fails, the explorer is thrown into prison. All other members of his expedition are killed.

4 An unsuspected volcano erupts. The city is destroyed. The explorer escapes with five hundred dollars in gold and gems. The entire population of the city, including the white goddess, die in the cataclysm.

5 The explorer flees the city, carrying five hundred dollars in diamonds, accompanied by the white goddess, if there is one, and any remaining members of the expedition. The hex into which he flees must be determined randomly and in the dangerous trek out an askari is killed. If there are no askaris, the white goddess falls into a chasm, lake, river, or swamp, and perishes tragically.

6 The explorer, all remaining members of his expedition and the white goddess, if there is one, successfully flee into an adjacent hex chosen by the player, carrying off one thousand dollars in diamonds.

7. *Lost Cities in the Desert:* If the explorer encounters a lost city in the desert it will be uninhabited and the bearers will recognize it as a legend city of demons and some of them will attempt to desert. Roll one die to see how many bearers desert, subtracting one for each askari present. The explorer may elect to leave the hex without exploring the city, in which case nothing else happens.

The explorer enters the city in search of treasure. Again the terrified bearers try to desert. Roll one die to see how many desert, with no subtraction for askaris. If there are not enough bearers, the askaris begin to desert.

Now roll one die to see what happens in the city. Missionaries add one to their die roll.

1-2 The ancient gods still live! In the depths of the lost city the explorer is confronted by the unspeakable forces of darkness. His expedition is destroyed and he is driven temporarily insane. He escapes, alone, still carrying his musket, into a randomly determined adjacent hex.

3-4 Traps of great sliding blocks of stone crush and kill half the bearers and askaris. The explorer escapes with a bag of diamonds and rubies worth five hundred dollars. The passages of the city remain sealed shut and cannot be re-opened.

5-6 The city is successfully looted. The explorer takes a bag of gems worth one thousand dollars and each bearer may carry off golden treasure worth two hundred dollars (equal to twenty gifts) but to do so must discard all other loads.

On the next turn the expedition begins to experience the eerie effects of a curse. Men are found dead, drained bloodless, with a look of unspeakable terror frozen on their faces. Each turn roll one die and subtract two to see how many men die of the curse. The curse continues every turn until the expedition reaches a civilized hex on the coast. The curse kills guides first, then bearers, then askaris and finally the explorer, if he does not reach the coast before it overtakes him.

8. *Publication:* On his return to civilization, the explorer may publish the lost city hex, but only as an uninhabited hex, since no one will believe his incredible story. He may, if he wishes, tell his adventures to a well known novelist who will publish them as a work of fiction since this is the only form in which the story can be presented to the public. This will net the explorer an additional five hundred dollars.

If an explorer has entered a lost city he may return to it on another expedition, but any other explorer will find merely an uninhabited hex; If an explorer re-enters a lost city he has previously explored he gets to add one to all his die rolls during the encounter. If his wife, the white goddess, accompanies him, he gets to add two. The explorer's wife, of course, takes all the risks of the expedition. She can be taught to shoot a musket and count as an askari in encounters with native tribes or wild animals

Keeping The Magic-User In His Place

Ronald Pehr

Anyone who has borne the honorable title of Dungeon Master for more than 2 games has quickly become aware of the overwhelming power of those practitioners of magic. Too often, expeditions revolve around how many Magic-Users are in the party, and tactics depend on the amount and type of spells. While some of my best friends are Wizards, I firmly believe that melees should not be decided by he who casts the first *Charm*.

One way to lessen the influence of magic is to arbitrarily delete some of the more powerful spells from the game. Actually, in a non-Monty Haul universe, players will not obtain the powerful spells until they are themselves high enough to merit the DM throwing truly lethal opposition at them, at which time they will need the spells.

An alternate method of deleting spells is to assign types of spells to "specialties" of magic. For instance, a Mentalist Magic-User could do *ESP* or *Hold Person* but can't make a *Fireball* rubbing two sticks together, while a Pyronic Magic-User has *Fireballs* coming out of his ears but can't put you to *Sleep* with a lullaby. This is suggested more for NPCs. As a matter of practicality, players enjoy the varied powers of magic and it should not be denied.

Another way to lessen the power of magic is to introduce a failure factor. There are some fantasy games that employ a percentage chance of a Magic-User being unable to cast a spell. The systems work for those games but not in *D&D*. Spells are already limited by a victim's saving throw, and an extra-dice-roll-in-the-middle-of-melee is to be avoided at all costs. What can be done is to change the rule about half damage. It does not offend game "reality" to assume that a successful saving throw indicates that the magic employed simply did not manifest itself into our space-time continuum. Thus, a *Fireball* is only a flash of light doing no damage, a *Paralysis* beam is a pleasant tingle. Along with this could be a rule that *all* magic directed at someone must overcome that person's inherent resistance. Thus, an injured person who makes a saving throw does not get healed by a *Cure Wounds Spell* and the unfortunate Fighter about to be swallowed by a Purple Worm who makes a saving throw does not get *Teleported* to safety by his friendly, neighborhood Wizard. Note that this idea does not require more than one dice roll, which is given for saving throws in any event.

I am currently employing two factors which aid game balance immensely, without distorting the rules beyond recognition. **The Rule of Concentration:** No character can possibly concentrate enough to cast a spell if he has been hurt. This means that even 1 point of damage taken in a melee round forbids a spell cast in that round. If the spell has already been cast, then the damage taken is subtracted from his dexterity for purposes of spell casting in the next round. How does the poor Magic-User overcome a bad guy beating him about the head and shoulders? He has his trustworthy Fighter, Cleric, and Thief allies to protect him, that's how. Those in an adventure party have to work together if the magic is going to work at all.

The Rule of Concentration avoids the phenomenon of a high hit point Wizard blithely standing in a hail of arrow fire, firing Lightning at his ease as if he were some sort of armored tank. Magic spells are not bullets out of a gun.

The second limiting factor I employ, which causes weeping, wailing, and gnashing of teeth, is

The Rule of Duration: Magic spells last no longer than 1 turn for every level of mastery. Does this mean that a *Charm* spell lasts no longer than 1 turn per level of casters? You bet your mithral underwear it does! Sorcery is a difficult practice, with even the least conjuration straining the fabric of the Universe. Surely it is not outrageous to suggest that it is all a Magic-User can manage to keep a raging opponent friendly and helpful for 10 minutes.

The Rule of Duration does not turn Magic-Users into helpless blunders. It does demand that players expend magic judiciously, and not expect the results of one spell to affect an entire game. Players can

Charm an opponent, take his goodies, and leave him under orders to stand quietly where they found him. By the time the *Charm* elapses they have defeated the foe, acquired treasure, but don't have cannon fodder to do their fighting in the next melee. The Rule of Duration is particularly effective in keeping players wary in the wilderness, where you might not have as much time to hide before the *Charm* lifts. Bear in mind that unlike the dungeon, each wilderness turn is a day, so that each wilderness encounter is faced with a full battery of spells. Naturally, each time an encounter is concluded, a check for new wandering monsters should be made. The wilderness is full of them!

Speaking of wildernesses, they become more playable if spellcasters obtain new spells only every week instead of every day. This brings wilderness encounters in line with dungeon encounters, wherein a week is presumed to have gone by from one expedition to the next. Weekly renewal of spells also prevents players from acquiring an item in the dungeon, escaping the dungeon, then presuming upon the week-between-expeditions to declare that in the intervening time they learned new spells on a day they weren't in the dungeon and so were able to *Detect Evil*, *Detect Magic*, *Read Languages*, whatever, on that acquired item.

In defending themselves during combat, Magic-Users could be limited in the amount of enchanted artifacts. *Gauntlets of Defense*, a *Ring of Protection*, and a *Robe of Protection* should not be added together, but should give the benefit of only the single most potent defense. An artifact can be combined with a defensive spell, such as *Protection v. Evil*, since the spell's protection is temporary.

GIVE FAME AND FORTUNE A SHOT!!! WRITE FOR THE DRAGON!

More than ever before, *THE DRAGON* is in need of writers.

Are you a literate, well experienced gamer? If so, you meet BOTH criteria needed to write for *TD*; literacy and experience.

Literate doesn't mean a of letters, or a holder of a fistful of degrees; literate means able to express oneself with a certain degree of ease and economy of words, in writing.

Experienced doesn't mean that you have to have played for any set amount of time, nor does it mean that you have to play a lot of different games. If you know a particular game very well, or are well-versed in a given type of gaming/games (such as science-fiction boards, for example), then you qualify under the "experienced" tag. The person that has only played one or two games, only a couple of times each, is not the one we want.

We need articles on ALL types of gaming appropriate to these pages. That means role-playing, miniatures, boards, computer games and any combination of those types. We particularly want more articles on NON-TSR games. We need material on conversions of figures, figure painting, rules interpretations and modifications/changes, combining role-playing campaigns/games, variants on ALL types of existing games, gaming with/by computers, reviews, comparisons, analyses and anything else that fits.

All submissions must be typed and double-spaced, and accompanied by SASE if you want them back in the event that they are turned down. Handwritten articles will not be considered as they are extremely expensive to have typeset.

Minimum payment is 1¢/word, cash—not credit. See if you can stand fame and adulation—write for *TD* today!

D&D Variants

CHINESE DRAGONS

BY
DAVID
SWEET

SHEN LUNG

Introduction

General: This article expands on the notes found in *Gods, Demi-Gods & Heroes* at p. 68. Some inconsistencies with the notes are caused by the latter's brief nature and conflicts in the sources.

Each set of dragons encountered may be of any alignment and be colored white, red, yellow, blue, green, or black, but their powers vary solely with their type. There is a 60% chance of finding them in their lair, but they never sleep. Only Yu Lung can be subdued. Roll age and size as for a normal dragon. Where the article below indicates a multiplication by the age level of the dragon, that means times one for a Very Young dragon, times two for a Young one, etc.

All Chinese dragons are Psionic Class 6, but have ESP at a radius of 5 X the age level of the dragon. All except Yu Lung can polymorph at will into human form and back at will and become visible or invisible at will, except that an invisible dragon will become visible when attacking.

Certain types below have the Scaly Command power. No scaly creature who lives in the water (chiefly, fishes and reptiles) will ever willingly attack a dragon with the power. In addition, such a dragon can, once a day, command for a half-mile radius the number of scaly creatures who live in the water which is specified for each class. This command lasts 2-12 hours and cannot be dispelled. Creatures already under the Scaly Command power of one dragon cannot fall under the power of another, and all dragons are themselves immune to the power. Otherwise, there is no saving throw against it.

Certain other types have the power of Water Fire. This unearthly stuff may be created by any dragon with the power whenever he is under or touching water, and may be dispelled by him at any time. *Water Fire* surrounds the body like the Flame of a demon and does damage, at the amount specified for each class, to anyone touching it.

All Chinese dragons are themselves immune to Water Fire. Water Fire will disappear for 20-120 rounds after being contacted by real fire (as in, for example, a Fireball), and cannot be recreated until the end of that period.

Type	Translation	Number Appearing	Hit Dice	AC	Walk Fly Swim	Treasure
T'ien Lung	Celestial	1	11-13	-2	9/48/6	HX2
Shen Lung	Spirit	1-4	9-11	1	12/12/9	H
Li Lung	Earth	1-4	7-9	4	9/24/6	H
Pan Lung	Coiled	1-4	6-8	2	12/12/9	½H
Lung Wang	Sea	1	11-13	0	3/No/9	HX2
Yu Lung	Carp	1-4	5-7	3	6/No/18	None

T'ien Lung

These are the Imperial Dragons mentioned in *Gods, Demi-gods, and Heroes*, but they do not live in and rule the seas — that is the province of Lung Wang. Instead, the typically yellow T'ien Lung, who are wingless but can still fly, frequent the same type haunts as Silver Dragons.

The ordinary attacks of the T'ien Lung are 2 claws 1-6 and 1 bite 4-40. They breathe fire in a 9 x 3 cone six times per day, doing damage of their hit dice times the age level of the dragon. They may also throw Control Weather at 2 times the age level of the dragon number of times per day. Old and older T'ien Lung each have a 50% chance of being accompanied by 1-6 Wind Walkers, Aerial Servants, or Spirits of the Air (*Gods, Demi-Gods and Heroes* at p. 63). These fanatically loyal servants cannot be charmed from their purpose and will do their utmost to

defend their master and, if necessary, avenge his death.

T'ien Lung are very fond of eating opals and pearls and look favorably upon any mortal giving them.

Shen Lung

The most common, they are wingless, long, four-footed, with a spiked back and tail, and 2 horns and whiskers on the head, plus an unextractable organ inside it which allows them to fly.

Shen Lung typically attack with 2 claws 1-4, 1 bite 2-24, and 1 tail spike 1-8. The tail is as supple as that of a wyvern but not poisonous. Shen Lung have no breath weapon but may cast (1) three times a day, either Control Weather or Ice Storm in any combination, (2) once per day, Bless, and (3) once per day, Curse.

These dragons live in rivers and ponds, breathe air or water, take no damage from lightning, but double damage from fire. They have the powers of Scaly Command for 2-20 creatures times the age level of the dragon, and Water Fire for 2-12 hits.

Shen Lung love arsenic, bamboo, and swallows. They are immune to poison and no insect, arachnid, or arthropod may approach within a radius of 6".



Li Lung

The only Chinese dragon with wings, these have a lion's body and dragon's head with human features. They live underground, cannot breathe water, but can swim. Their ordinary attacks are 2 claws 1-5 and 1 bite 1-20. They have no breath weapon and would be easy prey except that each can once a day, without a chance of being dispelled, cast Earthquake, as the spell, with a width and length each 3 times the age level of the dragon. Often such a convulsion will bring down the cavern in which they are usually living, but Li Lung are never harmed by any Earthquake, though they may be inconvenienced by having to dig out of the rubble. The powerful claws of the Li Lung enable them to tunnel like Umber Hulks.

Pan Lung

A smaller, thinner, and longer version of the Shen Lung, Pan Lung live in marshes and swamps. They have no tail spike and so, if they succeed in grasping with their bite of 2-16 on each succeeding turn they will automatically bite for 1-8 and constrict with their tail for 2-12 more. They also have 2 claws 1-3 which must be rolled anew each round.

Pan Lung can fly, may breathe air or water at will, have the Scaly Command power for 1-10 creatures times the age level of the dragon, and have Water Fire for 1-6 points damage. They have no breath weapon and cannot cast Control Weather, Ice Storm, Bless, or Curse, but may throw Charm Monster three times per day.

Lung Wang

These solitary brutes are a Chinese form of the Dragon Turtle, with a turtle body, crested neck, and Shen Lung head. They rule large bodies of water, can breathe air or water but cannot fly, and can lift any ship they come up under or ram as the largest warship. Their ordinary attacks are 2 claws 1-12 and 1 bite 6-36. They breathe out steam three times per day in a 10 x 5 cone with damage at the hit dice of the dragon times its age level.

Lung Wang have the Scaly Command power at 4-40 creatures times the age level of the dragon, but no Water Fire. Except for the ones noted in the general paragraph, they do not bother with other spells.



As rulers of the seas, Lung Wang will demand tribute from every passing ship. Regular travelers may work out an arrangement — for example, so much dumped overboard at a given spot.

Yu Lung

These shy creatures live in fresh water and have a dragon's head, 2 legs, and a carp's body or tail. They cannot fly, polymorph, or turn invisible, have no breath weapon, and breathe only water, although they can emerge awkwardly onto land for up to one hour. Their ordinary attacks are 2 claws 1-4 and 1 bite 2-16.

When rolling up Yu Lung, bring all age levels of 5 or above down to adult. There are no older Yu Lung: they have achieved their hearts desire and metamorphosed into some other kind of Chinese dragon.

Another Look at LYCANTHROPY

Jon Mattson

As described previously in *D&D®* and *Blackmoor*, any warm-blooded being who is seriously injured by a lycanthrope (say 50% or more of the possible damage they can take) stands a good chance of becoming one of the same type himself. There are, however, several varieties of lycanthropy which have not been covered and are listed below. Percentage dice are rolled when the person is first bitten to determine which type of lycanthrope he will become:

Dice Roll:

Lycanthrope Type:

01 - 15	A
16-20	B
21-25	C
26-50	D
51-60	E
61-70	F
71-00	G

Lycanthrope Types:

A — The infected character will turn into the type of creature which hit him from now on, both mentally and physically, until cured; i.e. he will be a whole new character — even his alignment will change to that of the creature which bit him. This change will occur within one to eight days of being bitten and can only be cured with a *Cure Disease* or *Remove Curse* spell from a cleric at least one level above the creature that affected the player. The player will have all of the creature's regular abilities and limitations (i.e. if he changed to a were-rat he would be able to summon rats as usual) but none of his own from before he was affected as long as he is a lycanthrope.

B — The infected character will stay in human form but will have the lycanthrope's mentality from now on until cured. This change will occur within three to thirty-six turns and can be cured by a *Cure Disease* or *Remove Curse* spell from any cleric. The player will keep all of his physical attributes (i.e. if he had strength of 14 this would not change) but will have the lycanthrope's mental attributes and lower intelligence (he will not be able to cast spells, for instance, but can talk to other lycanthropes). For more information on the lower intelligence, see the *Determination of Attributes and Abilities* section. Note that this type of lycanthropy is extremely rare and is also a type of insanity which can be used for curses, Scarabs of Insanity, etc.

C — The infected character will keep his own mentality but will gain the physical characteristics of the lycanthrope which bit him. This change will occur within two to twenty-four turns of being infected and can only be cured by a *Cure Disease* or *Remove Curse* spell from a cleric of at least seventh level. The player will keep his mental attributes (his intelligence, wisdom, languages, and any spells which do not involve body gestures, etc.) but he will have the hit dice, armour class, strength, dexterity, and other physical attributes of the lycanthrope that bit him.

D — This is the same as type A, but, beginning 1-12 turns after being infected, the player only changes to his lycanthrope form under a full moon or under great stress (see type G for types of stress).

E — This is the same as type B, but, beginning 2-16 turns after being infected, the player only has the lycanthrope's mentality under a full moon or under great stress (see type G for types of stress).

F — This is the same as type C, but, beginning 2-16 turns after being infected, the player only has the lycanthrope's physical form under a full moon or under great stress (see type G for types of stress).

G — One of the most common, yet least understood, types of lycanthropy: under a full moon or in situations of great stress (beginning 1-10 turns after being bitten) the infected player may (95% chance under full moon, base 40% chance under stress-add or subtract to this

according to type of stress) change to a sort of part man, part monster being. Note that stress could be any situation where the player is in great danger or extremely frustrated and angry. This could be anything from trying to pull his comrades out of a pit before they get eaten by a monster to fighting a seemingly invulnerable enemy or losing a battle. This may sound something like the "Incredible Hulk," but that is the general idea.

In any case, this being will be (at least mentally) something like the player with the following variations:

1. The creature's alignment may be different. Check in D&D to see what that type of lycanthrope's usual alignment is and compare it to the player's alignment on the chart below to see what the creature will end up being:

Creature's		Player's			Player/Creature Will Be:	
Alignment:	Alignment	Lawful:	Neutral:	Chaotic:		
Lawful	Lawful	100%	—	—		
Lawful	Neutral	60%	40%	—		
Lawful	Chaotic	20%	60%	20%		
Neutral	Lawful	45%	55%	—		
Neutral	Neutral	—	100%	—		
Neutral	Chaotic	—	55%	45%		
Chaotic	Lawful	20%	60%	20%		
Chaotic	Neutral	—	40%	60%		
Chaotic	Chaotic	—	—	100%		

Percentages — are the percent chance of the player/creature being that alignment.

Example: A lawful character is infected by a chaotic Were-Rat. When he turns into the lycanthrope from the bite, there is a 20% chance it will be lawful, 20% chance it will be chaotic, and 60% chance it will be neutral. Thus, percentage dice are rolled to discover what alignment the player/creature will be.

This must be discovered the first time the player changes to his lycanthrope form, and it will always remain the same unless the player changes his alignment (in which case a new roll is made). If the creature is lawful, it will be lawful/good. If it is chaotic, it will be chaotic/evil.

2. The creature /player will have about one half of the player's abilities (spells, languages, etc. providing its lower intelligence will permit this) and about one half of the real lycanthrope's powers (so a Were-Rat of this type could summon 5-50 rats, not 10-100).

Obviously, a separate character sheet will have to be made for the player when he takes on his lycanthrope form. For more information on this, see the *Determination of Attributes and Abilities* section.

Players will probably realize that this type of lycanthropy is actually an advantage, as long as the creature's alignment is the same as the player's, since the creature is stronger and has more hitpoints. Nevertheless, if a player wishes to be cured of this condition, a *Cure Disease* or *Remove Curse* spell from a cleric of at least eighth level will do it.

Note: For types D, E, F, & G: Each time the player turns to a lycanthrope he will stay in this form for 2-12 turns or until the source of stress (or the full moon) is gone (whichever comes last).

Determination of Abilities and Attributes:

As explained previously, a separate player/creature character sheet will have to be made and attached to the player's regular character sheet for use when he is in his lycanthrope form. The player's basic attributes will remain the same with the following exceptions:

Creature Type:	Intelligence	Strength	Constitution	Wisdom	Charisma	Dexterity
Rat	—	—	plus 1	—	minus 3	plus 4
Wolf	minus 1	plus 2	plus 5	minus 2	minus 3	plus 3
Boar	minus 4	plus 4	plus 3	minus 4	minus 5	plus 1
Tiger	minus 3	plus 5	plus 4	minus 3	minus 4	plus 2
Bear	minus 1	plus 6	plus 4	minus 1	minus 2	—

Note: To many people it may seem strange that a wolfs constitution would be better than that of say a bear, but remember that wolves often survive through incredible hardships such as hunger and cold, and I've yet to see a bear do as well. Also, it may seem odd that a bear would have as much intelligence as a wolf and more than any other animal (save the Were-Rat as explained in Greyhawk) — this is where fantasy (and this author's artistic license) comes in. I, as a Dungeon-Master, have always used Were-Bears (the only lycanthrope which is ever lawful/good) as somewhat magical, intelligent creatures in my campaigns, usually being the servants/companions of good Wizards and patriarchs. Since it is hard for a writer not to inject at least a bit of his experience into his work, I have listed them as such. Nevertheless, it must be remembered (and this has been explained over and over again in *D&D*) that the Dungeonmaster has the final word and can change these charts however he wants to fit his game as long as balance is maintained.

Along with the basic attributes, the speed, hitpoints, and saving throw matrix for the player/creature will be slightly different from those of the normal player:

Creature	Speed	Hit Points
Bats	plus 10%	
wolves	plus 40%	plus 2 points to each hit die
Boars	plus 20%	plus 4 points to each hit die
Tigers	plus 40%	plus 5 points to each hit die
	plus 30%	plus 6 points to each hit die

Note: After the player has reached his maximum level (i.e. Lord, Wizard, etc.), they gain only one third of the above hit point adds per level (rounding off to the next highest whole number if it is a fraction).

Creature Type	Deathray or Poison	Saving Throw Matrix				staves & Spells (Magic)
		Wands	Stone	Dragon Breath		
Bats	minus 1	plus 1	minus 1	—		—
Wolves	minus 3	—	minus 2	minus 2		—
Boars	minus 2	plus 1	minus 2	minus 1		plus 1
Tigers	minus 2	plus 1	minus 2	minus 1		—
Bears	minus 2	—	minus 1	minus 2		minus 1

Numbers — are added to or subtracted from the amount needed to save from each category, not the number the player rolls (i.e. if a player needed 12 to save from poison, but was in his were-wolf form, he would only need 9).

Other Changes

Armour Class: will be the same as the lycanthrope's normal armour class as listed in the monster section of *D&D*. Note that players will have an odd sensation just before turning into a lycanthrope, so they will have time to take off any armour they have to keep it from getting wrecked (since a creature like a were-bear, for instance, is obviously bigger than a man). Optional: there is a 10% chance that if a player has a shield he may keep it when he turns to his lycanthrope form (providing the lycanthrope can use it, i.e. has front limbs which can hold it—only were-rats, were-bears, and type Glycanthropes fit this description). Thus, the player/creature's armour class would be one lower than usual, so a were-wolf with a shield would be armour class 4.

Level & Experience: of the player/creature will be the same as that of the player. Also, the creature goes up in the same steps as the player (i.e. a magic-user/lycanthrope would go up in steps of 5 regarding saving throws, etc.).

Supplies & Possessions: There is a base 65% chance that the lycanthrope will drop all supplies and possessions the player was carrying when it first changes (40% if type G and 0% if type C or F). Otherwise the player/creature will keep all of the player's supplies and possessions.

Languages: The creature will automatically speak its own language (i.e. were-bear, were-rat, etc.) and any other languages (which its altered intelligence will permit) that the player wants.

Closing Notes: players and Dungeonmasters are invited to make up their own rules regarding situations which have been left out due to lack of space and time, remembering that balance must be maintained at all times. As with *D&D* itself, these rules are only the basic skeleton of the possible situations and many more rules (and lycanthrope types) can no doubt be thought up.

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Designers Forum

ROMAN MILITARY ORGANIZATION A CLASSIC WARFARE UPDATE

Gary Gygax

Ed. Note: Most readers associate the author of this article with fantasy gaming, but Gary has had a hand in writing numerous historical articles and writing/designing the following rules/games on historical subjects: ALEXANDER THE GREAT, BOOT HILL, CAVALIERS & ROUNDHEADS, CHAINMAIL, CLASSIC WARFARE, DON'T GIVE UP THE SHIP, DUNKIRK, LITTLE BIG HORN, and TRACTICS. In this article, CLASSIC WARFARE, Gary suggests some new material for his ancient rules, as well as discussing the Roman military in general.

Finding two interesting articles in one month's stack of periodicals isn't too unusual for me, but to find a pair dealing with the Roman army was indeed beyond my fondest expectations. John Lundstrom was kind enough to pass along a copy of the Milwaukee Public Museum's LORE magazine which contained his excellent article, "A Roman Helmet from Iran: Legionaries in the Near East." As I finished that, I happened to pick up the Fall/1978 issue of COMBAT ILLUSTRATED and open it to, "De Art Bellica," subtitled: "How the Roman Army Conquered the World," and further subtitled: "Roman Tactics 200 B.C. to 100 A.D." by Bob Williams. This too I read with zest, mentally meshing the information with Lundstrom's work and my own ancient miniatures rules, CLASSIC WARFARE. An alarm bell went off somewhere in my head, and I hastily began highlighting sections of the articles with yellow marker, comparing the information with what was given in the sections of CLASSIC WARFARE pertaining to the Romans. Not too good . . .

Most of my sources are in my own library, the local one had just sent me all six volumes of Polybius' THE HISTORIES, and I could speedily lay my hands on a copy of Livy's HISTORY OF ROME. After some hours of research, cross checking, and notes, I found that the following additions and changes are advised for those who own CLASSIC WARFARE:

Livy describes an early (c. 350 B.C.) Manipular Legion form which is not included in the rules (p. 45). It consists of 900 *hastati* in 16 maniples of 60 men each (2x1 troop mounting), 900 *principes* formed in the same manner, and a third line of 15 *ordines*. Each *ordo* was subdivided into 3 *vexillea* — virtually the same strength as a manipule, 62 as opposed to 60 — *triarii* to the fore, *rorarii* in the middle, and *accensi* in the rear ranks. (Mount each *vexilla* 2 x 1, with BASIC MORALE POINTS at 9 for *triarii*, 7 for *rorarii*, and 3 for *accensi*.) Each *ordo* operates as a phalanx, although the *vexilla* may be separated. Note, however, that the morale of each unit (*ordo* or *ordines*) is that of the troops of its engaged face, so if the *triarii* are stripped the unit will have a 7 rating at best. If such a unit is attacked from the rear, its morale base will be 5, that of the untrained and inexperienced *accensi*. Note also that as casualties are sustained in the front ranks, morale base will drop. There are no

velites in this form of legion, but there is an attached ala of 300 *equites*, just as indicated for the later form of Manipular Legion.

(As an aside, it would be very interesting to have this legion form, supplemented with some allied legions and light auxiliaries face an Alexandrian army of comparable size.)

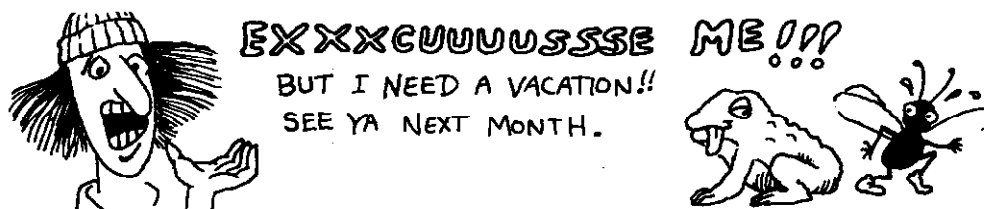
An important change to note is that the troop mounting shown for the Manipular Legion is in error when it says 2 x 2 (p. 45). As the later Manipular Legions used 2 "centuries" of 60 men each to form a manipule of 120 men, a pair of 2 x 1 stands should be put together to form each manipule; 2 x 2 stands should not be used at all!

The checkered array, where intervals were left in the front corresponding exactly to the frontage of the units of the second rank, whose intervals likewise corresponded to the frontage of the third rank of units, was certainly a development based on the second form of Manipular Legion. Mr. Williams' article pointed out that this formation was superior when opposed to the tight blocks of a typical Greek phalanx (Alexander's were not so rigid, by the way), but against masses of barbarians such as the Britons or Gauls, it was inferior, as the opponents would pour through the gaps and take the maniples in the flanks. CLASSIC WARFARE accurately reflects the power of the manipular *acies triplex* (checkered triple line), but mounting for masses does not accurately reflect their ability to move into the gaps in such a Roman formation. Therefore, if barbarian masses (such as a Gallic 8 x 5 mounted stand) opposes a Roman checkered formation, the barbarian player must be allowed to place stands of his light infantry flanking the Roman maniples on the second turn of melee. For each such stand placed, the barbarian mass must be marked to show that troops are in the intervals by removing figures from the rear ranks of the mass. Of course, if the flanking troops return to the mass, they are again counted as such, the light stands being removed, and rear rank figures of the mass replaced.

In the "Notes on Arms and Armor" for the Manipular Legion, it is stated that the light pilum and the long sword were the principal arms. The Romans faced the Spanish during the Third Century B.C., however, so it is certainly likely that the late form of the Manipular Legion used the *gladius* rather than the old cutting sword. Similarly, the heavy pilum came into use prior to the time when the Manipular Legion was replaced by the Marian one, so Second Century Manipular Legions should be allowed a heavy and a light pila cast per figure of *hastati* and *principes*. It must also be noted that the *velites* carried *javelins* and were both missile and light infantry.

Moving on to the Julian Legion, there is an error in the troop mounting for light infantry. These troops were formed into 60 man "centuries," so they should be mounted 2 x 1, not 3 x 1 as indicated for Marian Legion lights (who were in 100 man centuries). It was at this time that the practise of stiffening the unreliable mercenary (auxiliary) cavalry by mixing light infantry with their formations — even though at full gallop there was no hope of the two types of troops staying together (unless they were especially trained for such activity as were the national units of the Teutons). The Roman formations must be allowed, and the whole of a mixed light cavalry/light infantry unit of this type should be given a morale base of 7. This subsumes that morale 7 or better light cavalry will not be intermixed, but the more common Gallic, Numidian, and Spanish horse will be bolstered with morale base 7 auxiliary light infantry.

If any reader has comments on Roman or any other ancient armies which apply to CLASSIC WARFARE, I would appreciate hearing them!



ED. Note: Finieous almost made it into this issue, but got to us a bit late. He will be back with us again next issue—sorry for the delay.

A VIKING CAMPAIGN IN THE CASPIAN SEA

James E. Brunner



PREFACE: In the middle of the tenth century a Viking fleet entered the Caspian Sea with the intent of plundering the possessions of the far-flung Abbassid Caliphate. In the course of their expedition they fought three heroic battles against incredible odds and captured a trading city with a population in excess of 10,000. Their exploits were reported in detail by the tenth Century Arab historian ibn Miskaiyah in his Decline of the Abbassid Caliphate. From ibn Miskaiyah's account and accepted theories on Viking battle tactics and Caspian exploration I have pieced together the following saga.

In the tenth century the Caspian Sea lay like a great pearl in an ocean of endless steppes and towering mountains. The prowts that cut its placid waters belonged to poor fishermen and merchants from every land. Unlike the Black Sea that lay to the west, no northern pirate fleets had ravaged its shores and carried off its great wealth. To the north and the east lay the powerful Khazar Khanate whose capital, Itil, on the Volga Delta, controlled the major trade route to the north. Any merchant or pirate that sought wealth in the Muslim lands to the south had first to deal with the Khazar Khan, whose greed was legendary.

Along the southern and western shores the Abbassid caliph ruled with a palsied hand. The Muslim cities of the Caspian provinces overflowed with the wealth of all the known world: Chinese silks; rich Persian carpets; Damascene silver and perfumes; Indian spices; Byzantine goldwork; northern amber and furs, and countless slaves of every color and tongue.

For over a century Viking merchants had followed the shining Volga through the vast Russian steppes past Itil into the Caspian. Once they reached the southern coast they traded their longships for the ships of the desert and made their way many leagues south over mountain and desert to the great trading city of Baghdad. There they traded their furs, amber, and weapons for the rich trade goods of the East. They returned home with stories of immense wealth, gold-capped minarets, and beautiful dusky women. Drawn by the tales of fabulous riches a Viking fleet of twenty-four ships carried twelve hundred Swedish warriors up the Dvina River from the Baltic. With the aid of fierce Slavic tribesmen they portaged their ships to the headwaters of the Volga and appeared before Itil in the summer of 954. They secured safe passage from the Khazar Khan in return for a share of the plunder, refitted and resupplied their ships, and burst like a thunderbolt into the blue waters of the Inland Sea.

The fleet sailed boldly down the western shore of the Caspian secure in the knowledge that none would dare oppose them upon the broad back of the sea. They sailed past the tip of the Baku Peninsula and its roaring naphtha fires to the mouth of the Kura River. From captive fisherfolk they learned of the existence of the great city of Barda'a far in the interior. Discovering the Kura to be easily navigable by their shallow-draughted ships the Norsemen ran out oars and began the two hundred mile trip up river to Barda'a.

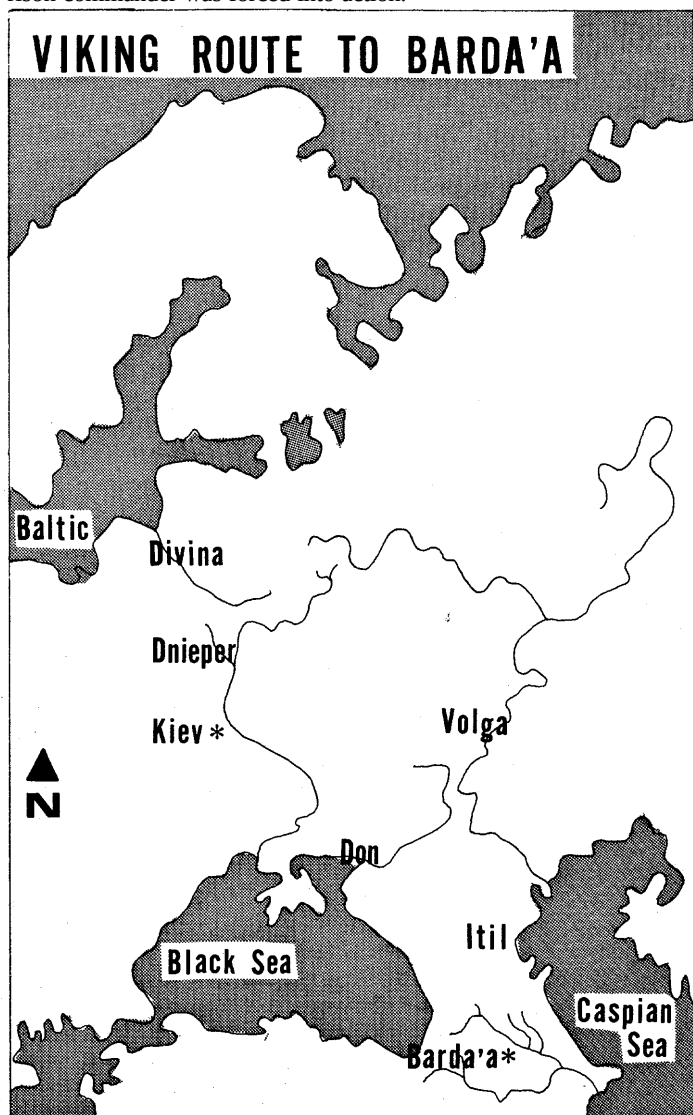
The arrival of the Viking fleet at the mouth of the Terter River ten miles from the city was reported to the garrison commander by astonished river-dwellers. After his scouts reported the advance of about nine hundred heavily-armed strangers the commander finally marshalled his forces and marched out to meet the invaders. His troops were composed of mercenaries from the length and breadth of the Middle East. Three hundred Dailemites, divided equally between infantry and cavalry, made up the backbone of his command. Three hundred Su'luk and Krudish light cavalry rounded out the Arab army which marched out of the city leaving behind only those too sick to walk or ride. The regulars were joined by five thousand volunteers who . . . "were however under a delusion, not knowing the strength of the Russians, whom they expected to act like Greeks or Armenians." Those who lived to regret their folly would relate that the Russians . . . "are a mighty nation with vast frames and great courage. The know not defeat, nor does any of them turn his back until he slay or be slain."

When the Dailemite, Kurd, and Su'luk horsemen drew up before the Viking host they scoffed at the mass of infantry drawn up behind a wall of interlocking shields. The invaders had no horsemen and were armed only with spear and shield, sword, axe, war-hammer, and poniard. The mile wide plain, baked hard and brown by the merciless summer sun, was perfect ground for cavalry: the invaders would be scattered like chaff by the superb Arab cavalry. With wild battle cries the Arab horsemen moved forward, short bows at the ready: the Vikings

lifted their shields. As the Arab arrows rattled harmlessly off the oak and iron of the shield wall the Viking archers loosed their deadly reply. The lightly-armored Arabs, wheeling about to fire another volley, were felled by the dozen. Stunned by the accuracy and unguessed at strength of the Swedish archers the Arabs pulled back to regroup.

While the Arab infantry wended its way across the dusty plain to the attack the horse archers sent a steady rain of arrows whistling into the compact mass of foreigners. It was to no avail: the lancers who followed the arrow flights could find no gaps in the enemy line and were brought low by cunningly-thrust spears and whirling axes. After one hour of skirmishing the Arab infantry swarmed towards the enemy. As the first troops closed in the shield wall swept forward. The living wall of death moved inexorably forward crushing everything in its path. Within minutes the surviving horsemen and militia fled from the field, unable to face men who died laughing and hewing while they choked on their own lifeblood. Only the Dailemite infantry held their ground: they were no match for the berserk fury of the Norsemen and died fighting to the last.

The Vikings arrived in the city hard on the heels of the fleeing Arabs and rushed to take possession of the citadel of Sharistan which stood guard over the city. The terrified citizenry was soothed by proclamations stating that there was to be no religious dispute between the invaders and themselves: "... we only desire the sovereignty: it is our duty to treat you well and yours to be loyal to us." Uncertain of the truthfulness of this pledge, every citizen with access to a horse fled the city in the confusion of occupation. When these fugitives reached the nearest of the sultan's garrisons their news was greeted with incredulity. As the days passed and increasing numbers of refugees arrived the garrison commander was forced into action.



Viking accounts reported the arrival of the Muslim relief force and the northern host retired behind the protective walls of the citadel to size up their opponents. When the Arab commander had rested his troops he launched an all-out attack on the fortress. The Vikings, never partial to fighting behind walls, sallied out to meet him. The opposing forces met on the western outskirts of the city and the Norsemen quickly gained the upper hand despite the best efforts of the city's populace who attacked their rear with stones, bricks, and other crude weapons. Surprised by the ferocity of the Viking attack the Arabs withdrew to their encampment several miles from the city and the Swedes returned to deal with the treacherous townspeople. To the astonishment of the guilty parties the Vikings issued an edict warning against further incidents rather than punishing people indiscriminately. Wiser elements of the community heeded the warning but there were a large number of people who mistook the edict as a sign of weakness.

When the Muslim relief force had rested and regrouped they rode to the attack once more and were decisively defeated. Those citizens who had ignored the non-interference edict now brought the wrath of the Northmen down on everyone. All inhabitants were given three days in which to quit the city. Those who dared to remain after the deadline had passed faced an uncertain and dangerous future. When the sun set on the third day the Vikings massacred everyone remaining in the city with the exception of 10,000 men, women, and children who were either to be ransomed or sold into slavery. The women and children were taken to the citadel, Shahrstan, and the men were locked in the public mosque and ordered to make arrangements to ransom themselves. The prisoners chose a Christian named ibn Sam'un to act as their spokesman and he arranged for the ransom to be set at the "trifling amount" of twenty dirhems per man. When he announced the generous terms of the settlement to his fellow captives he was dismayed to discover that a large number of Muslims refused to pay the same ransom amount as the Christians. When the prisoners broke off negotiations over this trivial matter the Vikings, surprised at their captives' foolishness, gave them several days to reconsider. When no agreement was forthcoming they gave the captives a last chance to ransom themselves and then slaughtered those who refused to save themselves. Much to their chagrin the freed captives discovered that their stamped-clay safe-conduct passes had cost them considerably more than twenty dirhems apiece.

When word of the fall of Barda'a and the defeat of the relief force reached the ear of the Sultan, Marzuban ibn Muhammed, he marshalled his forces and marched to meet the invaders. He was alarmed not by the fall of the city itself, but by the apparent desire of the invaders to remain there and rule it themselves. The army that reached Barda'a numbered close to thirty thousand men, one-half of whom were veteran fighting men. Their campfires covered the plain to the west of the city and shone like so many new stars in the eyes of the men who watched undaunted from the citadel.

As the first rays of sunlight struck the walls of the fortress the Muslim cavalry thundered to the attack. The stout-hearted defenders laughed at their ragings and sent well-aimed arrows and spears in sanguinary greeting. Faced with such incredibly overwhelming odds and unable to mount an effective cavalry unit themselves the Swedes chose to let the enemy wear themselves out on the unyielding walls of the citadel before launching a counter-attack. As the hours passed and the casualties and heat grew with increasing intensity the first Arab assault drew slowly to a close. Nothing had been gained. The thick stone walls and heavy northern armor seemed impervious to the weapons of the Muslims while their own lithe forms and their racing horses offered easy targets to the hawk-eyed Swedish bowmen.

Undaunted by the failure of their first assault the Arabs returned to the offensive when the early evening breezes had cooled the scorching air. While horse archers sought to clear the walls Muslim footsoldiers advanced with ladders. Those that survived the venomous hail of Viking arrows met their end on the razor edges of whirling axes and flashing swords as they topped the wall. Darkness brought the attackers a merciful respite.

Unable to build effective siege equipment due to the dearth of suitable materials the Arabs were forced to continue their costly and ineffective assaults hoping that time and superior numbers would end the stalemate. The days passed slowly and the monotony was broken only

by the daily assaults at dawn and dusk. Bored to recklessness a group of five Vikings decided to take advantage of the noontime lull and venture into the city in search of entertainment. They brought along several female companions in case things proved too dull and eventually found themselves in the garden of a wealthy merchant. In the midst of their dalliance they were set upon by a large number of Dailemites and other troops who were determined to take them prisoner. The ferocity of the Northmen in the face of overwhelming odds took the Muslims by surprise and they fell back in confusion. Recovering from their initial shock the Muslims redoubled their efforts and after a brief but bloody fight four of the Vikings and a large number of Muslims lay dead. The fifth North-erner, the beardless young son of one of the Viking chieftans, seeing his fallen comrades and refusing to submit to the dishonor of capture, climbed a tree and slew himself with his sword while his Arab enemies gaped incredulously from the ground.

As the siege dragged on the Muslims' enthusiasm waned, the levies began deserting, and the Vikings began to organize sallies and counter-attacks whenever the impetus of the Muslim assaults slackened. Now for the first time the besiegers and the besieged came face to face on equal ground. The Viking host would erupt unexpectedly from the citadel gate marshalled in the swine-array, a wedge-shaped shield-wall, and sweep the Muslims before them. Well aware of the enemy's superior strength and mobility they were careful not to venture too far from the fortress onto open ground where the enemy could make effective use of his cavalry.

At length Marzuban despaired of ever taking Shahrstan by storm and decided to resort to a timeworn ruse. The plan was simple. Many foreigners were sick from an overindulgence in native fruits and thus the enemy could not marshall his entire army if he could be lured from the fortress. At dusk Marzuban would lead a large segment of his army against the citadel and fall back in apparent confusion before the enemy's assault. They would continue to flee until they had traveled a considerable distance from the fortress where they would turn and fight

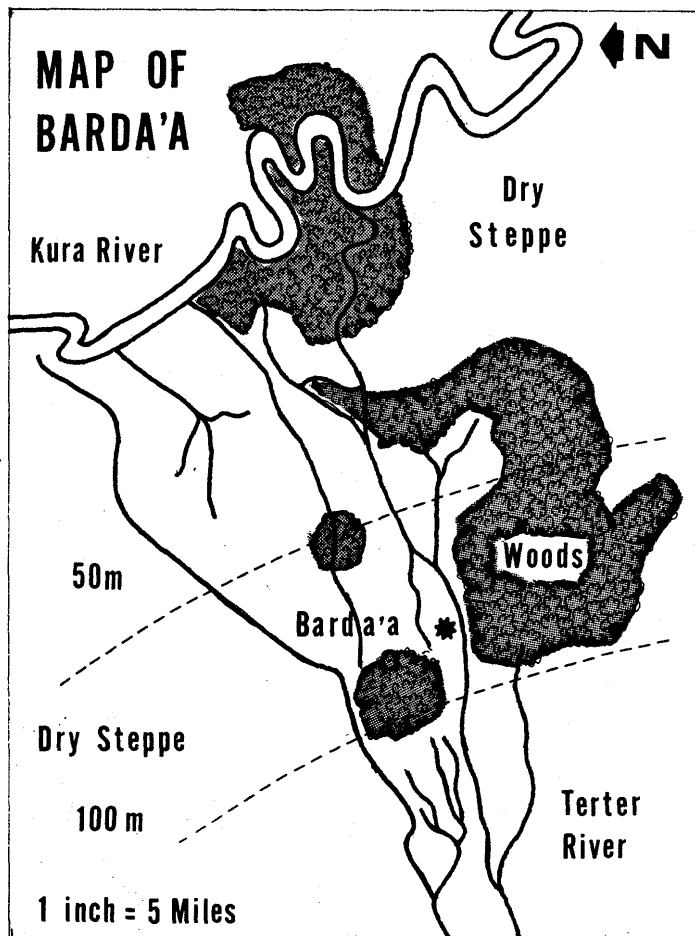
and the foreigners would be crushed by large numbers of fresh troops lying in ambush.

The first part of the ruse worked admirably and the Vikings were drawn away from the city certain that final victory was just within their grasp. As the Arabs passed the site of the proposed ambush their plans went awry. In the face of the war-maddened Norsemen the Arab army was now fleeing in earnest and Marzuban was unable to stop them. Driven like sheep before the indomitable shield-wedge the Arabs might have perished to a man had not Marzuban and his brother, along with their bodyguards and personal attendants, turned to fight. They were joined by large numbers of Dailemites and managed to buy precious time while the jaws of the trap were closed. While the fighting raged along the Swedish front the rear of their formation was assailed unexpectedly by hordes of frenzied Muslim horsemen. Seven hundred Viking warriors fell that night around the body of their chieftan and only a handful managed to fight their way back to the city.

The chronicler is silent on the subject of Muslim casualties but they must have been ghastly. Marzuban had won the battle but lost the campaign. The walls of Shahrstan were still manned by enough Vikings to hold him off indefinitely and the flower of his army lay sightless beneath the blazing sun. News of a revolt in another province gave him a merciful reprieve. Leaving one of his lieutenants with five hundred Dailemites, fifteen hundred Kurdish horsemen, and two thousand volunteers to continue the siege he marched away towards easier encounters.

Within the walls of the fortress the handful of Vikings who remained faced a new and more terrible threat: disease. Most of the wounded died and nearly all of the remaining warriors were weakened. The dead were buried inside the fortress with their weapons, clothing, and equipment and were accompanied to Valhalla by their Muslim wives and favorite slaves. The graves were later desecrated by the Muslims who sought the highly prized finely wrought swords that had been interred with their owners.

When the sick had recovered well enough to travel the remaining Vikings slipped out of the fortress under cover of darkness with as much booty and as many slaves as they could handle. As a final salute to the Gods and the valiant dead they burned the fortress and all of the plunder that could not be carried away. They made their way back to their comrades on the Kura and "... they embarked and departed, and God saved the Muslims from them."



Campaigning in the Caspian

The Viking Caspian campaign of 954 may be refought in miniature using Classic Warfare rules in conjunction with the following rule modifications. The battles may be treated either separately or as part of a campaign simulation.

"Battle for Barda'a"

Terrain: The ground is flat and dry, broken up only by occasional partially exposed boulders and a few patches of thorny brush. A twenty foot wide river with gently sloping embankments meanders along the southern side of the board. Its bed is covered with rocks, rendering it impassable by cavalry. Barda'a lies off the board's western edge.

Viking Order of Battle: 900 heavy infantry: all are armed with spear, shield, helmet, mail coat, and sword or axe. One-third carry bows. There are also 18 sub-commanders extraordinary and one army commander with standard, Vikings set up anywhere within six inches of the eastern board edge and move first.

Arab Order of Battle: 150 Dailemite medium infantry: 10% archers. 150 Dailemite medium cavalry: lancers. 300 Kurd and Su'luk light cavalry: 10% archers. 4500 militia light infantry: 5% archers, 60% unarmored, remainder 1/2 armor. Dailemite cavalry sets up anywhere within six inches of the western board edge. Dailemite infantry, all Kurds and Su'luks and 10% of the militia arrive on western board edge at start of second Arab movement phase. At the start of each successive Arab movement phase 10% of the remaining militia units are brought into play. They may not be held in reserve off the board.

Viking Morale Base: 10
Base Number Modifiers:
Army Commander +3
Sub-commanders + 1
Shield Wall + 1
Elite Force + 1

Morale

Arab Morale Base: 7
Base Number Modifiers:
Army Commander + 1
Sub-commanders + 1/2

Information + 1

Vikings will never surrender and do not need to check morale when encircled or faced with heavy losses. Vikings may use ferocity with no penalty the first time and with normal penalties if used twice. Arab subcommander affect only their original unit.

Melee

Melee strength point modifiers:

Vikings
Disordered enemy + 1
No minuses for melee rounds
until sixth round.

Arabs
Loose order -1/2
Attacking over-sized shields -1/4

Movement: Vikings may discard shields at start of any movement phase and move two turns at loose order rate without penalty.

Missiles: Arab archery hits are reduced by an additional 5% due to the size of the Viking shields. When the Vikings are in shield wall formation archery hits are reduced by an additional 10%. Vikings may throw spears once per game or more subject to CW rules.

Victory Conditions:

Viking Decisive Victory: Destroy or drive all regular Arab troops off board or destroy one-third of regular Arab units and exit at least 50% of army off western edge of board before all regular Arab units can be evacuated off same board edge. Exited Viking units may be brought back into play in loose order on third movement phase following exit.

Viking Marginal Victory: Deny Arab victory conditions.

Arab Decisive Victory: Destroy entire Viking force or kill Viking commander and destroy one-third of the Viking army forcing the remainder off the northern or southern board edge.

Arab Marginal Victory: Destroy one-third of the Viking army maintaining at least a 3/2 kill ratio.

"Second Battle for Barda'a"

Terrain: The ground is similar to that of the last battle. A river of the same dimensions and description runs half the length of the board near the southern edge. Its southern side is covered by sparse woods and heavy brush. The Arab encampment is located in the southwest corner of the board and the city of Barda'a is located in the extreme northeast corner. (A small number of buildings may be used to represent the outskirts of the city.) A caravan trail winds its way from the city past the Arab camp.

Viking Order of Battle: Campaign game: All survivors of first battle plus one third of casualties. Separate engagement: 850 heavy infantry, 17 sub-commanders, Army Commander. Ten percent of the Viking army may be

mounted on captured horses and move as medium cavalry, but may not attack while mounted. Vikings set up in Barda'a and move first.

Arab Order of Battle: 50 Dailemite medium cavalry; 150 Kurdish light cavalry; 225 militia light cavalry; 100 Dailemite medium infantry; 300 Arab light infantry; 450 militia light infantry; 6 sub-commanders; 1 Army commander. Arab cavalry sets up in southeast corner at start of game. Arab infantry arrives in camp at start of fourth Arab movement phase.

Morale: Same as in first battle. If Arab camp is captured or destroyed militia units desert and move off southern edge of board in loose order and the morale of Arab regular units suffers a -2 deduction.

Melee: Same as in first battle. Vikings -1 if attacked while mounted.

Victory Conditions

Viking Decisive Victory: Destroy one-third of Arab regular units and maintain control of the city or destroy and/or drive off board all regular Arab units.

Viking Marginal Victory: Maintain control of the city.

Arab Decisive Victory: Destroy one-third of the Viking army and drive the remainder off the board away from the city or destroy one-third of the Viking army and maintain 500 troop, 50% of which are regulars, in the city for five consecutive turns.

Arab Marginal Victory: Destroy 50% of the Viking army.

"Sultan Marzuban vs. the Vikings"

Terrain: The battlefield may be located anywhere to the west of Barda'a. (See map.)

Viking Order of Battle: Campaign Game: All survivors from previous battle plus one third of casualties. Separate Engagement: 800 heavy infantry; 16 sub-commanders; Army commander. Vikings enter anywhere along eastern board edge and move first. They are in swine-array formation when they appear.

Arab Order of Battle: 1000 Dailemite medium cavalry; 3000 Kurd and Su'luk light cavalry; 600 militia light cavalry; 1000 Dailemite medium infantry; 4000 Arab light infantry; 5000 militia light infantry; 5 sub-commanders; 100 elite bodyguard medium cavalry; Marzuban-Army commander. All units with the exception of the Dailemite, Kurd, and militia cavalry set up within twelve inches of the eastern board edge. All units are in loose order and facing west. Cavalry units arrive in northeast board edge at start of tenth Arab movement phase. Arab units set up first.

Morale: Same as in previous battles. Treat Vikings as a feared force. Morale modifiers: Marzuban +3; Arab Elite + 1.

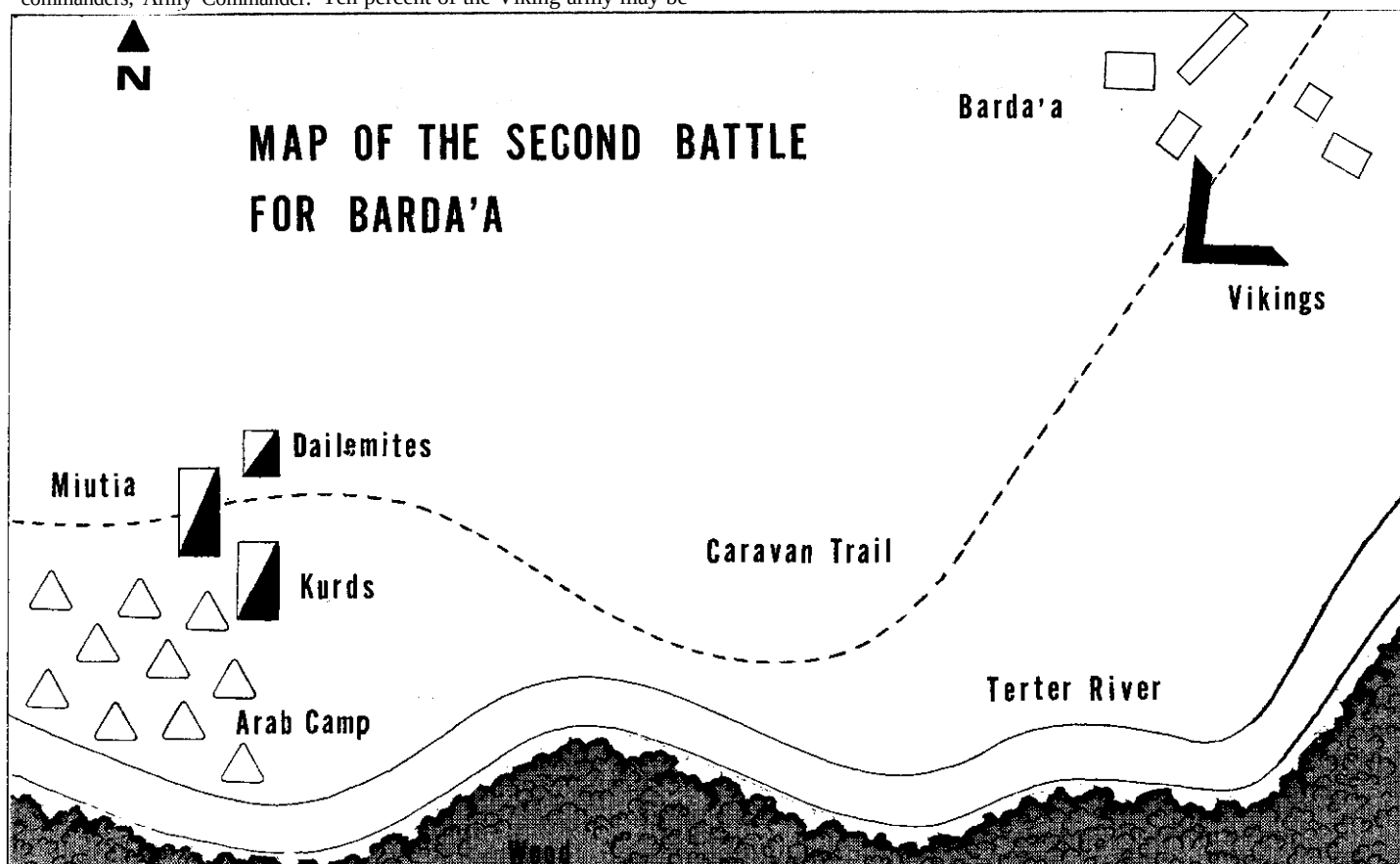
Melee: Same as in previous battles.

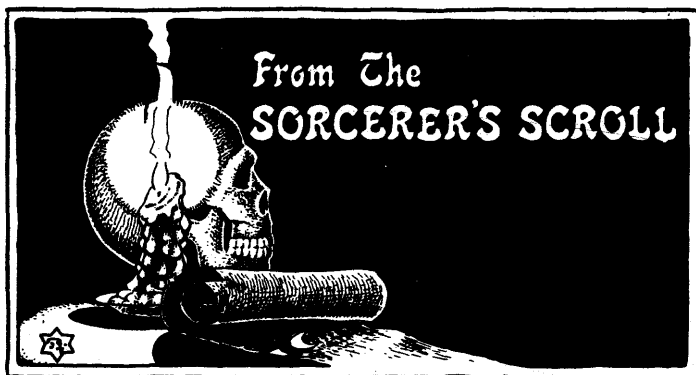
Victory Conditions:

Viking Decisive Victory: Kill Marzuban and destroy one quarter of the regular Arab units or drive Arab army off southern or western map edge. Viking Marginal victory: Deny Arab victory conditions.

Arab Decisive Victory: Destroy the entire Viking army.

Arab Marginal Victory: Kill the Viking commander and destroy 50% of the Viking army.





THE MELEE IN D&D®

by Gary Gygax

There is some controversy regarding the system of resolving individual battles used in DUNGEONS & DRAGONS and the somewhat similar ADVANCED DUNGEONS & DRAGONS melee system. The meat of D&D is the concept of pure adventure, the challenge of the unknown, facing the unexpected and overcoming all obstacles. At times this requires combat with spell, missile, and hand-to-hand fighting. How crucial to the game as a whole is the melee? What part should it play? Is "realism" an important consideration? To put the whole matter into perspective, it is necessary to point out that there is probably only a small percentage of the whole concerned with possible shortcomings in the melee system, but even 1% to perhaps 5% of an audience of well over 100,000 enthusiasts is too large a number to be totally ignored. To the majority who do not have problems with the rationale of fantasy melee as presented in D&D, what follows will serve to strengthen your understanding of the processes and their relationship to the whole game. For those who doubt the validity of D&D combat systems, the expostulation will at least demonstrate the logic of the systems, and perhaps justify them to the extent that you will be able to use them with complete assurance that they are faithful representations of the combat potential of the figures concerned.

There can be no question as to the central theme of the game. It is the creation and development of the game persona, the fantastic player character who is to interact with his or her environment — hopefully to develop into a commanding figure in the milieu. In order to do so, the player character must undergo a continuing series of activities which are dictated by the campaign at large and the Dungeon Master in particular. Interaction can be the mundane affairs of food, equipment and shelter, or it can be dealing with non-player characters in only slightly less routine things such as hiring of men-at-arms, treating with local officials, and so on. But from even these everyday affairs can develop adventures, and adventures are, of course, the meat of D&D; for it is by means of adventuring that player characters gain acumen and the wealth and wherewithal to increase in ability level. The experience, actual and that awarded by the DM, is gained in the course of successive adventures, and it is most common to engage in combat.

Hacking and slewing should not, of course, be the first refuge of the beleaguered D&Der, let alone his or her initial resort when confronted with a problem situation. Naturally enough, a well run campaign will offer a sufficient number of alternatives as well as situations which encourage thinking, negotiation, and alternatives to physical force, by means of careful prompting or object lessons in the negative form. Aside from this, however, combat and melee will certainly occupy a considerable amount of time during any given adventure, at least on the average. Spell and missile combat do not consume any appreciable amount of time, but as they are also often a part of an overall melee, these factors must be considered along with hand-to-hand fighting.

What must be simulated in melee combat are the thrusts and blows (smashing and cutting) of weapons wielded as well as natural body weaponry of monsters — teeth, claws, and so forth. Individual combat of this sort can be made exceptionally detailed by inclusion of such factors as armor, weapon(s), reflex speed, agility, position of weapon (left or right hand or both), training, strength, height, weight, tactics chosen (attack, defend, or in a combination), location of successful blows, and results of injury to specific areas. If, in fact, D&D were a game of simulation of hand-to-hand combat utilizing miniature figurines, such detail would be highly desirable. The game is one of adventure, though, and combats of protected nature (several hours minimum of six or more player characters are considered involved against one or more opponents each) are undesirable, as the majority of participants are most definitely *not* miniature battle game enthusiasts. Time could be reduced considerably by the inclusion of such factors as death blows — a kill at a single stroke, exceptionally high amounts of damage — a modified form of killing at a single stroke, specific hit location coupled with specific body hit points, and special results from hits — unconsciousness, loss of member, incapacitation of member, etc.

Close simulation of actual hand-to-hand combat and inclusion of immediate result strokes have overall disadvantages from the standpoint of the game as a whole. Obviously, much of the excitement and action is not found in melee, and even excitement and action is not found in melee, and even shortening the process by adding in death strokes and the like causes undue emphasis on such combat. Furthermore, D&D is a role playing campaign game where much of the real enjoyment comes for participants from the gradual development of the game personae, their gradual development, and their continuing exploits (whether successes or failures). In a system already fraught with numberless possibilities of instant death — spells, poison, breath and gaze weapons, and traps — it is too much to force players to face yet another. Melee combat is nearly certain to be a part of each and



All Treasure in A Dungeon is
not measured in Gold pieces.

sibility of character death highly likely, but it also allows the wise to withdraw if things get too tough — most of the time in any case.

The D&D combat systems are not all that “unrealistic” either, as will be discussed hereafter. The systems are designed to provide relative speed of resolution without either bogging the referee in a morass of paperwork or giving high probability of death to participants’ personae. Certainly, the longer and more involved the melee procedure, the more work and boredom from the Dungeon Master, while fast systems are fun but deadly to player characters (if such systems are challenging and equitable) and tend to discourage participants from long term commitment to a campaign, for they cannot relate to a world in which they are but the briefest of candles, so to speak.

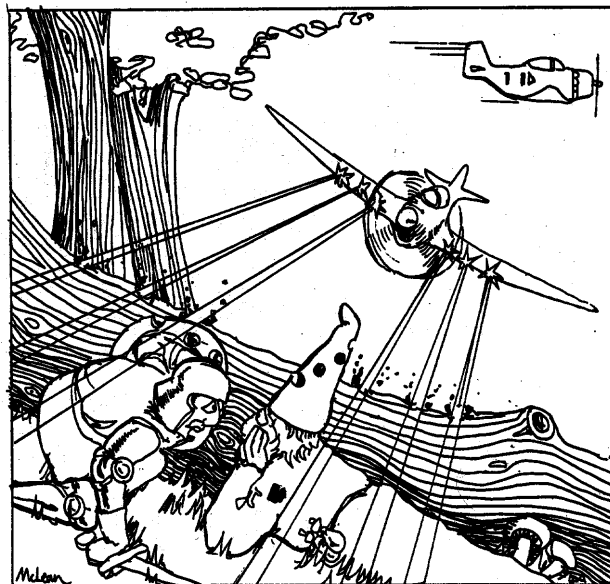
In order to minutely examine the D&D combat system as used in the ADVANCED game, an example of play is appropriate. Consider a party of adventurers trekking through a dungeon’s 10’ wide corridor when they come upon a chamber housing a troop of gnoll guards. Let us assume that our party of adventurers is both well-balanced in character race and class. They have a dwarf, gnome, and halfling in the front rank. Behind them are two half-elves. The last rank consists of three humans. Although there are eight characters, all of them are able to take an active part in the coming engagement; spells and missiles can be discharged from the rear or middle rows. The center rank characters will also be able to engage in hand-to-hand combat if they have equipped themselves with spears or thrusting pole arms which are of size useful in the surroundings. The front rank can initially use spells or missiles and then engage in melee with middle rank support, assuming that the party was not surprised. Whether or not any exchange of missiles and spells takes place is immaterial to the example, for it is melee which is the activity in question. Let us then move on to where the adventurers are locked in combat with the gnolls.

Each melee round is considered to be a one minute time period, with a further division into ten segments of six seconds each for determination of missile fire, spell casting and the striking of multiple telling blows. Note that during the course of a round there are assumed to be numbers of parries, feints, and non-telling attacks made by opponents. The one (or several) dice roll (or rolls) made for each adversary, however, determines if a *telling* attack is made. If there is a hit indicated, some damage has been done; if a miss is rolled, then the opponent managed to block or avoid the attack. If the participants picture the melee as somewhat analogous to a boxing match they will have a correct grasp of the rationale used in designing the melee system. During the course of a melee round there is movement, there are many attacks which do not score, and each “to hit” dice roll indicates that there is an opening which may or may not allow a telling attack. In a recent letter, Don Turnbull stated that he envisioned that three sorts of attacks were continually taking place during melee:

- 1) attacks which had no chance of hitting, including feints, parries, and the like;
- 2) attacks which had a chance of doing damage but which missed as indicated by the die roll; and
- 3) attacks which were telling as indicated by the dice roll and subsequent damage determination.

This is a correct summation of what the D&D melee procedure subsumes. Note that the skill factor of higher level of higher levelfighters — as well as natural abilities and/or speed of some monsters — allows more than one opportunity per melee round of scoring a telling attack as they are more able to take advantage of openings left by adversaries during the course of sparring. Similarly, zero level men, and monsters under one full hit die, are considered as being less able to defend; thus, opponents of two or more levels of hit dice are able to get in one telling blow for each such level or hit die.

This melee system also hinges on the number of hit points assigned to characters. As I have repeatedly pointed out, if a rhino can take a maximum amount of damage equal to eight of nine eight-sided dice, a maximum of 64 or 72 hit points of damage to kill, it is positively absurd to assume that an 8th level fighter with average scores on his or her hit dice and an 18 constitution, thus having 76 hit points, can physically withstand more punishment than a rhino before being killed. Hit points are a combination of actual physical constitution, skill at the avoidance of taking real physical damage, luck and/or



Y'KNOW, WIZ, WHEN YOU SAID THE TREASURE WAS GAURDED BY TWO FIGHTERS, I SORT OF FIGURED YOU MEANT LORDS OR MIRMIDONS OR SOMETHING IN THAT LINE.

magical or divine factors. Ten points of damage dealt to a rhino indicated a considerable wound, while the same damage sustained by the 8th level fighter indicates a near miss, a slight wound, and a bit of luck used up, a bit of fatigue piling up against his or her skill at avoiding the fatal cut or thrust. So even when a hit is scored in melee combat, it is more often than not a grazing blow, a scratch, a mere light wound which would have been fatal (or nearly so) to a lesser mortal. If sufficient numbers of such wounds accrue to the character, however, stamina, skill, and luck will eventually run out, and an attack will strike home . . .

I am firmly convinced that this system is superior to all others so far conceived and published. It reflects actual combat reasonably, for weaponry, armor (protection and speed and magical factors), skill level, and allows for a limited amount of choice as to attacking or defending. It does not require participants to keep track of more than a minimal amount of information, it is quite fast, and it does not place undue burden upon the Dungeon Master. It allows those involved in combat to opt to retire if they are taking too much damage — although this does not necessarily guarantee that they will succeed or that the opponents will not strike a telling blow prior to such retreat. Means of dealing fatal damage at a single stroke or melee routine are kept to a minimum commensurate with the excitement level of the system. Poison, weapons which deliver a fatal blow, etc. are rare or obvious. Thus, participants know that a giant snake or scorpion can fell with a single strike with poison, a dragon or a 12 headed hydra or a cloud giant deliver considerable amounts of damage when they succeed in striking, and they also are aware that it is quite unlikely that an opponent will have a *sword of sharpness*, a *vorpall blade*, or some similar deadly weapon. Melee, then, albeit a common enough occurrence, is a calculated risk which participants can usually determine before engaging in as to their likelihood of success; and even if the hazards are found to be too severe, they can often retract their characters to fight again another day.

Of course, everyone will not be satisfied with the D&D combat system. If DM and players desire a more complex and time consuming method of determining melee combat, or if they wish a more detailed but shorter system, who can say them nay. However, care must be taken to make certain that the net effect is the same as if the correct system had been employed, or else the melee will become imbalanced. If combat is distorted to favor the player characters, experience levels will rise too rapidly, and participants will become bored with a game which offers no real challenge and whose results are always a foregone conclusion. If melee is changed to favor the adversaries of player characters, such as by inclusion of extra or special damage when a high

number is rolled on a "to hit" die, the net results will also be a loss of interest in the campaign. How does a double damage on a die score of 20 favor monsters and spoil a campaign? you ask. If only players are allowed such extra damage, then the former case of imbalance in favor of the players over their adversaries is in effect. If monsters are allowed such a benefit, it means that the chances of surviving a melee, or withdrawing from combat if things are not going well, are sharply reduced. That means that character survival will be less likely. If players cannot develop and identify with a long lived character, they will lose interest in the game. Terry Kuntz developed a system which allowed for telling strokes in an unpublished game he developed to recreate the epic adventures of Robin Hood *et al*. To mitigate against the loss at a single stroke, he also included a saving throw which allowed avoidance of such death blows, and saving throw increased as the character successfully engaged in combats, i.e. gained experience. This sort of approach is obviously possible, but it requires a highly competent designer to develop.

Melee in D&D is certainly a crucial factor, and it must not be warped at risk of spoiling the whole game. Likewise, it is not unrealistic — if there is such a thing as "realism" in a game, particularly a game filled with the unreal assumptions of dragons, magic spells, and so on. The D&D melee combat system subsumes all sorts of variable factors in a system which must deal with imaginary monsters, magic-endowed weaponry, and make-believe characters and abilities. It does so in the form as to allow referees to handle the affair as rapidly as possible, while keeping balance between player characters and opponents, and still allowing the players the chance of withdrawing their characters if the going gets too rough. As melee combat is so common an occurrence during the course of each adventure, brevity, equitability, and options must be carefully balanced.

Someone recently asked how I could include a rule regarding weapons proficiency in the ADVANCED game after decrying what they viewed as a similar system, bonuses for expertise with weapons. The AD&D system, in fact, penalizes characters using weapons which they do not have expertise with. Obviously, this is entirely different in effect upon combat. Penalties do not change balance between character and adversary, for the player can always opt to use non-penalized weapons for his or her character. It also makes the game more challenging by further defining differences in character classes and causing certain weapons to be more desirable, i.e. will the magic hammer + 1 be useful to the cleric? It likewise adds choices. All this rather than offering still another method whereby characters can more easily defeat opponents and have less challenge. How can one be mistaken as a variation of the other? The answer there is that the results of the two systems were not reflected upon. With a more perfect understanding of the combat system and its purposes, the inquirer will certainly be able to reason the thing through without difficulty and avoid spoiling the game in the name of "realism."

Realism does have a function in D&D, of course. It is the tool of the DM when confronted with a situation which is not covered by the rules. With the number of variables involved in a game such as D&D, there is no possibility of avoiding situations which are not spelled out in the book. The spirit of the rules can be used as a guideline, as can the overall aim of rules which apply to general cases, but when a specific situation arises, judgement must often be brought into play. Sean Cleary pointed this out to me in a letter commenting on common misunderstandings and difficulties encountered by the DM. While the ADVANCED system will make it absolutely clear that clerics, for example, have but one chance to attempt to turn undead, and that there is no saving throw for those struck by undead (life level is drained!), there is no possibility of including minutia in the rules. To illustrate further, consider the example of missile fire into a melee. Generally, the chances of hitting a friend instead of a foe is the ratio of the two in the melee. With small foes, the ratio is adjusted accordingly, i.e. two humans fighting four kobolds gives about equal probabilities of hitting either. Huge foes make it almost impossible to strike a friend, i.e. aiming at a 12' tall giant's upper torso is quite unlikely to endanger the 6' tall human of a *javelin of lightning bolts* into a melee where a human and a giant are engaged. The missile strikes the giant; where does its stroke of lightning travel? Common sense and reality indicate that the angle of the javelin when it struck the giant will dictate that the

stroke will travel in a straight line back along the shaft, and the rest is a matter of typical positions and angles — if the human was generally before the giant, and the javelin was thrown from behind the human, the trajectory of the missile will be a relatively straight line ending in the shaft of the weapon and indicating the course of the bolt of lightning backwards. The giant's human opponent will not be struck by the stroke, but the lightning will come close most probably. Therefore, if the human is in metal armor a saving throw should be made to determine if he or she takes half or no damage.

In like manner, reality can illustrate probabilities. If three husky players are placed shoulder to shoulder, distances added for armor, and additional spaces added for weapon play, the DM can estimate what activities can take place in a given amount of space. Determination of how many persons can pass through a door 5' wide can be made with relative ease — two carefully, but if two or three rush to pass through at the same time a momentary jam can occur. How long should the jam last? How long would people actually remain so wedged? With an added factor for inflexible pieces of plate mail, the answer is probably one or two segments of a round. Of course, during this period the jammed characters cannot attack or defend, so no shield protection or dexterity bonus to armor class would apply, and an arbitrary bonus of + 4 could be given to any attackers (an arbitrary penalty of -4 on saving throws follows).

The melee systems used in D&D are by no means sacrosanct. Changes can be made if they are done intelligently by a knowledgeable individual who thoroughly understands the whole design. Similarly, "realism" is a part of melee, for the DM must refer to it continually to adjudicate combat situations where no rules exist, and this handling is of utmost importance in maintaining a balanced melee procedure. With this truly important input from the referee, it is my firm belief that the D&D system of combat is not only adequate but actually unsurpassed by any of its rival's so-called "improvements" and "realistic" methods. The latter add complication, unnecessary record keeping, or otherwise distort the aim of a role playing game — character survival and identification. What is foisted off on the gullible is typically a hodge-podge of arbitrary rulings which are claimed to give "realism" to a make-believe game. Within the scope of the whole game surrounding such systems, they might, or might not, work well enough, but seldom will these systems fit into D&D regardless of the engineering attempts of well-meaning referees.

The logic of the D&D melee systems is simple: They reasonably reflect fantastic combat and they work damn well from all standpoints. My advice is to leave well enough alone and accept the game for what it is. If you must have more detail in melee, switch to another game, for the combat portions of D&D are integral and unsuccessful attempts to change melee will result in spoiling the whole. Better to start fresh than to find that much time and effort has been wasted on a dead end variant.

AND A FEW ADDITIONAL WORDS . . .

Those of you who read the first article in this series ("Dungeons & Dragons, What It Is And Where It Is Going," DRAGON #22) will appreciate knowing that TSR is now in the process of creating its Design Department. Jean Wells is now on the staff in order to give the game material with a feminine viewpoint — after all, at least 10% of the players are female! Lawrence Shick also joined us recently, and he will work primarily with science fantasy and science fiction role playing adventure game material, although you'll undoubtedly be seeing his name on regular D&D/AD&D items as well. In the coming months I envision the addition of yet more creative folks, and as new members are added to our staff, you'll read about it here. What TSR aims to do is to assure you that you get absolutely the finest in adventure gaming regardless of the form it is in; and the new Design Department will answer your questions, handle the review of material submitted for possible publication by TSR, appear at conventions, design tournaments, author material for this publication (and probably for other vehicles as well), and create or assist with the creation of playing aids and new forms of adventure games. This is a big order, certainly, but both Jean and Lawrence are talented and creative gamers. Expect great things from them, and the others who will join them soon, in the months to come!

GAMMA WORLD*

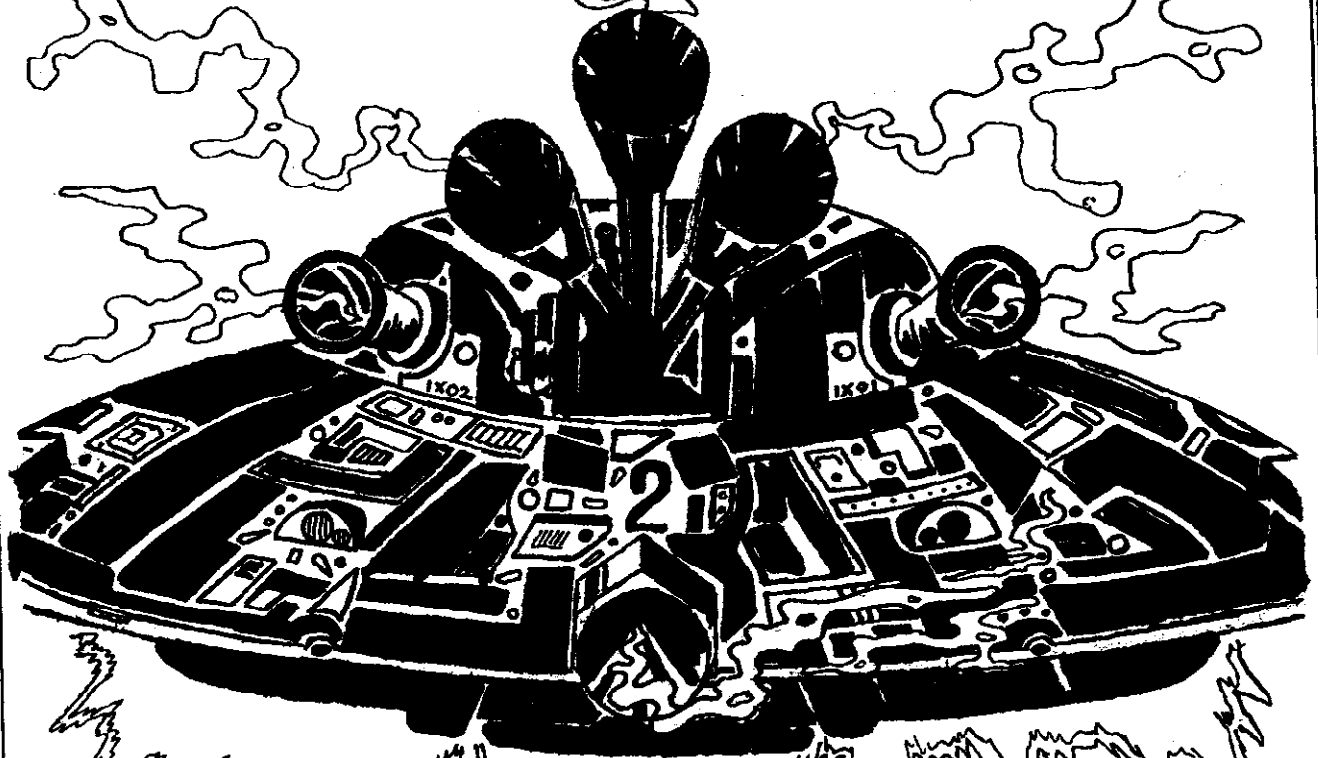
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Out on a Limb

Dear Editor,

Each time the *Out on a Limb* letters column is mentioned, it is stated that character assassination will not be allowed. I am in full agreement with this — it would drag the publication down to the level of the APA 'zines.

Why then, is Gary Gygax, publisher, and author of *AD&D*, allowed to write character assassinations?

In *The Dragon* #22, there is a "Review Review" entitled *SPI on AD&D*, by Gay Gygax. In it, Mr. Gygax speaks of a review of the *Players Handbook* done by Richard Berg, of *SPI*.

I have not read Berg's review, but, from Mr. Gygax's comments, it was out of line. I could well understand the tone of Mr. Gygax's writing; Berg had insulted his brainchild.

At the end of the article, however, Mr. Gygax begins to insult, not only Berg's latest game design, but all of *SPI*'s games. Mr. Gygax's wish for revenge is easily understandable, but, I feel, out of place.

A game review is an admirable thing, in that it helps prospective buyers. No game is perfect, and it takes the critics to point up its faults.

There is no reason, though, for insulting either a game, or its designer, a magazine, or its publisher. If it is good, fine — if it is bad enough to be insulted, it is beneath contempt.

I, for one, would not like to see *The Dragon* (or *Strategy and Tactics*), become the vehicle for petty feuds and insults — APA publications have the market cornered already.

Competition is healthy, but not when it falls to the level of backstabbing.

Wargamers are an intelligent group (they have to be, to understand the rules), and, in my eyes, too intelligent to long enjoy insults and slander. It has happened before to this hobby, in the form of the early boardgame clubs. I fer-

vently hope that it doesn't happen again.

Sincerely,
H. Michael Lybarger — MO

To answer your first question; Because he is the publisher. It is the prerogative of any publisher to say whatever he pleases. It is, after all, his magazine. The history of newspapers in this county is riddled with similar cases. It all comes under the guarantees of free speech.

In the future, the publisher's endeavors will all appear under his copyrighted and bylined column, THE SORCEROR'S SCROLL, with the exception of newsworthy pieces, or articles on non -D&D or AD&D games.

The author was well within his right to criticize such a shoddy review, done by someone who obviously knows little or nothing about the game systems in question. Mr. Berg's editor was at fault for accepting a review from someone not qualified to have done it in the first place. Had Gary not written what he did, I would have written something very similar, myself. As one of the other letter-responses in this column points out, the choosing of reviewers should be done with the utmost discretion and judgement. The bigger the magazine, and hence, the bigger the readership, the more serious the responsibility. We don't use our in-house designers to review games similar to anything they may have done for us. We do try to use in-house people in their favorite period, or for games that interest them. Too bad S&T can't make the same claims. —ED.

Dear Editor:

I am an avid player of *D&D*, and just last month started a subscription to *The Dragon*. I did so because it dealt primarily with *D&D*, which just happens to be what it may not deal with primarily in the near future. It is ironic that the first issue I received on my

subscription is *TD* 22. When I read *Dragon Rumbles*, I really felt the shaft. I do not like historical wargaming, and in fact have my own reasons for disliking it. I would not mind the combination of the two magazines (*Little Wars* and *The Dragon*) if I could be assured of getting the same amount of quality material on *FANTASY* wargaming that I would from *TD* alone. There was a little information from the *LW* section that interested me, but I could find out about pole arms in the library. I feel that combining the two lessens the space allowable for each and cheats the reader out of a full dose of both. I especially wonder about those people who subscribe to both.

I filled out the survey form and it is entering the mails with this, but it did not allow for me to express myself fully. I hope you hear similar responses from others, even if this may seem self-centered on my part. I think that I speak for most of your readers on this. Separate the two types of gaming 'zines and give the audience a full magazine of each, so that interest in both, or either, can be optional. *The Dragon* is a class magazine in its field, and so, I'm sure, is *Little Wars*, but it is only fair to give them all the room they need, because after a full magazine of each, a condensed combination of both is an anticlimax.

Sincerely,
Raymond Foldhazi — SC

While the overwhelming majority of responses were enthusiastic in regard to the format changes, the above letter is typical of the negative respondents.

If the size of the magazine had remained the same, you would have a valid point, perhaps. However, as the size has significantly increased, and will do so again as soon as possible, this argument loses its impact. TD will reflect the gaming trends and likes of the hobby. Right now, fantasy is where it's at; ergo, fantasy will

continue to play the major role in these pages. I'd be a fool (watch what you're thinking, its not nice) to do anything else, as my desired goal is to be the biggest and best gaming magazine on the market. I certainly don't intend to turn my back on the very readers that have made TD the success it is today.

I have beat the "good background equals good gaming" horse to death before, no sense in beating a dead horse again now. Hopefully, future issues will contain something for everyone, regardless of gaming inclination or persuasion.

TD does not intend to remain a magazine only for fantasy gamers. I would be neglecting whole areas of extensive interest, to the detriment of all. Separate magazines are no longer a viable alternative; LW started out a miniatures magazine, and never shook the image. No magazine devoted solely to miniatures will ever have the numbers to make it a big financial success — there simply aren't enough miniatures buffs, and those there are are divided into too many camps of interest to please them all, every issue.

Quality will certainly not decrease. To the contrary, the overall quality of each issue should increase, as demand for material of any one type is now somewhat lessened, and I can be even more discriminating in what we print. Bear with us for a few issues, Mr. Foldhazi, and I'm sure you'll not be sorry for it. —ED.

The following pair are typical examples of complaints about the article in question.

To the Editor, re:
Dennis Chapman's "Crs'Then."

At the risk of being automatically lumped into Mr. Chapman's stereotyped character class, I would like to say that I am rather disappointed that you saw fit to publish this particular piece. I am a

continued on page 31

Variant

DUNGEON — MORE VARIATIONS ON THE THEME

George Laking

After a tense, hard-fought session of *D&D*®, sitting down for an evening with a quick game of *DUNGEON!* can be a real pleasure for Dungeonmasters and players alike! Because of its basic game structure, the game is open to any number of variants and rules options.

Members of the Mid-Columbia Wargaming Society of Richland, WA, have experimented with the following variants and found that they add new interest to an already enjoyable game. Try these the next time you play *DUNGEON!* and see if you don't agree.

Transference

(1) A wizard using transference may move directly from any one chamber to any other chamber, irrespective of the different level(s) between them. Thus, for example, a wizard could move from the Main Galley to any one of the Sixth Level chambers in a single turn using one (1) Transference card.

(A) As the above rule tends to make wizards extremely mobile, the following rule modification is added: increase the movement factor of all other character types — Superhero, Hero and Elf — to ten (10). Wizard movement remains unchanged: five (5).

(2) Transference cards may be used offensively. Like Lightning Bolts and Fireballs, they must be thrown one (1) space away to take effect.

(A) *Against Monsters:* the wizard must roll 8+ on two dice to be successful — all else is "N/E." If successful, the wizard may transfer that monster to the chamber of his choice provided no more than two monsters currently inhabit it. He may also transfer that monster to a chamber in which one or more players are located, the monster attacking immediately. He may NOT transfer a monster into a room or corridor, or into a chamber already filled to capacity (three monsters, players not counting toward chamber occupancy). A transferred monster does not take any prizes with him.

(B) *Against Players:* The "Spell Combat Table" is modified thusly:

Spell	Elf	Hero	Superhero	Wizard
Transference	4+	5+	6+	7+

A successful die roll allows the attacking wizard to transfer the defender to any chamber on the board, regardless of the monster population of that chamber. Any other roll is a "n/e." Players DO take their prizes with them when transferred.

Magical Monsters

(1) Magical monsters (witches, evil wizards, vampires and those monsters whose defense against Lightning Bolts/Fireballs is greater than their defense against a wizard hand-to-hand) have the ability to reply in kind to an unsuccessful magical attack. Thus, for example, if a wizard threw a Fireball at a vampire and missed, the vampire may throw a Fireball back at the attacking wizard immediately! The outcome of such an attack is determined by rolling two dice and consulting the Combat Losing Table if the vampire's Fireball hits.

Beast Masters

To use the Beast Master rules, the following modification must be made: Monsters are no longer killed outright but considered "subdued" by the player who successfully defeats them and takes their prize. (They may be killed in this initial combat if the player rolls a "12," in which case that monster is out of the game permanently). Based on the character type of the player who controls them, subdued monsters will serve their masters (more or less) until the end of the game.

(1) Subdued monsters are removed from the board and replaced with a numbered counter indicating control of that monster by that player. The monster card, with a matching

counter on top, should then be placed face-down to hide its nature from the other players. The Beast Master then moves only his own counter(s) in his turn, subject to the Movement Rules for monsters.

(A) Movement Rules For Monsters

(i) All monsters move a basic movement allowance of five (5) spaces per turn.

(ii) No "friendly" monster may be within five movement spaces of another "friendly" monster at the end of a player's turn. A "friendly" monster is defined as a monster under the control of a particular Beast Master.

(a) Option 1: It is allowed to have "friendly" monsters in adjacent spaces, though not more than one per corridor/room space, three per chamber space.

(b) Option 2: The number of monsters allowed in any space — corridor, room or chamber — is unlimited. However, a player need only fight and subdue the top monster in order to pass through that space.

(c) Option 3: As the above rules tend to clog the corridors with monsters, increase the movement factor of all non-magical character types — Superhero, Hero and Elf — to ten (10). Wizard movement remains unchanged: five (5).

(iii) Whenever a "friendly" monster enters a chamber with a population of two or less monsters, it immediately loses its subdued status and takes up residence as "top monster" of that chamber.

(a) Option 1: A "friendly" monster may pass through such chambers described above or remain in residence without any loss or lapse of control on the Beast Master's part.

(B) Combat Rules For Monsters

(i) One player may pit his monster(s) against another player's monster(s) by bringing them together in the same space (corridor, room or chamber) and announcing an attack. Each Beast Master then rolls two dice for his monster in combat, adding that monster's level to the die roll number. A modified die roll of 8+ hits and the Combat Losing Table is consulted for results. If a monster is seriously wounded, it will retreat to the nearest chamber of its own level for healing.

(ii) Whenever a "friendly" monster meets and defeats a player — thereby winning a prize — that monster loses its subdued status immediately. The monster card is returned to the board with its prize and placed in the nearest empty room available.

(2) The Non-Wizard Beast Master

All the above rules — and/or any other options desired — apply to the Non-Wizard Beast Master. In addition, one other rule applies to Non-Wizard Beast Masters who meet their own "friendly" monsters face-to-face.

(A) Whenever a player's own piece meets a "friendly" monster in corridor, room or chamber, the player must fight and resubdue that monster again. (Control, in the case of the Non-Wizard Beast Master, is limited to movement and certain types of combat).

(3) The Wizard Beast Master

All the above rules — and/or options desired — apply to the Wizard Beast Master with the exception of (2) above. The following rule modifications apply only to Wizard Beast Masters:

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(A) Whenever a Wizard Beast Master meets one of his own "friendly" monsters, he does NOT have to fight and resubdue it. Control, in this case, is absolute unless the Wizard's status changes (he gets killed and re-enters the game as a Superhero).

(B) If a "friendly" monster meets and defeats a player — thereby winning a prize — control does NOT lapse in the case of the Wizard Beast Master. He may direct that monster to bring the prize to him, enter an empty room and guard it or carry that prize about the board until further instructions are given.

(a) Option 1: Using the Combat Rules for monsters, a Wizard Beast Master may, in his turn, direct his "friendly" monsters to attack and subdue any monster in any room, corridor or chamber whether or not they are controlled at that time by another player. If successful, he gains not only any prize guarded by that monster, but another "friendly" monster to add to his collection! He may then instruct his monsters per 3B, above. (Note that using this option will create both monster "armies" and very long turns as several combats will be occurring in each player's turn — his own plus those of his "friendly" monsters).

Natural Occurrences

Whenever a player ends his turn in a corridor, he rolls two dice and consults the following "Natural Occurrence Chance Table:"

2-10	n/e
11	Natural occurrence
12	monster

If the player rolls 2-10, nothing happens and play passes to the next player on his right. If "12" is rolled, a monster appears and attacks. This attack must be resolved before play may be continued.

(1) When using the above rule, all monsters killed in combat are placed face-down in a DEAD pile with the latest kills on the *bottom*. When the Natural Occurrences Chance Table calls for the appearance of a monster, the player draws the top card from the DEAD pile and fights that monster. If that monster is killed, it is returned to the DEAD pile face-down and the bottom of the deck.

(2) When using the BEAST MASTER options, only those monsters killed in action (die roll "12") are placed in a DEAD pile. Otherwise, the rules are the same as (1), above.

If the player rolls an "11," he consults the "Natural Occurrences Table" below:

2-4	Bats (n/e)
5-6	Flood
7-8	Poison Gas
9-10	Explosive Gas
11-12	Cave-in

(1) Explanation of Results

(A) Flood — The player must roll 6+ on two dice to avoid injury or drowning. If results are less than 6, consult the Combat Losing Table and apply results there. Note that, if a prize is lost, it is washed downstream into the nearest inhabited room (if the corridor ends in a room) or Chamber — "downstream" is defined in this case as AWAY from the Main Gallery and TOWARD the next lowest Dungeon level.

(B) Poison Gas — The player must roll 6+ on two dice to avoid injury or death. If the results are less than 6, consult the Combat Losing Table. Any prizes lost are placed in the nearest inhabited room.

(C) Explosive Gas — The player must roll 8+ on two dice to avoid injury or death. Otherwise, same as for Poison Gas, above.

(D) Cave-In — The player rolls one die: 1-2 indicates cave-in behind player (in direction from which he came); 3-4 indicates cave-in on space occupied by player's piece; 5-6 indi-

GENCON XII Status Report

As the Spring Thaw becomes a reality, changing the Wisconsin Winter Wonderland into something resembling the Florida Everglades, one is reminded of the rapid passage of time and the need to kick preparations of GENCON XII into high gear. I can say at this point that if only half of our plans work out "Boy, 'Have we got a show for you!'" A long litany about our super facilities, and the fact that we will have more and bigger tournaments of all types, would be somewhat redundant at this point, so let me concentrate on the completely new features of GENCON XII.

You may have wondered what you got for your convention registration fee besides one hell of a convention. Well this year you will receive a book of coupons, good at any dealer selling in the exhibit area. This book will be worth \$5.00 and will consist of coupons good for \$0.50 off any \$10.00 purchase. In addition about 30 special door prizes will be handed out each day. These door prizes given out on the basis of a drawing of numbers corresponding to the registration number on convention badges. These will be posted one at a time at each different exhibitor booth. When you find your number at a booth the dealer will present you with a small door prize (\$2.50 value).

Of course there is an ulterior motive for the convention generosity! We want you to patronize the exhibitors who have travelled from all across the nation to show you their new releases. Please bring plenty of money in small denominations (Unmarked Bills Please!). Our exhibitors will do their part in having plenty of merchandise. I hope all parties will return to their homes satisfied.

Next GENCON Status Report I will be releasing the motor inns where we will be block registering. Please do not make your registrations unless you know you will be attending. There will be a list of small motels in the area for those who need to make last minute reservations. We will arrange for shuttle buses to those motor main inns and some of the minor motels. Hopefully the buses will not be so packed as last time.

Joseph G. Orlowski
GENCON XII Coordinator

TROOPS NEEDED

25 mm Napoleonic Game, using Empire Rules

Each player will command a large brigade to division of infantry, one regt. of light cavalry, and historic artillery. Game will be refereed by Mike McGrail, of Texas, veteran of many GenCons. His tournaments each year have proven very popular and enjoyable. This year, owing to the fact that he is in the midst of converting from plastics to metal, he is short a number of units necessary for this event. Below is a listing of units in the OB's. Which ones he has, and which he needs, we're not sure of at this time. If you can help, or are interested, contact Mr. McGrail immediately.

	MG = Morale Grade	C = # of castings
PRUSSIAN 1815	RUSSIAN 1812	BAVARIAN
1 Gren. 12C MG8	2 Gren. 16C MG8	1 Gd. Gren. 12C MG7
1 Shutzen 12C MG6	4 Jager 32C MG6	2 Light 24C MG5
4 Line 48C MG5	7 Line 56C MG5	7 Line 84C MG4
4 Silesian Landwehr 48C MG4	1 Regt. Lt. Cav	1 Conv. Lt. 12C MG5
1 Regt. Lt. Cav	112# Foot	1 Regt. Lt. Cav
1 12# Foot	1 6# Foot	2 8# Foot (8 guns, no how.)
16# Horse		
AUSTRIAN 1809	BRITISH 1810	
4 Line 72C MG5	1 Highlander 12C MG8	
1 Spec. Line 18C MG8	1 Rifle 9C MG8	
1 Jaeger 12C MG8	8 Line 72C MG6	
1 Regt. Lt. Cav	1 Regt. Lt. Cav	
1 12# Foot	1 9# RHA	
16# Brigade (8 guns)		
16# Horse	FRENCH 1809	
	1 Yng. Gd. 12C MG8	
POLISH 1809	6 Line 72C MG5	
1 Vistula Legion 12C MG8	2 Legere 24C MG6	
7 Line 84C MG6	1 Regt. Lt. Cav	
1 Regt. Lt. Cav	1 12# Foot	
28# Foot (6 guns, no how.)	1 6# Horse	

IF YOU CAN HELP OUT, CONTACT MIKE AT 10001-Creek Dr.
#326, Houston, TX 77036 or PHONE# 1-713-771-9716

cates cave-in in front of player (in direction in which he was traveling).

(i) Results of 1-2 and 5-6 seal off that corridor for the balance of the game — place a DEBRIS counter in the space affected. (obviously, this requires making a dozen DEBRIS chits before the game to have available during play).

(ii) Results of 3-4 will seal that corridor only if the player is seriously injured or killed in that space. The player consults the Combat Losing Table whenever a cave-in occurs directly on top of him and applies results immediately. Any prizes lost are *buried* under the DEBRIS counter (i.e. lost from the game permanently).

(I) Option 1: Buried Treasure — a player may dig for prizes buried in a cave-in, rolling one die for each turn spent digging.: 1-2 prize found, 3-5 keep digging, 6 cave-in see 2C, above. Note that a player could be sealed in with a cave-in forward and behind. As there is NO WAY to dig oneself out with the tools at hand, such a player dies!

(II) Option 2: Monsters may be set to digging for buried prizes, with the same results as Option 1, above. However, if an additional cave-in seals them in, they may dig themselves out with a die roll of 1-2 (the "prize," in this case, being their freedom). In all other respects, they are treated as players. Note that this option may be used only with the BEAST MASTER rules.

(III) Option 3: A wizard may deliberately cause a cave-in *in a corridor only* by firing a Lightning Bolt at the ceiling. A cave-in occurs on a two-dice result of 8+.

(IV) Option 4: Same as Option 3, above, but the wizard may bring down the roof anywhere in the dungeon: corridor, room or chamber. The inhabitants of those spaces must roll on the Combat Losing Table and, in any case, find themselves evicted if the wizard is successful!

Dungeon Parties

Players may form groups of two or more characters. A single piece need represent the group only, provided (1) all the players remain together in a group, and (2) the players can remember their character type. In order to form Dungeon Parties, the following rule modifications are necessary:

(1) Secret Doors — if any member of a group finds a secret door, *all* members of that group may use it.

(2) Combat — Player combat occurs before Monster combat. That is, all players in a group have a chance to attack a particular monster and slay it. Only if they all fail to kill it does the monster have a chance to attack, choosing the strongest player (Wizard, Superhero, Hero, Elf in that order) first as its victim. The monster may attack only *once* per turn. Note that, if a Wizard is a member of the party, he may cast spells into a room *only if* there are no other members of the group already in that room.

(3) Victory Conditions — To determine the total number of gold pieces necessary for a party to win, add the individual victory levels together and divide by two. For example, a party with a Wizard (30,000), a Superhero (20,00) and two Elves (10,000 x 2) would need 35,000 gold pieces to win.

(4) Division of Spoils — The players must determine beforehand if they will hold prizes gained individually or in common and, if individually, who will receive what prizes. Individually-held prizes may be lost in combat only *if* the player himself is attacked by a monster. Prizes held in common may be lost to a monster no matter who a monster attacks in the party.

(5) Ambush — NO WAY!!! Using the Ambush rules will create a pitched battle running from one end of the Dungeon to the other, with Magic Swords slashing, Lightning Bolts blazing and Fireballs flaring. The single instance of group combat in our experience pitted seven players in three groups against each other. After the smoke cleared, one player was dead, three were limping back to the Main Galley seriously wounded and the rest were flat on their backs, stunned and bleeding! →

Convention Schedule 1979

Tri-State Con (April 20-22) Cincinnati OH, Contact the Queen City Gamers for further information. Eric Franz, Secretary.

Tippacanoe (and Fantasy Too) Game Convention. (May 4-6) Guest Speakers include Gene McCoy (Wargamers Digest), Duke Siegfried (Heritage), Tom Shaw & Don Greenwood (Avalon Hill), Bob Blake (Winner of the 1st D&D Masters Tournament), Lou Zocchi (Designer of Luftwaffe, and Battle of Britain). Contact: John Hill, P.O.B. 2071, W. Lafayette, IN 47906.

MichiCon VIII (June 1-3) sponsored by the Metro Detroit Gamers at Oakland University, Rochester, MI (Just North of Detroit). Over 25 board game tournaments, 10 role-playing game tournaments, over 60 miniatures tournaments and demonstrations, seminars/panels/workshops, auctions, flea markets and over 50 exhibit booths. For more information and pre-registration flier send a SASE to Metro Detroit Gamers, MichiCon VIII, P.O.B. 787, Troy, MI 48099. Pre-registration deadline is May 10, 1979.

GLASCON IV (June 15- 17) sponsored by CSUN Simulation Gamers' Association. \$3.00 Pre-registration Fee. \$5.00 at the door. For more information write CSUN-S A, 7133 Reseda Blvd., Reseda, CA 91335.

Origins '79 (June 22-24) at Widener College, Chester, PA. For more information write: Origins '79, P.O.B. 282, Radnor, PA 19087.

GENCON XII (August 16-19) at University of Wisconsin-Parkside, Wood Rd., Kenosha, WI 53140. This could be THE convention of 1979. Over 20 dealers. Over a hundred tournaments. Not to mention seminars, open gaming, and workshops. Pre-registration before July 25 — \$10.00. At door — \$15.00. Special GENCON XII Information Packet available in April. Contact Joe Orłowski, GENCON XII Coordinator, POB 756, Lake Geneva, WI 53147.

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The above rules have been used —singly and in combination—in numerous *DUNGEON!* games by members of the Mid-Columbia Wargaming Society. We have yet to use *all* these variants together in one game!

With *DUNGEON!* the possibilities are endless . . .

ARMIES OF THE RENAISSANCE

Nick Nascati

Part II — The Swiss

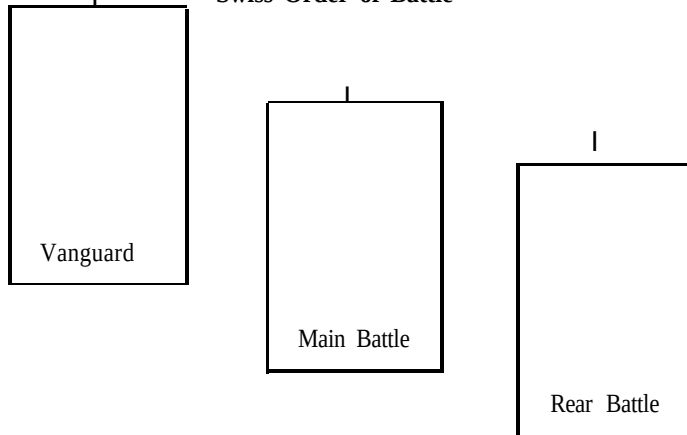
The sturdy, mountaineers of Switzerland have always had a fierce desire to be free and independent. Being primarily a pastoral people, and never a great power, they had scant resources to raise a powerful, well-armed fighting force. However, their tremendous bravery and loyalty made them fierce foes, and with a few simple weapons they forged a formidable fighting force. Three weapons were responsible for the Swiss rise to greatness; *The Halberd*, *The Pike* and *The Crossbow*. Before the pike came into vogue it was the halberd that served as the main arm of the mountain peoples. Charles The Bold and Maximillian of Austria were both victims of the halberd's deadly blade. Defending the mountain passes leading into their country, they presented an impenetrable wall of steel, halberdiers, backed up by armored men with great two-handed swords and Lucerne Hammers. Made with a broad axe blade as its main weapon, a long point for thrusting, and some fashion of hook to pull riders from their horses, the halberd was indeed a murderous weapon, and in the hands of a brawny Swiss mountaineer, it could cleave through the finest armor in Europe, and flesh and bone as well.

The well known legend of William Tell, illustrates the skill of the Swiss with another deadly weapon, the crossbow. The effectiveness of the crossbow in puncturing heavy armor, made it an ideal weapon for the lightly armored Swiss infantry, who had to defend themselves against armored Imperial cavalry and infantry. The crossbowmen generally functioned as skirmishers ahead of the main army and then faded back once the battle was joined. When effective handguns were introduced, the Swiss were quick to pick up on them, and used them to replace at least a portion of their crossbows. By 1500, 80% - 100% of their light troops were armed with handguns and arquebus.

It was the pike however that made the Swiss infantryman the terror of Europe, and the most sought after mercenary of the age. The average pike of the Renaissance varied in length from 16 to 18 feet. The Swiss used a monster 21 feet long with 3 feet of steel protecting the tip from being slashed by swords or axes. The tremendous weight of the weapon was such that it required great strength and training to use it properly. In the hands of the Swiss, it achieved an effectiveness not seen since the days of Alexander the Great.

The Swiss did in fact adopt the ancient phalanx formation used by Alexander, but improved on its use substantially. First, instead of using a single phalanx flanked by supporting troops, the Swiss used three phalanxes, a Van, a Main Battle and a Rear, each assigned a specific task on the battlefield. They were generally echeloned back from the right, with the rear battle refused until needed. The van would begin the attack by striking the flank of the enemy, as the main battle pushed into the center, the rear battle waited to see where it was most needed, and generally provided the final push that would result in victory.

Swiss Order of Battle



Echeloned from the left, circa 1500

The second improvement was in the cohesiveness and stability of the individual phalanx. The phalanx of ancient Greece was found to be completely disorganized when drawn on to rough ground, where the hoplites could not keep proper step. The Swiss however, were so well trained that they could advance over any sort of terrain without losing step. They were the only infantry of that age, or perhaps of any age, capable of taking the offensive against cavalry. They were remarkably fast at the charge, and the sight of this veritable forest coming at full speed, was enough to shake even the bravest enemy. Only with the introduction of the Spanish Sword and Buckler men and later the Landsknecht, were soldiers found who could meet the Swiss on an almost equal footing. It is interesting to note however, that in contests between the Swiss and their Landsknecht copies, the Swiss were almost always victorious.

The individual soldier was generally poor and unarmored, his sole protection might consist of a leather jerkin and an open helmet. The gaudy uniforms usually associated with the Swiss, were really not worn until the early 16th century, and even then did not approach the color of the Landsknecht. The nobles, and others who could afford some degree of armor, were generally formed as the front ranks of the phalanx, or armed as halberdiers and two-handed swordsmen who would stay in the rear until melee was joined. The crossbow and handgun armed skirmishers, generally made up any where from 10% to 30% of the entire army, and would have been completely unarmored. There is some indication that armored crossbowmen were used for defensive purposes, usually wearing half-armor and a visored sallet. Cavalry was used in small numbers, and was generally made up of the wealthier gentry or German allies, and was equipped and used as the typical heavy, armored knight of the period.

The downfall of the Swiss came in their total disregard for the use and effectiveness of artillery. At battles such as La Biocca and Ravenna, their tightly packed phalanxes took a terrible toll from the efficient Spanish artillery, and once their formations had been broken, they were easy prey for the disciplined Spanish infantry. Even after these disasters, the Swiss maintained their reputation, and were sought after mercenaries throughout the period. They made up the major part of the French infantry all through this era, and even after the day of the pike had ended, regiments of Swiss infantry remained in the French army through the Napoleonic Wars, and formed the basis for the renowned Foreign Legion of the 19th century. Their loyalty to their employer was well known, even when less desirable elements entered their formations, they remained one of the best trained and disciplined infantry formations in Europe.

Colors for their uniforms are generally left up to the imagination of the individual wargamer, though the Swiss Guards of the Vatican generally wore orange and blue stripes. Many flags were carried, for a single phalanx could contain men from many cantons, each with their own distinctive color. The Swiss were one of the primary forces in the resurgence of the infantry man, and made up an era of the Renaissance that should not be ignored.

Next Time — The Condotierre and the Papacy.

(For more information on the Swiss Armies, See *The Irresistible Force* by Gary Gyax in TD-22)

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Variant Humor

Narcisstics

Darrel Plant & Jon Pitchford

These horrid creatures will scare the most adventuresome intellectual out of the foul dungeon these creatures occupy. They will be instantly recognizable to any player of high school age and possibly even to some of the older members of the *D&D* clique.

Male Narcisstics (Jocks)		Female Narcisstics (Groupies)
2-12		4-24
10	AC	12
3"	Move	only when 'picked-up' by males.
		1/2
2	HD	50%
95%	%in lair	
combs, mirrors, tennis shoes.	Treasure	brushed, chewing gum cheap makeup of your choice.
		fingernails,
Nausea within 10' radius: verbal harassment causing 1-4 level LG clerics to shudder from 1-8 turns, enrages 4+ level LG clerics. chaotic, evil	Damage	earth shattering scream (special)
	Alignment	chaotic, evil

Males — Until the age of 13, the jocks keep to secluded spots (under beds, in closets, under rocks, etc.), and upon reaching age 21 are locked away (in trunks of cars, padded cells, back in closets, etc.) though if given scholarships (05%) they will become professionals. Normally they speak Gibberish, but every 2-4 turns they utter an expletive in Common. They inhabit hallways and lockerrooms, occasionally mistaking tunnels and caverns for the above. They frequent schools, learn nothing and often boast of this in Gibberish. They have a morale of -3 when faced with battle or a decision. Charisma is -4. They will follow females of Beauty 4+ and try to seduce her, causing extreme revulsion. Warning: these creatures appear to be human! Jocks cannot be harmed with any weapons, only the damaging phrases below will harm them.

Females — After the age of 12 the groupie frequents crowded spots (discos, bathrooms, street corners, etc.), and upon reaching 21 become a House wife, although if street corners were their most frequent abodes they become professionals. They also speak Gibberish, fluently. Earth shattering screams stun 1-4 turns, causing victims to understand Gibberish and go insane (st vs. magic). Victims who go insane become Narcisstics. There are no virgin female narcisstics. 1/2 of a group encountered will detach themselves from the main body to fawn on characters with a strength of 12 plus and Charisma of 13 plus.

Damaging Phrases to be used on jocks

*Causing 1-4 pts. damage if spoken with malicious forethought and deadly intent. Only 3 will work on any given male. They will cause damage to each male in the group that is affected by that particular phrase. **

—Your shoe is untied.

—Hey man, who cut your hair?

—Your teeth are yellow.

—Can you chew gum and walk at the same time?

—I see you got an A this term! (see below 5% bonus)

Any questions as to masculinity, 10% bonus below

*Embarrassment Bonus

All jocks have a Brashness Roll (3-18), with a Brashness of 3 a jock has a 50% chance of 1 extra hp damage due to embarrassment. For each extra point of Brashness this chance decreases by 5%.

Special Phrases

Only one of these will work on a jock but they cause from 1-8 pts. damage. Must be said with deadly intent emphasized (referees discretion).

— what're you, some kind of liberal or something? (causes friends to turn on him)

— Is (are) that (those) the dog(s) you told me you *had* to take out? (referring to girlfriend(s). causes all groupies to attack hapless male)

— Weren't you the one at the cheap, motel last week? (directed at female, causes male-female schism)

— any mathematics equation (also causes shock for one to twenty turns.)

Any male group will have at least 1 female in it and vice-versa.

THE INFAMOUS MISCELLANEOUS MONSTER

by Rodford E. Smith

Frequency: Inevitable

AC: Yes

Hit Dice: Varies

No. Appearing: 1 or more

Move: Usually

Intelligence: Sometimes

These creatures are the bane of the adventurer. Appearing in any clime, they are often hostile to the passage of strangers and will many times attack without provocation. Because of the wide variation in their abilities, no one method of defense will always work, and each encounter must be played by ear. Some suggested methods are: brute force; bribery; evasion; and sheer bluff. If all else fails, remember this important piece of advice: run!

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PSIONICS REVISITED

Ronald Pehr

The use of psionic abilities in D&D adds a fascinating dimension to the game. Characters are less confident when confronting psionic foes, since saving throws against mind blast is not related to hit dice. The psionic combat trance demands cooperation by the psychic's companions, to protect him physically while he protects them psionically. The occasional psionic monster puts a little healthy fear into that arrogant Lord or Wizard who has been terrorizing your poor dungeon.

Two drawbacks I have encountered in the use of psionic powers are the scarcity of characters with psychic potential and the relatively random assignment of powers to different character classes. Scarcity results in very little employment of psionics in most games; no one has the powers. It is probably necessary for game balance. Grafting psionics onto every character would soon make them all too powerful. Scarcity can be rationalized by the fact that, unlike magic which may be studied, psychic ability is an inborn trait. You must be born with it.

The problem of random determination of powers is really an aesthetic one. Characters seem more "real" if their psychic abilities reflect their professions. While it can be argued that any given psychic talent could exist in an individual regardless of the profession he practices, it is more likely that psychic powers would not fully manifest themselves until puberty. In a low-technology world that would be the time of choosing a future profession.

It might be presumed that the latent psychic power subtly influences choice of profession, and vice versa. Therefore, the manifestations of psionic powers come to be more closely allied to player professions than is currently provided by the rules. For this purpose, psionic powers are divided into three basic types. There are the cognitive powers such as ESP, the kinetic type of powers typified by Telekinesis, and the Anti-Psi powers. These last are a type of defense. I am indebted for the idea to Bonewit's *Authentic Thaumaturgy*. The standard psionic attack forms and defense forms are independent of the three types of powers and are available as provided by the rules in *Eldritch Wizardry*, as they function just perfectly as they are.

Analysis of the lists of powers in *Eldritch Wizardry* will show that the kinetic powers are more often assigned to Fighter or Thief types while the cognitive powers are more likely to occur in Clerics. Magicians seem to manifest both equally, probably because they have such a wide grasp of so many arcane forces. Because of their sensitive natures, Bards have cognitive powers, as do Illusionists and Sages. Although Druids are barred from psychic powers, an exception might be made by those DMs who run mostly dungeon adventures since so many Druid spells are useless underground.

The following lists are divided into lesser and greater manifestations of each type, much as the rules already divide the lists of psionic powers:

COGNITIVE POWERS

Lesser Manifestations	Greater Manifestations
Intuition*	Locate Object*
Psychometry*	Hypercognition*
Empathy	Precognition
Subsient Telepathy*	Telepathic Projection
ESP	Aura Alteration
Clairsenses*	Speak Languages*
Ectoplasm*	Telepathic Projection
Retrocognition*	Psyche Transfer*
Detect Evil	Mind Bar
Detect Magic	Mass Domination
Telepathy	Astral Projection
Invisibility	Ethereal Travel
Hypnosis	Probability Travel
Domination	

Explanation of Starred (*) Powers:

INTUITION: actually a low-grade of ESP. Intuition allows a 15%

chance per level of mastery, up to 90% maximum, of obtaining a hunch about any living entity. When 90% is reached, there is a 15% chance per level of mastery thereafter of intuiting specific knowledge. Psychic strength cost is 1 per turn.

PSYCHOMETRY: intuition concerning inanimate objects. *Psychometry* functions as does intuition. Alternately, it acts as a Read Languages spell at a psychic strength cost of 5 per reading.

SUBSENTIENT TELEPATHY: a replacement for the power of speaking to animals or plants. Psychic strength cost is 1 for mammals, 2 for birds, 3 for reptiles, 4 for amphibians, 5 for fish or insects, 6 for plants, 7 for monstrous animals, and 8 for plants. This is the cost for one bit of information, say the equivalent of one sentence. With each of level of mastery the possessor of the power can get a like number of bits of information. Creatures can pass on any information they have perceived even if they don't know what they perceived. If DM allows, inanimate objects can be subject to this power at a psychic strength cost of 10. Inanimate objects have very limited perceptions.

CLAIRSENSSES: This is a combination of *Clairvoyance* and *Clairaudience*. Alternatively, the DM may decide you get one or the other, on a random basis, each time the power is activated. Fiendish DMs may decide you get a remote sense of touch, smell, or taste.

ECTOPLASM: allows the user to formulate a spirit duplicate of himself. There is a 10% per level of mastery that the ectoplasmic replica will be mistaken for the real thing. It is immune to normal weapons but is AC9 to enchanted weapons, magic, or psionics. It has the psychic potential of the creator. It can be sent, at a speed of 12" per turn up to 48" away, acting as a Wizard Eye. The psychic strength cost is 5 per turn.

COLD: freezes a 1' radius circle per level of mastery. It takes 1 turn to lower the temperature by 100 degrees F, at a psychic strength cost of 10, plus 10 for each turn it is maintained. Temperature can be decreased in one degree F increments per psychic strength after the initial 100 degree drop.

HEAT: raises temperature at the same rate, range, and psychic strength cost as the psionic power of Cold decreases temperature.

MAGNETISM: can either attract or repel. There is a 10% chance per level of mastery of affecting an iron or steel object which resists (E.g. a sword gripped by someone) and the power cannot move something more than three times as heavy as the psychic. The range is 5' per level of mastery. The psychic strength cost is 10 per use.

ELECTRICITY: costs 1 psychic strength point for each hit point of damage. Ordinary armor and saving throws v. magic do not block electricity. After the 4th level of mastery, the electricity can be "fired" 1' per level of mastery thereafter.

GRAVITY CONTROL: works in an area of 5' radius per level of mastery, at a cost of 15 psychics strength per turn. Objects can become totally weightless or be increased in weight five-fold.

ANTI-PSI

Deflection*	Return*
Immunity*	Filter*
Reversal*	Tuning*

DEFLECTION: This sends the incoming psychic power rebounding in a random direction. It costs 5 psychic strength to use.

IMMUNITY: This cancels a psychic power directed at the user or at another character or in an area touched by the user. It costs 10 psychic strength.

REVERSAL: This changes the psychic power directed at the user into an opposite effect. *Heat* becomes *Cold*, *Molecular Dart* becomes *Shield*, etc. at a psychic strength cost of 15.

RETURN: directs a power back at the caster (psionic only, not magic) at a psychic strength cost of 20.

FILTER: This allows the user to absorb an incoming psionic power, at a cost of 25 psychic strength. The power may be employed, once, by the user of the filter, at no further cost, up to 1 day later per level of mastery.

TUNING: alters an incoming power into any other power of the same category (*Kinetic* or *Cognitive*) at a cost of 25 psychic strength.

Acquisition of psionic powers can be on a random basis for the first power, taking psychic potential into account. Thereafter, whenever a power is acquired immediately after acquisition of a first power — by rolling the character's psychic potential — it should be from an adjacent power on the list. Thus, if a character gets the power of *Cell Adjustment*,

and is entitled to another one immediately, that power should be either *Infravision* or *Reduction*. Greater Manifestations should only be assigned, when a character is due to acquire a power, on a %ile roll of 91-100. Anti-Psi powers have a separate chance of acquisition. Roll for them in addition to the standard rolls for psychic powers. Once having obtained an Anti-Psi power, a character should not be checked for another oftener than every 5 levels.

RETROCOGNITION: a sort of reverse fortune telling. *Retrocognition* allows a mental picture of how a place looked in the past. It gives 1 week back per level of mastery at a psychic strength cost of 2 per week seen. DMs intending to allow this power must have a "history" for parts of their dungeons or wilderness.

LOCATE OBJECT: reveals exact location of a known object at a psychic strength cost of 1 per foot of distance. Each level of mastery allows an extra foot per psychic strength expended.

HYPERCOGNITION: is a super-intuition. It gives specific knowledge. There is a 10% chance per level of mastery of it working at a psychic strength cost of 1 for each 10% chance. Thus, a character at the 10th level of mastery would have 100% chance of knowing something about an entity at a cost of 10 psychic strength.

SPEAR LANGUAGES: is just what it says. It can be used for actual speech or telepathy or sig language. For each level of mastery it lasts one turn at a cost of 10 psychic strength.

PSYCHE TRANSFER: is the psionic equivalent of the *Magic Jar* spell. There is a 10% chance per level of mastery of taking over another mind at a cost of 5 psychic strength plus an additional 5 for each hit dice level the victim is above the psionic character. Those transferring into a non-humanoid body will be unfamiliar with its nervous system and be able to operate it at only 10% effectiveness per week cumulative.

KINETIC POWERS

Lesser Manifestations

Mind Over Body
Suspend Animation
Body Equilibrium
Infravision*
Cell Adjustment
Reduction
Expansion
Levitation
Light*
Molecular Agitation
Body Weaponry
Stun*
Neural Disruption*
Spirit Form*

Greater Manifestations

Body Control
Change Shape
Energy Control
Molecular Disruption
Molecular Melding*
Molecular Shield*
Molecular Dart*
Telekinesis
Molecular Alteration
Cold*
Heat*
Magnetism*
Electricity*
Gravity Control*
Dimension Door
Dimension Walk
Teleportation
Ethereal Travel

Explanation of Starred (*) Powers

INFRAVISION: works just as the *Infravision* spell at a psychic strength cost of 5. It works one turn for each level of mastery.

LIGHT: is a corona surrounding the possessor of the power, giving illumination about equal to a Druid *Faerie Fire* spell. It can be maintained at a psychic strength cost of 2 per turn. For each level of mastery, the Light radiates another 5 feet. At the 4th level it will thus be the equivalent of an ordinary torch, at 6th level it will be approximately equal to a good lantern, and at 10th level the user will radiate as if he possessed a Magic Light Spell.

STUN: requires an actual touch against the opponent, allowing a 10' distance per level of mastery up to 100'. This power actually numbs the consciousness of the opponent — human, animal, or monster — at a cost of 1 psychic strength per victim's hit point; acting as a combination *Slow/Paralysis* if the victim has remaining points. For example, a 30 hit point foe exposed to a 10 point *Stun* will move at one-third speed. The effects last as long as a *Sleep* spell would.

NEURAL DISRUPTION: actually prevents functioning of the nervous system. It reduces *all* of a foe's prime requisites at the same time, each down 1 for every 5 psychic strength employed. The effect lasts 1 turn per level of mastery.

SPIRIT FORM: allows the user to vibrate his atoms such that he is insubstantial to solid matter, including magic weapons. The user is neither *Ethereal* nor *Astral*. He can be easily perceived, is vulnerable to magic or psionics, and cannot carry anything into the *Spirit Form* with him except ordinary cotton or woolen clothing. Psychic Strength cost is 10 per turn.

MOLECULAR MELDING: works only on inanimate matter, mixing together the molecules of two objects to bond them together. For instance, a weapon could be bonded to the floor, or a door bonded into a doorframe to be held as if *Wizard Locked*. The *Meld* costs 5 psychic strength and lasts 1 turn per level of mastery.

MOLECULAR SHIELD: This increases the density of the air or liquid between the user and an attacker. The result is an increase in the user's armor class 1 for two psychic strength for each melee round.

MOLECULAR DART: turns the air into a *Magic Missile*. The Dart costs 5 psychic strength for each one "fired" and has a range of only 10' per level of mastery.

D&D Variant

Disease

Lenny Buettner

These charts are designed to provide a method of determining how long it takes a disease to kill a person and what the symptoms are. This is mainly for use with curses and *Cause Disease* spells from anti-clerics where diseases of unknown characteristics are involved.

Fatality	Interval	Number of Symptoms
1	Immediate	1-3 1 symptom
2	10 minutes	4-5 2 symptoms
3	20 minutes	6-7 3 symptoms
4	40 minutes	8 4 symptoms
5	1 hour	
6	3 hours	
		<u>Symptoms</u>
7	6 hours	1 Pain
8	12 hours	2 Shortness of Breath
9	24 hours	3 Paralysis
10-15	2 days	4 Sensory Loss
16-20	3 days	1-Sight
21-25	4 days	2-Hearing
26-30	5 days	3-General numbness
31-40	6 days	5 Fever
41-50	7 days	6 Chills
51-60	8 days	7 Skin sores
61-70	12 days	8 Nausea
71-80	16 days	9 Rash
81-89	20 days	10 Drowsiness
90	24 days	11 Insanity
91	36 days	12 Bleeding
92	48 days	13 Hyperactivity
93	3 months	14 Coughing/Sneezing
94	4 months	15 Chest Pains
95	5 months	16 Loss of Energy
96	6 months	17 Diarrhea
97	7 months	18 Tumors
99	9 months	19 Swelling
00	10 months	20 Hallucinations

A saving throw may be given and if the person saves, he suffers the symptoms for the given period of time and then recovers.

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Over \$500 To Be Awarded At GenCon Wargame Figure Painting Competition

A new competition will be inaugurated at this year's Gen-Con, scheduled for Aug. 16-19. Sponsored by TSR Periodicals and The Dungeon Hobby Shop, the competition is for painted wargame figures.

Over \$500 in prizes will be awarded in a total of seven categories. The competition will be divided into two size classifications, with each of these further divided by period. The two size classes are *Micro Scale* and *Regular*. Micro Scale is to consist of all micro-sized armor and other types, such as spaceships (Grenadier and Valiant, for example), naval vessels (CinC 1/2400, GHQ *Micronauts*, Valiant *Fighting Sail*, *Superior*, *Waterline*, etc. i.e., any scale smaller than 1/200, inclusive) and airplanes. The Micro Scale class is further divided into two categories: *Unit* and *diorama*. *Unit* is defined as a militarily definable and recognizable organization. (This definition applies only to this class; unit is defined differently in other categories.) The minimum number of figures in this class is five, and the maximum is forty.

Dioramas are limited only in base size-15" X 15".

The *Regular* class consists of 15mm, 20mm, 25mm, and 30mm figures. This class is further divided into two categories; Historical and Fantasy & Science Fiction. The *Historical* category is further divided into two sub-classes- *Unit* and *Diorama*. The minimum number of figures represented must be a viable unit on the wargame table. Unit size is limited to one battalion of foot or horse, or one battery of cannon or siege equipment. The maximum number of actual figures must be justified by an existing, commercially available set of rules governing the period. Diorama limitations apply as above, 15" X 15", maximum.

The Fantasy & Science Fiction Category is also divided, this time into three sub-classes: *Unit*, *Diorama* and *Monster*. *Unit* is defined as at least five, but no more than 40, figures in a plausible organization. The diorama restrictions are the same as previous categories. The monster sub-class is limited to five figures or less. (Some may qualify as both Unit and Monster, but may only be entered in one.)

If you wish to enter, you need only show up at the appointed times. There will be a \$1 entry fee per entry. We will provide secure storage prior to the actual judging. You must package your entries for safety from incidental damage — we will provide security and a place to store them in *your packing*. The actual judging period is the only time that all entries will be on full display, and we will do everything we are capable of doing in an effort to protect your property. The results are scheduled (remember that we are talking about an event some six months away) to be announced shortly after lunch on Sat., the 19th. The actual judging will be occurring during lunch. We would like to place the winners on display for the rest of Saturday.

There are a total of seven classes and sub-classes: Micro-Scale Unit; Micro-Scale Diorama, Historical Unit, Historical Diorama, Fantasy & SF Unit, Fantasy & SF Diorama and Fantasy Monster. Each of the seven class winners will receive an engraved plaque and a year's sub to the TSR Periodical of their choice. In addition, there will be two BIG prizes: *Best of Show* and *Sweepstakes Award*. *Best of Show* will go to the best diorama in the entire competition, the *Sweepstakes Award* will go to the best unit entered in the competition. These two awards also merit plaques, along with \$250 in gift certificates. *Best of Show* will receive a \$150 G.C. from the Dungeon Hobby Shop, while the *Sweepstakes Award* merits a \$100 G.C. from The Dungeon. The Dungeon is the most complete wargame hobby shop in the midwest, and also carries an extensive line of trains and equipment, and capable of fulfilling any gamers' dreams. Their mailorder service is extensive and efficient.

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continued from page 4

wished to expose TD readers to in the past, but declined to do so based on our content.

I finally overcame that bias in regard to the *RAIL BARON* piece a few issues back, and was vilified by some of the more fanatical TD readers. Why should that happen? *RAIL BARON* is a good game, not a simulation, and as much fantasy as a number of so-called "historical" games.

There is an incredible amount of stuff going on in our hobby; I feel we should not be constrained in what we deal with. The reason we split the old *Strategic Review* into two parts was the result of growth pains: we didn't feel that we could continue to grow and still cover all aspects of gaming. I was new at editing, fresh out of college, and saw the splitting as a logical move. I still feel it was the best move, considering the exigencies. Now, I feel that the time has come to recombine the two into the best gaming magazine available, and I feel that we will do just that.

No single aspect of gaming can stand alone. Miniatures started it all: boards followed, and so on. In fact, if one were to look at some of the earliest boardgames, that fact is vividly evident. The classic example is AH's *GETTYSBURG* (1st Ed.), where inches are used for movement, and the mapboard has no grid of any kind. The relationship between boards and miniatures is not one sided, though, as many boardgames published in recent years are heavily flavored by miniature concepts. Some examples that spring to mind are *AGINCOURT* (SPI), *CEASAR'S LEGIONS*, *WILLIAM THE CONQUEROR-1066*, *SNIPER*, *SQUAD LEADER*, . . . the list could go on and on. The continuing process of improvement and progress have done much to blur the distinctions. Numerous miniatures rules have adopted concepts originally found in boardgames.

Role-playing is the closest to a synthesis that we have today. Containing element of both types of gaming, role-playing has done much to bridge the gap

between the two camps, but in so doing has created another camp. This is not to say that there aren't crossover fans; if one were to start in an older field and become involved in a newer one, then obviously they did play both types. Rather, it is the problem of fractions with the newer gamers. A great many gamers start in one type, and become parochial in their regard for all the other types. This sad state of affairs hurts us all; we can all learn from the others.

This magazine intends to be the tool that allows this interfacing of ideas, concepts, approaches and genres. Background is essential to fantasy role-playing — if you've never read a fantasy story, or have no concept of ancient or medieval warfare and weaponry, your gaming can't help but suffer. The richer the background, the better the gaming.

There is a movie out right now that I wish everyone would see, in particular those gamers that have a tendency to overlook the "war" aspect of gaming, and what it means in terms of abstractions. It becomes really easy to forget that we are simulating death and destruction. The little chips of cardboard, or little tin soldiers, as the case may be, are of no material significance to us. They are meant to represent real flesh-and-blood people. (It was while I was in the Navy that I became a pacifist. It transpired while I was involved with a multi-day 1914 game. That was the first time I got into the historical background of a game, and paid attention to the scale. I realized that I had become very *blase* about committing entire corps of men, and losing them. I saw what could happen to very senior staff officers in a real-life facsimile of what I was doing. *More on how pacifists can play wargames some other day.*)

The movie is *THE DEERHUNTER*, and the war portrayed is Viet Nam. To say that the film is violent and bloody is a gross understatement. It is *NOT* gratuitous violence and gore. In fact, they could have been much more graphic and still, somehow, not capture the total horror of the war. The gore and violence is most effective, though. The story is right out of the pages of life; believable, identifiable and stabs us right where we live.

It is not a film to go and *enjoy* but rather a film that should be *experienced*.

I saw it in a very crowded theatre, and was impressed by the rest of the audience's reactions. The audience was mixed in ages, though all were at least 17 or 18 (R rated), and about evenly divided between males and females. Disbelief was rampant: the most overheard comments dealt with disbelief, mostly on the females' parts. I overheard males asking other males (Nam vets, I assume) though. Nobody that I overheard could believe that it was really that awful. The war portrayed in the film was not like any other war we have learned about, or been exposed to before. It was not fought following any "rules" or "conventions." It was totally alien to the American sense of fair-play.

As a Namvet myself, I have been sickened by older generations' blanket condemnation of Namvets as crybabies and something less than previous generations' soldier-citizens. We have been condemned as junkies, malcontents and something less than "real men" (whatever that means).

Coming out of the theatre, the most often overheard remark was to the effect that it was a wonder that any of us that served over there came back sane. You know, it is a wonder . . .

I urge everyone to see it. In so doing, they may get a glimmer of what Nam was like, and perhaps better understand us Namvets as a result.

You'll note that we finally printed the winners of the FEATURED CREATURE CONTEST #2 in this issue, just a little late. The results of the contest were less than we hoped for; maybe there aren't as many fantasy artists as we first thought. I doubt that we will do another art contest in the future. We do need more artwork and artists in *TD*. Right now, art is our lowest and most meagre resource.

We have a very special article in this issue, dealing with Conan Moal. The author is a most learned and noted historical scholar, and has been writing and being published in scholarly papers longer than I have been alive. We chose to include it to point out, once again, that even great stories often have their roots in history and myth, much of which is also historically oriented.

The letters column finally makes it debut in this issue. It is rather slim in volume, for lack of interesting and printable (not always the same) letters. We have been criticized for requiring that letters be typed, as some people don't own typewriters. I'm sorry, but the requirement stands. Financially, it is prohibitively expensive to have handwritten letters typeset. If you want what you have to say shared with the tens of thousands of *TD* readers worldwide, it's a small enough price to pay for it. Those that don't own one will have to borrow one for that purpose.

Starting in May, Periodicals will have some personnel changes. Joe Orlovski is getting out of the magazines to become fulltime Convention Director for TSR Hobbies, Inc. I'm really sorry to see him go, and acknowledge the debt that Periodicals and I, and you readers, owe him for the fine job he has done in the

past. I'm sure he'll make an excellent Con director, and that *GenCon* will continue to prosper under his direction, as well as our four smaller seasonal cons.

Taking his place is a man whose name should be familiar to a great many of you already: Gary Jaquet. Jake (Being the second "Gary" with the firm does have its identity problems, but he was known as Jake before he came here.) and I have been friends since our days of running my *D&D* campaign at Southern Ill. Univ., some five or six years ago. He is co-author of *GAMMA WORLD*, and had his name on the *TD* masthead in the past as associate editor. We have about six tons of ideas and plans in the works already, and I'm anxiously awaiting his arrival. As I write this, he has already started working on upcoming material, and future issues of *TD* will surely show his handiwork. It looks like its going to be a great Spring.

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Christian and the thought of a satire on Christians does not bother me. On the contrary, well thought out and considered satire can be a valuable tool in helping us see ourselves as we really are.

Mr. Chapman's article is something else again. From beginning to end it is characterized by sarcasm and rather obvious distaste for his subject. It is one thing to satirize Christians and their foibles and another to malign and deride Christ, the Bible and many aspects of the Christian Church. I would have to ask Mr. Chapman if he has an axe to grind or if he is really that ignorant of the manner in which he is giving offense.

And to the Editor and Publisher I would ask why this piece was printed in *The Dragon*? In last month's edition you made much of the professional quality of TSR and its products. Good taste is definitely a part of a professional literary effort and good taste is something this article sadly lacked.

Yours truly,
Douglas Dudley — MN

Dear Editor:

I have no objection to humor in the pages of *TD*, but, as a born-again Christian, and a Fourth Degree Knight of Columbus, I must confess that I find precious little humor in Dennis Chapman's "variant EPT monster," the *Crs'tchen*, which appears on p. 17 of issue # 17.

Were Mr. Chapman content to merely poke fun at evangelism, I could perhaps refrain from revulsion, but the article is blatantly anti-Christian. Its publication was, in my view, a serious mistake, and

I look forward to seeing corrective action taken in the pages of this magazine.

Yours in Christ,
Kevin J. Connolly — NY

Anti-Christian? Anti-Bible? Oh, come now, fellas. It was not my intent to offend anyone with the "Crs'Tchen." I only got a small handful of comments regarding it, so I can only assume that it had very little impression on anyone, or was inoffensive. I interpreted the "Chs'Tchen" as a satire on the Moonies and the particularly obnoxious people known as "Jesus Freaks." Evidently so did the rest of the readers, with a small handful of exceptions. Both groups have made it easy to spoof them with their somewhat bizarre behavior.

In the same article, we ran spoofs on munchkins and professors. Using Messrs. Dudley's and Connolly's reasoning, does that make me anit-Oz or anti-intellectual?

TSR Periodicals is not in the business of ridiculing any religions or religious beliefs, nor do we seek to in the future. When taken in the context of EMPIRE OF THE PETAL THRONE, Mr. Chapman's piece was good satire, true to its metaphor throughout. If anyone was offended, I can only say that I'm sorry — not for having printed it but because some people have no sense of humor in regards to religion. As a student of comparative religions in college, I found a sense of humor essential.

Why is it that the more fervent the belief, the more irrational the reaction . . . ? It seems it should be the other way around . . . — ED.

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Bergenhone '77: the CAT'S Test of American Armor!

Stanley Schrieffer

In May 1977, a new page was added to the history of modern American armor, as the United States European Command agreed, for the first time, to participate in an international CAT gunnery program. And, though, CAT (officially called the "Canadian Army Trophy") is now over, the facts of those four days in May influenced the weight of American armor in NATO.

Besides matching tanks with the other armies of Europe, CAT 1977 has done alot to influence the need and production of the XM-1. It tested the gunnery systems of the now present M60A1-RISE, as well as pushing the American tanker into a less causal state of readiness. Most of all, it matched the skill and training of the American armored crewman against the skill and training of the Europeans: German, Dutch, British and even the Canadians.

This is the story of what was to be known to American tankers as "Bergenhone '77!"

Early in 1977, the committee for the Canadian Army Trophy for tank gunnery had elected again to invite the United States to participate in the competition. Aware that the American European Command had always refused the invitation, the gesture was considered a perfunctory one by the committee, and the paperwork was processed.

USAREUR (US Army - Europe), forwarded the paperwork to Washington, half-heartedly, and allowed them to approve or disapprove the venture. Surprisingly it returned from the Pentagon approved, and an armor unit had to be selected. Thus, the request for their best units was passed down to the 1st and 3rd Armored and 8th Infantry Divisions. Names were placed into a hat and one drawn — the 2nd Battalion of the 81st Armor, in the 1st Armor Division, under command of Lieutenant Colonel Griffit.

With a commitment for 12 tanks from the battalion, LTC Griffit selected his best crews. 9 came from C Company, 3 from B and 3 reserve tanks from A Company.

When the rules were read, it has become quite obvious why the Americans had refused attendance of the competition. Unlike American gunnery, based on individual or a platoon of 5 tanks firing on first sight, CAT was based on 3 tanks, in separate lanes, firing at a blackened panel which was highlighted by a discharge of white smoke. And, only when the smoke was discharged could the tank fire. The instructions referred to the smoke as puffs of light powder, earning the name of "powder puff" gunnery by the command.

The first week of May, after observing white smoke and firing at blackened panels, located behind smoke dischargers, at the NATO gunnery range in Grafenwohr, Germany, the unit returned to its post and began final preparation and painting of its equipment. The third week, the unit rail-loaded and prepared for its trial by fire in Bergenhone. Each and every man now felt confident of victory, looking forward to the fame and prestige of first place. No where in the American Army was morale higher than with the men of 2-81. They felt ready to face the best Europe had to offer.

And best they were! Representing Holland was the Royal Guard Company, which was rumored to be the palace's own special armored company. Yet, at first sight, the American soldiers snickered at the Dutch soldier's long hair, sloppy uniforms and unionised ways. But the smiles suddenly vexed at the unfamiliar sight of their Leopard II's. Germany also had the Leopard II, and was favored to win the overall competition. While Canada, now equipped with the Leopard I was a mystery to everyone. The British had the Chieftain, and the Americans placed the Brits as coming in last. While the Americans had the new M60A1-RISE.

As the first day of competition started, Germany was placed a heavy favorite for first place. America was given a second place. Third was a three-way tie with the other nations. But, as the 105's thundered throughout the day, the point totals, based on hits and times, proved a different story. Germany did hold first, closely followed by the Canadians and Dutch. Americans came in fourth and the Brits were running a dead last.

What happened to America's armor that day? No one knew for

certain. Many of the gunners complained of hitting short and readjusting to end up firing over the targets. (Targets which were half the size they were used to firing at. For while Americans use life-size targets, the Europeans increase their skill levels by making their targets smaller.) Thus, target aligning by the gunner and ranging by the tank commander was quickly reviewed. Also, to insure that it was not the tank's fault, Department of the Army technicians, sent by the Pentagon, went over all the tanks with a test on the main gun's precision. All systems were perfect!

Therefore, assured they could still climb the ladder of points for second place, America drew the first run of the day and placed themselves in the starting area. At the word to move out, the three tanks of the 2nd group, pulled off to the left of the reviewing stands and waited to see the white puffs. They got into position and the 105's gave answer like the sound of lightning. As if from overwatch positions, the tanks engaged three targets and moved out down their assigned range path.

At the second firing point, there were two more white flashes of white smoke for each tank. The tanks took the targets under fire and moved out toward the third and last firing point, while along the way engaging ground targets with machine guns: coax and 50 cal. At the third point were two more targets, and the firing of more ammunition.

The final result—Canada climbed to first place, as Germany fell to second. The Dutch maintained third. The Brits, of the 14th of the 21st Lancers, climbed to fourth, and the United States slipped to fifth and last place. On the third and fourth days, America sewed up last place, with its best crews. The standings had remained the same as the second day, throughout the last of the competition. And, luckily, many lessons were learned.

The Canadians of the 3rd Armor battalion, who had their Leopard I's for less than a year, had won the competition. Many of the Canadians accredited the victory to three months of extensive classroom education, before they were even allowed aboard the new tanks. Then, it was hands-on training, down firing ranges and days of practice, placing the classroom work to the test. It paid off!

For the Americans, who fired at uphill targets for the first time, it became doubt of training, equipment and the belief that the tank was designed to fire short at uphill targets, by some fluke thinking of the designers. And, it did raise the question: Is hands-on training the best?

Stateside — new training programs have been placed into effect for American tankers, with more skill and knowledge required; more classroom training! And, the XM-1, which originally planned for a 1981 deadline to Europe, has recently been moved up to the last months of 1979.

Also, after May 1977, United States Army Europe has silently abolished the casual muster alert and placed a stronger emphasis on motorpool and out-the-gate movement, with a greater meaning to readiness.

Yet, the depressing defeat of America's modern armor, at Bergenhone '77, should not and *never* be looked at as a test of our equipment that failed. The lesson at Bergenhone was that we had a gap in our training, which hopefully has been plugged, making American AFV's a better fighting vehicle than before.

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The Return of Conan Maol

Paul Karlsson Johnstone

There are a few sayings which have in them the skirl of the bagpipes, calling men on to be something more than ordinary men. One of them is credited to a grim, red-headed Irishman who lived — if he lived at all, for there are those who say he is only a fiction—about 1650 years ago. But the words credited to him are still alive. Listen . . .

“A man lives after his life—but not after his honor.” Those are the words of Goll (the One-eyed) Mac Morna, a hero of Connacht. He lived and died up to those words. But the story is that he had a brother who was unlike him — Conan Maol, Bald Conan, who was fat and lazy and bitter-tongued. We can easily believe that last — “The Irish are a fair people” wrote Samuel Johnson,” they never speak well of themselves.” But was he really so fat and lazy and cowardly as the stories tell? Let us remember that Goll and Conan were men of Connacht, and most of the Fenian tales we have were shaped in Leinster or Munster — and that to get an Irishman really fighting mad, you need to slander his mother — not his father— or his county — not Ireland as a whole.

One tale goes that once on a day the Fenians, all of them, faced a host of pirates at a place which since that day has been known as Cnoc-an-Air, the Hill of Slaughter — near Galway — and a champion-fighter came forth from the pirates. And the Fianna pushed out Conan Maol to meet him. And Conan shook from poll to feet, so that both hosts laughed to see him — Yes, but, look you, he went out, with sword and shield.

“Why are you shaking so?” grinned the pirate champion. “Is it afraid you are?”

“You would be shaking too” said Conan quickly. “If you could see who walks a step behind you!”

The pirate champion craned his neck to peer behind him — and Conan’s blade lifted the head from his shoulders. So the Fianna, exulting in Conan’s victory, came charging and made mincemeat of the pirates. Is that the story of a coward, or the story of a hero, not unflinching like his brother, but still able to win an omen-duel, fighting between two hosts? Just an old story? Maybe, maybe . . .

In April of 1784 a young Irishman with the splendid name of Theophilus O’Flannagan took a walk to the mountain of Slieve Calainn in County Clare. He had received a letter from an antiquary, Charles Vallancey, concerning an early Gaelic poem, which told of an inscribed stone on that hill. Taking a friend with him; young Flannagan went in search of the stone. He found a likely-looking stone but — it was totally uninscribed! Theophilus might have gone home and written to Vallancey that the story was untrue. Luckily, he was more persistent. A cottager told him there was another stone on the other side of the mountain, with marks on it, seemingly meaningless. Flannagan hunted it, and eventually found it — a stone rather over seven feet long and three wide, placed on “a kind of tumulus (burial mound).” And there was an inscription, of a sort!

There were no letters of the Latin sort we are accustomed to — just a straight horizontal line with notches above and below and across it. Vallancey was able to recognize, from Flannagan’s sketch, that here were letters in the very old Irish writing called Ogam — but what did they say? He knew of a Gaelic poem, part of which was translated by O’Kearney as follows:

The ferocious warrior, Conan
Was not at Gabra in the mighty strife
For on Beltane of the previous year
At an assembly convened to worship the sun
The bold hero was slain treacherously
By the Fianna of Finn.
On the dark mountain of Callan
His grave was made on the northwest slope.

Sadly plaintive was his dirge

And his name in Ogam is on the dressed stone.

Those were famous names. Conan of course was Conan the Bald, son of Morna and brother of Goll, sometimes friends and sometimes enemies of the still more famous Finn. Gabra (pronounced Gowra) is a place near Tara, the scene of the famous battle between the High King Cairbre and Oscar, grandson of Finn, in which both leaders were killed. This was said to have been fought in A.D. 283, which would make Conan’s death take place in 282—but Irish chronology at this period is not very firmly based, so it is safer to say that these things happened around A. D. 300.

Beltane, the “Fire of Bel” is our May Day. Bel is one of the names of the Celtic sun god. That the pagan Irish worshipped the sun we know from St. Patrick’s Confession. And as to the statement that Conan was killed at “an assembly convened to worship the sun,” we have the fact that Mount Calainn was also known as Altair no Greinne “Altar of the Sun,” and that the hilltop is crowned by a stone “cromlech” called by that name. Everything fitted neatly. But what did the inscription actually say?

Theophilus Flannagan, aided by Charles Vallancey, aided by a Gaelic manuscript owned by Vallancey, made out the inscription to read

FAN LI DAF ICA CONAN COLGAC COS OBMDA

So there was Conan’s name! It was all perfect — too perfect, said the self-appointed experts of that day. In the first place, said a historian named Ledwich, in such a wild unsheltered spot such an inscription could not have endured for 1500 years. This was shown to be completely untrue. O’Flannagan was charged with forging both the Gaelic poem and the Ogam inscription. The poem was genuine, and the Ogam inscription was genuine. But —what did it say?

One word, COLGAC was clear. It means “swordsmen.” It was the name of the Caledonian chief who fought against Agricola at the Craubian Mount in A.D. 83. There it was the name of a man. Here it seems to be the title of Conan — perhaps in memory of his duel at Cnoc an Air.

Eventually the experts (so called) accepted the inscription —all but the name of Conan, which they emended to COSAF — a name totally unknown. But were the experts right? Only two letters are disputed. The first is four or more probably five downstrokes. It can be read as either S or N. So it is as plausible to read CONA- as it is to read COSA-. The last letter is the crux. It is given as three downstrokes. This should mean F, or, more correctly at that date, V. But three “intercepts” — strokes which start above the line but go on below it — mean GN — and Gaelic Conan derives from Continental Celtic *Cunagnos* “Doggie.” This was no name of contempt, but a proud title, and anyone who has seen an Irish Wolfhound will instantly understand why. So, the central words of the inscription should be read as CONAGN COLGAC — “Conan the Swordsman.”

It needs to be understood that by no means every Gael of that time could decipher Ogams. It was a knowledge reserved for kings and poets and Druids. Thus the man who worked with hammer and chisel on the stone probably did not understand what he was putting down. Some poet or Druid told him what to write and paid him — paid him well, one hopes, for the toil of perhaps a week’s hard work with hammer and chisel, far from his friends and family, on a bare and windswept hilltop, under weeping Irish skies. I hope his pay was not less than a good cow, then the standard currency of Erin.

The Druid or poet will of course have carefully told the stonemason exactly what marks to put on the stone which he had roughly hewn out. And the men of that time, who had usually no convenient writing materials, had very good memories. And he had the best of motives for remembering. He may well have been paid in advance, but the friend of Conan who had paid for the epitaph might return at any time, and the penalties for enraging a poet or Druid were heavy indeed. He might simply blow a *dlui fulla*, a “fluttering straw” in the face of the man who had offended him, and that worthy would become a *geilt* a “wild man,” naked and running across country in great leaps, impossible for any sane man even to imitate, sleeping if at all only in the boughs of a tree, able at times to talk as sanely as ever to his friends and kin, but forever barred from his former life . . . Yes, we may be sure the stonemason would do his best. But setting down marks of whose significance he

cont. on pg. 39

Choir Practice at the First Church of Lawful Evil (Orthodox): The Ramifications of Alignment

Lawrence Schick

Introduction

The author and I had occasion to have a couple of long chats at Gen-Con XI, which I enjoyed. The author has already collaborated with Tom Moldvay on a series of pieces dealing with well-known fantasy characters and D&D, which may or may not have debuted by now. (As I write this, the piece is being edited and segmented for serialization. Whether or not it has begun by the time you are reading this is up to too many variables to stick my neck out.)

We got to talking about the problems and ramifications of alignments, and he had some good points that I challenged him to elucidate in an article. I feel he has done well, and that this system offers much food for thought for all DM's.

In my experience, a large percentage of D&D® players have only a vague idea of what alignment is really all about. Most people simply equate Law with good and Chaos with evil, despite the advanced rules' explanation that morality and Law/Chaos are on separate, perpendicular axes. Even among those who have a fairly clear idea of what Law and Chaos are, you will generally find a pronounced prejudice in favor of Law. Chaotics are automatically regarded with suspicion. This is unfortunately aggravated by a subtle, perhaps unintentional favoritism in the rules, usually as an implied assumption that player characters will be Lawful or at least Neutral (and the explicitly "evil" Chaos in Andre Norton's *Quag Keep* doesn't help either).

The D&D mating of Moorcockian Law/Chaos with medieval Christianity has always caused a lot of problems for me. The "new" nine alignments don't really resolve them, though they are a good attempt to make some sense and standardization out of the mess. I'm not entirely sure that Good and Evil as absolutes have any business being mixed up with Law and Chaos anyway. Have you ever tried to get a consensus out of half-a-dozen people on whether some action is good or evil, right or wrong? On inspection, *Good* or *Evil* usually boils down to *Nice* or *Nasty*. Are *Nice* characters allowed to do *Nasty* things without getting in serious alignment trouble? And if not, does that mean *Evil* characters can't do *Good* acts?

And where does religion fit into this framework? I don't believe the nine alignments are supposed to be religions as such (I can't imagine a character saying, "Yeah, I'm Lawful Evil. What're you?"). Most D&D groups at least pay lip service to politics, but ignore religion entirely, except for those *Chaotic Nasties* and their *Secret Death Cults*. The question of, say, an individual cleric's actual religious beliefs is rarely brought up, even though characters without religion are about as credible as characters that don't have to eat or sleep.

Our personal solution to this problem has been to attempt to integrate the concept of Law/Chaos with that of believable religions, complete with actual, physical gods who take an active interest in the doings of humans. We've tried to look at Law, Chaos and Neutrality from the viewpoint of those who would have proof that such concepts are the basis of the physical universe. They would build belief systems based upon various ways of looking at the balance of the cosmic forces. Of course, since every religion thinks they're right and all have varying ideas of right and wrong, morality has to be regarded as flexible. (Christian-chauvinists won't like this much, but they can use another system.)

We utilize the old idea that temporal gods are created and maintained by their believers' worship. There is a continual battle between religions (and sometimes even gods personally) for quantity and quality of worshippers. Each alignment represents some facet of Law, Chaos or Neutrality. With a little help from the ideas in earth's religious history, we've organized what we conceive to be the most important concepts into the prime alignments. Unfortunately, we ended up generating a few more prime alignments than just nine, but the whole set-up is more

fluid than the original and allows for a lot of variation within an alignment. Non-orthodox and splinter alignments (with correspondingly weaker gods) are probably quite common. This, rather, deals the death to the idea of alignment tongues (except possibly in the cases of High Law, Chaos and Neutrality), but they always seemed a little too convenient to me anyway. I'm sure everybody will have their own ideas about what concepts we've chosen to use and how they're described, but using these guidelines anybody can create or alter the alignments to suit themselves. The explanation of each alignment gives a general outline of the beliefs of the average cleric or worshipper in that religion.

Gods' Abilities

Unless stated otherwise, it is assumed that all gods have the ability to cast the following standard magical spells as often as they wish:

Gate	ESP
Mind Blank	Reincarnation
Wish	Curse and Remove Curse
Permanency	All Healing and Resurrection spells
Polymorph Any Object	Comprehend Languages
Geas	Teleport Others
Teleport	Change Characters' Abilities

In battle, the prime gods always hit their targets unless they roll a one (d20). Of course, gods can't really be killed as long as they have sufficient worshippers. If they lose all of their hit points, they are merely temporarily banished from the physical plane.

The Prime Alignments

LAW

- (A) Absolute Order (High Law)
- (B) Harmony/Goodness
- (C) Justice/Vengeance
- (D) Knowledge
- (E) Evolution (Social Darwinism)
- (F) War

NEUTRALITY

- (A) Preserve the Balance (High Neutrality)
- (B) Ambition
- (C) Nature
- (D) Esthetics
- (E) The Four Elements
- (F) Battle Glory

CHAOS:

- (A) Absolute Randomness (High Chaos)
- (B) Ambition
- (C) Life/Fertility
- (D) Evil/Death
- (E) Devolution
- (F) War

Law: **ABSOLUTE ORDER** (High Law)

(Monks, Paladins)

Tenets: The only tolerable form of existence is one where everything is in order and in its place. It is necessary that uniformity be imposed upon the world to insure perfect control of all actions, thus eliminating all disruption and dissent.

Prime Deity: MORILIROM

AC: irrelevant HP: 300 MOVE: instantaneous

MAGIC: all magical & clerical spells

Morilirom appears as a huge, blindingly white cube, tetrahedron, octahedron or similar perfect geometrical object. He cannot be harmed

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by physical weaponry. All Chaotic creatures must flee his presence or be turned to stone (range: 200'). Moriliorom has little or no interest in dealing with individuals, but this indifference makes him utterly fair. He cannot be insulted or flattered. He will appear personally only in the event of a massive Chaotic incursion. He generally prefers to work by granting power to those who can aid his purposes, though this power may be revoked upon completion of the task. Talismans of protection vs. various Chaotic creatures are his usual rewards.

(NOTE: In the case of the bi- or non-gendered deities, he has been used as a pronoun of convenience. No sexism is intended or should be implied.)

Law: HARMONY/GOODNESS (Monks, Paladins)

Tenets: Order can be achieved only by all living things working together in harmony and mutual respect. The prime goal is the greatest good of the greatest number. The Golden Rule should apply to all human interaction. Most creatures have some goodness in them and can eventually be brought into the great brotherhood. Regrettably, some are so unregenerately evil and quarrelsome that force must be used to prevent them from damaging others. They must be excised like tumors from society.

Prime Deity: CYRULLIA
AC: -4 HP: 300 MOVE: 18"

MAGIC: Standard plus all clerical spells

Cyrullia appears as a beautiful hermaphrodite dressed in flowering robes or golden ornamental armor. He rides the white gelded pegasus "Whickerwind" (HP: 40, MOVE: 56"), and often appears accompanied by half-a-dozen unicorns. Cyrullia is often called "The Physician" or "The Healer" (He is known to the Orcs as "The Leech"). One end of his white-ash staff heals all wounds instantly at a touch: the other end causes all wounds received during a lifetime to reopen and all diseases to instantly relapse. Cyrullia's Paladins can call upon him personally for aid once in their lifetimes. In extremity, there is a 5% chance that any of his priests above 7th level can call for a miracle. Usually he prefers to work more indirectly, granting aid and rewards on a smaller scale.

Law: JUSTICE/VENGEANCE (Monks, Paladins, Assassins)

Tenets: Good (Law) must be rewarded and Evil (Chaos) must be punished. All creatures are judged impartially by weighing their "good" and "evil" deeds. Transgressors will be punished according to the depth of their depravity. Criminals must be diligently pursued until brought to justice. (Examples of this alignment's enforcers might include Solomon Kane, The Shadow, Mr. A., and Javert.)

Prime Deity: MARLY
AC: -4 HP: 300 MOVE: 24"

MAGIC: Standard plus See Past plus *Detect Truth/Lie*.

Known as "The Inquisitor," Marly appears as a man with blazing eyes, wearing a black cowl and robes and wielding an ebony staff that delivers 4-40 points damage in magical shock at a touch. He is always accompanied by The Headman, an eight-foot tall heavily-muscled man wearing only black trousers and cowl (AC: -2; HP: 150; 100% magical resistance). He is armed with a +5 two-handed vorpal axe. There is a 10% chance that Marly will reward some meritorious avenger with a talisman of protection, usually against reprisals. There is a 5% chance he will send material aid to anyone engaged on a righteous mission of vengeance (1% if non-Lawful). It is said that Marly's spies are everywhere, and that for everyone he has a list of good and evil deeds. He demands respect, and punishes those foolish enough to forget it.

Law: KNOWLEDGE

Tenets: Before true Law can be brought to the world, all things must be known and understood. The measurings and methods of science and magic are inherently opposed to the randomness of Chaos. Once the possible is known, the impossible is proscribed. Only through the gradual quantification and qualification of the world can Chaos be totally expunged.

Prime Deity: SEDJIMA
AC: 0 HP: 300 MOVE: 12"

MAGIC: all magical and clerical spells.

Sedjima appears as an old, white-haired sage. He can answer any question put to him (though he may choose not to). His priests' *Augury*

and *Divination* spells will have a better chance of success than usual (1½% per level of cleric). Magic-users professing his alignment will have a 2% better chance per level with the *Contact Other Plane* spell, and *Legend Lore* is unusually effective for them. Sedjima's rewards and punishments are always in the form of information. Otherwise, his participation in human affairs is quite passive, consisting of encouragement and cryptic advice through oracles.

Law: EVOLUTION (Social Darwinism) (Monks, Assassins)

Tenets: Evolution is the law of life. All species slowly tend toward the perfect by weeding out the unfit. Those better equipped to survive, in the jungle or society, are the favored of the gods. Those with the ability to exceed and rule others are required by divine Law to do so. Those who are on top obviously deserve to be, or they would not be there. All must strive at the expense of their neighbors for the good of the species.

Prime Deity: SLARSKEN OBEL
AC: -5 HP: 300 MOVE: 36"

MAGIC: Standard plus all magical spells.

Slarsken Obel appears as a perfectly-formed man in the prime of life (in matriarchies he appears as a woman). He is strong, dextrous, cunning, inventive, charismatic, artistic, humorous and skilled in weaponry far beyond the abilities of any mortal. He is the total *entrepreneur*, taking advantage of any opportunity to advance his worship, even at the expense of the other Lawful alignments. Capitalists, imperialists and mercenaries are his primary worshippers. Somewhat to his mystification, he never seems to make much progress among the rank and file of humanity. Slarsken Obel goes into battle with any sort of weapon he chooses, striking four times per round for + 10 damage. His only reward to the faithful is praise and justification. He secretly covets Moriliorom's power.

Law: WAR (Monks, Paladins)

Tenets: Militant Law. The simplest and most efficient way to exterminate Chaos is by force of arms. Lawful existence will not be safe until Chaos is eradicated, and with order and discipline on their side the Lawful forces have an enormous advantage over Chaos. The spread of Law is much simplified by the direct method. Humanity's cardinal virtue and Law's strongest asset is discipline.

Prime Deity: THOLTANOOMA
AC: -6 HP: 300 MOVE: 24" MAGIC: Standard

This god appears as a giant, bearded warlord in full armor of red dragon scales. He strikes once per round with the Hammer of Law for 10-100 points damage. In his presence, all Lawful warriors fight at +4, and all Chaotics at -4. Tholtanooma will only appear in a rare cataclysmic confrontation between Law and Chaos. He usually prefers to send one of his Paladin Bodyguard to aid those he deems worthy (AC: -2; 10th level; armed with Holy Swords). He expends his forces rarely and carefully, however: years may go by without seeing one of his bodyguard on earth. Tholtanooma will often send advice to lawful military commanders in the form of omens or messages only they can see. He may (5%) reward a mighty deed of Lawful valor with a powerful magical weapon or a potion of Temporary Near-Invulnerability. He may also (5%) instill courage in any Lawful warrior stricken with Fear.

Neutrality: **PRESERVE THE BALANCE** (High Neutrality)

(Paladins)

Tenets: The perfect existence can only be achieved by carefully balancing Law and Chaos in equal parts. Living creatures need both the order of Law and the constant change of chaos. Through evolution, all things move toward perfection: Chaos insures that all possibilities will be tried, but Law insures that only the best will survive. Law and Chaos of themselves are dead ends. "Both light and shadow are needed to see."

Prime Deity: MANTURIN
AC: -5 HP: 300 MOVE: 24"

MAGIC: Standard plus all clerical spells.

Manturin appears as a mighty titan struggling under the weight of an immense balance which he wears as a yoke. From the right pan of the balance he can throw 15-dice lightning bolts, while from the left pan he can throw 8-pointed stars that explode into 10-dice fireballs. He can do either or both of these once per round. If Manturin is called upon for

aid, he always carefully considers all the factors before deciding whether or not to help. Incautious supplicants may find him aiding their enemies! His aid often comes in the form of granting warriors Javelins of Lightning (20 points) or fireball stars (15 points): Magic-users or clerics may find wands or scrolls of similar value. Those whom he aids may never know who their benefactor was — Manturin prefers to work behind the scenes. Neutral Paladinhood is possible in his service to those sufficiently dedicated to the Balance. Such Paladins may find that Manturin is subtly directing their actions through omens, signs, etc., visible only to themselves.

Neutrality: NATURE

(Druids)

Tenets: Man is a part of nature, and must be fully integrated with the ecology. The cycle of life is the closest thing to perfection on this plane: there is a place and a part to play for each creature. Man, in his arrogance, deems himself outside the Wheel of Nature, and thus causes disharmony within nature and within himself. Only in the give-and-take of the natural life can man find contentment. Those who ignore this truth and would upset the ecology even further must be prevented from doing so. Death, after all, is just one more turn of the wheel.

Prime Deity: RILLIFLOHAM

AC: -4 HP: 300 MOVE: 12"

MAGIC: Standard plus all Druidical spells.

Rillifloham appears as a 40-foot treant, bearing in his branches fruits and nuts of every kind, and with squirrels, birds and other small animals living in his leafy crown. He is slow to anger, but implacable once his anger has been stirred up. His friends have an easy time of it in the wilderness, as all the plants and animals seem to aid them. His enemies, however, find all the living things of the wild conspiring against them. Rillifloham can strike with his fists for 8-80 points damage, and can summon 3-18 treants (as well as any other wild creatures that are around) to his aid. Fire does only normal damage against him. He may (10% chance) reward meritorious actions on Nature's behalf with a wooden artifact of great power or the assistance of an animal as a familiar.

Neutrality: AMBITION

(Assassins)

Tenets: Personal aggrandizement is the only goal of the followers of this alignment. Law and Chaos are irrelevant to the individual save as a means to an end. Total solipsism — self is all that matters. The fate of others, even as a consequence of one's own actions, is of no concern. They are but tools. A person should rely on his own strengths and skills.

Prime Deity: RASAN KORYA

AC: -3 HP: 300 MOVE: 12" MAGIC: Standard

This god appears as a richly-appareled man or woman. He fights, if he must, with a flaming sword that does 5-50 points damage and can

shoot fireballs of 10-dice value. Worshipers who have contributed enough at his shrines may have a favor done for them (5% chance). Rasan Korya is whimsical at times, bored or indifferently cruel at others. A supplicant requesting aid in battle may receive the help of a Kobold or a cavalry brigade, depending on Rasan's mood. He really only looks with favor on those who can manage without his help. Why should he do anything for weaklings, who can do nothing for him?

Rasan Korya lives in a huge stone hall where he presides over a continuous banquet. The guests there continually duel among each other for the honor of sitting closer to the head of the table. Mortals may be invited to this party as a reward for meritorious service. Rasan is always scheming to usurp the power of other gods, and several minor, forgotten deities have been his victims.

Neutrality: ESTHETICS

Tenets: Man's highest achievements are in the arts, for only there can he transcend his mortality. The only worthwhile occupation is the creation and appreciation of beauty. Man can make himself an art form, and appreciation thereof begets Love, which refines the senses and further increases our appreciation of all that is beautiful. Anything that must be done may as well be done with style and flair. What you do is not nearly so important as *how* you do it.

Prime Deity: DEMYURITAS

AC: -2 HP: 300 MOVE: 24" MAGIC: Standard

Demyuritas appears as a stunningly beautiful youth who can be either male or female. Beings who annoy him are merely teleported away 1-20 hexes in a random direction when he points his finger at them (once per round, no saving throw). Demyuritas can't stand vulgar types in his presence. He may be impressed by charismatic, stylish, smooth-talking types (though he may not trust them, he will enjoy their company). Extremely charismatic persons may even be taken as lovers for a night. Bards are always a favorite with Demyuritas. His gifts include musical instruments and artistic and magical implements of wondrous beauty and power.

Neutrality: THE FOUR ELEMENTS

Tenets: This is basically a primitive philosophy. The powers that rule the elements are propitiated in the hope that they will grant favors, or at least withhold their wrath.

Prime Deities

Earth: GUNGER

AC: -4 HP: 200 MOVE: 12" MAGIC: Standard plus all earth spells.

Gungger is the Overlord of the earth elementals. He strikes with his fists for 10-100 points damage. He can summon 1-12 air elementals to his aid, and can cross water without trouble. Gungger is primarily worshipped by the mining and subterranean peoples.

Air: HARA

AC: -2 HP: 200 MOVE: 72"

MAGIC: Standard plus all air spells.

Hara is the Queen of the air elementals. She can hit six times per round for 3-30 points damage each, and can summon 1-12 air elementals to her aid. Hara cannot be touched by projectiles launched into the air. Mariners and the flying races are her most common worshippers.

Fire: ZKRACL

AC: -2 HP: 200 MOVE: 36"

MAGIC: Standard plus all fire spells.

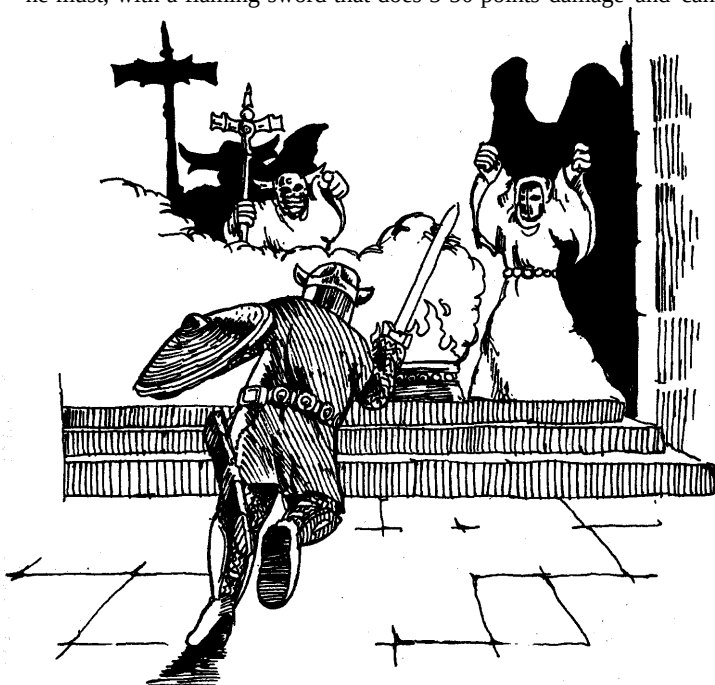
Zkracl is the Tyrant of the fire elementals. He hits for 5-50 points fire damage, and can throw a 20-dice fireball every round (save vs. spells, ½ damage). He can summon 1-12 fire elementals to his aid, and is not affected by water. It is said that he can spy through any fire. Many hearths and forges have shrines to Zkracl.

Water: SHALIROI

AC: -2 HP: 200 MOVE: 12"/36" (H₂O)

MAGIC: Standard plus all water spells.

Shaliroi is the King of the water elementals. He hits for 3-30 points damage, and once per round can envelop and instantly drown any creature that does not make its save vs. spells. He can summon 1-12 water elementals to his aid, and is not affected by heat. Mariners, fishermen and the aquatic races are his primary worshippers.



Neutrality: BATTLE GLORY

Tenets: A man's worth is best proved by his bravery and prowess in battle. Nothing surpasses the glory of honorable contention, and the best evidence for this is the fact that Man's highest achievements in magic and science are all related to the art of fighting. Those who refuse to fight when called upon are weaklings who will be culled out of the race by the inexorable forces of history.

Prime Deity: HISK

AC: -5 HP: 300 MOVE: 21" MAGIC: Standard

Hisk appears as a big, burly bear of a man, dressed in a sabre-tooth tigerskin with the skull of same for a helmet. Any sort of weapon that he wants will instantly appear in his hands. Though there's nothing Hisk likes better than a good scrap, he rarely appears on the Prime Material plane, as he is too involved in the great battles and contests going on in Gallarna, his kingdom in the clouds. An occasional feat of great valor and prowess may (5%) catch his attention, especially if it was done in his name. Then, the lucky hero may be given a sign that he can hope to enter Gallarna upon his death (assuming he dies in battle). Those especially favored by Hisk may receive the gift of an automatic *bless* spell whenever they enter into battle.

Chaos: ABSOLUTE RANDOMNESS (High Chaos)

Tenets: Co-existence of all possibilities is the ideal. This will come about when the bonds of Law (and Time, which is a Lawful concept) are broken. The ultimate goal is a return to that natural condition of total randomness that existed before the imposition of Law.

Prime Deity: KARNAWENN

AC: -6 HP: 300 MOVE: instantaneous MAGIC: All spells

A formless, sizeless, timeless mass. The sight of Karnawenn in his true form drives mortals instantly mad (no saving throw). Fortunately, it is possible for no more than one of his tentacles to appear on the prime material plane, and that must take some kind of a form (usually that of a human). This tentacle contains only 10% of Karnawenn's hit points, and its appearance is continually changing subtly. With this form, Karnawenn can throw any possible spell. More often he works through agents. He rewards those who aid him by subtly altering them to improve their abilities, and by absorbing them into his substance upon their deaths.

Chaos: AMBITION

(Assassins)

Tenets: The destruction of Law offers the greatest opportunities for a clever person to take advantage of. Chaos holds the promise that anyone can be great and powerful under the right conditions. The rigid forms of Law offer no chance for the individual to get ahead. By fomenting disorder, an unscrupulous person can get an "in" to the personal power he desires.

Prime Deity: BLESKUTA

AC: -5 HP: 300 MOVE: 18"

MAGIC: Standard plus Shape Change

Bleskuta usually appears as a werebear the size of a Frost Giant. He fights with a huge granite club that strikes for 6-60 points damage. He will aid supplicants only in return for large endowments of his temples or the blood-price of a Lawful bureaucrat. His aid usually comes in the form of a temporary doubling of the strength, level and/or hit points of the beneficiary. In extremity, he may send 1-6 werebears or others of his servants to help (3% chance). Bleskuta is careful to appear stupider and much less cunning than he is. He has been known to walk the earth in many different guises, intriguing and fomenting discord. Generally, the more successful his worshippers are, the more he favors them.

Chaos: LIFE/FERTILITY

Tenets: Life in its infinite variety is the true finest expression of Chaos. Fertility and change are the watchwords. Law, as the imposition of order and stagnation, ultimately equals death. Such an end must be fought vigorously so that life will have a chance to explore all possible options.

Prime Deity: TEMANAMAT

AC: -1 HP: 300 MOVE: 12" MAGIC: Standard

Temanamat appears as a full-breasted, wide-hipped woman carrying a cornucopia from which she can pull any form of life she desires, including creatures to fight for her (once per round). With a few spells

she can cause the driest wasteland to become fruitful. Her clerics' healing spells are more effective than usual (10% more so per level of cleric). She usually uses Satyrs as her messengers and agents. Farmers, barren women and sterile men are her most common supplicants.

Chaos: EVIL/DEATH

Tenets: Random wickedness and cruelty is Chaos' greatest weapon against Law. Seemingly pointless violence and atrocities can create more confusion and disruption of the social order than any other cause. Ultimately, life must be completely eradicated: the only real difference between living and unliving matter is that living beings actively impose restrictions upon the world around them. Life is a product of Law, and Death is a returning of organized substance to disorganized Chaos.

Prime Deity: GOLOD

AC: -4 HP: 300 MOVE: 24"

MAGIC: Standard plus all Death spells.

Golod's huge squat body has four arms that end in taloned hands. His face is flat and apish, with tusks protruding from his mouth. Tattooed on his chest is the Yellow Sign. Golod can only be appeased by human sacrifice. He will look most favorably upon those who have sent him the most lives. He fights with his four clawed hands, which hit for 3-30 points each plus paralysis (save vs. spells). His servants include a Legion of the Undead, and he may send aid in that form if his followers are in dire need (5% chance). Those who serve him in life can expect to serve him afterwards as members of the undead. Golod may (5%) reward some particularly evil deed with the gift of some terrible artifact or weapon.

Chaos: DEVOLUTION

Tenets: It is possible to return down the ladder of evolution to the primal oneness of the beginnings of life. Great truths are hidden in the primordial ooze from which we sprang. We must devolve in order to understand these ancient cosmic secrets. Degeneration is first mental and then physical. The first step in this sacred task is the sloughing off of humanity for the bestial and depraved. It may actually take many generations before the Devolving Ones can fully grasp the meaning of the hidden knowledge.

Prime Deity: SOG-MORTHOTH

AC: -2 HP: 300 MOVE: 18"

MAGIC: Standard plus Shape Change

Sog-Morthoth appears as an amorphous creature about 40 feet in diameter, oozing greenish slime from its surface and sprouting thick tentacles and pseudopods apparently at random. It radiates a permanent *Fear* spell in a 100' radius, which must be saved against each round. If its worshippers call upon it for aid, it may (5% chance) help them by temporarily doubling their strength and/or the effectiveness of their spells (1-10 rounds duration). Those in Sog-Morthoth's service tend to gradually become less human and more bestial, and begin to prefer subterranean living to the surface world. They may actually develop infravision.

Chaos: WAR

Tenets: War is the most inherently chaotic action humans can undertake. Conflict is to be encouraged, not only against Law, but for its own sake. A good all-out civilization-toppling war may disrupt things so much that Law may lose its grip on the world completely.

Prime Deity: THAKTA TYLDEN

AC: -6 HP: 300 MOVE: 24" MAGIC: Standard

This god appears as a huge warrior in black armor with red trim. In his presence, all Chaotic warriors fight at +4, all Lawfuls at -4. He wields the Whip of Chaos, which can strike up to three opponents at once for 4-40 points damage each. It is extremely rare for Thakta Tylden to appear at anything less than Armageddon-sized battles. He prefers to send one or more of his sons to fight for him:

LAKUNTH, a 15th-level Weretiger (AC: -1; HP: 75);

PAKUNTH, a Stone Giant (AC: 4; HP: 45; 50% magic resistance);

RAKUNTH, an Orcish demi-god (AC: -2; HP: 60; 3 attacks per round, +6 to hit, +8 damage);

QUAKUNTH, a winged 10th-level Troll (AC: 2; HP: 45);

Cont. from pg. 33

knew nothing, working days or weeks later, with no memorandum, and subject to all sorts of interruptions, it would not be surprising if he made some mistakes.

It was not quite the regular formula "A mac B." The friend had aimed at something more poetic. But the vital thing was the name, Conan and the epithet COLGAC "Swordsman." Whatever else, the stone-cutter must get those words right! So, blow by blow, he hacked out CONA. . . But in that day, around AD. 300, the final sound of "Conan" was not quite a simple N. Three or four centuries earlier, it had been /GN/, then this had been worn down to a sort of /N/, which might be pronounced either as /Ny/ or /yN/. The correct letter for that, the Druid had instructed him, was three "intercepts" like this:

But what the poor stone-cutter put down, perhaps after much head-scratching, was three undercuts, like this:

But those few people who came to the hilltop *and* could read Ogam-script would know perfectly well that it was the famous Conan Mac Moma of Connacht who was buried in that mound, so the grooves to them spelled out CONAGN. It remained for the literati of a far later time to point out the mistake. The stone-cutter's wife milked the cow, and her husband never had the "fluttering wisp" blown in his face. But what did the full inscription mean to say?

FAN LI DAF ICA CONAGN COLGAC COS OBMDA
Certainty here is impossible, but my guess is that the friend of Conan meant to have his inscription read;

"Weak is our retinue (without you):

Conan the Swordsman! Resting (*imda*) here (*cos*).

That says a great deal in very few words.

SUGGESTED READING

Standish Hayes O'Grady — SILVA GADELICA

Thomas Rolleston — High Deeds of Finn.

Eoin MacNeill — DUANAIRE FINN.

Barry Fell — AMERICA B.C.

George Vallancey — VINDICATION OF THE HISTORY OF IRELAND

Thomas F. O'Rahilly — EARLY IRISH HISTORY AND LITERATURE

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and DAKUNTH, a 20th-level Type VI Demon (AC: 2; HP: 90; 85% magic resistance).

Thakta Tylden may reward valuable service on his behalf with a mighty weapon or powerful destructive wand (10% chance). On the other hand, cowardly followers may be turned into Kobolds.

EPT Variant

Naming People, Places and Things In Petal Throne

G. Arthur Rahman

When M.A.R. Barker created the world of PETAL THRONE he endowed it with languages quite unlike Western Indo-European speech. Tekumel's languages derive from Tamil, Arabic and Mayan sources and the modern tongues of the planet show their alien origins.

But rare is the referee who can spew names like Hyahyu'u, Mnet-tukung or Girikteshmu with the ease swift play demands. For this reason too many Mariuses, Borises and Igors walk the streets of Jakalla. This thwarts the intentions of Professor Barker whose game strives to escape the cliches of the Greco-Roman-Medieval fantasy world. Something is lost in play enjoyment too, for the authentic name has something of magic in it

Wrestling with the problem of coming up with a large number of authentic-sounding names quickly, I developed the "Petal Throne Name Generator." It consists of a table for generating random numbers from one to sixty-four. Following the table is a list of corresponding one and two-syllable name segments, derived from words in use on Tekumel. The language of Tsolyani provides most of the segments, but they represent no single language. Uniting them in various combinations produces thousands of Tekumel-style names for people, places and things.

To use the Name Generator, decide the number of segments a name should contain. Two or three segments provide the most euphonic results. Then roll a pair of eight-sided dice to derive a numbered name segment. Once combined these segments will provide names like "Durrirkoi," "Nalljatoranu" or "Khirscholkar."

Soldiers, magicians, forests and towns which previously have gone anonymous due to mental fatigue and other reasons can now be provided with names quickly and painlessly, with a corresponding increase in authenticity.

Petal Throne Name Generator

		First Die Roll							
		1	2	3	4	5	6	7	8
Second Die Roll	1	63	04	09	15	34	28	54	42
	2	30	25	64	33	48	52	27	01
	3	43	14	50	07	31	26	08	13
	4	23	56	10	29	62	05	35	02
	5	49	03	37	21	36	12	22	19
	6	55	11	53	17	61	40	20	47
	7	44	32	46	16	45	06	41	39
	8	18	59	24	57	60	58	51	38

01. Jak	23. Eth	45. Durit
02. Innga	24. Eno	46. Bush
03. Thu	25. Anu	47. Yelu
04. Alla	26. Andar	48. Kesh
05. Imal	27. Ruva	49. Cho
06. Dili	28. Sak	50. Fesh
07. Wu	29. Shed	51. Kolel
08. Qon	30. Kar	52. Galu
09. Khir	31. Be	53. Ghar
10. Ruku	32. Do	54. Aho
11. Chol	33. Ku	55. Rodla
12. Gari	34. Bin	56. Bozh
13. Mru	35. Lara	57. Nallja
14. Yuni	36. Nay	58. Huru
15. Hru	37. Rul	59. Qol
16. Tor	38. N'ga	60. Purch
17. Thri	39. Vim	61. Yassu
18. Za	40. Revi	62. Zal
19. Tima	41. Yan	63. Koi
20. Siri	42. Hanu	64. Jurru
21. Hir	43. Lish	
22. Unal	44. Mis	

Artwork Contest

#2

Congratulations to the winners are definitely in order. Also, apologies for having waited so long to publish them. All of these extra color separations are quite expensive, and we just couldn't hack it until now.

This contest did not have nearly as many entrants as #1. In the future, we will no longer do any of these art contests, but we do plan to do another "name that monster" type soon. The number of entries was very disappointing, but the quality of submissions in many cases helped ameliorate the situation. Winners of prizes where a choice is involved must inform us of their choices ASAP. The first place finisher will receive the DM's Guide upon publication.

For those readers that have forgotten, or those that never saw it when we announced the contest, we have reprinted the excerpt by Fritz Leiber that these artists attempted to visualize. Again, congratulations to the winner, and all the artists that placed.

from **THE BLEAK SHORE** © Fritz Leiber

... For the flat landscape that spread out before them was without sign of life. In front of them the basalt dipped down to form a large hollow of black sand — tiny particles of iron ore. In the sand were half embedded more than two score of what seemed to the Gray Mouser to be inky-black, oval boulders of various sizes. But they were too perfectly rounded, too regular in form to be boulders, and slowly it was borne in on the Mouser's consciousness that they were not boulders, but monstrous black eggs, a few small, some so large that a man could not have clasped his arms around them, one big as a tent ...

... Then he saw that what lay before him was not utterly lifeless.

Movement of a sort had come to the Bleak Shore. A crack had appeared in one of the great black eggs, and then in another, and the cracks were branching, widening as bits of shell fell to the black, sandy floor ...

... The first hint of their nature came in the form of a long, swordlike claw which struck out through a crack, widening it farther.

... The two creatures which emerged in the gathering dusk held enormity even for the Mouser's drugged mind. Shambling things, erect like men but taller, with reptilian heads boned and crested like helmets, feet clawed like a lizard's, shoulders topped with bony spikes, forelimbs each terminating in a single yard-long claw. In the semidarkness they seemed like hideous caricatures of fighting men, armored and bearing swords. Dusk did not hide the yellow of their blinking eyes ...

... "For warriors, a warrior's doom." ...

... then he saw the new-hatched creatures racing toward them, a shrill, eager screeching issuing from their long muzzles. ...

... Counter-thrusts glanced off impenetrable bony armor ...

... The beasts seemed tireless, creatures of bone and metal rather than flesh. ...

PRIZES

FIRST PRIZE

A 13 Issue sub to *THE DRAGON*

\$35 Gift Certificate from THE DUNGEON HOBBY SHOP

(redeemable in person or by mail order)

An autographed set of AD&D (DM Guide upon publication)

SECOND PRIZE

13 Issue sub to *TD*

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THIRD PRIZE

Seven issue sub to *TD*

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HONORABLE MENTION

\$5 gift Certificate

S-1 Module

All winners will also receive an extra copy of this issue



2nd Place — Karl Merris — California



Honorable Mention -Tom Masher — New York



1st Place — Robert Charrette — Maryland



3rd Place — Stephen Sullivan — Maine



Honorable Mention — Erol Otus — California



Honorable Mention — M. Naylor — New York

The Adventures of Monty Haul

MONTY HAUL AND THE
BEST OF FREDDIE

by James M. Ward

The Bronze Dragon was of tremendous size for its breed, measuring over 80 hands long and able to rear to a height of more than half that. The creature had gleaming claws as sharp and damaging as scimitars; buffed with gold dust. Its fanged jaws were kept sharp by biting heavy platemail vests that were a part of its horde. Its massive scaled body rested regally on an altar made of its own gold and silver. Chalices of platinum and coffers of gems and jewels were all about, arranged to please the delicate sensibilities of the dragon. Its giant eyes, that had been but a moment before closed in dragonslumber, opened, aware of the tread of footsteps down the echoing marble corridor, designed for just that echoing effect.

A knight, one of the paladin order, led the group into the dragon's lair. Normally the fighter would have dealt peaceably with this species of dragonkind, but he could sense the evil inherent in it and he led the others with a cry of battle. "Rumple Snits!" He was closely followed by another warrior of proven powers but less worthy reputation. Behind them were two age-old wizards, an archdruid bedecked in lincoln green, and a bard of Canaith. All were in the act of casting spells to subdue, rend, or otherwise ruin an otherwise perfectly healthy 500 year-old dragon. All of this effort was, of course, to no avail. A greenish gas, smelling faintly of chlorine, belched forth from the dragon, covering the entire group of adventurers. The screams from every human could be heard echoing loudly down the marble corridor.

"Freddie!" said Monty, Brian, and Tim. "Bronze Dragons do not breathe poison gas and they aren't evil!"

"And," interjected the rest of the adventurers, "Do you know the odds of all of your spells not working? How come we couldn't see the dice rolls?"

Freddie, the DM, grinned sheepishly, knowing he had made a mistake; perhaps more than one, but he had to cover it up with his own illogic. "This breed of dragon has been mutated by close contact to awesome magical forces and I say it spews chlorine gas!" Ever since Monty bought a copy of *Metamorphosis Alpha* the guys had been mutating things right and left, *ad nauseum*. This was really the last straw for some of us. Brian, as his bard, pulled out his special Harp of Discord, or was it Datcord?, and initiated its destructive properties; Tim, as his archdruid, pulled out his oak wand and smashed the dragon with the force of a forest; Monty (not to be outdone by a druid or a bard) unpacked his Symbol of the Hammer and threw Lightning of the Gods at the thing; Ernie unloosed an artifact he hadn't even *told* us about; and I, seeing what was happening to that poor beastie, used a *wish* from one of my many wish rings to save what I could of the treasure horde being subjected to the Gods only knew how much destructive energy. Need I say it? The thing never had a chance; it's quite one thing when you use spells that allow for a saving throw, and quite another when you use Artifacts of Power.

The treasure proved to be little more than the average run of the mill stuff. The gold, silver, and gems were worth about 1,000,000 and Ernie picked up a polymorph wand (he didn't have one in his collection); Tim would have happily grabbed the evil *purpose* sword wrapped in demon skin, not because he could use it, but because he could *sell* it, or, at least *trade* it, for something a druid could use (to better the forest, of course). Joe, he of the paladin persuasion, naturally insisted on its destruction and he couldn't be refused or he'd pack up his Holy Sword and go home. That's what is so *wrong* about paladins, they are so cursedly honest. Joe liked playing them and no one could dispute that they didn't have their place in the cosmic scheme of things. It really cut down on the type of characters we could use around him. We all had to take some of our more unusual clunkies or player characters, but what the heck, it never hurt to rough it once in a while, and Freddie was a lightweight as far as DM's went and we *should* have been able to beat his best. Ernie used his artifact to teleport each of our shares to each of

our holdings, except for the pladin, who took only a small coffer of big gems (for the Old Fighters Home, of course).

A rough hewn passage led out of the dragon lair that was more than big enough to let the dragon pass. We traveled down it and came to several interconnecting passages that we mapped thoroughly. For Brian and I, mapping the dungeon was half the fun of playing the game. We were always quick to correct each others' errors when one or the other had his map slightly off when connecting passages or chambers or rooms. Unfortunately usually Brian doing the correcting.

Normally, we would have allowed the Balrog, three Gorgons, and the Pyrohydra we ran across in our travels to continue their miserable existences unmolested. They wouldn't normally be worth our time and effort. Joe, the paladin, couldn't let us get away with that. So, we snuffed the things and suffered in the process. Joe was turned to stone by a Gorgon and there was a great deal of debate about unstoning him, with him looking on in stony horror. Our alignments and the marvelousness of his holy sword decided the issue. I zapped him back and we trudged on until we came to the entrance to the "Caverns of the Artificer." We knew that because it was written all over the door we broke down to get in (Freddie was far from subtle). The first thing we ran into a batch of five Wizards of at least the 16th level because they were tossing eight level spells at us. That didn't bother Joe until they started summoning 6th level monsters. They came up with a gold dragon, an iron golem, and a vampire; in a series of random? rolls that were very hard to believe. In the ensuing battle, we used up Brian's harp, about 8 pounds of oak and mistletoe branches, Ernie's character, and Joe's holy sword, but we killed the 5 wizards. They had some magic items none of us had ever seen before and we just plopped them in Ernie's portable hole along with the pieces of Ernie's character that even a wish couldn't bring back. Our computers could usually figure out anything we gave them to analyze. They should, after all; we had to use demon energy to power the things.

We were hurting as a group, but we didn't want to call this dungeon quits until we came across Freddie's best level encounter. Then we entered a marble veneered hall and knew we had hit the Freddie "jackpot."

Every Dm has his or her own mannerisms that an experienced player should be able to pick up on and gain clues from. Monty stopped smiling when any of his groups were doing too well and he started grinning when we were about to get really crunched. Tim started piling on the detail in every one of his descriptions as if that would keep us from grabbing all the goodies to be found in his dungeon. I am even told that I start to stall and multiply by a factor of ten all the original monsters I had guarding a particularly fine treasure, but that's a gross exaggeration of the facts. [Oh, No! It's not. Ed.] Anyway, Freddie always started to talk fast when we came near something he didn't want us to destroy. He was talking a mile a minute as we mapped out an area with a huge section at the center of our maps that was enclosed by corridors. This was just shouting *secret door*, so Joe used his belt of Storm Giant Strength and a stone club, and bashed the walls until we hit the secret door. Instead of attacking an already worned batch of thingies behind the door, I wished us into the past a few hours with all the knowledge we had gained up until the time of the wish. Naturally, Freddie rolled us up a wandering monster and we had to fight a batch of Specres that hit us far too often and forced me to use a couple more wishes to get our levels back.

We crashed through the secret door and saw a group of women praying in front of an altar made out of what seemed to be weaving plants. The women were barely dressed in silks and jewelry and they all turned to face us when we came crashing into the place. It has always been my experience that *D&D*® is the one truly liberated women game; one of the few gamers where a woman can be as terrifying and as powerful as a man and these women were no exception. The paladin was able to tell these ladies were evil through and through, and we moved in on them and cast spells. They each had a ring of spell turning on, and we were inundated with spells of charming and confusing. I was confused and started wandering away. Their attacks were all high level clerical spells and a gate spell caused a face to appear in the vegetable altar. Somehow they made Joe deaf and slowed him down and those plants were animated and started to move towards us at an alarming rate.

The plant altar was obviously Tim's department and he threw a druidic anti-plant spell on himself and charged the thing. Monty took care of my wandering with a dispell magic. Joe, the paladin, hadn't decided yet whether he could cleave a barely dressed woman, but the death ray one of them threw at him made up his mind quickly. Their round didn't hurt us a bit and Monty used up the last of his *Thunder Symbols* and killed two of the seven ladies. Brian started composing poetry while putting out his (what else?) singing sword. Brian was very good at *D&D*®, but like all of us he really threw himself into his character and his poetry was really *strange*. It was good that his powers allowed us to hit the enemy better, but the poetry was like a fire ball in the guts. The ladies took care of Joe with five death rays. We took care of all save one, who must have been the high priestess, with area spells. Tim, we were told, was immersed in a ball of vegetation connected to the altar. That lasted until he cast his turn wood spell. Those druids are really handy against wood; unfortunately, the face in the altar gave a nod Tim's way and the vegetation only grew the faster, changing to a much darker shade of green and becoming immune to the waves of druidic force. On the priestess' turn, she leapt on two of her dead comrades' bodies, touched two others, and the whole group vanished. My plane shifting artifact recorded the fact that she went to another plane, but we were soon too busy to worry about grabbing her. The stupid altar was starging to give the archdruid problems of the lethal kind. Somehow it was resisting all of his druid spells (much to the vocal irritation of the character) and he was forced to chop his way out with his scimitar.

Monty and I weren't worried, after all we were wizards of power!! used a wall of force to protect us while Monty pitched a 29 die fire ball at the altar. All that was left of the thing were a few stumps on a green stone and the face of a badly singed angry looking head suspended above it. We hadn't started counting our phoenix eggs before they were hatched; we tried fire balls again, but none of us thought they would work (and they didn't). The altar started growing like an ad for grass fertilizer and the vines started reaching toward us, but this time the dark green plants had a white powder on them. This allowed the thing to pass right through our force wall and it became clear that magic on the plants wouldn't work. Monty and I used Tenser's Transformation and drew our +4 daggers, and, with Brian and Tim, we all started chopping with ot weapons and easily cleared the growth. We chopped it down to the stumps again, but it grew faster than we could cut and this time there were golden flecked scales on the plants that caused our weapons to slide off of every stem.

The time for simple measures were long over and we were playing for keeps now. Monty cut loose with his ring of Gax. Brian winded his Horn of Change. I pulled out my Jacinth of Inestimable Beauty, covered my eyes (including my astral eye) and activated the "orange glow." When Tim pulled out his Rod of Seven Parts, we all knew the

game was really do or die. That thing was more dangerous to the user and the entire dungeon that it was to the thing it faced. Plus the fact that Tim told Freddie that he was activating all seven parts at once (something he had never done and we had always feared he would do). Our unnamed enemy went *poof*, the altar and much of that area of the chamber also went *poof* under the effects of the forces that we let loose.

Astoundingly, we were still alive after what we had started. We sacked the place and put it all in the center of the chamber for teleportation purposes and it was back! That was it as far as I was concerned and I soon found out that it was the same with the other guys. We had taken some heavy duty shots and they hadn't been enough. It was time to cut out losses and run. We all magicked ourselves out of there, back to our separate strongholds. I imagined myself resting with my master in his hold and telling him of the power of that plant thing. Freddie ended the adventure by telling us that we were hearing screams from the tower wall guards describing the creeping of white power, gold flecked, plant vines all over the walls . . .

Design Forum

IN DEFENSE OF EXTRAORDINARY CHARACTERS

by Rodford E. Smith

Many of the detractors of role playing games, especially those that are set in fantasy situations, complain about the unusual qualities possessed by most high-level characters. A simple answer to that is that people with such abilities are the most likely to survive to high levels. But is there any justification for the high concentration of super strong, super charismatic, et cetera, characters?

There most certainly is! Take, for example, almost any adventurer from classical mythology. Odysseus was a king, and noted for his cleverness. Daedalus was an engineering genius. And Hercules was the son of Zeus!

Even in English folklore there are many examples. Robin Hood was the greatest archer. Merlin the greatest wizard, and Arthur destined from before birth to pull the sword from the stone.

Taking a look at contemporary literature, we find characters like John Carter, Conan, and everyone's favorite Kyptonian. It seems that only in real life are heroes ordinary people, and even there extraordinary men and women can be found.

Perhaps it is the idea of super-humans performing super-human feats that is so intriguing, or maybe some inner desire in each of us to be better than we are that makes such stories so popular, or maybe having such abilities is the only way out of an otherwise impossible situation. At any rate, the next time someone scoffs at a fighter with 1800 strength, ask them what they think the rating of Hercules' strength would be.

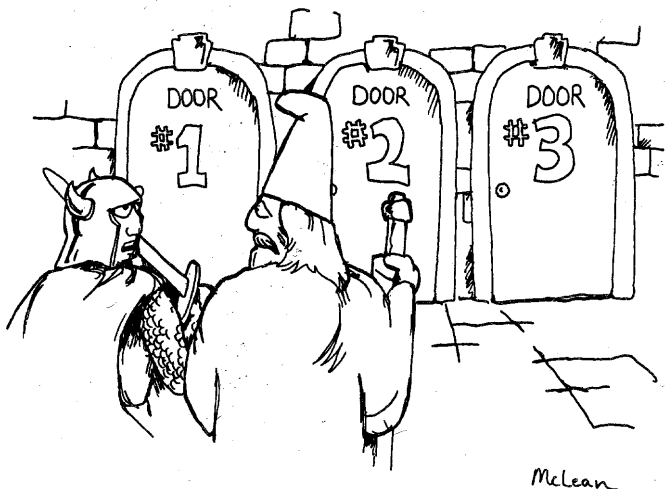
Next Issue . . .

Sorcerer's Scroll — The Importance of Social Strata in *D&D*

A FOCUS ON
GAMMA WORLD

Designer's Notes . . . Game System Analysis
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I TOLD YOU IT WAS THAT KIND OF DUNGEON...



Photos: Linda Robinson, Conrad Kussner

THE SOCIETY FOR CREATIVE ANACHRONISM

Allen Hammack



A duel with katanas is serene and graceful . . .



. . . but death comes quickly with a lightning blow!

anachronism . The representation of something as existing or happening at other than its proper or historical time.

2. Anything out of its proper time. (From Greek *anakhronismos*: *ana-*, backward, reversed + *khronizein*, to belong to a particular time.)

Late in November of 1976 I received a telephone call from a gentleman named Hank Reinhardt telling me that he was the head of the local group of an organization called the Society for Creative Anachronism. One of the members was a DM and had seen my name in the Mapping the Dungeons section; they figured that any of the lunatic fringe that played *Dungeons & Dragons*® might be interested in coming to one of their meetings. My curiosity was piqued, so I gave a tentative affirmation.

I had heard of the SCA before; pictures of them showed up periodically in Conan magazines or in newspapers. Still, I wasn't quite sure what I was getting into, so I convinced a friend to attend with me. After digging my high school Latin club centurion's costume out of mothballs (How can clothes shrink so much just hanging in closets?), I picked up my friend and we drove to the indicated apartment building ("It'll be the one with the shield in the window.") Exchanging a glance with my companion, I gave a somewhat tremulous knock on the door. . .

We needn't have worried. We were treated to a fascinating evening of meeting new people, examining Hank's marvelous weapon and armor collection, observing the finely detailed costumes of the members (from 16th Century French nobility to a 10th Century Saxon freeman), and a short program on Welsh poetry. My impression was "So they do do other things than put on armor and have melees!" For after all, that is the public image of the SCA; the pictures in the newspapers are invariably of two armored warriors battling. By all means, the combat shots *are* the most eye-catching, but it is important to note the substance beneath the surface of this most interesting Society . . .



A court herald reads a proclamation of the king and queen to the populace. Note the royal bodyguards at right . . .

The SCA was founded about 14 years ago in California by a small group of people that included famous SF&F author Poul Anderson. These people formed a society with the aim of recreating the Middle Ages — not as they were, but as they should have been. The good points were idealized: the chivalry, the honor, the courtly manners, the dances, the *fun*. Bad things about the middle ages such as poverty, the Black Death, and outdoor toilets are deemphasized. These Current Middle Ages, as the SCA calls the present day, boast of chivalry with indoor plumbing.

The tournaments reflect the modern era in some ways, too. Real metal weapons are outlawed, except as part of the costume at courts and feasts; to draw steel even in jest is a serious offense, for the SCA is very safety-conscious. Weapons used on the field are rattan, a type of



Herald trumpeteers announce feasts, tournaments, and other events of interest.

wood with the rigidity to simulate the weapon, yet with enough flexibility to make broken bones unlikely. The shaped rattan weapon is wrapped with silvery duct tape, which serves the dual purpose of strengthening the weapon as well as giving the appearance of metal. Whenever possible, the SCA is authentic; when sacrifices have to be made (for safety in this case), the *appearance* of reality is encouraged. Before a fighter can take the field he must be sufficiently protected (head, elbows, kidneys, groin, knees); even though this may take the shape of modern convenience (wrestler's knee pads, for example), it is expected that every effort will be made to cover them up by wearing tights, a long surcoat, or whatever.

Most fighters in the SCA make their own armor, and this frequently results in items as characteristic of the individual as the arms or device that he or she bears. I knew nothing of blacksmithing before I joined the SCA, but our group (the Barony of Iron Mountain) was particularly proud of their armor, so I rolled up my shirt sleeves and made like a dwarf. Under the peerless tutelage of Jerry Proctor and others in the Armourer's Guild, I soon produced a Viking helmet — Minnesota Viking, that is. It was a freon can with a T-slot for eyes and nose, with three steel bars going from side to side for strength and eye protection. The freon can design used here has since been replaced by the barrel-helm design, which is stronger and looked on much more favorably by the surgeons who patch us up after an unfortunate battle.

Body armor runs the gamut from soft leather to chain mail, carpet armor to coat-of-plates, boiled, shellacked sole leather to formed plate. As long as it protects the fighter and does not present a hazard to others (spikes are a no-no), the individual is limited only by his finances —and



Tilting at barrels (or dragons!) is harder than it looks . . .

the amount of time he can invest in it. A breastplate Pizarro would have been proud of was made out of a hot-water heater: no cost, but a lot of time was involved. On the other hand, there are artisans who will make armor to specifications — a knee-length hauberk of medium chain was quoted for \$150. A stiff price, but fair; anyone who has spent the endless hours coiling wire, cutting it, and forming it will agree!

A lot of things became clear to me the first time I armored up and went to do battle. The first was that the field of vision in a helmet is extremely limited; I felt like a robot having to swing my head when I wanted to see anything that wasn't directly in front of me. The next thing I noticed was that if there is enough padding to protect the head, it also blocks the hearing to some extent. Thus, the existence of a "Command Control Figure" rule in miniatures is finally justified: the leader has to be in front of his men so that A) They can see him and thus have their morale boosted; and, B) they can read his lips and find out what he wants them to do . . .

The SCA is divided into six kingdoms: The Kingdom of the West, containing Northern California and the other western and Pacific states; the Kingdom of Caid, containing southern California; the Atenveldt, containing a big "L" south from Montana and east to the Mississippi River; the Kingdom of Meridies, containing the southeastern states; the Kingdom of the Middle, containing Ohio Valley and Midwestern states; and the Kingdom of the East, with the east coast and Northeastern states. The kingdoms are further divided into principalities and regions; the individual groups are called baronies, shires, or cantons depending on the number of members in that locality.

The method of choosing a king (or queen — women are eligible, too) would have political scientists gnawing their nails to the quick: the ruler is determined by combat! Every kingdom holds its own Crown List, where any fighter that meets residency and administrative requirements may participate. Pairs of fighters are then matched at random, and — if they do well — advance up an elimination-type ladder; the one who wins becomes the sovereign of that kingdom. The catch is that he or she only rules for six months, at which time a new ruler is chosen; a king can't succeed himself, but is free to try again in six months.

The king doesn't hold absolute sway, however; there are other kingdom officials like the seneschal, the chancellor of the exchequer, kingdom herald, and the like. Since most SCA members perform some sort of official function on a local level or higher, almost everyone has some official channel to the ruling council. When I discovered that almost anyone that could swing a sword was a better fighter than myself, I quickly became a herald; it is yet treason to strike a herald as long as he maintains his neutrality. We still get yelled at for mispronouncing someone's thirteen-syllable Gaelic name, but only the king can have us be-headed . . .

Ah, yes, the names . . . When one joins the SCA one adopts a *persona*, much as one plays the role of a character in D&D. In this case, however, one is expected to dress like the persona, talk like him, and

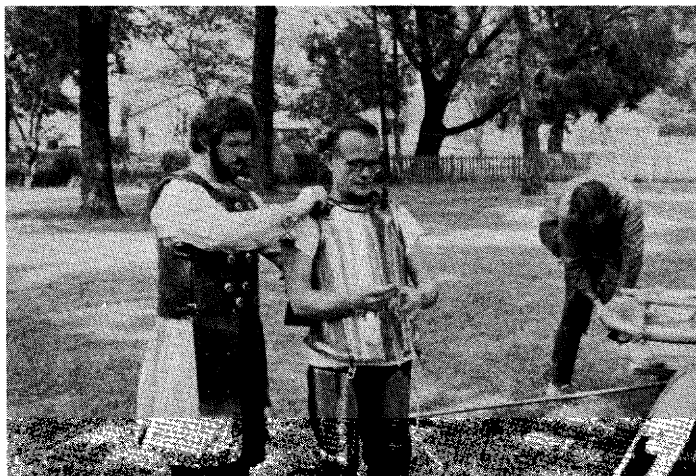
whenever possible to act like him. I picked a 13th Century Briton Scottish march warden; this gave me a flexibility in costume design allowing for tunics, kilts, or tights (depending on the weather). I chose to give my persona a Saxonian dislike of French things in general, and Normans in particular. This doesn't mean that I will challenge any Norman persona I see to a blood duel; rather, I give a good-natured grumble when French is used instead of good auld English.

The SCA period extends from 1650 or so to any earlier time; the Industrial Revolution effectively ended the Middle Ages. Personae are not limited to the medieval, however, nor are they limited to the European continent. Thus, one can be an American Indian or a Japanese Samurai, a Carthaginian cavalryman or a Cossack; the diversity really makes an SCA event interesting.

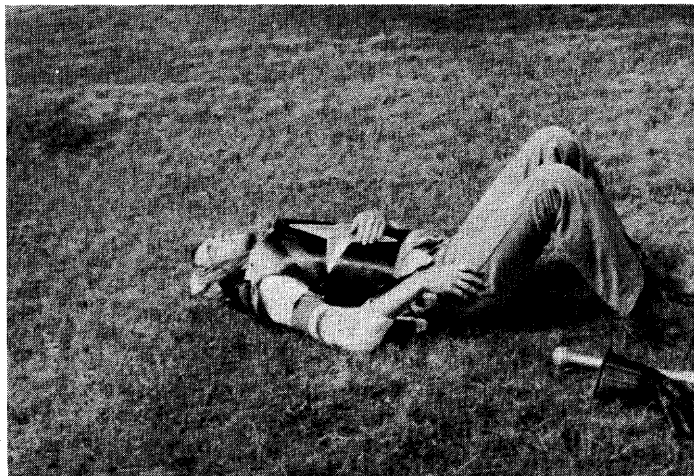
At an SCA event there will typically be seminars (armor-making, costuming, medieval dances, or whatever), melees (where armies fight rather than individuals), possibly a tournament . . . and a feast or revel. The feasts are often many-course meals, comprising authentic cuisine, although modern conveniences like electric ovens are not spurned. Sometimes there is entertainment during the feast: mimes, dancers, balladeers, poets, jesters ("What do you call a Burgundian who marries an orc? A social climber!"). There might be a dance of stately elegance, where the couples move in a column as they follow the steps, or a lively rondel reminiscent of the Greek and Russian folk dances of today. Frequently there will be a court, presided over by the highest nobility present, where affairs of state will be discussed before the populace and commendations for valor or service will be awarded. Courtly manners are important here: you may not bear a weapon unless you are an armiger, and in any case may not bring your weapon within ten feet of the sovereign; the royal bodyguards will see to that!

The SCA is many things to many people. I admit I first joined viewing it as a kind of live-action D&D, and combat still holds a fascination for me; I'll fight anytime, anywhere just for the fun of it! However, the SCA is also a fascinating educational experience, for no one who experiences it leaves unchanged. One must learn the proper forms of address, when to say "milord" or "Lord" or "Your Majesty," and the ball keeps rolling. As a herald one learns about armory and blazon, as a cook about medieval recipes and spices, as an entertainer one learns ancient songs and the instruments used, and so forth. Almost everyone likes to learn, they just dislike being taught. The Society for Creative Anachronism is recognized by the U.S. Government as an educational organization, and it certainly lives up to its billing; it's also a whale of a lot of fun!

Information on how to contact an SCA group in your area can be obtained by writing the SCA Office of the Registry, Box 594, Concord CA 94522. Due to the large amount of paperwork in this office, allow several weeks for a reply.



Putting on armor takes longer than one melee round!



No, he's not dead, but fighting in armor IS tiring — that's the author. . .

4TH DIMENSION

THE GAME OF TIME & SPACE



You are a mighty Time-Lord, and your powerful army of Guardians, Rangers, and Warriors stands ready to do battle. Your opponent is equally strong, and knows that only one of you will survive this conflict of time and space; for you both are Time-Lords, able to alter the fabric of reality, and there is room in the universe for only one with such power . . .

4TH DIMENSION is a classic game of pure strategy — no luck or dice are involved. A unique feature of the game is the ability to “Time-Warp” a piece — removing it from the board — and bringing it back into play in a different location! Players must take care not to allow their Time-Lords to be trapped by opposing Warriors beaming down from Time-Warp . . .

Simple to learn, 4D is easily grasped by any gamer from age 10 to adult. The rules are brief and fully illustrated with examples of play; it takes only about 15 minutes to read them and start playing. Games typically are over in only 30-45 minutes.

This deluxe boxed version of the game comes complete and includes a 8 $\frac{3}{4}$ ” x 10 $\frac{1}{2}$ ” mounted gameboard, a set of 26 custom molded plastic playing pieces, and a four-page rules folder.

When 4TH DIMENSION was first released in Britain a few years ago, it became an instant success. Local clubs were formed to play the game as well as the 4D Society which publishes its own newsletter and sponsors regular meetings and tournaments. TSR is proud to present the American edition of this excellent game — another fine product from TSR, The Game Wizards!

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