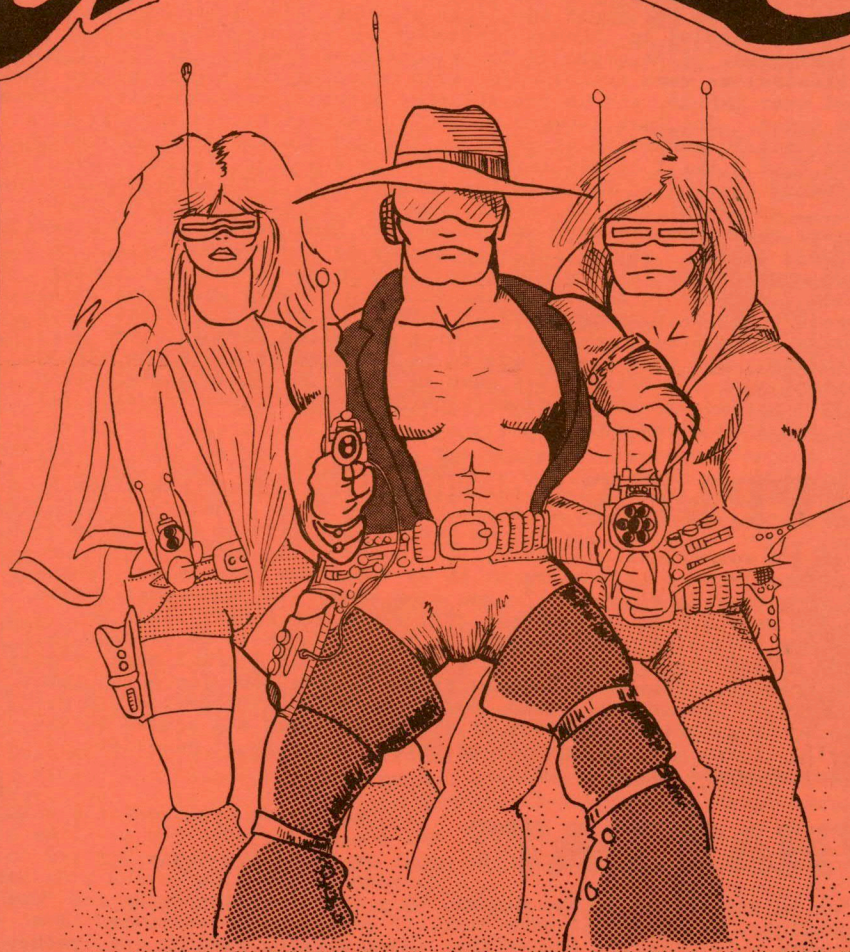
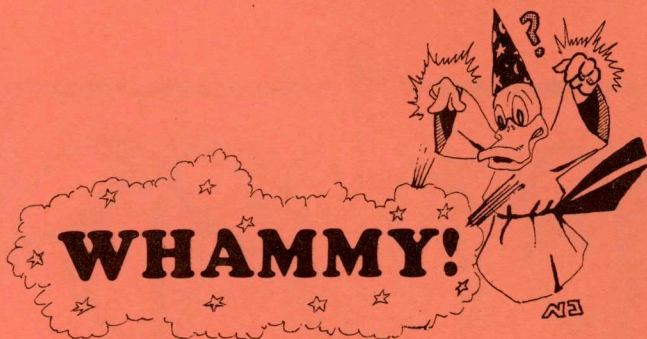


DRAGONLORDS



55 PENCE

ISSUE 17



OK, so I like the B52's and if I had been able to come up with a more original heading I would have used it instead. It's preferable to the venerable pseud's (Tim Kalvis) deep and meaningful

Joy Division headings. Enough rambling. On to the editorial!

Well, how did you spend the night of June 9th? I had my arm severely twisted and ended up playing Diplomacy and watching the election results coming in. (I'm anyone's for a bottle of wine!). Hectic diplomatic discussions were interspersed with cheering and booing as the Tories rampaged over Labour, and as the Alliance narrowly missed seats. Biggles must be upset. The last I heard from him was that he was engaged in a vigorous anti-Conservative campaign in the gay quarter of Loughborough. I learnt that I was 1 in 404 instead of 1 in a million in the Dover Constituency (having no faith in the "big three", I voted for ideals instead). I am probably being marked down as a left-wing revolutionary! Big cheers resounded all over campus as Tony Benn went down. Who says it is a game? Still, I walked all over Europe as the French and solved all Englands problems by letting the French govern us instead. Suitably plastered I retired to the TV lounge to watch "Crooks Anonymous" which was possibly the best thing on TV all night. A brief breakfast - hot croissants and coffee - preceded leching at Selina through tired eyes. These things - and more - all have to be suffered as a fanzine editor! Not content with all this, I sat down to write the DL editorial which probably explains all the typos and spelling/punctuation errors. I'll try and get some sleep soon!

NIPPLES!

There! Serves you right for just casually glancing through magazines in a shop. Now buy this! I'm afraid this time I've got to deal with an age-old subject,

although I'd rather not. However, if I don't bring this up, I'll probably offend someone if I carry on in my "what the hell" mood. Frankly I want your view on nipples. Do you want them? You know what I mean, feel! The reaction to DragonLords 15's cover was insufficient to warrant any future artistic censorship but I'd like to be certain that I will not offend the majority of DL's readership if I print more of Russ Smith's artwork. Hopefully in this issue there's room for me to print Russ' views on the matter. Read, judge and write. Otherwise I'm going to have to use strategic dollops of Tippex (or send the covers to The Acolyte!). I can already anticipate Marc's and Fergus' reactions, I just want everyone elses as well.

WHAT DAT?

OK, having dealt briefly with the touchy subject, I'd now like to rant on about the Games Day awards. Personally I'd like to see a drastic

revision in the titles of the awards. Why can't the awards be for "the most popular..." instead of "the best..." game/zine or whatever? I'm sure people only vote for things they enjoy playing/reading etc. rather than passing judgement on what is apparently the best product on the market. After all, judging what is best is all very subjective. And,

how can anyone judge what is best if they haven't experienced all the products available? This wording change would not stop the results coming in any differently (after all, D&D and What Dat? will always have a large munchkin vote buoying them up) but at least would accurately define the award.

TSR seems to continually hop about from one side of the fence to the other depending on whether awards are due up soon or not. Presently, TSR claims Basic D&D and Advanced D&D are two completely different games. Do we see this discrepancy creep in to the Games Day Awards? Fat chance. Suddenly they are both linked together and Dungeons & Dragons is voted "best" RPG. Games Workshop should wake up to this fact if it wants RQ or Traveller to gain stardom. Then there's a problem. How do you take a vote that comes in as just "D&D"? Discard it? Ah well, that's how to rig awards. Suggestions for a protest vote are welcome. T&T? C&S? TPT? Let us see come November.

Also in need of clarification is the amateur magazine category (in which DL naturally has an interest!). This is mainly to stop the intrusion of pro-style magazines like The Gamer (as happened last year), and of decidedly dead magazines like The Beholder (there, I bet you thought you'd never see that name in print again!) and, this year, Thunderstruck! The Beholder support can really only be attributed to Guy Duke's amazing and commendable post-fold sales service and can have nothing to do with the abysmal efforts of the Scales consortium. (How many people have lost money to this charity?). The only comfort is that since TBH hasn't appeared yet this year, it can't be eligible for the '83 awards. Should there be a minimum issues produced criteria as well? I think the hobby could do with a little discussion in this area. I'm also interested to know if the traditional postal games are also eligible for this category as it stands? (as Best Games Fanzine). Or is it just RPG zines that count? If so, why should some perfectly commendable games magazines be excluded? Will we see zines like The Acolyte, Greatest Hits and Ripping Yarns in the Games Day Awards? I'd like to think that we will. Their inclusion will give a wider field to choose from and gain attention to other aspects of the games hobby. Tips for this years zines are (us!), Quasits and Quasars, Doombook of Chaos and The Acolyte. Place your bets please.

Talking of zines also brings up the subject of zine reviews and whether or not we are entitled to review/appraise or slag off other peoples hard work. I tend to favour reviews with a bit of venom in them since it tends to spark off more of a reaction than the "good, could be improved" approach. Assessment of quality is always dependent on personal judgement and there will always be disagreements on certain points. Descriptive reviews tend to tell only half the story and don't relate to consumer (the reviewer) gut reactions. The Hulks chappie of Q&Q seems to favour the descriptive review but I'm afraid this type of review drives me to tedium if taken in excess. You can't really please anyone these days (especially Hulks).

Since I don't want a three page editorial, I'll sign off!

Is anyone going to Dracmeet? See you there, Ian...

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DragonLords 17 © Mike Lewis and Ian Marsh, 1983.

Starships & P

Spaceship brawls have long been popular in SF. They are usually highly spectacular with explosions, high energy beams whizzing about and (at least in most SF games) hand-to-hand combat with cutlasses - a cross between an Errol Flynn Pirate epic and a James Bond movie.

This is somewhat lacking in credibility as only the most reckless of characters or the most fanatical are going to take the risks associated with a shipboard fight. Who is going to let passengers take weapons onto a spaceship in the first place? How many airliners allow their passengers to carry sub-machine guns with them? With the price of starships and the cost of tickets there must be constant risk of hijack: "Take me to Betelgeuse V, or I'll turn my Conversion Beam Projector on!". Unless the players are military personnel boarding a military ship, or have a special permit (which would be difficult and expensive to obtain), they are going to have to smuggle their weapons onboard. The difficulties of smuggling a laser rifle and large power pack past customs can be imagined, and the penalties for those caught doing so would be severe.

Even if the players do contrive to bring arms onto the ship, their choice of weaponry is going to be limited. Unless they are suicidal, or have made careful arrangements, they are not going to use anything that could seriously damage the ship. This is equally applicable to boarding parties - anyone who takes great trouble in capturing a ship is going to want it in a relatively undamaged position. The chance of puncturing the outer shell would be slight, with the hull being as tough as dreadnought armour and probably double-skinned. However, this will not apply to the inner walls, which must be thin in order to reduce mass and there is still a lot of vulnerable equipment around, such as piping, communication consoles, etc. Hence, perhaps disappointingly, gyrobolts, flamers and highly explosive grenades are out. Though, it is still quite possible to make a mess of the starship without even affecting the hull!

S y c h o p a t h s

ANDY
KING



NA

Swords are another weapon that would prove to be a liability on a ship. Why are such anachronisms so common in SF? Would anyone seriously consider issuing such weapons to an army today? Swords are only useful in close combat; anyone armed with one alone is going to be wasted by more sensibly equipped opponents before he can reach them. Even in close combat Bill with his trusty cutlass is going to be at a disadvantage compared with Fred who is armed with a gun. It does not take as long to pull the trigger of a gun, as it does to swing a cutlass. Besides, imagine what a Force Sword would do in a computer room!

Finally, if you still think that swords are a weapon of the future, pretend you are sitting on a plane which has been hijacked by a terrorist armed with an automatic pistol - would you like to tackle him with a broadsword?

A major problem with shipboard combat would be lack of space, the need to keep the mass of the ship low resulting in cramped quarters. Thus, long weapons such as laser rifles and missile launchers(!) would be difficult to handle properly. This will be particularly true of swords that have to be swung with some vigour. Similarly, most types of armour are too restrictive to fight in aboard a ship. Anyone who thinks that he can easily handle dreadnought armour should be given a cup of tea and told to take it easy for a few weeks.....

Gravity, or rather a lack of it, can add greatly to the fun and confusion of a battle. Freefall would render hacking swords even more of a liability than before - every time Fred swung at his opponent, he would start spinning around his own centre of gravity, in the opposite direction to his sword. Projectile weapons would produce similar effects, even the hurling of grenades. Though grenades would be of limited use anyway, high explosives are too dangerous (let alone mininukes or vortex grenades!) smoke and gas grenades would also present a danger, unless the ship had good air filters - as any gas would remain in the enclosed atmosphere.

Only the criminally insane would initiate battles, but when they do, they will probably use hand lasers (on low power), needlers, ordinary handguns or possibly machine pistols. Armour would be restricted to sleeveless flak or mesh jackets and force field generators. Concussion, flare and distortion grenades may also prove useful. In freefall the choice is going to be limited to lasers needlers and other low-recoil weapons or Zero-G weapons.

So, next time Zaphod Beeblebrox tries to hijack a ship, dressed in dreadnought armour, and armed with a Conversion Beam Projector, he'd better think again!

~~~~~

Desperately needed! Good gaming writers to submit some material to a top quality Canadian fanzine. Send submissions to: The Black Sword, 506-27A Avenue South, Cranbrook, BC, Canada V1C 3J7

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MYTHCON '83 -MATT QUARTERMAIN

News comes from Matt Quartermain about MYTHCON '83. He writes:

".. to be held at the Grand Hotel, Colmore Row, Birmingham, England; starting at 7pm on Friday 16th Sept, ending 5pm Sunday 18th Sept, although certain rooms open later.

"Guests: Joy Chant (an author I thoroughly recommend for good quiet poetic fantasy for horse-lovers and country people read her "Red Moon and Black Mountain", and "The Grey Mane of Morning", both of which I paid through the nose to obtain) and Bryan Talbot, artist for such things as 2000AD, Ad Astra, PSSST! and Near Myths, he also has a book out: "The Adventures of Luther Arkwright" ((It's brilliant!-MIKE))

"Also ther will be Mat Irvine, BBC Special Effects wizard, and Technical Editor of "New Voyager". Marsha Jones returns once more to talk about children's fantasy (something I won't miss as I'm trying to learn how to write it ((Matt as the new Kiddies Author?! - MIKE))); Avril Lansdell discusses fantasy costumes over the years with slides, and Jack Cohen talks about alien creatures (well that's what it says on this 'ere flyer!).

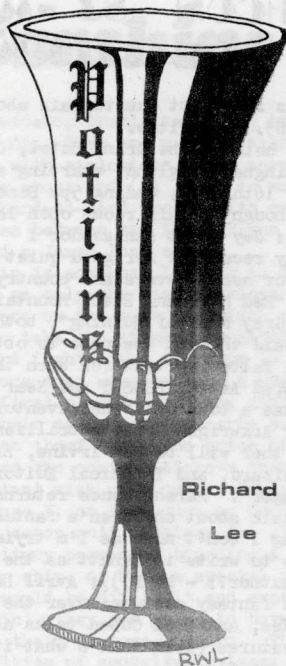
"A full film program is planned (hey - I hope they show Heavy Metal/Gulp - are Marc and Erika reading this?!), as well as a video room (shame on all the morons who spend all the day in there), Dealers room, D&D room (erm.. no RQ!), and Art room, Fan room, plus an auction. Disco and party on the Saturday evening. There's even a short story competition for those interested.

"There will be a D&D competition, but this time only for teams, no Fancy Dress Competition, but everyone is invited to dress up (you get a free drink!).

"Hotel rates are £17.50 for a single room, £30 for a double or twin, this includes an english breakfast - you can have an extra bed in the room for £5, but no breakfast. Con rates are £4.50 for each day or £8 for the whole lot - so you may as well stay there the whole time! If you can't afford these hotel rates due to lack of employment, contact - Marion Van Der Voort 131 Sheen Lane, London, SW14 8AE.

"For further details contact: Tony Buck, 158 West Way, Raynes Park, London, SW20 8LS.

"And finally, anyone who is living in Brum who might be prepared to offer me a floor to crash on?" Thanks Matt! See last issue's Diplomacy report for his address.



Somehow, it seems to me, the DM rather misses the point when he doles out potions ad hoc. What is the power of the magician when any brainless moron can swig down healing potions to cure his wounds, or a levitation brew to let him fly? DL has already quite successfully satirised the D&D character with all the accessories in the figure of P.B., but the situation doesn't need to be so extreme to be ridiculous. In some competition dungeons, points are even awarded for drinking the right potion at the right time - it is automatically assumed that you have them! In such contexts magic, surely the most endearing feature of the "fantasy" bracket of Role Playing, becomes mere game mechanics.

How then, can potions be given back some of their savour? Firstly, it might help to look to the sources for FRP, to mythology and fantasy fiction. In these potions are made to retain their thrill simply by rarity. When Conan visits Pelias his wizard friend ("Conan the Avenger"), it is with surprise and no small degree of trepidation that he accepts a miraculous cure for his wounds.

Previous to this, Conan had to rely on his barbarian "vitality" to pull him through. The mystery and sense of discovery which clothes the atmosphere of the scene is what makes it memorable. Tolkien uses potions in a similarly limited way. Minivor is a blessed drink - "The Cordial of Imladric", made from the honeys of Rivendell in memory of a similar brew made by the Valar from undying flowers. Again, the "burning liquid" of the Uruks which restores Merry and Pippin is only mentioned once in the book. Each liquid is singular to its race and only used in extremities of need. Compare this with the charm of (yawn) "you have found a 4-7 point Healing Potion". (snore).

However, though in theory an excellent idea, practically such limitation would be ridiculous in game terms. The games are, after all, different, and quite rightly so, from the books. They must be kept to a certain degree of rarity, however. The best way of achieving this, I feel, is to actually make them much more central to the plot of the game.

Firstly, stricures concerning ingredients could be imposed. When reading the list of undesirables which Macbeth's witches name, it is difficult to think of too many potions. Amongst a whole host of nauseous contents feature "scale of dragon", "tooth of wolf, witch's mummy", "Root of Hemlock digged in the dark", "slips of yew slivered in the moon's eclipse, nose of Turk and Tartar's lips" & "Finger of birth strangled baby" - a veritable hell's broth. Other popular ingredients for such brews might be: herbs (suprisingly the DMG has a useful list of these on page 220); dew collected under a solstice moon; rare animals, trapped and killed under ritual. In short, not your average market stall produce. It would be easy to imagine a party embarking on a quest for just one of these items - and of course they would fetch very high prices. Manufacturing secrets would also be a very closely guarded secret.

The other obvious way of limiting potions is quite simply to be very stingy on those "just happened upon". Instead of letting the characters in your campaign kill brainless monsters and then steal his invisibility potion, make the ogre actually use the potion. The party will only be able to obtain such potions by skillful use of battle techniques, or the element of surprise, before they are used against them.

Thus the party must obtain their potions from somewhere else - no longer can they just be picked up. So where can they

obtain such potions? There are two possible solutions: The characters make them themselves, or they are forced to purchase them.

If the party wish to make the potions themselves, then they will need to get the ingredients from somewhere, and also the recipe from somewhere. None of this will be easy, and it will be very time consuming, leaving little time to go off adventuring.

The obvious solution is for the players to purchase their potions from an NPC. This might be both difficult and dangerous. Sorcerors, witches and others of that ilk aren't so easy to find. In Tanith Lee's "Volkharaar", Shaina, the girl seeking the witch, only finds her because the witch wants to be found:

She calls out to the Grey Lady then...

"Immediately about six crows burst out of various trees and clattered away and when Shaina, who had turned to stare after them, glanced down again, she noticed a bald clearing in the pines that somehow she had not been aware of before."

Similarly, Fafhrd and the Gray Mouser are faced by wizard homes that walk, or simply cannot be found. Those capable of making potions will have taken the time and trouble for their own use, not just as a mercantile commodity. The only way to convince an NPC to sell should be in terms of service done, not in money (which is usually too easy to come by) paid. The wizard might want a rival killed, some artifact stolen, some ingredient gained. He might well double cross. In the already mentioned "Volkharaar", Babayat needs blood to rejuvenate herself, and this is the only price she will accept. It will be something the seller wants to receive, not something that the players want to give.

The article has been aimed until now, almost entirely at D&D. However, the same principles can apply to Runequest, Dragonquest and presumably Tunnels and Trolls. In Runequest and Dragonquest, the alchemist skill is used to formulate potions. The price paid in time and money and POWER are sufficient, in my opinion, to limit Battle Magic potions.

However, for Rune Magic I insist in my campaign that "ingredient cost" only applies to items which can be actually bought - there is at least one ingredient usually that needs to be sought out in person. Special potions new recipes or pirated potions would therefore be extremely valuable, if dangerous commodities.

Thus, moderation with potions can greatly increase the enjoyment of games. As the proverb says:

"The wise man warms himself
by the same firebrand with which
the madman burns the tent."



Doug Rap?

Doug Cowie goes for it!

Presumably in a public spirited attempt to occupy the time of the nation's unemployed, Citadel Miniatures have taken to cataloguing their figures in a more or less indecipherable way. Selection of figures appears to be by the time honoured lucky dip technique. I don't know how this appeals to their mail order customers but it sure steams up the bifocals of their stockists. Quite a number of these unfortunate retailers have felt so strongly about it that they have rung up Citadel to complain. Funnily enough, all the ones I've spoken to have been told the same thing: "I'm very sorry that you don't like the new system Mr/Mrs/Miss/Ms 'X', but you're the only one who has complained." Now then you Citadel chaps, that is very naughty, telling fibs to your stockists. No wonder Asgard and Chronicle are firm supporters of Citadel's new system.

No sooner had I written in the last issue of DL that TSR were rumoured to be suffering "cash flow" problems, than my informant got on the phone to say "it's all nonsense, they're doing fine" I'm glad to hear it, I've got a vested interest in seeing IMAGINE flourish. In the latest issue of The Space Gamer, Kevin Blume (one of TSR's top three) is quoted as saying "TSR will join no organisation that causes TSR to lose money" Now there's a man with a firm grasp of the essentials of successful business strategy. The same interview reveals that Mr. Blume has an "administrative assistant" called Tish Lux. Sounds like the kind of lady favoured by our own Prince Andrew.

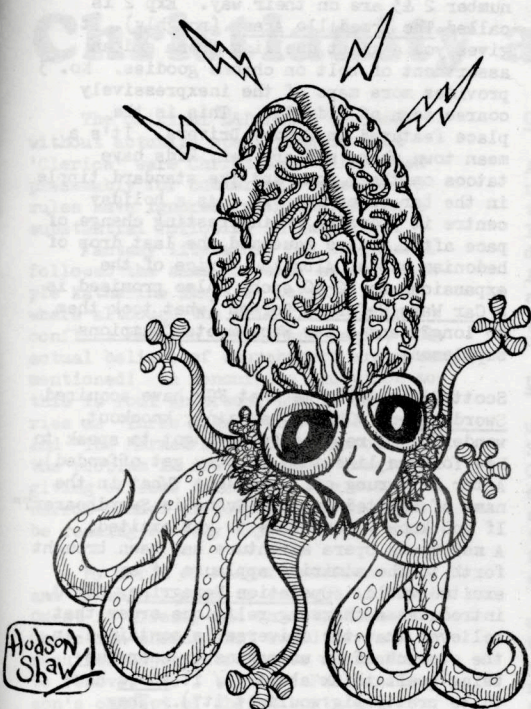
Events in the extraordinary battle between Games Workshop and Games Centre (see issue 16) have come to a head with the fortunes of one of the protagonists apparently taking a steep nosedive. It's the one whose directors are not superstar authors which seems to be feeling the draught. The manager of their London Wargames department has, er, left and is said to be on the brink of a career with the old enemy.

If this is so, he would not be the first to have crossed the floor this way. The revered Peter Darvill-Evans made the same traumatic trip himself a year or so ago.

Games of Liverpool has not figured in these columns, mainly because it's the organisation I work for. To say anything good about it would be construed as blatant propaganda whilst to say anything bad about such a fine company is clearly impossible.



However, The Proprietor is a different matter. This illustrious but virtually anonymous gentleman has been making the small snuffling noises characteristic of little furry animals in distress recently. He felt that some of the things I said in the last DL about other companies were "over the top". This is a manifestation of the natural inclination



lucrative money-spinner. No doubt since having D&D snatched away from them, they have become accustomed to dealing with such trifling upheavals.

There's a new Soloquest available for Runequest; number 3, The Snow King's Bride, £4.95. It draws its inspiration from Norse mythology and (how's this for a jape) some of the names are spelt in a funny way! Gosh, how I chortled when I read about the Snow King living in Valhalavalla. The tears fair streamed from my eyes I can tell you. Nevertheless, it is said to be quite a good solo adventure for all that.

The Runequest Companion can now be purchased for a piffling £6.95. This is a digest of RQ items, some of which have previously appeared in Wyrms Footnotes. ("£6.95 for re-cycled leftovers" interjects a whining voice. "Stuff that deviant pinko down the nearest well" I retort, much offended, "doesn't he know this is business?") In this issue of the Companion there are cult compatibility tables and an article on The Black Horse Troop! Wow, that's what everyone's asking about - and only £6.95!! Gordon Bennet! It will require 10 strong men to hold me back lest I dash out and buy a copy, so enticing are its contents. Publication of The Companion will be on an irregular basis so we are told. I hope there will be ample time between issues to arrange for the necessary bridging loan for the next one.

Also for Runequest is Pavis £14.95. This is one of Chaosium's spifferoony boxed campaign packs with adventures, history, characters, maps and a touch of Californian philosophy from the publishers. Pavis is a city pack providing an urban setting for RQ campaigns. ((See the review this issue - MIKE)).

I'm happy to hear that GW will be doing a UK printing of the Griffin Mountain campaign. It looked like this was going to disappear as it was reported that Chaosium weren't intending to reprint. So, a splendid effort from the Games Workshop philanthropists - jolly good show you men. Doug is pleased with you.

This is a good time to mention Citadel again as they are creatures of the Workshop. They have brung out Warhammer which is billed as rules for fantasy

of British "Free Enterprise", be it in government or business, for "discretion" This translates as "don't tell the punters/voters anything - knowledge will only make the poor dears restless." Needless to say, any attempt to muzzle the fine tradition of DRAGONLORDS investigative candour will be sternly resisted. Did you know, by the way, that Flying Bauffalo GB's envelopes are emblazoned with a picture of a busy little bee and the slogan "Free Enterprise Works" ? Some candidates there, no doubt, for an early and intimate acquaintance with The Wall when The Revolution comes.

Games Workshop are reported to be "not worried" by the sale of Runequest from the Chaosium to Avalon Hill. They will be able to distribute UK printed copies until 1984 at least. These are likely to be cheaper than the US produced copies imported by Avalon Hill. The Workshop Spokesperson was positively sanguine about the likely loss of this

battles but looks like a complete FRP system even down to the traditional 3 book format. £5.95.

Another torrent of modules from TSR, so hitch up your skirts, take a deep breath and let's plunge in..... UK1 Beyond the Crystal Cave £3.95. This is another designed-in-Britain job. Experience points go to players who chat in a friendly way to monsters rather than beat hell out of them. A spokes-monster for the Monster and Allied Trades Union has described UK1 as a "step forward in improving the status of monsters in society at large and as such, we will, at the end of the day, welcome it."

EX1 Dungeonland £3.95, enables us to extend a big welcome to none other than E.G.G. (I never realised his initials were so entertaining). This is an adventure taken from Himself's Greyhawk Campaign. It's based on a book which must remain a secret or some of the enjoyment is lost (Alice in Wonderland). Someone tells me that it has been done before. If it has, I missed it. ((It was done by Don Turnbull(!) in White Dwarf 4, no less! - Ever helpful Mike)). This version looks good anyway, which is only to be expected from the work of the Great Patriarch.

X4 Master of the Desert Nomads £3.95 has some useful ideas for mass encounters and generally making the players really feel that they are in the middle of a full scale war.

For Top Secret we have module TS004 (can't find the name just at the moment) which is set in Eastern Europe, the mere mention of which sends a shiver down the ramrod spines of all true Americans.

Star Frontiers has been provided with a Referees Screen which comes with a Mini-Module. £3.95. This puts the players on a derelict starship where they can happily blast holes in any alien life forms who happen by, without disturbing anyone else.

Readers showing acute signs of distress and disorientation at the moment have either eaten too much monosodium glutamate or are wondering why Car Wars hasn't been mentioned yet. Relax, macho

seekers, here it is. Two expansion sets, number 2 & 3 are on their way. Exp 2 is called The Armadillo Arena (roughly). It gives you a giant duelling arena and an assortment of bolt on chrome goodies. No. 3 provides more maps of the inexpressively coarse town of Midville. This is the place featured in Sunday Drivers. It's a mean town where men are men, kids have tattoos on their acne and the standard tippie in the bar is engine oil. As a holiday centre it provides an interesting change of pace after you've squeezed the last drop of hedonism out of Albania. Price of the expansions is £2.50 each. Also promised is a Car Wars Referees Screen (what took them so long?) and a Car Wars meets Champions supplement.

Scott Bizar tells me that FGU have acquired Swordbearer. "Oh hey, amazing, knockout, wonderful" I replied (you've got to speak to New Yorkers like that or they get offended). After he'd rung off I thought "What in the name of Sainted-Darvill? Evans is Swordbearer?" If you know - feel free to get excited. A new Space Opera adventure has been brought forth to the admiring applause of an excited world. Operation Peregrine, £3.50, introduces a charming religious order that believes that the universe is contained in the stomach of an unimaginably enormous being (well think about it, it would have to be pretty big wouldn't it?). They worship by shooting rockets into space loaded with food. It's about time the Consumer Society had a suitable religion.

Avalon Hill, notwithstanding their acquisition of Runequest, are also planning their own RPG which is reckoned by AH to fall between D&D and RQ in complexity. That is assuming that D&D is simple and RQ complex - which is garbage - but who are we to disabuse them? Their game is called Power & Perils but we all make mistakes.

Another set of Games Workshop Dungeon Floorplans is available, Set 3. It provides rooftops, balconies, boats and "other water features" (a mind-player's jacuzzi?).

Finally, RPGs and Wargames are enjoying a boom amongst our nearest neighbours. I refer, of course, not to Betty and Bert next door but to the French. D&D has already been translated into that fair language. This is a good sign, perhaps now we will get an English translation.

Au Revoir.

Christianity as a RQ Cult

The original D&D rules assumed without actually specifying it that 'Clerics' were Christian. Since then presumably for commercial reasons RPG rules have ignored religions having a substantial following in America.

Fantasy literature has in general followed the same pattern, as for example Katherine Kurtz's 'Deryni' novels where although the main theme is the conflict between Church and magic, the actual beliefs of churchgoers are never mentioned! An honourable exception to this is Poul Anderson, who in such stories as 'Three Hearts and Three Lions' and 'The Merman's Children' resolves the problem in a way I can't imagine giving offence to any but the most narrow-minded of people (who wouldn't be reading fantasy anyway).

My world of Midgard predates D&D and so when I came to convert to Rune-Quest it already had an established Christian church that would have required major retroactive uncreation to remove. So I borrowed Poul Anderson's concept of Christianity as 'anti-magic' for what follows. While the writeup refers to Midgard Christianity it ought to fit into other worlds, or indeed into other games systems for those referees who dislike the idea of clerics with 'spells'.

Mythos and History

Long ago in another universe occurred the events related in the Gospel. The Midgard Gospel is a single narrative a conflation of the synoptic gospels. No other parts of the Bible are in general circulation, though priests will know of 'books of the Jews'.

Midgard Christianity follows the Aryan belief that God is singular, Jesus being a man filled with the power of God. Otherwise the teachings are similar to medieval Earth Christianity, though perforce altered by the existence of magic. Other religions are regarded as forms of magic, not necessarily works of the devil but certainly misguided.

Christianity started on the isle of Morn and its rise to prominence is also the rise of the Bright Empire of Morn, which began about 1500 years ago.

Organisation

The church is ruled by independent Archbishops, the Patriarch of Morn remains the supreme authority but since the decline of the Bright Empire he has little practical control over more distant lands outside the empire. Archbishops are elected by their bishops and while each bishop may appoint his successor, it takes five Bishops to create a new one.

Lay Member

Christian baptism provides spiritual protection in the form of a Spirit Shield having effect equal to half the Christian's POW characteristic. Thus a POW of 12 would reduce the POW of a spirit in spirit combat by 6. To keep this protection an adult must be 'confirmed' and should attend church services regularly if possible.

Learning or using magic by expending POW results in the protection being lost until a priest has performed absolution. Magical items that do not require the expenditure of the user's POW can be used safely.

Initiate Membership

A novice joins at 16 and serves for five years, this being in the form of 'previous experience' as in the rules (Appendix H). It is possible to become a novice at a later age, but all novices must serve for five years.

Skills that can be learnt are: Read/Write and Speak Own Language, Latin, Iskander, Mornish; Oratory; Demonsense; Undeadsense. As usual 4000L max and 4000L per year.

'Demonsense' enables the sensing of spirits as in 'Detect Spirit' and 'Undeadsense' is as 'Detect Undead'. These operate permanently, being rolled for once by the referee, learning steps are 400/800/exp (no training above 50%)
EXAMPLE: Cuthbert comes within 40m of some Zombies hiding in the Old Ruins. The referee rolls 36%, below Cuthbert's 45% Undeadsense, and informs the player that Cuthbert's thumbs are pricking and he can detect undead that are 40m to his left.

Priest

To become a priest requires Latin reading at 30% and that old standby 'satisfying the examiners', in this case with INT + CHA $\times 5/2$ on D100, plus 05% per year as a novice. This can only be attempted three times and at the end of a year's service as a novice. The novice who passes early acquires all the abilities of a priest but will generally not be given an independent position until 21.

Once accepted the priest must be consecrated by a Bishop.

A Priest may administer the sacraments. He loses his powers if he uses POW until absolved by a Bishop. He can claim basic life support from the church.

Non-magical skills may be learnt dexterity based ones up to DEX $\times 5\%$ limit.

A Priest has a DEFENSIVE POW rating of 18 at all times. His offensive POW rating, in spirit combat for example remains at his characteristic level.

Consecration of Land.

A Bishop may consecrate land - normally this will be a church. The ground acquires a POW resistance of 18 which it adds to any magical activity performed on it or above it. This resistance appears on the spirit plane as a 'fog'.

POW resistance remains as long as there is 1 worshipper attending services per 4 sq. metres of land. It wears off at two points per power of two in days that a service is not performed. Resumption of services after a gap will halt the drop in resistance but cannot raise it back up again.

EXAMPLE: St. Peter's Church has been abandoned for a year. The nearest power of 2 is $2^8 = 256$, so the POW resistance is $18 - 8 \times 2 = 2$.

Beings within a POW resistance of area of 10 or more cannot regain POW in the normal way by simply waiting.

Consecration will not spread beyond a church's normal boundaries, though it can include a graveyard.

A spirit or any creature depending on magic (e.g. a zombie) must make a roll vs POW before entering consecrated ground. If it fails, it cannot enter.

A church may be defiled by expending the POW resistance number in POW points per 4 sq. metres. Consult your local satanist for details.

Consecration of Objects

A consecrated object such as a cross gives the same POW resistance as land to a 2m radius around it. The POW decrease is as for land.

EXAMPLE: Eric the Cleric comes around a corner in the dungeon and meets a gent in a black cloak with long teeth ((whoever heard of a cloak with teeth!-MIKE)) Being naturally suspicious Eric grasps the crucifix around his neck and commands the stranger to halt. The cross is POW 14, so Vlad with POW 18 needs 70% to advance, but muffs it with an 89%. With a snarl he backs off.

Limit to consecration

A Bishop may perform but one consecration a month. An Archbishop is similarly limited except that he may consecrate up to five priests at once.

Women

Women can enter as novices and on satisfying the examiners become nuns. This gives them the 18 defensive POW but they cannot administer sacraments or consecrate anything.

((The above courtesy of the let's bring sexism back to FRP society - no? MIKE))

In Conclusion

So far RQ Christianity has worked well in the local campaign, with the inevitable referee fudging in unexpected circumstances. Mike Cule in his role as Gruff the Dragon had to walk away from the Bishop of Phirl before taking to the air (and remember not to fly directly over him!). When the Bishop came up to a captured werewolf (in human form) the creature failed its throw and under stress reverted to were-form, at which point Eddie's dwarf cut its head off.

There is now a truly horrific half-wolf, half-human head on the wall of the local pub - along with a manticore, a hobgoblin and a stag, but those are other stories....



Castles and fortresses seem to form a part of any ancient/medieval role-playing campaign. But there appears to be little understanding of the principles of castle construction and military architecture. It is therefore my intention to write a series of articles setting out these principles and illustrating them with actual examples from the UK and abroad.

For convenience I will divide defensive structures into four basic types:

- 1) Permanent military structures of a centralised state. i.e. Roman Legionary Fortresses.
- 2) Para-military structure, what we in the UK tend to think of as a castle - an administrative centre, personal residence, and defensive structure in time of war.
- 3) Structures only occupied during wartime, i.e. Hill Forts.
- 4) Town and city walls.

I would like to start by examining types 1) and 2) and illustrating them using examples from the Crusader states of the Outremer, because this offers the greatest contrast between the two types.

The Crusaders (c. 1100 AD) found military architecture far more highly advanced in the East rather than the West, where the stone castle was only beginning to reappear. The Romans had studied military defence as a science and the Byzantines had learned from them, but had adopted Roman practise to suit their needs.

The Byzantines problem was not the same as that faced by the Crusaders. The Byzantines assumed that manpower was always available, and therefore they could afford large garrisons. Their castles being little more than fortified camps. The defences were designed to deal with an enemy whose armaments were less massive than the Byzantines.

Its walls did not have to be particularly large; for a system of outworks, of which the main feature was at least one ditch of considerable width, prevented the enemy from bringing his battering rams too close to them. Towers were built at a slight salient at regular intervals along the walls, less to defend the walls themselves than to give the archers and warengines of the garrison a longer range into the enemy lines. The keep in the centre of the enceinte was designed not to be the ultimate point of defence, but, rather to be a storehouse for armaments and provisions. Except for a few examples on the Armenian frontier where semi-independent border-barons lived, the Byzantine castle was not intended as a residence. The commander was a professional soldier who left his wife and children at home. Finally, though advantage was taken of natural defences, the inaccessibility of the site was not the first consideration. The main use of the castle was as barracks. It was therefore inconvenient to force the soldiers to trail up and down a mountain every time the enemy moved.

The crusaders studied the military architecture that they found as they travelled eastwards and learned much from it, but their needs were different. They were always short of manpower and could not maintain large garrisons. Their castles therefore had to be stronger and easier to defend.

The site had to be chosen for its defensive qualities, with each slope and hillock used to the fullest advantage. Walls had to be far thicker and taller, to be able to stand up to the direct attack - for the use of outworks required men that couldn't be spared. At the same time, the castle had to serve as a residence for the lord and an office for his administration. The enceinte should also be large enough to give protection to flocks and herds during the frequent enemy raids. The castle played a far more important part amongst the Crusaders than ever amongst

the Byzantines.

The Crusaders also made some significant changes with respect to the actual design: They added the portcullis which had not been used in the East since Roman times, and the bent entrance which the Byzantines seldom employed, presumably as it was inconvenient for the heavy siege engines they kept stored within the walls. The Keep, which was the strongest portion of the castle was normally put at the weakest section of the enceinte. They also began to strengthen defences by the use of a double concentric enceinte. The idea of the double enceinte was not new, but had only been used on two very large cities, Constantinople, whose walls date from the fifth century, and the eighth century walls of Baghdad.

In part two of this article, I shall give an actual example of a castle which combines Eastern and Western military practice.

With regards to published sources for role-playing games: Judges Guild's Castle's Book presents castles that have no foundation in the real world. The C&S basic rules contain some excellent rules on castle construction. ((The revised rules (see review in this issue) also contain the same rules - MIKE)). While the "Towers for Tyrants" are good on western military practice.

Suggested further reading:

T.E. Lawrence "Crusader Castles"
2 Vol. London 1936

Sir Charles Oman "History of the Art
of War in the Middle
Ages"
2 Vol. London 1934

R.C.Smail "Crusading Warfare 1097-1193"
C.U.P. 1956

J. Ferde-Johnson "Castles and Fort-
ifications of Britain
and Ireland".
London 1977

AD&D, "RQ, Worlds of Wonder and other
rules for sale, plus unpainted and
painted figures for sale.

BEYOND THE TOON

The 3-D phenomenon has reared its ugly green and red-eyed head again. Both Spielberg and Lucas are to make 3-D space movies and Disney Studios are said to be working on one as well. Although it remains a mystery as to why "TRON" wasn't in 3-D, it was nice to see a move away from the usual boring animation topics from Disney and many people who wouldn't bother to see a Disney movie have both seen and enjoyed "TRON". Although Disney claims that the technology used in the making of "TRON" is now outdated, another American studio promises to bring us "the works", an SF animated feature about a robot mining community on a distant planet.

Back to Disney Studios for a moment, as our old pal Mickey and his pals return to the screen this Christmas (a year late due to strike action) in the featurette "Mickey's Christmas Carol". Disney's cartoon feature of Lloyd Alexander's "The Black Cauldron" has had its release date put back until 1985-86 while a couple of live-action plus cartoon combined films are completed. One, "Who Censored Roger Rabbit" is an SF/fantasy about a world where the cosmic axis has slipped (shades of Howard the Duck) and funny animals live alongside humans.

Ralph Bakshi's new feature film "Fire and Ice" is another rotoscoped feature (live action traced off onto cels for animation), designed by Frank Frazetta, so that means it'll be one for the trendies.

Nelvana Productions of Canada are at work on a cartoon feature to be followed by an "ElfQuest" movie based on books 1-4 of the series. What I want to know is when are we going to get a "Cerebus" movie?

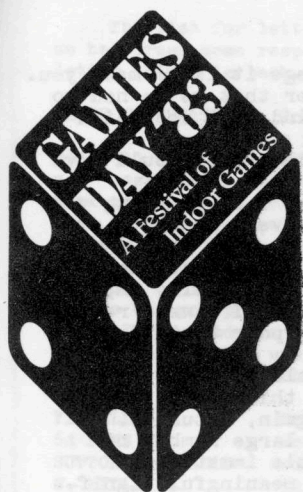
One unnamed British studio is working on "The Enchanted Orchestra" a sort of "Fantasia II" and Ray Harryhausen has shelved his proposed "Sinbad goes to Mars" for the time being.

Despite "Dark Crystal" being panned by the critics, a sequel is planned - if a RuneQuest movie is made, they'd be mad not to ask Oz and Henson to supply them with a few ducks and baboons.

- Hudson Shaw

Send SAE to Patrick Riggs, 129 Queens Rd,
Portsmouth, Hants. P.S. £5 credit for SA2
or the Trolls article from it sent now!

What's Your Game?



Games Day is an event which has been enjoyed by thousands of people over the last eight years. The aim of Games Day is to introduce people to a wide variety of games now available to older children and adults. Besides established games like *Chess* and *Go*, demonstrations and competitions will feature the popular role-playing games such as *Dungeons & Dragons*, *Traveller* and *RuneQuest*; science fiction and fantasy board games such as *Apocalypse*, *Battlecars* and *Talisman*; historical games such as *Ace of Aces*, *Kingmaker* and *Squad Leader*; computer games; abstract games and puzzles. All these games can be seen and played, whilst some 40 manufacturers and representatives will be there to show and explain new and existing titles. Indoor games playing is a fun and expanding activity, and Games Day '83 will be the largest event of its kind in the world.

If you want to find out what is new in the world of games, come to:

**Royal Horticultural
Society's New Hall,
Greycoat Street,
London SW1**

**Saturday 5th &
Sunday 6th November 1983**

Games Day is an annual event sponsored and organised by Games Workshop Ltd.

1983 Games Day Awards Voting Form

The 1983 Games Day Awards will be presented at Games Day '83 on 5th and 6th November at the Royal Horticultural Society's New Hall in London. It has been decided by the awarding body that the Awards will be decided prior to the event by postal ballot. All you have to do is write down your three choices in each of the categories below and send the complete Voting Form, duly signed, to: Games Day Awards, 27/29 Sunbeam Road, London NW10 6JP to arrive no later than 1st September 1983. The votes will be counted and verified by Charles Vasey, renowned games authority and editor of *Perfidious Albion*. All Voting Forms, after the count has been made, will then be entered for a draw, for which the first five forms drawn at random will entitle their senders to 2 complimentary weekend tickets to Games Day '83.

Notes: Please vote for *propriety* games only, not classical games such as *Chess*, *Go*, etc.

* Please do not vote for coin-operated games.

** Please vote for best manufacturer's *range*, do not simply vote for a *manufacturer* here.

A Best Role-Playing Game

1.
2.
3.

B Best Science Fiction Boardgame

1.
2.
3.

C Best Fantasy Boardgame

1.
2.
3.

D Best Historical Boardgame

1.
2.
3.

E Best Abstract Game

1.
2.
3.

F Best Family Game

1.
2.
3.

G Best Electronic Game*

1.
2.
3.

H Best Puzzle

1.
2.
3.

I Best Tabletop Rules

1.
2.
3.

J Best SF/F Adventure/Module/Scenario

1.
2.
3.

K Best SF/F Games Magazine

1.
2.
3.

L Best Historical Games Magazine

1.
2.
3.

M Best Games Fanzine

1.
2.
3.

N Best Science Fiction Figures Range**

1.
2.
3.

O Best Fantasy Figures Range**

1.
2.
3.

P Best Historical Figures Range**

1.
2.
3.

Q Best Game Manufacturer

1.
2.
3.

R Best Figures Manufacturer

1.
2.
3.

S Best New Game

1.
2.
3.

T Best Games Personality

1.
2.
3.

U Best Games Inventor

1.
2.
3.

Sender's Name

Address

I hereby declare that I have voted only once in the 1983 GAMES DAY AWARDS ballot.

Signed

Dragon Lords

an interview with Mike Lewis?!

IM Firstly Mike, let us say what a great privelege it is to meet you. In fact it took us so long to find your corner that we've had to forestall this series for over two years. Do you find that seclusion gives you security?

ML Well, er, basically, um, well, I think my friend Marc would have the answer to that, Ian.

IM I see, Mike. Fans of yours probably recognise P.B. as being your greatest work to date. How did you come to invent such a character?

ML Um. That's a bit tricky. I suppose you could say that his origin is basically factual, the plot lines being, well, um, dreamed up after a bad evening in my favourite gutter. I always remember being pissed on by some drunk who kept muttering "poor bastard, poor bastard..." and, well, that's how P.B. originated.

IM Many people would say that you show very little of your own opinion about a great many subjects. Do you think this is fair? I don't know. I think you should ask Marc again, actually.

IM Recently you seem to have taken up reading a large number of comics. Don't you consider this to be a little immature?

ML No. I see comics as having a deep and truly meaningful significance in today's world. Besides, who knows what their portentous predictions of the future signify? I mean, have you really stopped to think of the significance of the actions of Dennis the Menace & Gnasher? Take the Bash St. Kids - can't you see the real moral problems their situation throws light upon? Conceptually of course...

IM I'm sorry to have to interrupt you here Mike, but I don't think our readers want a long, arty-farty philosophy. Besides, we might be in danger of filling the page at this rate! Surely, however, they'd be more interested in how you formed DragonLords?

ML Um, yes, well Marc probably knows more than I do, er, but basically I wanted to produce a serious magazine about D&D, but, er, under Marc's control it drifted to Runequest and I think I lost touch after the first issue.

IM I'm glad you say that Mike, it would seem to give substance to the rumour that, infact you changed your identity to that of Ian Marsh for issue 2 and gave your cat your old name. Do you deny this?

ML Ah! You seem to have found me out! Yes indeed, Smoky now writes as Mike Lewis, I write as Ian Marsh and, well, Ian's taken to retiring in corners - haven't you?

IM Er, well, um, yes, that, er, wraps up the, er, interview for this issue. Next time, Mike will be planning a retributive strike for this page, and its probably being aimed at the Houses of Games Workshop sometime in November. Who knows, the next person to be interviewed could be Marc!



The plea for letters last issue has drawn some response, so the letter column is back.

CLIVE FRESHWATER Congratulations on your improvements to DL during the recent issues - especially the artwork, artwork really holds together a zine. Also glad to see you've got a cartoon strip at last. VOP is really funny in fact, I think it justifies the cost of the 'zine all by itself. Please can you print Ian's address so as I can send him a fan letter. / (Hmmm, pity that was part of a letter from Ian Gibbs!!) /

TIM ELLIS DragonLords 16
64 ELMS RD arrived this
SUTTON COLDFIELD morning - like
W. MIDLANDS the new logo -
also one of the
best covers! In the editorial however, you say "It is rather a shame to note that Imagine has failed to get Smiths' distribution." - unfortunately Imagine 1 has been on sale in Smiths Sutton throughout April - looking amongst the computer mags. / (Stafford Smiths haven't got it, not have several others - I got No. 3 from amongst the comics!!) /

Views on scenario pack: I like the idea but I would prefer a bias in favour of new scenarios - however my votes for out of print scenarios would certainly include Caves of Lufkin.

VOP: one of the best cartoons since the original slime in DL1.

Now, some controversial comments: There appears to be an attitude amongst RQ & C&S players that their games "actively encourage role playing" I would contend that this is not true, it is merely that the players who spread these rumours (via fanzine articles) tend to be longstanding players who would role play given almost any set of rules. At a very basic (beginners) level it is actually harder to roleplay due to the more limited roles offered - RQ offers the role of being able to do anything, go in any direction (sort of mini-superman) but nothing else; C&S offers the role of a medieval peasant adventurer or a

medieval peasant adventurer etc. Whereas D&D by giving no background allows new players to draw roles from any source. The class system - often sneered at by RQers - forces them into basic roles, as a magic user who tries to play the fighter won't last long. (In RQ everyone can be a fighter, or a thief or an M.U. a sort of Jack of All Trades).

Also I get the impression that non-human PCs are far more common in D&D than in any other games allowing more scope for the early player to make his character different / (RQ actually states that every one of the creatures could be played as a character - but advises against playing an unintelligent one.) / Agreed the majority of the inspiration must come from the DM & the players - but surely this is at least a start.

The second point, another view of article writing C&S/RQers is that "You only need one book to play RQ/C&S, but you need 5(+) to play AD&D". (See Paul Mason in Thunder-Struck 2 claim AD&D needs £50 to afford). Both RQ/C&S sets contain more than one book (Cults of Prax, FOES, Sourcebooks, etc.) / (Yes, but they aren't necessary!!); admittedly AD&D needs 3 books and (annoyingly) that are only in hardback - but they are the only rules I've seen to include rules for Air, Sea, Underwater and Wilderness travel + widest variety of monsters/magic items of any basic set. / (Yeah - they also cost more!) /

Third point D&D offers a wide variety of playing styles, it is quite possible to play "silly" "Monty Haul", "Hack & Slay", "Lott-ery" / (What?) /, "Puzzle Solving" D&D as well as normal. The combat system is not a brilliant system, but it does allow (cliche notwithstanding) for 'Heroic Fantasy' of the Conan genre. / (Well... Comments anyone) /

MARCUS L ROWLAND It was
22 WESTBOURNE PARK VILLAS nice to
LONDON W2 5EA. see my
Car Wars
thing in print, although it was a
little difficult to read the sub-
title - my copy apparently

read "HE M E R M BA" which didn't really make a lot of sense. I had to dig out the photocopy to see that it should be "THE IMPERIUM STRIKES BACK" / (Yeah, sorry about that printing and layout weren't all they could have been - due to having little time to do it, and RYODA had equipment problems) / Never mind though, apart from this I couldn't see any typos or omissions. This is a nice contrast to my last two W.D. scenarios - which were chopped and rearranged so much that part of the referee's information in my last piece appeared in the players' section! / (That's professional editing for you!) / P.S. Do you have a copy of the TSR Silver Princess thing? I'd love to see it! / (Sadly I haven't seen it anyone got a copy they can review) /

STEVE NORLEDGE Personally, I
75 HAWKHURST WAY think that the
W. WICKHAM last two issues have shown
KENT BR4 9PE much improvement. For some reason, previous issues - although having good material - did not seem to click with me and thus I didn't look forward to DL as much as other 'zines, or as much as I do now. What changes have caused this? Well, I like the addition of a postal gaming column. I am very interested in this field, playing a number of games and taking a number of 'zines (Acolyte, MOP Luciozade, etc.) I agree that adding four extra pages would be a good idea, especially when you include a Wargaming & computer column. The first of these I look forward to, but computers, hmmm. I have some experience with the beasts and read many a computer prozine. Since then I lost interest because of the sheer fanaticism involved. Ever since then I have been wary of computer columns; most have been unsuccessful or have said nothing e.g. MicroView in Waste Drain / (White Dwarf for those unsure) /. As long as yours offers something then okay otherwise don't bother. / (What do you want from a computer column?) / Other matters; the con reviews were good - I remember being a victim of

a biggles attack; I got a Denver Glont(?) free then. Still, it explains why only 4 T.O.s were sold! I also enjoyed Doug's Delight - a good source of news.

"Zine Whine": Ouch! Nassy, daresay you've got Dave really riled now, better watch out at Dragon-Meet, eh? / (Don't worry, we'll have the bodyguards there. Q&Qers don't frighten us!) / It makes you wonder what you could do with the name "Tempestuous Orifice". / (Hmmm, how about... no, this is a respectable zine after all - read by budding Mary Whitehouses the world over!) /

SF CAMPAIGNS: I agree with what you have said. I have often run Traveller, and only once managed to avoid the combat orientated campaign. Technology, as you say is a problem. The only way of overcoming this would be to turn high-tech into a form of magic. Obviously, this requires a system not yet written. Traveller is too true to life for this "fantasy" attitude. Perhaps Space Opera would be better suited to this idea; otherwise there is a need for a new SFRPG with a conceptual basis tending towards the swashbuckling of "Star Wars". / (Surely that is Space Opera?) / 'Tis a problem, I would be interested to hear others views.

Presentation was excellent, - I've never seen so much letraset in my life! Good work, keep it up, this and issue 15 have been your best yet, but one point:

FRP?

/ (Thanks Steve!) /

MATT WILLIAMS	Science Fiction
135 KENILWORTH RD	Campaigns: (1)
COVENTRY	Traveller is a
CV4 7AL	hack & slay system as it stands;

a brilliant GM, nay inspired, may absolve the game of its lack of flexibility, but these are rare. Part of the trouble with Traveller is that it is based entirely on the E.C. Tubb "Dumarest" series, all of which have one plot- Dumarest meets girl, girl has info about earth cyclan turns up and kill girl while d's not around, D kills the agent and goes off to repeat it all in

the next book, ad nauseum (see 1001 characters- D is there). Another way to alleviate the failure of Traveler to be an RPG is to buy some of stuff printed under license, such as the FASA publications.

(2) Mobility can be restricted by making starships a realistic price and difficult to get for PCs. In SO it is nearly impossible to have a spacegoing vehicle at the start of the game, if your character is a captain in the Starforce then maybe - but the strain of **keeping** the ship in good repair is generally too much for a PC's pocket, and boring to play. PCs shouldn't just walk onto a spaceship and get instant passage - How about customs checks, immigration certificates, advance booking or 250% surcharge, or the ship just being full so there's no room for them. An easy way to get the PCs to an adventure is to have them still in service at the beginning of play. Then they can be ordered by their superiors to tackle the adventure as part of their job.

(3) If the PCs start off relatively inexperienced and still in service the problem is solved, since they will be learning on the job. Dice rolls aren't really needed except where alter the outcome of the game, and a GM should be conversant enough with the rules not to break the flow of play, destroying the atmosphere in the process.

(4) Five to six alien **rac**es are enough for variety, including mutations on pure strain stock, like humanoids in SO. SF films and books can give instant cultures for a game. Take StarTrek alone - you've got 3 already: Humans, Vulcans and Romulans. /(Yes, but are they documented well enough to use in a game situation?)/. Restricting Tech Level is a good way of generally creating a better game. Taking away the right of starting with Pilot is unfair. What if the GM wants them to steal a spaceship? /(But, that is the whole point of disallowing it! To prevent the usual spaceship stealing!)/

So much for my ravings on SF RPG back to aristotle and a headache.

HUDSON SHAW
36 SAXON RD
HASTINGS
E. SUSSEX
TN35 5HU

Has it ever occurred
to you how many
monsters tend to
turn up in real
life? /(Erm, no!)/

I mean take all these recent reports of the beast of Exmoor, this one follows all the rules laid down by previous phantom animals. For example, it has never been clearly sighted and is black in colour, (It would be interesting to hear whether further reports tell of the beast having the red eyes which are often accorded to such creatures), it leaves tracks of the sort that confuse experts. Many out of place big cats leave cat-like paw marks, but with the claws out (unlike a real cat's paw marks). Such tracks often leave people believing that what they saw was not a cat, but a large dog. Have they ever considered that these unknown wildcats may be a new sub-species?

Furthermore, the cat seems to appear and disappear at will, despite the police searching the area. Maybe it teleports in from somewhere, that is if it isn't some kind of ghost or retained memory of a forgotten animal from the past (It is interesting to compare the legends of ghostly black dogs patrolling certain areas of roads, and appearing and disappearing).

I have also noticed that most, if not all phantom animal sightings occur during the summer (although it seems not to have arrived this year) and then again the fact that a volcano has recently erupted might have something to do with it (when the Mt St. Helen's volcano erupted, there were various sightings of out of place animals).

Remember all the recent row about how the Norwegians claiming to have torpedoed a Russian sub in their waters? The Russians denied it - they could have been telling the truth. If the Norwegians didn't torpedo a whale, shoal of fish, or underwater current, perhaps they struck a sea monster?

So there you have it, real life blink beasts & sea-serpents. I wonder what else will turn up?

Dear Ian and Mike,

It's about time that I wrote to you. I composed an unposted letter to you concerning that "Cherry v's the Ducklords" thing ((DL15's cover)). It consisted of my remarks concerning the profusity of tits in the media; stacks of them all over the place, just thrusting out of newspapers, TV, the lot. Even Marvel Comics don't erase them from their British editions nowadays. Therefore I'm glad that I didn't post the letter conceding that I'd reluctantly censor the drawing, and that you printed it uncensored. It's certainly a first in fanzine circles. Sex seems to be an extremely played down feature in the fantasy scene yet sex orientated stuff is probably a strong feature in everybody's idea of a fantasy. Most games I've played in and GM'd usually get round to getting involved with it - whether a player wants to wear a leather outfit or some characters want to rape a captive. Its forboding presence cannot be denied, it's just that I like to emphasise it to a degree in my drawings.

Russ Smith, Cleveland.

((I've said my bit in the editorial, so send your comments in concerning this subject. Right, onto the perennial scourge of the DL letters page...))

Dear Ian and Mike,

Re the SF Campaigns article in DL16. It was interesting but didn't go into enough detail. On the question of technical knowledge, I think that to appreciate non-space-opera or Flash Gordon-esque SF - and therefore to play in the type of campaign that Mike is proposing - at least a rudimentary knowledge of the physical & chemical laws of the universe is essential, and that most serious SF gamers will have 'O' or 'A' level knowledge behind them.

For a more widespread scientific overview many will want to read the plentiful science jour-

als, such as New Scientist, which should keep them sufficiently abreast of the technological scene to be able to use esoteric SF skills. After all, you don't need to hold a degree in Computer Science to simulate computer programming in a SFRPG, just a basic knowledge of the concepts involved.

The Games Fair report was, I think, too personal. I enjoyed reading it, yes, but to someone who had not attended, it must have left them quite bewildered. Likewise, though to a lesser extent with Mike's Northern Games Day report. Surely reports should be directed towards the misfortunates who didn't attend?

I'm very surprised that you didn't have enough letters for a letter column. I'd have thought that with a print run thrice that of The Acolyte, you'd be flooded with interesting comments. Surely you can find at least a page's worth of good stuff to keep the column going from issue to issue? Maybe this is yet more evidence that, like it or not, most RPG fanzine readers are mindless Irvings. It might then be argued that we should cater for their - how shall I put it - more basic tastes?

The thing about lettercols is that they are self-perpetuating: the thing that most people write about is on what someone else said last issue. So even if you print a mediocre letter, the subject is bound to be picked up and comments improved thereupon in future columns. Postal players are used to writing lots of letters, but RPer's need more encouragement. Having listened to many heated discussions at games cons, there is obviously plenty of inspired opinion and they just need to be persuaded to come out of the closet.

Dave Hulks, St. Albans.

((Be consistant, Dave! In respect for your wish to see an alternative style of games con report, I changed narrative style to something I felt would be more en-

joyed by the active side of fandom - also hoping that it would intrigue those who didn't attend enough to make them consider going to the next convention. Both Mike & I could have retained the usual and rather turgid and boring style by giving a more descriptive report. Obviously you appreciated the change on a personal level and so did several others who were at Games Fair. I'd rather know I'd pleased a number of our readers than get no feedback at all. This leads onto the subject of reader apathy with regards to letters. I think I must agree with you in that the readership consists of unthinking Irvings. Only a very small proportion of DragonLords readership actually writes in and comments, regardless of how controversial a topic is raised. For instance, I expect very few comments on the topics mentioned in the editorial or covered in the letters. Only a few of the more seasoned letter writers will say anything more than "I liked DL17" or "I want to resubscribe", etc.. I find this situation very depressing since a fanzine is an ideal place to thrash out hobby arguments. It's all very well saying print a mediocre letter but sometimes we don't even get these! Sometimes the blame has to be pinned on us since letters can arrive at inconvenient times (like in the middle of finals!) & get (unintentionally) ignored. It is also difficult to continually reply on a personal level to anyone who writes which must put some people off writing again. I'm afraid that's the penalty of having to work and put out a zine. Hopefully, since the prospect of me getting work after my degree is, to put it mildly, slim, I should have lots of time (if not the money!) to write letters. At the moment I'll exercise my pen within the pages of DragonLords.

Still on this subject, a letter is easier to write than an article; so if you can't manage an article, at least write a letter of comment.

As for catering for the more

basic Irving tastes, does this give support to Russ Smith's comments? Does DL or Q&Q have a page three? If so, will we, like Knockabout Comics, get raided by the police? Watch out for the special "schoolgirls and bondage" issue of DragonLords!

Finally, I'll deal with SFRPG and technical knowledge - although I hope to get Mike to comment on this, next issue since he raised the topic. Personally I find the journals like New Scientist rather tedious to wade through. Science, and scientific knowledge can be disinteresting to a degree and I'd rather watch Tomorrow's World for futuristic ideas. This shows the level I've sunk to! But then I'm suffering from severe disillusionment with science due to my degree course, so perhaps I'm no longer qualified to judge. However, I am of the opinion that you need to suspend some scientific belief/disbelief to prevent yourself interrupting the flow of a SFRPG. If we didn't do this, you could forget any ideas about interstellar travel under current understandings of physical and chemical laws of the universe.))

Ian

Letter Of The

Dear Mr. Marsh,
I thought you would wish to know that according to our records your account is overdrawn £107. Do you require assistance? If so, please get in touch.

Yours sincerely,
(Squiggle)
Manager.

((Bank managers are never amused by this sort of antic! All I can say is: "um!"))

Month

Zine For Bed...

SEWARS 15 A4, 32pp, 60p(+20p p&p), Chris Baylis, 12 the Fryth, Basildon, Essex.

My reviewing of fanzines has obviously been annoying some people, as Chris starts the issue with a justification of him editing it, and there is a piece entitled "SEWARS and Other Fanzines" on the back cover. While I would agree with Chris on his reasons for running a zine, I don't agree with his views on fanzine reviewing. He is of the opinion that one fanzine should not review another - we are all amateurs together. Fine Chris, but just because fanzines are amateurs doesn't mean that they are charities - a reader has every right to expect a high standard for his/her money.

Contents this time include 2 AD&D adventures, magic items, news, reviews adverts and Player Horrorscopes - which has since appeared in *Imagine* 3.

However, the most interesting piece for me was one with the heading "Dragon Lords 15". For a fanzine that doesn't review others, it looked suspiciously like just that. In it, Chris complains because a reader said DL was regular - SEWARS is as well he says. (Sour grapes because no-one noticed?) Chris also calls us a Prozine, and a load of fakers (at least that's what he thinks we are!). Still, he did like the *Citabout* advert.

HOUNDS OF AVATAR 4 A4, 36pp, 50p, James McDermott, 18 Hedgerows, Cowm Park, Whitworth, Lancs.

With this issue comes a change of size and a tightening up of the magazine's appearance. My comments on issue 2 did upset them, but obviously they have taken heed.

Contents include articles on Sub-species of Minotaurs by Hudson Shaw, flavour in T&T campaigns, *StartStrike* a complete SF boardgame, a character class and some monsters (never mind!), con reports, etc.

The issue rounds off with a superb cartoon titled "Mike Lewis Paints a T-Shirt"!! What more could you want?

HOME OF THE BRAVE 26 A4, 34pp, SAE for sample copy, Geoff Challinger, 100 High St, Swanscombe, Kent. DA10 0AH.

This is a postal games 'zine which runs *Diplomacy* & others. Geoff has just decided that the games currently being run are a sufficient workload for the time being, and so has announced no more gamestarts until 1984. But, you can always play games in *SERENDIPITY* - the subzine that is tacked on the back! This is run by John Webley and offers *Civilisation* 1829, *Circus Maximus* and *Railway Rivals*.

The 'zine has plenty of chat an interesting letter column and exudes a friendly atmosphere. Surely that is all you need?

PSYCOPATH 7 A5, 20pp, 35p, Mike Dean, 32 Newlands Ave, Scarborough, N. Yorks, YO12 6PS.

Another postal zine this, which was mentioned briefly last issue. Games include *En Gardel*, *El Nabisco* (a wild west game), *Hare & Tortoise*, *Sopwith*, *Snits Revenge*, *Trollball* and (of course) *diplomacy*.

There is a lively letter-column, in which Mike is trying to defend his view that such words as zine, dippy, subber, etc. should be stamped out. Me, I like them - they are concise and meaningful.

There are still a lot of openings for games - Mike seems reliable, so why not start your postal gaming career here?

DILEMMA 1 A4, 16pp, 35p (+20p p&p) Paul Duncan, 15 Tregullon Rd, Exhall, Coventry, CV7 9NG.

This is the second 'zine from Paul who also publishes *ARKENSWORD* (reviewed last issue). He intends to cover recent TV and film SF with

articles this issue covering Conan, Blade Runner and the Doctor Who Appreciation society. There is also a full page of Startrek art, as well as a very striking Startrek front cover by Martin Forrest.

The major feature this issue is the first part (of two) of Paul's alternative version of DareDevil 181. The art varies due to it being spread over a year - the best is that with an obvious Miller influence.

I enjoyed the 'zine, it offers pretty good value for money and if you are interested in TV and film SF then a worthwhile investment.

The Minnesotan Science Fiction Review 3, A5, 16pp, \$6/\$10 (overseas) for a year (6), MSFR, Subscription Dept., 3339 Noble Ave North, Golden Valley, Minnesota 55421. USA.

Matt Tabery has sent us the latest issue of MSFR to review - even after all the nasty things Ian said! It is the first issue I've had a chance to read properly, and I have mixed feelings about it.

The contents are of a reasonable

standard. They include a con report on Minicon, a non-fiction piece on Creativity reviews, and two pieces of fiction. While these latter two weren't anything outstanding, they did manage to produce the desired effect within their rather short lengths.

The problem with the magazine is its format. It greatly suffers from being only 16 pages and unreduced type at that! This means that it is very difficult for the editors to fit anything of any depth in one issue. This means that the whole magazine seems rather superficial and lacks any impact.

If the editors could expand the magazine to reduced type and more pages then I'd recommend it, but until then I'm afraid I'd suggest you give it a miss as at \$10 it is greatly overpriced. (NB. If you want to ignore this, then Matt tells me that he can take sterling cheques as well).

Perspiring Dreams 34, A5, 28pp, £1 for 3, John Dodds, Moberly Tower, Burlington St, Manchester 15.

A postal games 'zine that runs Diplomacy, Railway Rivals, United (a football game) and Diplomacy variants (including a waiting list for Hyper-Economic Diplomacy - a variant which requires 50 players!!). This issue also came with a 16 page booklet on United, containing rules, league tables, etc.

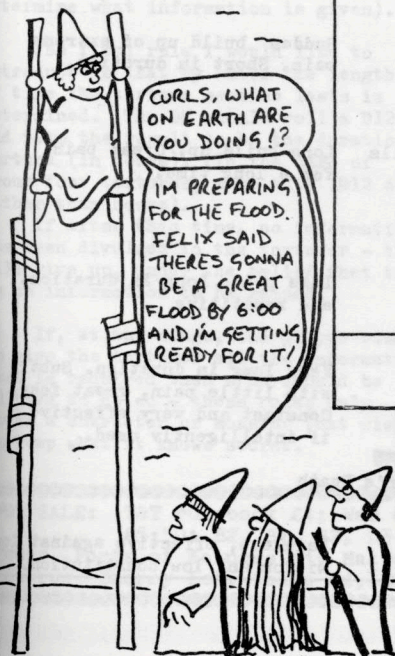
It's difficult to pass comment on so many postal 'zines in one issue - especially as this one (like HOME) is a recent trade. But, it has chat, hobbynews a letter column, etc. as is fairly standard.

John does wonder why PD doesn't get as much attention as it deserves, possibly, I would say that it is because it really doesn't have anything that makes it different enough to stand out.

Nothing outstanding, but pleasant to read, and a reliable place to play games.

23

VOP....



BY I. GIBBS.

TORTURE

James Manktelow

This article concerns itself with the application of torture, and the length of time it takes to obtain information by this means, if any can be gained at all.

Though I have decided to design this article around the AD&D system it can easily be adapted to suit any other fantasy, modern day or SF roleplaying game - since it uses the common variables of constitution (physical fitness and toughness, etc.), wisdom (will power) and intelligence; all of which are common in some form or other to all games that I know of. What is necessary however is that 18 should be made the maximum requisite score. If this is not so, then the scores should be adjusted on a ratio basis so that 18 is made the top score. Torture devices can be changed to suit different scenarios, for instance, in an SF environment, high voltage electricity could replace fire in group one.

I have chosen to use constitution instead of hit points in order to determine damage taken, since the latter reflect a character's combat ability and experience rather than physical toughness. In Tunnels and Trolls and similar games (which use CON instead of hit points) use hit points instead. Wisdom I chose to use because it reflects the ability to resist pain and the amount of will power necessary to stop the torturing succeeding.

In order to effectively gauge the effects of various torture instruments or methods - these have been gathered into rough groups (See Figure 1). If you feel that these are wrong, then please feel free to alter them and also the percentages if you wish.

Any new types of torture that you come up with can be put into the relevant category.

When the torturing starts, then Figure 2, shows how long a person can survive the torture without actually giving away any information. The check is made once every hour, and to avoid divulging any information to his/her torturers, a roll under the Character's Wisdom Percentage (CWP) must be made.

Though it would obviously be very foolish for any character to even attempt to try to torture a god or a demigod - I have worked these into the tables just in case such an act might be considered. ((There you are P.B.! - Mike)).

Figure 1.

GROUP	EFFECT
<u>ONE</u>	
Iron Maiden	
Branding Iron	Sudden build up of extreme
Crushing	pain. Short in duration.
Flame	
<u>TWO</u>	
Extraction of Nails	Long build up. Great pain
Thumbscrews	for a long time.
Rack	
1000 cuts	
<u>THREE</u>	
Whipping	Less pain. Long in duration,
Beating Up	and repetitive
<u>FOUR</u>	
Lack of Sleep	Very long in duration. Subtle
Starvation	with little pain, great fear.
Fear	Constant and very effective
Water Torture	if intelligently used.
Threat of Force	
Threat of Another's Death	
<u>FIVE</u>	
Drugs	Painless, effective against low
	wisdom and low constitution.

The next point to consider is how much damage the character sustained while s/he was being tortured. This is computed directly against the character's constitution rather than hit points for the reasons mentioned earlier.

If at any stage the constitution falls below zero then the victim has died under torture.

For each uninterrupted two hour period after the interrogation 1 point of constitution is regained up to a maximum of four points. For further healing hospitalisation must occur, a further point being regained every twelve hours.

The third point to be considered is how much information is revealed when the tortured person finally cracks and gives in.

The best technique I have found to do this is to add the wisdom and intelligence scores together, subtract six, and multiply the sum by two ((Simple eh? Mike)). The product is then subtracted from D100. I.e.

$$ID100 - ((W + I) - 6) \times 2$$

The amount of information revealed is never less than 3% of all the victim knows on the subject (the DM should determine what information is given).

The final rule I would like to introduce is that by which the length of time the torture session lasts is determined. The DM should roll a D12, and take the result to be the duration of torture (in hours). (In the case of group four tortures, make this 1D12 days rather than hours).

If after this time, no information has been divulged to the torturer - they will give up, under the belief that there is no information to be gained.

If, at any stage, the player wishes to give the torturer all the information that is required then s/he should be allowed to do so - these rules only cover a character or monster that wishes to keep what it knows secret.

CWP GROUP					
WISDOM	1	2	3	4**	5*
21+	00%	00%	00%	00%	00%
20	00%	95%	00%	00%	00%
19	99%	90%	99%	00%	00%
18	97%	85%	99%	99%	00%
17	95%	82%	97%	97%	97%
16	92%	77%	95%	95%	95%
15	87%	72%	90%	92%	90%
14	80%	67%	85%	88%	78%
13	74%	55%	80%	84%	70%
12	67%	46%	75%	82%	55%
11	60%	37%	70%	79%	40%
10	52%	30%	65%	76%	30%
9	44%	24%	60%	73%	25%
8	36%	18%	55%	69%	21%
7	23%	13%	50%	65%	17%
6	10%	8%	45%	60%	13%
5	6%	4%	40%	55%	10%
4	3%	2%	35%	49%	7%
3	2%	1%	30%	43%	3%
2***	1%	1%	25%	30%	2%
1***	1%	1%	20%	20%	1%

* allow five hours for drug to take effect
 **allow two days before putting into effect then roll once every three hours.
 *** magically lowered wisdom and low wisdom monsters.

Group					Duration (hours)
1	2	3	4	5	
7	0	2			1
14	1	4			2
18	1	5			3
d	2	6			4
d	3	7			5
d	4	8			6
d	5	9			7
d		10			8
d		11			9
d		12			10
d		13			11
d		15			12
d		17			13
d		18			14
d		d			15
d		d			16
d		d			17
d		d			18
d		d			19

No further effect if only 1 device. New form to continue.
 Effects of starvation and dehydration must be considered.
 There will be no effect unless an overdose is administered.

FOR SALE: T&T rulebook £4; War of the Ring £4.50; Book of Tricks & Traps £5.50; B2, S1, S2, D3 £2; D1, D2 £3; S3 £3.50; Inferno £4, Laras Tower, Ports of Kelnore £1; Maltese Clue £2.50, World of Greyhawk £5. Nick Edwards, Cherry Lea, Wells Rd, Dundry, Bristol.

The following is an example of how the system works:

Helyx, a fifth level magic user, has been captured by a bunch of kobolds (the shame of it!) who decide to torture him in order to find the location of any hidden cache of treasure.

The kobolds decide to use a whip (a group three item) and proceed to flog him.

The DM, deciding to invoke the last rule, rolls a seven on a D12. The interrogation will last for seven hours.

Helyx has a constitution of 11, an intelligence of 17 and a wisdom of 14. This means that his CWP is 85%. During the first hour, he rolls a 12%, then 29%, 23% and 79%. However, for the fifth hour roll, he rolls 86%, and breaks under torture. His information constant is fifty:

$$((17 + 14) - 6) \times 2 = 50$$

and he rolls a 84%. Therefore Helyx reveals 34% of his knowledge, but the torturer still believes, correctly, that he knows more, and continues the torture. Helyx's next rolls are 03% and 48%, so he says no more. After seven hours the torturer gives up, thinking that he was mistaken about this extra knowledge.

Helyx is thrown into a cell, having taken a total of nine constitution points damage due to loss of blood, and a lacerated back. He is so exhausted that he can hardly move (he only has 2 points left!!).

After eight hours rest, he regains four points, but is left in such a position that he probably needs to spend 3 days in hospital in intensive care before he can regain former fitness. Until then he must be content with just over 50% fitness. Fortunately he was able to keep the details of the hoard to himself, only giving away very sketchy and incoherent directions.

2481

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	3: 45p
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Grim Reaper 1, 2, 5, 6	: 75p
How't 1, 2	: 60p

AVAILABLE FROM MIKE!!

IN THE NEXT ISSUE OF DRAGONLORDS:

A new AD&D™ scenario by Claud R Workman, 'The Hounds Of Munich'; in which a young female cleric, Maria Augusta, falls in love with and marries a mercenary captain. However, they have to flee the country, taking their seven children with them, & are pursued by Nazi Daleks who are servants of an occult group. Finally they make their escape in a time machine, seconds before the Martians land.

The Morrow Project £6.95

The year is 1989, and as the civilised countries of the world bombard each other with nuclear weapons, The Morrow Project teams sleep on deep underground. They are prepared for the day when the machines will wake them and they can guide mankind back to civilisation. However, something goes wrong, and the teams oversleep by 150 years..

You play one of those teams, can you survive?

That is (a paraphrasal of) the blurb on the back of the rulebook of this game of post-holocaust survival.

The rules begin by giving the background to the game, and rules for determining the whereabouts of the nuclear hits in the area of the USA you are using. Characters are generated in the standard way (4D6-4 for 7 characteristics), along with Structure Points and Body Points. The book is, in the main part, devoted to the combat system however, with weapon, vehicle, explosives descriptions taking 30 pages out of 70. Notes are given on types of human settlement, animals and mutations and vague suggestions are given for running a game or a campaign.

Having read through the rules, I was immediately struck by one thing - there are no rules for anything other than combat!! Skills are non-existent. In fact the game is very, very heavily combat orientated, even more so than Traveller. No ideas are given on how to cover any situations that may arise in play - the GM presumably being expected to wing it. This would be fine by me, but not what you expect from a rules system.

So, if you want a detailed, well thought out futuristic/modern combat system, then buy The Morrow Project - however, if you want an RPG set in a post-holocaust world? Buy Aftermath!

6/10

Liberation At Riverton £3.50

This is the first scenario for The Morrow Project, and a very well designed one as well. The 50+ page booklet includes maps of the Riverton area, vehicle plans, floor plans and character details.

The concept behind the scenario is that the characters have woken up to discover that their area is under the control of a band of ruthless "soldiers". They must attempt to overthrow the tyranny that has gone on for 150 years...

The scenario is clearly designed for novice players and GM, and is clearly laid out with full details of all the NPCs, etc. There is a very useful guide to running the scenario, which gives a sequence of actions, that the game could follow to it's inevitable conclusion - a showdown with the soldiers in their camp. Despite the heavy combat orientation of the scenario, it does allow fair scope for roleplaying and for interaction with the various inhabitants of Riverton.

I'd recommend this scenario to anyone who has The Morrow Project rules, and who is unable to start a game - but it is also a good model of a well designed scenario.

8/10

There is also a Morrow Project Referees' Shield available for £3.50 - which has on it all the tables you need to run a game.

All the above are available from FLYING BUFFALO, P.O. BOX 100 BATH ST, WALSALL, W. MIDLANDS. (Add 10% for P&P).

Many thanks to Chris Harvey of FB for the review copies.

Pavis

£14.95

This is the latest addition to Chaosium's range of boxed scenario packs. For your money, you get a box (NO1), 2 maps and 3 booklets and a chaosium catalogue(of course)

The booklets are:

COMMON KNOWLEDGE FOR THE PLAYERS :

This is designed to be read by the players, so they can assimilate the knowledge that a newcomer to New Pavis will have or will soon pick up. It includes a map of PAVIS, (each building shown), as well as an ariel view; a history of Pavis from 620 upto 1617 - the date the campaign is set at, with chronology and detailed notes.

There are details, and stories about the major NPCs in Pavis as well as the principle places. (The stories include a piece about Griselda by Oliver Dickinson). And finally a detailed write-up of each of the four major cults unique to the area (FLINTNAIL, LANBRIL, PAVIS & ZULA FEL), round of the book.

EPISODES: For the gamemaster, this contains three scenarios - Welcome To The City by Ken Rolston, Burglary at Raus' House by Anders Swenson, and the central part of the book, The Cradle by Greg Stafford - all 40 pages of it!

Each scenario has a wealth of detail with many subplots and parts. The descriptions and sheer depths of visualisation make fascinating reading, let alone playing!

The Cradle has a very useful aid to any referee attempting to run the extensive scenario - in the form of an order of events form, which gives a rough order for actions.

The booklet also contains 3 forms - A Master Expedition Form, and two adventurer registration forms.

CITY GUIDE: This contains a full and detailed history/description of the River Valley; and the people of Prax and the surrounding areas. There are extensive notes on the

City, along with floorplans and sketches of city views, notes on living in Prax and Rumours.

The maps are one large 22"x34" map of the city, and an 11"x34" map of the river valley.

The scenario pack is produced in Chaosium's, by now familiar, high quality fashion - and provides an abundance of detail for the city and the local inhabitants even if you don't intend to use the scenarios.

The scenarios are a little too combat orientated for my taste, as is all adventuring in Pavis - but this does enable you to run hack & slay type games in a roleplaying milieu; in some ways this is an RQ form of the D&D "Dungeon" adventure hence the expedition sheets with party details including magic items loot, weaponry, etc.

Once again, Chaosium have live up to their own very high standards of production and content.

9/10

((Note: Two scenarios KRANG'S TABLE and TEMPLE OF FERODA advertised on the back are not included-they will appear in the forthcoming BIG RUBBLE pack)).

Thanks to Games Workshop and Clive Bailey for supplying the review copy.



SCORPION HALL

£?!

ADE (!)

Scorpion Hall is a solitaire adventure designed for one player, with one character, which should be an adventurer with several 60 - 70% skills and a fair collection of battle magic, though it is no easy job for a Runelord.

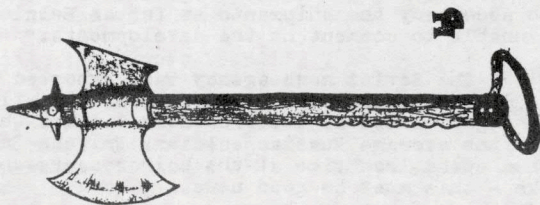
The scenario consists of a medium sized castle in the middle of a wood, which was originally built by trolls, who were later wiped out. The castle is now occupied by various forms of chaos but seems to be run by scorpion people mainly. The idea is to clear the castle in several trips replacing any dead character with a new one, while the belongings of the deceased are absorbed into the scenario as further loot for the next adventurer. This scenario has been labelled a 'living dungeon' as things change in between each trip into the castle, so as the earlier encounters are dealt with they are replaced by more difficult ones. So when a monster is killed, it might be replaced by an entirely different one but if a monster kills or forces an adventurer to retreat then it gets experience rolls and possibly some more treasure.

In the scenario it is supposed that you make camp 2hrs walk from the castle, so as to be safe at night, and from there you walk through the woods to the castle. Invariably you meet a scouting scorpion man who you must defeat to prevent him alerting the castle, if you kill him the next time you journey to the castle he will have been replaced by a better scorpion man etc. A nice point here is that by ritually eating you the scorpion man has a small chance of gaining some of your battle magic.

A great deal of thought has gone into designing this adventure so that a wide choice of actions are available to the NPC's or the player and the 'living dungeon' aspect, along with several new Runequest monsters makes this an interesting scenario. I ran it firstly on an Orlanth initiate who died on his second trip due to a dagger through the brain but the Mostali Runelord I used next has made several trips and is still alive and healthy (3 cheers for Gronk!).

The presentation is very good and the lack of misprints is astounding but one irritating fault is the omission of the exact position and size of the doorways in each room which makes mapping the castle a bit messy.

Overall I found this scenario extremely enjoyable and it should present no problems to the fairly experienced Runequest player. It is a fairly complex adventure and allows both NPC's and adventurers to be role-played to a fair extent. GM's might also be interested in some of the ideas present in this scenario or in running it on their own players.



COP OUT TIME FOR FANTASY PURISTS...

DIPLOMACY

FAIRY

AUTUMN 1901

ENGLAND A Yor-Bel; F NTH C A Yor-Bel; F NWG-Nwy.

GERMANY A Ruh-Mun; A Kie-Hol; F Den Holds.

FRANCE A Mar-Spa; A Bur-Mun; F MAO-Por.

ITALY A Ven-Tri; A Tus-Tun; F TYS C A Tus-Tun.

AUSTRIA A Vie-Tyr; A Rum Holds; F Tri-ADR.

RUSSIA A StP-Fin; A War-Gal; F Sev-Rum; F GOB-Swe.

TURKEY A Bul-Gre; A Con-Bul; F Ank-BLA.

ADJUSTMENTS:

ENGLAND: Lon; Lpl; Edi + Bel + Nwy	= 5	builds F Lon F Edi.
GERMANY: Mun; Kie; Ber + Den + Hol	= 5	builds F Kie A Ber.
FRANCE: Bre; Par; Mar + Spa + Por	= 5	builds F Bre A Par.
ITALY: Ven; Rom; Nap + Tri + Tun	= 5	owed 2.
AUSTRIA: Trf; Vie; Bud + Rum	= 3	no change.
RUSSIA: StP; War; Mos; Sev + Swe	= 5	builds F StP(nc).
TURKEY: Ank; Smy; Con + Bul + Gre	= 5	builds F Con F Smy.

NOTHING BUT FACTS IN STERN THIS ISSUE!

* Attention the "spaghetti eaters". You are referred to General House Rule (6). You have been warned.

* Dear players. Please don't assume that I know general press conventions, I don't!

Gibson - Biggles Get off the board please: there are no air units in this game.

Putkin - 'Blue-wing' Piss off.

Oyster catcher - Blue-wing OK, OK I get the message - everything fine?

Paris Soir "Rumours were confirmed, yesterday that an alliance between the English and the French would go ahead as planned as long as meat shipments from England could be guaranteed safe passage. To ensure this, it has been agreed that a token English army be allowed to accompany the shipments as far as Belgium. French farmers were, today, unable to comment on the developments."

Russia Today The Soviet news agency Tass reported that long hair was no longer in fashion, so haircuts will be the order of the day for the gay troops at the frontiers. Asked what these changes would mean for the average Russian soldier, Private Snok Dov said it would help them spend less time at the hairdressers and more time shooting Turks - this must be good news.

Tales of the Dragon Lord (part II)

Willie Tufty looked up from his latest revision of the fourteenth

product to emerge from Chaosium, based around the Forsyte Saga. He had just drawn up the postal rules, when a strange individual came plunging into his sphere of awareness.

"Er... hello there, world", voiced this apparition.

"Good gracious me - it must be Sharim!" replied Willie. "I've been looking for you - it's great to be here. Ye Gods!! It's not my fault I can't get these rules right - it's just that my dice have all gone on strike and my typewriter's sulking once more..."

Sharim interrupted. He was having trouble understanding Willie's handwriting, which was almost as indecipherable as Malsmiff's vocal ambulations.

"No time for that now, Tufty. We've got to work fast. I need your instructions for your part in the control of the multiverse. I've been attacked violently by the Halfbrain..."

"Oh no! Not that arrogant Irving! I can't help having high ambitions - anyway I don't believe he exists - he's just a pseudonym for Tezniek, I reckon, because all he ever does is f*&@xmn+=! Oh look at that! My pen won't work now! I mean, what do you do when you find..."

"But it's worse than you think!" persisted Sharim. "Tangling Pete and the Black Kat have appeared in the land of Enemar, victim of the sprawling fingers of He Who Dribbleth..."

"Interesting, but what's that to do with me? And anyway, who is Lord Jagged? Don't tell me..."

"Question the nature of your orders! Investigate the meaning of your sentence - what is it telling you? Where does it begin and where does it end?"

"Ye Gods!" Willie Tufty leapt into action, head-butting his typewriter which immediately began to chatter, and bashed his fingers down seemingly at random on the keys. "Let's get drunk!" He lurched against a TRON machine, which sprang to life in a gurgle of electronic noise. Clutching at Sharim, he thrust the scrap of paper into his hand and hurled him headfirst into the gaping maw of the belching TRON machine... and everything went pink...

WAITING LISTS:

DIPLOMACY: Murray Writtle, A. McNulty. 5 needed. GM - Ian.

EN GARDE : Vaughan Allen, Steve Norledge, Bill Lucas, Dave Messenger. (lots needed? I didn't know we were starting it even! - Ian). GM - Mike.

NUCLEAR WAR: Vaughan Allen (?), Paul Mason (?), Patrick Riggs. 2 or 3 needed. GM - Mike.

ILLUMINATI: Open to any loonies. GM - Vaughan Allen. Try writing to Mike to find out more!

* Just a few words on addresses. Presumably everyone will now be at their home addresses and the Uni addresses are redundant. If you know next year's Uni address, tell me! PS. I got a 2/2 for general info. The way I behaved, it was all I deserved! - Ian

DEADLINE FOR ORDERS: 1st August 1983. (yes, I'm serious! S).

Normal service will be resumed as soon as possible! This deadline may be a little tight, but hopefully you'll understand that DL needs to get back to a regular schedule after being disrupted by exams, projects and everything else. Excuses, excuses! But at least we've not gone quarterly or four-monthly!!

ADVERTISING: For camera ready copy each quarter page costs £2. If art is unsupplied, double costs are charged for design and paste-up. No needle-print (from computers) is accepted since it prints badly. If copy fails to meet our standards, it will be rejected, probably without any reasons being given. Receipts for adverts are sent out with a copy of the issue in which the advert appears. Personal ads. are printed free subject to space limitations.

SUBSCRIPTIONS: Mad fools may want to subscribe to DragonLords, in which case send 60p per issue up to a limit of six issues. Cheques/POs should be made payable to Mike Lewis, NOT DragonLords. Mike is currently dealing with subs.

BACK ISSUES: Missed P.B.? Or just plain foolhardy? Catch up by getting all our back issues, DL 6, 7, 13, 14 and 16 being available. You can send as much money as you like for back issues! Back issues are 60p each (incl. P&P).

FREE ISSUE?! From now on, if you take a six-issue subscription, you get a free copy of DL - so you get seven issues for the cost of six! WOW! I can tell you're impressed!

CONTRIBUTIONS: Yes please! Art, reviews, articles, we accept it! You can even write letters! Not that we want a 32 page lettercol! Art has to be black ink on white paper. Remember we're reduced to A5 from A4, so a cover has to be drawn on A4, full-size. OK?

TRADE: DragonLords is distributed through those lovable money merchants Games Workshop Ltd. These peoples live at:

27/29 Sunbeam Road,
London, NW10.

If you're a shop-type person, get in touch with them!

APOLOGIES To Standard Games a review of City of Sorcerors should have appeared this issue. Sorry, chaps, should be in DL18.

ISSUE 18 will be out. That's all we'll say! That's all folks...



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