

DRAGONLORDS

18



SPECIAL BOTTIES, BOOBS AND
BONDAGE ISSUE !!!!!
Or how to Grab Attention, Win Friends & Influence People

55pence

ROSS
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EDITORIALS

The title probably sums up this editorial very well. I am sitting in my room in the hostel I'm currently living in and wondering what to write. The grandiose ideas of an editorial that will shock the hobby and galvanise it into action haven't come to fruition. Instead of comments like "Have you read DLB's editorial? It is brilliant, a new concept for the eventual takeover of the world!", etc I am probably stuck with "Oh, He's waffling again...". Never mind, I'll try and think of something. Rushcommon is hardly the place to inspire flowing prose though, unless it concerns prison camps and escaping. A bit like a cross between a prison and a holiday camp really. The staff all seem to have been born here, and they take the rules very seriously. Someone got bollocked for attempting to take a roll out of the dining room yesterday. I haven't seen him around since - maybe they shot him? Oh yes, that reminds me, I've moved! I'm now doing the industrial year part of my computing degree and I am working at Culham A.E.R.E. hence me living in Abingdon.

As my next door neighbour begins playing his electric guitar (probably to combat the noise of this typewriter!) I'll try and bring this waffle under control.

It seems that my reviewing of fanzines has annoyed several people as Ian commented last time. Most people have been very happy with the style of the reviews and their content; most people that is except for fanzine editors. Actually, it is only a few editors who object to having their fanzines exposed to objective criticism or to have them little more than mentioned. Chris Baylis of SEWARS is the worst in this respect, as he has now taken the attitude that other fanzines only review SEWARS in an unfavourable light because they are jealous of him and his magazine. This is clearly not the case, as SEWARS suffers from poor reproduction and material which might have been reasonable five years ago, but is now far out of date.

And there is the terrible crawling attitude to TSR which seems almost akin to worship. But enough of SEWARS and back to fanzine reviewing. Chris seems to believe that fanzines shouldn't be reviewed because they are an amateur product. Fine, except that fanzines in FRP fandom at least aren't given away, and the reader is expected to part with at least 50p or so for the pleasure of receiving the zine. In this case, the reader has every right to expect value for money and some actual content to the zine above that which s/he could write themselves, in half an hour or so. Fanzines are amateur but they are not charities, which is why I believe that fanzine reviews are important. They give the reader an idea of which fanzines might suit him/her and they also make the fanzine's subbers aware of other zines. If the review takes a reasonable viewpoint, they also give the editor some feedback on his fanzine.

DL will continue to feature fanzine reviews and I am happy to see that a lot of the newer (and not so new) fanzines are starting to include reviews. It all helps spread interest in the hobby.

Dragonlords Editors Sell Out!!

As you may have seen in the Dragon-Meet report (I don't know if Ian mentioned it, I haven't seen the thing myself yet!!) - Marc is now working at the Games Centre in London. This is probably only for the summer, but he was quizzed about just what connection Dragonlords had with Games Workshop - fear of spies from the competition?

But, that wasn't really what the headline was about. No, not even about Ian applying for a job at TSR(UK). He had an interview recently, but I don't know how he got on, no doubt there will be his report of things somewhere else in the zine.

What? Oh yes, the heading could concern me and a certain games prozine. White Dwarf? Hmmm, could be? Fan column, well, it could be.....

Oh, okay, I'll admit it. Yes! I am going to be fanzine/fandom columnist for White Dwarf! There, that's a great relief, a weight off my chest, a cleansing of the soul I have finally confessed, it is all out in the open now!!

Ahem, sorry about that. What does this all mean? Simply that the ZINE-SCENE feature that has appeared in a very brief form on the news page of WD is becoming a bi-monthly 1,000 word column written by yours truly! I have had a chat with Ian Livingstone, and he says he wants the column to be witty (well, I can always try - I may not be a Langford, but I'll start drinking more in preparation.), chatty and probably controversial as well. All your standard, average issue of DL compressed down really! ZINESCENE will have chat, news and fanzine reviews mixed in with comments and general philosophical pronouncements on the meaning of life, and whether or not fanzines are the true form of press or not. Well, you know the sort of thing anyway. Fairly obviously, although I have good contacts in the games hobby and in fandom in particular, I need to get news fairly fast. So, if you have anything planned, then please let me know and I'll do my best to promote it or give it a mention in WD. The column will, needless to say, be purely objective in its reviews and I will keep any fan feuds out of it. My deadline for the first column is Sept 14th.

I recently had a review copy of the new Novice Package for postal gaming sent to me. As there isn't time or space, to do a full review elsewhere, I'll give it a mention here.

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DRAGONLORDS 18 (C) 1983 Mike Lewis and Ian Marsh.

If you need to get in touch with us in a hurry, then it is possible to 'phone Ian on (DEAL) 67040 or Mike on (ABINGDON) 21840 Ext. 3480. Please note that the last is my work's telephone number, so use it sparingly (and obviously only in the day time!!)

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((Shurely Shome Mishtake.....)).

For your £1, you get a copy of Twenty Years on and a copy of the actual Novice Package booklet itself. The latter is what I'm talking about here.

This includes pieces on hobby history, Getting Started, Sensible Openings, How to Play Postal Diplomacy and Win, etc. There are also articles on 1829, Sopwith, Railway Rivals and En Garde! which all give details of the game and how it is played postally.

A section on Who's Who in the hobby (which seems strangely to have missed out me?!!) is very useful as a guide to all those strange people like Brian Dolton that you read about in the postal fanzines and a glossary of terms explains Coastal Crawl and the Awful Red Things. There is also a complete listing of all the hobby services. If you are thinking of trying Postal Diplomacy or any games by post, and you want to find out just how to go about it, then this package is an absolute must.

It is available for £1 from Martin Le Fevre, 48 Albatross Way, Blyth, Northumberland, NE24 3QH.

Most of you will have seen mention of the proposed fanzine association in either Imagine or White Dwarf. It was originally proposed as an idea by John McKeown of Miser's Hoard. The idea being that fanzines could club together to hire tables at some of the lesser known cons and thus give more exposure to themselves. It was also proposed that zines cooperate with the sending out of flyers to games shops and clubs, offering discounts for orders of several fanzines, and that the fanzines should be held by a single organiser. Well, so far the association is still very much under discussion, and a lot of people, me included, have voiced fears of official organisations, so we shall see how it develops - but any suggestions would be very welcome.

CHEERS,

Mike

Take That You Zine!

DEMON'S DRAWL 1 : A5, 40pp, 35p, Jeremy Nuttall, 49 Longdown Rd, Congleton, Cheshire.

This is one of the many new fanzines that are arriving on the scene at the moment. The first thing that struck me about this one is that it is not stapled! No doubt a unique feature but bloody irritating as well. Although, as you will know, I think it is very difficult to judge a magazine on the basis of its first issue, Demon's Drawl does have some features that are very worrying.

Firstly, there is the obvious attempt to model itself after White Dwarf. There are departments for monsters, magic items, RQ, D&D, News, etc. This is totally against my idea of what a fanzine should be trying to achieve. Fanzines should be very different to prozines - very much freer in style and content - not a shallow copy.

In fact, there are a lot of annoying things about DD 1: The use of double spacing of lines all the way through, the references to the publishers (Qullan Zulu for christ's sake!), the extensive use of commas everywhere, the terrible and scrappy artwork, etc. Demon's Drawl will undoubtedly rapidly improve, but this issue is very much a poor quality fanzine playing at being a prozine.

QUASITS AND QUASARS 8 A5, 36pp, 60p, - Dave Hulks, 54 Slimmons Drive, St. Albans, Herts.

Just to please Dave Hulks (the peroxide kid), I'll give good ol' Q&Q a mention. Firstly, this issue has a marked improvement in print quality - no more "high quality litho" instead its got decent printing! The main feature of this issue is a very well written AD&D solo from Richard Lee. There's also scenarios and a marvellously funny Gamesfair report. Dave presents a very entertaining defense of AD&D and totally demolishes Patrick Fama's objections to it. Dammit!! I can't think of one nasty thing to say about this issue. Quality and Quantity indeed!

THE JOURNAL OF THE SENSELESS CARNAGE

SOCIETY 2 : A5, 28pp, 50p, Simon Hartley, 5 Burgh Heath Rd, Epsom, Surrey.

Another new fanzine discovered at DragonMeet, this one. It is fairly standard with a Traveller scenario, the Antipaladin character class (yawn!), magic items and much more!!(yawn). While I don't really dislike the zine and I can't find anything to criticise in it, nothing really stands out. Mark this one down as innocuous, okay?

MISER'S HOARD 3 : A5, 24pp, 50p, John McKeown, 22 Hall Lane, Upminster, Essex, RM14 1AF.

After a very shaky start, where they almost folded after issue one, MH is really "back with vengeance!" (phrase copyright Tim Kalvis and Thunderstruck). It is very gratifying to note that they haven't followed the terrible monsters, magic items, modules approach that so many of the new fanzines seem to have adopted.

The articles are well written and interesting, covering Alignment this issue, a cult for RQ and the second part of a very interesting scenario The Jade Cat.

It is also nice to see that they are reviewing other fanzines and what's more that they've reviewed DL! Everyone seems to ignore us.

Overall, production and layout are very good. If you aren't getting this zine at the moment, what are you waiting for?

TALES FROM TANELORN 2 : A5, 28pp, 50p, Matt Williams, 15A Redland Park, Bristol.

This is a Moorcock influenced postal/FRP/ chat zine (seem to be a lot about don't there?). Matt is clearly intending to make the 'zine different from the others around, this is a good idea and I think he succeeds in part. Mainly through the chaotic layout and things like an editorial that reads up the page!

TuFTy runs all sorts of games, from En Garde! and Diplomacy as is normal to Moorcock influenced variants to both games

and the Hello There World! game. The latter concerns a quest for the secret of power and has no real rules as such but is great fun to play and read!

While the zine is chaotic and messy to such an extent that it would be unendurable in another zine, in TuPty it is an integral part of the whole thing! Matt seems to be doing very well.

ATU XVIII 5 : A4, 18pp, 40p, Trevor Mendham, 53 Towncourt Crescent, Petts Wood, Kent, BR5 1PZ.

Trevor used to run the (very occasional) zine called Secrets of the Koan. He has, like Brian Dolton, come back into zine publishing with a postal/FRP/chat zine (there, said they were common - didn't I?).

The main feature of ATU is chat about FRP (especially magic), reports on drunken weekends and occasional politics. The games include Snowball Fighting, Superhero and Diplomacy. Trev is 'resting' after finals, cheer him up and send him a sub!

MAD POLICY 86 : A4, 20pp, 1p per page, Richard Walkerdine, 144 Stoughton Rd, Guildford, Surrey, GU2 6PG.

Richard is the organiser of the annual postal games zine poll and MP is the zine he revived to put the results in last year. Caught once more by the bug of editing, MP is now back as a proper postal zine.

MP runs Diplomacy, Formula 1 (a racing game) and Finchley Central. This last one is the scourge of the postal hobby and is a London Transport variant of Mornington Crescent. In it the winner is the first player to say Finchley Central! There are also some word games on offer.

The major attraction of MP, however, is the lively letter column and the reprinted articles from Richard's vast archives of old postal zines (even ones by Don Turnbull!). There is also the entertaining press with the 'AK' game as well.

IDEMOE 15: A4, 78pp(!), see below, Chuck Connor, c/o Sildan House, Chediston Rd, Wissett, Near Halesworth, Suffolk, IP19 0NF.

This is a very large, stencilled SF fanzine, devoted to all kinds of subjects. The cover proclaims "SEX

SMUT AND VIOLENCE" in large letters - "BEWARE OF IMITATIONS". Inside, there are pages of poetry, letters, fiction and reviews. The reviews cover a vast range of amateur publications, such as SF fanzines, poetry magazines, music fanzines etc. There are also reviews of D.I.Y. cassettes and reviewzines. For anyone who is interested in SF fandom and who wants some addresses for information or who wants addresses of good music zines or whatever, then this would be totally indispensable.

How do you get it? Well, it is available for trade, tapes, discs, bootlegs, old SF books (i.e. pulp/hack), large inflatable tomatoes, long haired wigs (pref. only one previous owner), plastic heads, answers to Life And its Meaning, erotic photos of light bulbs, things that go 'whizzzzzz' when you hit them or squeaky rubber ducks!! At a push you could send some stamps. A 50p LARGE SSAE should do.

Time for a quick look at some late arrivals and some news. As you will have seen in various places (even White Dwarf!!) Steve Norledge has left T.O. and is starting a postal games/FRP/chat 'zine to be called Rapsacallion sometime in August. Further details from Steve (address in the letter column).

Two other new fanzines to look out for this summer are : Runestone an FRP zine that will run a few postal games from Bill Lucas (address in Lettercol) and The Jagged Cross from Vaughan Allen (6 Almshill Rd, Eccleshall, Sheffield, S11 9RS) which will feature sensible and mature discussion articles (well, not monsters anyway) interspersed with editorial chat and bits on punk and paganism no doubt. The first issue has got an article by me, so it can't be bad! (Well, you could always buy it to burn!)

A new trade is Masters of the Prime from Bryan Betts (210 Reddings Lane, Hall Green, Birmingham, B11 3DG) which is a postal zine that runs Diplomacy and variants plus En Garde! and Judge Dredd.

Bryan also wants the Birmingham hobby-meet publicised. So, if you are in the Birmingham area pop along to Atkinsons in the Midland Hotel on New Street on the first tuesday of each month. Be warned though, Pavlov B. Moskovitch lives in the Birmingham area.

- Mike



There are many approaches to fanzines:
This devout reader prefers to read
Dragonlords whilst facing Mecca...

© 83

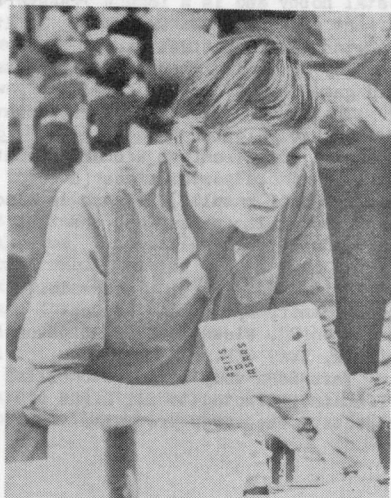
4:45 am? Outside it is grey and dull. Inside, well I feel the same. I think zine editors should get medals for their heroic efforts. Mike and I have arranged to meet outside Central Hall at about 8:30. We rendezvous, and, true to form, we only have one pass from the Workshop and I have to use Chris Elliot's to get in. First ravish of the day is Celia - alas, not in the slinky, slit to the thigh creations she sports at Games Day. Slick Simon is here too, so we all set the zine stand up ready for the sales pitch. Biggles, noble soul, stays at the stand all day, only moving in order to sell a zine. We feed him and pass him drinks - it's like being at the zoo! Workshop has DL17 and we don't - so it's off for a sneak preview before the masses arrive.

CONFUSION!

DRAGONMEET VI - IAN

Munchkins and heavy metal wombats swarm in and swamp the stage. The zine stand is mistaken for Clive Bailey's competition desk but the confused masses soon shuffle away. We are soon besieged by true believers and Biggles has to switch into SDP overdrive. Bravely the three of us battle on, competing with the increasing noise level and the arrival of more zine editors. Ha! Ha! Little do they suspect that they're going to get the lunch shift whilst we adjourn to the Westminster Arms.

Dyed hair seems to be catching - Biggles has gone a fetching orange, and Hulks is the traditional blonde, dyed black at the roots. (And what with Dave Messenger's purple drop-out it looks as if all zine editors will have to dye their hair soon.



...Whilst intellectuals find that reading Quasits & Quasars upside down does startling things to your hair...

© 83



...And others just can't give them away fast enough...

Lunch, the pub and drinks from Steve Norledge and Pete Tamlyn (although the latter's proffered drink was tested for rat poison first. It'll teach me to write damned stupid letters to Acolyte.). The pub sees lots of congenial abuse and lots of little quotations going into Tamlyn's little black book. Refreshed, it is back to the fray!

I abandon the zine stand to have a look around and end up at my favourite coffee stand - Chronicle Miniatures! Also in my

wanderings I pick up some essentials - paints, WARRIOR and "talent".

True to form, Adrian is there. I'm trying to get more articles & reviews out of him in order to please Fergus O'Connor. Actually, Ade amazes everyone this time and goes on to get second prize in the Runequest competition! Whilst I collapse laughing in full view of the world, Ade actually shakes Ian Livingstones's hand. Oh gods! Does Ian know?

DL17 has arrived at the stand during lunch and sells well despite the Workshop competition (boo, hiss!). Hounds of Avatar get paranoid over the selling of their zine on the zine stand and withdraw it from show. Its absence makes more room for Mike's foreign zines which appear to have a life of their own and make occasional bids for the whole table. HoA deserve any shit that hits them.

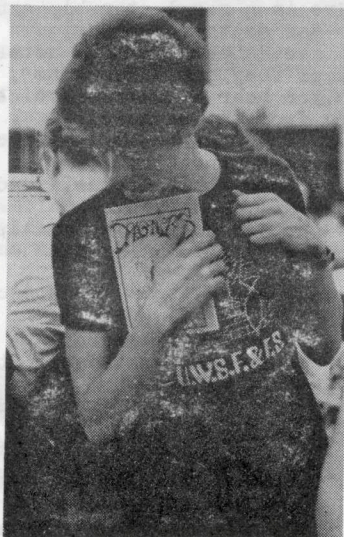
There are new zines - each time Mike and I see one, we think back to DL1 and visibly cringe! Miser's Hoard has improved, the editors are more confident. They'll go far undoubtedly. Um! There are more people behind the stand than in front. Too many editors...

I'm suffering from heat exposure - & it's all due to Biggles. (He once wrote that I had been known to wear a tie to conventions and ever since I've had to wear one to keep up appearances. Wonder if there's a best dressed editor award?)

Aaargh! We split. Pete Tamlyn leads a group of us in search of a curry through the streets of Soho, pausing only to do some window shopping. Mike Lewis bums around with Livingstone and Bailey and adjourns to the Westminster Arms again. (You can't keep a good alkie down!) Meanwhile, Pete has lead us to a gloomy Indian restaurant. Drinks? Sure! How many glasses of water did we get through? I'm sure going to nominate Pete for president of the Conventions Bum-biter Club! Hot curry? Sheesh! I was dripping!

Thanks everyone. When's Games Day?

...But the true aficionado will always keep us close to his heart.



The band of Dungeon Delvers race
along the corridor,

They're being chased by a tribe of

Orcs and a hungry Minotaur,

When suddenly the leader of the

delvers starts a 'wobblin',

Something's on his leg, and it's

that that keeps him hobblin',

He looks down and sees that it's

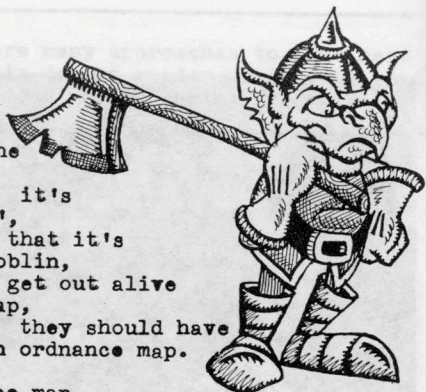
just a small pervery goblin,

They might never all get out alive

of this Treasure Trap,

And now they know they should have

bought a dungeon ordnance map.



**It
Had
To
Happen!** (why?)

- an Ordnance map.

A Nymph calls out to a warrior and

offers him some treasure,

If he will join her in her bed and

give her lots of pleasure,

But as soon as they're between the

sheets & getting on the make,

She turns into a Lamia, half woman

and half snake,

And completely monstrous, and she

then his bones doth break,

When she realises she's done him in

she just gets slightly vexed,

And sticks her head round the bou-

doir door & then calls out "Who's

next?"

- Right then, who's next?

The scene changes once more and
you're in a different place,

You're in a rebel starship cruising

in the depths of space,

You avoid the passing asteroids,

"Hope they don't knock us",

When you hear a muffled voice com-
ing from the lockers,

- But all you can hear is "Knickers,
knackers, knockers!",

You open up the locker, and yes,
just as you thought,

It's our old friend Mr Smallpiece,
he's a real cosmo-naut.

- A cosmonaut.

It seems that some barbarians never know how to behave,
They simply take what isn't theirs when they find it in a cave,

- One barbarian found red wine by the flagon,

He took it all out then loaded up his wagon,

Just then the owner turned up - guess what, he was a dragon,

But from this story one important lesson can be learned,

You musn't take what isn't yours, you'll get your fingers burned.

- You'll get 'em burned.

THE DRAGON LORDS SONG

Hudson
Shaw

TO THE TUNE OF
"COOL FOR CATS"
SQUEEZE

Now you're digging in the desert
and the year is 1930,
But all you've found so far is
you're getting filthy dirty,
- You'd hoped to find some gold, or
at least some human bones,
But all you've dug up so far is a
jam jar and some stones,
- Things never were like this for
Professor Indy Jones,
You'd better get back to the camp,
it's getting rather dark,
When you stub your toe on something,
it's only the lost Ark!

- You've found the Ark.

Now you're in another land, it
looks like Ancient Greece,
- So you look around for Jason and
his famous Golden Fleece,
But as you turn the corner, then
you know you're out of luck,
For you bump into some baboons and
an angry cartoon duck,
And just before they mob you, then
you think "Oh dear, oh lor'!",
And when you wake up later you've
been bonked one with a klanth,
And you turn to find you're in bed
with a hairy morokanth.

- A morokanth.

And now you're in your Tardis and
you're whizzing round in time,
You've got to catch the Master 'fore
he perpetrates a crime,
And while you travel something
causes you mirth.

It is how you've lost count of how
many times you've saved the Earth,
It seems to you sometimes that it
wasn't bloody worth it,

- So you land the coppers' call-box
in what looks like Ancient Rome,
But a little fella waddles up and
says can he phone home?

- Can he phone home?



WATCH OUT FOR
DRAGONWORDS
- THE MOVIE



LETTERS LETTERS LETTERS

ANDY KING

24 SOUTH PARADE
BOSTON
LINCS
PE21 7PN

As a member of the Labour Party, I was distinctly pissed off by the events of the 9th of June. Hopefully things will be

better by the next election. Enough of politics however (I'm afraid I tend to get carried away on political matters usually by the men in white coats!). Nipples: Well, whilst I personally don't find pictures of nude women offensive, I can see that many people might. What would the reaction be to a nude woman on the cover?

The Games Day Awards are pretty meaningless anyway. How can you judge games you've never played? I can't afford to buy many games, in fact I haven't bought any form of game for at least a year. This means that the best selling games are bound to win every time, and this simply increases their popularity, thus perpetuating the cycle.

DOUG RAP?: A very interesting column, but I wish to God that Doug would change his style. It's too reminiscent of that pillock Michael Watts (or something like that) who writes in the Sunday Express (Not that I regularly read the rag, I hasten to add!). (Of course not - your secret is safe with us Andy!!).

Christianity as a Cult :/(I thought it already was?)/ Interesting stuff, but it would make christians rather powerful in FRP terms. However, I suppose, at least, in RQ, this would be offset by their lack of spellcasting ability. Christians would be rather too privileged in those systems that sensibly limit spellcasting. (What do you mean :sensibly limit?)/. As far as the Moral Majority is concerned, they know where they can stuff their narrow and bigotted and arrogant views.

Military Structures didn't seem to say a lot, but I'll reserve judgement until I see part II. Where was the review of C&S 2? As I am considering buying it, I would very much like to see a review. (Yes, sorry about that, I just didn't have time to write it, it should be in this ish.)/

Tim Ellis' letter suggests that D&D encourages role-playing. All that it encourages is stereotyping: Brawny fighter, hackneyed sorcerer, devious thief, or a holy warrior. The system only allows minor variations on a theme. The treatment of NPCs and monsters as clones merely reinforces this. If you don't believe this, look at Deities and Demigods. The heros from fantasy literature could not possibly have originated as player characters.

Why is it that DL seems to annoy other zine editors? Jealousy of your GW distribution and Games Day Award success? How about reviewing some professional zines, such as the Space Gamer (which I've never seen) /(Ghods, in our local shop you can hardly move for the bloody things!!)/ or Imagine /(TM edited out.)/, of which I've only seen the first issue.

Having recently played Diplomacy, for the first time, I can actually understand the gibberish. Pretty good game - where can you get it from? (Well, I would have thought most games shops. However, I have had difficulty getting a set as well! Try Games Workshop, Games of Liverpool, etc.)/

MARQ L. DARK
25 Rogate House
Muir Rd
Clapton
London
E5 8QS

Thanks for DL17. The Torture article was useful. But as for the cover I really must protest the antennae quantity was far too high (I counted 7 possibly 8 or 9!), for such an obviously phallic symbol. (Would you prefer rocketships or...)/.

But seriously on the subject of censorship, it just goes to show you what a repressive society we live in when people start to talk about self-censorship. The more nipples the better, leave censorship for those magazines garrotted by the system. After all we do live in a free country (sic). On the other hand women are raped psychologically every day on page 3 everywhere. Now, I haven't actually seen DL15, but I would guess that they were slave-girls or reverse-role women (i.e. not really women) in which case DL's become part of this oppressive media.

/(DL15 had a cover by Russ Smith, depicting a female warrior, clad in loin cloth, gloves boots and helm; fighting similarly equipped ducks, for those of you who haven't seen it. It was more humorous than sexist.)/
 Now we all know this (RPGs;Art) is fantasy, as someone said, if you want to kill people you join the police force (state killing machine) or go to N. Ireland (Murder in our Monarch's name). In ending this rather over-the-top statement, I'd just like to say the only things you should censor apart from racist/sexist remarks are boring humour articles and blank spaces. Apart from some minor things, it is a very good magazine/fanzine if you must. One minor thing is the logo - it is pure fecal excrement. Even the old letraset logo was better, personally I like issue 13 with no logo at all.

I think the more pages you have the better, but only for useful game articles, cinema pages and fiction are nice as they round off a mag but endless reviews of cons/other zines, etc every issue is boring. /Reviews and news inform and hopefully the zine reviews will encourage you to try other fanzines - you are getting a very blinkered viewpoint if you just read DL/. P.S. Peace and Quails' eggs.

KEV GREEN I really enjoyed DL17,
 11 Restrop View I like the variety you
 Purton and Ian pack into DL.
 Nr. Swindon Whoever does the artwork
 Wiltshire is very good, especially
 SN5 9DG the axeman on page 7.
 /That is by Nequi
 Dharsee - a canadian artist. There, that
 has answered all the questions of who
 is ND!)/.

The best column has to be Beyond the Toon, however, my opinion is biased towards this column since it gave news of a possible sequel to Dark Crystal. (Good news to a DC addict like me).

The articles on Torture and Military Structures were interesting reading, as was the article on potions - though I'm not in favour of the use of potions in any RPG. /What a throwaway comment! How about explaining your reasons for this?)/.

IAN GIBBS Many thanks and con-
 25 Bramley Avenue gratulations for issue
 Sheffield 17 of DL - you're
 S13 8TT getting more profess-
 ional all the time.

/(We aren't forming a limited company yet!)/

I liked the cover very much (I bet evrybody says that) but I much prefer the crisp pen line to the annoying scratchings that were on DL16 /Did you see that April - your art as "annoying scratchings"! Don't think she's going to like you Ian!)/ - PLUS the new logo does look a lot better tidied up.

Thanks for printing Clive's letter but I thought you gave the game away with the last bit in brackets/(Really?)/. Also, what about the bit, and I quote: "One of the best cartoons since the original slime in no. 1" Eh? Eh? What about that then? It shows someone appreciates me. /Don't woory, the praise has gone to his head, he'll settle down in a minute...)/.

Re Nipples: /there, see.../ although personally appealing I feel nipples should be left out. A fanzine is a fanzine and should not degrade itself by trying to be anything else. /What!? I'm afraid I don't understand you, we are only talking about a few pieces of art - not hard core porn!)/ But now you mention it, how about doing a centre fold. /Who'd you got in mind? Gary Gygax, Ian Livingstone, Don Turnbull...)/
 /Colia Lund! Ian! /

STEVE NORLEDGE
 75 Hawkhurst Way
 W. Wickham
 Kent
 ER4 9PE.

Nipples: Yeah
 nipples!/(That word
 seems to affect
 people doesn't it?)/
 Well, I mean, they
 are only part of

the human physique aren't they? You wouldn't tippex out an arm or a leg, course not. As you will have see, T.O. takes a prominent view on nipples/(?)/ just look at T.O. 1's cover. Also, do you include male nipples in this? Be fair, if it's off with women's nipples then it's off with men's as well.

Your comments about the fanzine award at Games Day were interesting, and one thing I don't think you've taken into account is the vote of the non-zine readers. Many of these will put down the names of zines they've seen, perhaps not wishing to appear ignorant. I'm sure this happens, and that it would result in the higher position of such as the Beholder in recent polls.

Who'll win? Obviously DL will be top, Q&Q, Swordplay (short time, but large circulation), Doombook (although I think it doesn't deserve it, as I know many people who've written to them and not had a reply to letters or even

rticles), T.O. (fairly low down, mainly ue to the name), I would like to see colyte up there, but I doubt it, too any irvings.

Zine reviews; I think they should be onest, but adding venom which is not lways due cannot be condoned. However, t does make the reviews more entertainng. As long as some useful criticism s incurred, venom is okay. To this end, find the DL reviews perfectly acceptable.

Tim Ellis' letter is interesting, his view about RQ and C&S players is one I hadn't so far come across (are all RQ and C&S players zine contributors? I doubt it). /(Fairly obviously not, "active" fandom probably numbers around 100 at the most)/. In a correctly run RQ game, the background will promote role-playing. In C&S, the milieu and culture will promote Role-playng. In D&D, it is totally up to the DM to create a role-playing environment for his players.

What, Traveller is a hack& slay system? Crap! Why? 1) Combat is deadly, deliberately deadly. This is a deliberate attempt to discourage reckless violence 2) Various Traveller adventures (i.e. Twilights peak) state that combat is to be avoided and discouraged.

The reason that one might get confused is that Traveller devotes a large amount of space to weapons of various sorts. The reason for this was to allow it to be used for skirmishes (before Striker and in conjunction with Striker). Like C&S, Traveller is two games : Tactical and Role-playing. But, in Traveller the boundaries between the two are somewhat blurred. What Matt says about mobility is not good for the game. Prohibiting the players from doing something is negative and will destroy the players' feel for the game. If you want to stop wanderlust, you should give the players some reason for staying, i.e an intriguing adventure. /(I can't agree with all your points Steve - Traveller is a Hack & Slay system because the rules in their basic form encourage and promote a game based on combat.)/

What is wrong with a personal view of a con? They have so few organised events, that each person's view will be different anyway. /(I agree, though I would like to see a few things like say a seminar or two at Games Days, or film shows, or whatever)/

What do I want from a computer column? Utility programs - programs that aid in the running of games (no more character generators, please!!)

CHUCK CONNOR
C/O Sildan House
Chediston Rd
Wissett
Mr Halesworth
Suffolk
IP19 ONF.

DL17: Yeah well,
to say that you 1st
me from, the word go
is a little easy
to say. Sticking with
areas I do know about,
production was very
good and layout

smart and tidy.

I got lost here and time, but oddly enough not in the LoCcol /(LoC: Letter of Comment)/.

So, on firm ground again, and I see that you've run up against the usual barrier:- that of how far to go with your readership. That answer is simple; as far as you feel. If an artist, or writer for that matter, turns up with "risque" material then it is up to you to decide whether to print it or not.

Raeder reaction will show you what is happening general , but unless you take the plunge, then you are going to end up as "just another fanzine". So all I can say is : do it your way, and if the readership complain then it is after the vent.

What happens if you don't? Well, you stagnate (to a point) and your readership becomes apathetic to the point of no return. Remember, if it is art, print it. If it is pornography, watch out for the Vice Squad!

PATRICK RIGGS The editorial was as
129 Queens Rd usual, though the pol-
Buckland itical chicken act by
Portsmouth Ian was a little dis-
Po2 7LU concerting. C'mon give
us a vote! C'mon givus
a vote! I can do that - 'scuse me.
There is nothing wrong with nipples
providing they are well drawn - it would
be nice to see some cover art by Pete
Martin or April again or the mysterious
ND, who's illos are really great.

Starships and Psychopaths shouldn't have been printed! A good readbut now I'll have to hide my DL from my Traveller GM in case he puts the reins on us ship-hungry lunatics!

Military Structures was very good, and I'm glad to see that it is an apparently continuing series. I liked the interview with Mike Lewis, erm, or was it Ian Marsh - very humorous.

Tim Ellis seems a little confused- AD&D campaigns encourage structured, LIMITED roleplaying in my experience, magic users cowering behind big butch fighters with clerics behind them and

thieves being bumped off at the first opportunity - the main appeal must be to the elitist DM with his own bible and the players with their handbooks of limited information - wow!

Like Torture/(Well, we all have our little hobbies..)/. It had to come up sometime I suppose and I'll probably convert it if time allows - an omission though; what about masochists./(Well, if you want any, I'm sure there are several magazines you can advertise in!)/

TIM ELLIS
64 Elms Rd
Sutton Coldfield
W. Midlands
B72 1JF.

NIPPLES! //(Why does everyone start their comments off like this?)/ - Why not?
(Surely it is as bad to deliberately miss

them off as put them on) but keep within the bounds of reason.

Potions - why surprisingly - as I said in my last letter AD&D is the most complex system available in terms of subjects covered. //(Actually that isn't quite true - other systems cover far more ground and allow far more actions, due to their open ended nature. AD&D is a very limited system, so everything has to be done in detail and added to the system very little is adaptable)/.

CHRISTIANITY AS AN RQ CULT: a good article; points:1) Christians believe all non-human sentient beings as being non-blessed creatures and will tend to ignore them if they can't convert them.

2) Miracles can rarely occur - these should be entirely up to the GM in the form of divine intervention.

Dave Hulks - can't a 14 year old be a serious gamer? I'm going to take O-level Physics and Chemistry so I can be a serious SF gamer!!!)

BILL LUCAS

19 Olden Mead
Lordship Estate
Letchworth
Herts
SG6 2SP

Hi! NIPPLES

That must be the wierdest way I've ever started a letter - , oh well!
DL17 was great //(Wev don't pay these people honestly!)/ - the

letter column made a welcome return, VOF was amusing/(sshh, not too loud, we don't want Ian Gibbs dying of hysterical delight over someone liking VOP!)/ - and the torture article was clever.

Unfortunately, I can't ever see Christianity as an RQ cult ever working. By being anti-magic they would automatically clash with every other cult who happily do dish out Battle and Rune Magic.

Only one criticism - no scenario. Is this a one off thing, or will it be permanent? //(As you can see from this issue it isn't permanent. The reason was that from now on, we are going to only publish a scenario when we feel we have one worth publishing. Otherwise, the necessity of having a scenario each issue means in a poorer standard.)//

I agree with you in so much that the wording of the fanzine award should be changed to 'most popular' and there should be some criteria for defining a fanzine, including a minimum number of issues per year. I don't think that purist postal zines count, as they aren't fanzines. //(CRAP! Fanzine is a shortening of the term fanmagazine - and as such the postal zines are fanzines. The award is for the best Games fanzine, and they deal with games - simple huh?)/

One final thought- could you supply a map of what's happening in the Diplomacy game (like Outposts, Lokasenna, etc) so that the poor mortals who don't have a copy of the game can follow what's happening.



HUDSON SHAW
36 Saxon Rd
Hastings
E. Sussex,
TN35 5HJ

Censoring nipples!!!
Now that's what I call
obscene! Look at all
those pulp illustrations
of the early and
mid 50s where artists

were told not to supply nipples on
their females, talk about letting
something seem unnatural.

Sexuality has always been a - uh
cliche of adult SF and fantasy, what
the heck. And Russ can draw well.
So what's the worry? I feel more insulted
when I see these cartoonists and
illustrators who can't draw portraying
nudes in their work, but enough of that
crowd. Buy the mirror and see what I
mean.

Please note, after doing a shapely
lady for DL15's cover, Russ followed up
with a cover featuring a broad-shouldered
and bare-chested male for DL17. I
mean, that's fair do's isn't it?

When I do work for fanzines, I'll
tend to do a lizard woman with big
thighs and (gasp) knockers for one issue
and then next time follow it up with
a broad shouldered, hairy-chested Mino-
taur for the ladies. Something for
everyone, eh? (although in my case, I
reckon my art must get the animal
perversionist vote!).

Personally, if people want to get
really pedantic about it, all I can
suggest is that any of the DL or other
fanzine artists, alternate between doing
"cheesecake" and "beefcake" pictures(!)
so as not to display any form of chauvinism.
/(I don't think it was just the
feeling that DL was being chauvinistic,
that Ian was talking about. See Ian
Gibbs letter for the view point that all
our art should remain fully clothed.)

But, I do have one gripe about the
cover of DL15, cartoon ducks do not have
four fingers!! Cartoon animals should
always have three fingers and a thumb on
each hand. Oh, and cartoon ducks only
have three toes on each foot, okay?
/(Says who? Surely it is up to the
individual cartoonist whether or not his
ducks have 3 or 4 fingers/toes, or even
2 or 4 legs!! DL believes in challenging
conventions (customs, not Games Day -
stupid!!), so let's have more 3-legged
ducks, okay?

Oh, by the way, all the comments in
brackets like these are by Mike, right?)

RICHARD LEE
The Croft,
Great Longstone
Derbyshire
DE4,1TF

Nice to see DL17 though
the post - it completely
ruined my morning's
study plan though!
My debut article
certainly gave me

kicks (though someone misspelt MIRUVOR
and IMLADRIIS - my bad writing I must admit
but surely you've read LOTR?)/(Sorry about
that, blame lack of sleep as well!)/. Doug
Rap was amusing and useful - nice to see
him laying into products a bit - how about
a review of Imagine? £12 is a lot to pay,
when you've no real idea of the quality
of what you're getting.

Letters: as for DL readership being
largely irvings, well, I would have thought
that your average Munchkin would have gone
along with the masses in favour of sticking
to the prozines and thinking that amateurdom
has nothing to offer (as Marc says: "tacky
cheapo shit"). If such articles as Zine
Whine are right, then the munchkins have
probably got it right. However, it is
surprising that more don't write - perhaps
everything is as they want it? /(perhaps,
but it would be nice to know what people
think - we get no letters from non-subscribers)

I must admit that I agree with Dave
Hulks more than Ian about the subject of
reviewing. In my opinion a review should
tell the reader exactly what he is getting
and have both the bad points and the good
points outlined. For example, you could
stress that Q&Q is usually more (value)
for your money than DL, that the solo in
Q&Q6 was very good and that Dave Hulks does
have enthusiasm and ideas, etc. /(Okay Dave,
how much did you pay him to write that?!)/

PIERRE B. MOUSSAKA
16 Corncrake Close
Sutton Coldfield
W. Midlands
B72 1HY

Starships& Psychopaths,
Poisons, Torture I
found tedious.
Maybe I am just being
cynical, but this
kind of article does

nothing for me whatsoever. Military
Structures fits into this category as well
about a year ago I thought about writing
an article about castles. Then, when I
realised how boring it would be I gave up.

My ghod, what power you wield! Fanzine
editors quake with fear whenever you turn
your attention to them!! It is a good job
I don't do a similar feature anywhere or
there'd be a lot of very angry fanzine
editors. I'd probably use the Matt Williams
quote : "Crap.Crap.More crap" -pure artistry.

The Wizard's Quest

By Steven Sturt

An Adventure For Levels 4—6

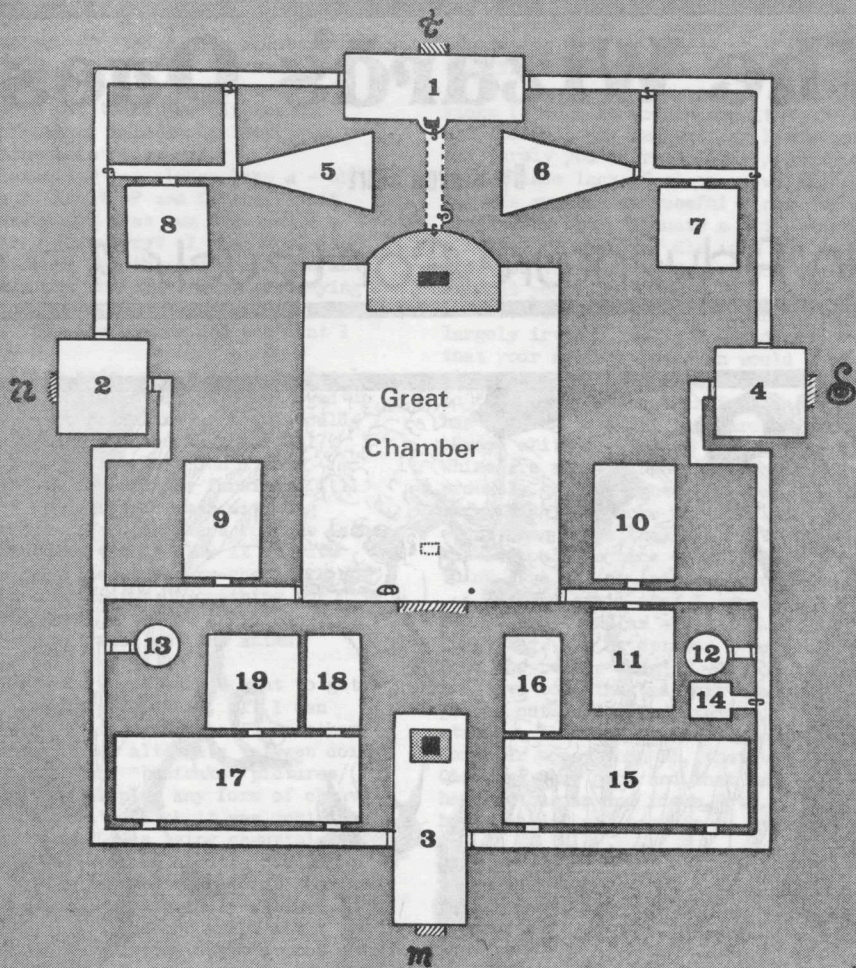
ADVANCED DUNGEONS & DRAGONS






For this adventure, the DM must prepare the monsters to suit his players. Denizens are given with references to the Fiend Folio & the Monster Manual. You will need both these to run this adventure. Improvisation is encouraged! It scares the players!

A patron wizard has summoned his trusted friends (you!) to his home. Arriving, you are ushered in by his servants and taken to the audience chamber. The wizard begins to speak...

Players should stop reading here.



KEY:

-  DOOR
-  SECRET DOOR
-  CONCEALED DOOR
-  DAIS
-  ARCHWAY

INTRODUCTION: "My friends", said the venerable mage, "it is time for me to make my final attack against the great evil that stalks this land. What I must do, I fear I must attempt alone, for it is against my heart to inflict the evil I combat on my friends. I am afraid that I may fail, and for this reason I have brought you here. Should I fail to return in the space of a week; I may well have failed to halt this spread of evil. I hope that you are prepared to finish that which I have started; else great ill will befall the land. In this event I am leaving you all that is necessary to find this source of darkness - these you may find in the chest which I give you. Fare well, my friends, I hope that you need not walk the path I choose to tread."

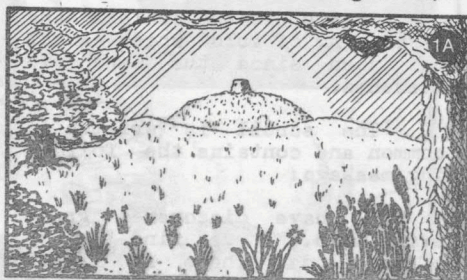
With this, the mage teleports from the room to which he has summoned the party. He leaves behind him a small, unlocked chest which contains a map, a description of the area to which the mage has travelled and a small, apparently worthless blue stone. The mage will not return within a week (you could tell that, couldn't you, you quick-thinking bar-stewards, you!) and the party are "duty-bound" to complete the task assigned them. (Of course the party can refuse - but they won't like what hits the countryside later!).

GM'S NOTES: DO NOT read out paragraphs which appear in boxes since these are for your information. The adventure was originally designed for competition use and was designed to be done under a time limit of 3 hours. You may like to test your players to see how they perform under pressure. To this end, much of the dungeon is unimportant and can be ignored - in fact it is essential if the party is not to get bogged down in time consuming combat. Many of the undead are manual workers - the complex being incomplete in construction. The arrival of the wizard set things back; with the

result that many of the creatures remain safely in their rooms. Thus the chance for wandering monsters is only 1 in 20. Refer to Appendix A also.

Any party undertaking this adventure should consist of at least one of each of the following classes: Magic-user; Cleric; Monk; Paladin and Fighter. Levels should range between four and six; and a maximum of 10 characters should be allowed to take part.

START: The party start by arriving at the location given to them by the map. The characters see in front of them a hill which is then formed into a mound, topped by a single stone. Investigating closer shows the mound to be surrounded by a dry ditch which may easily be crossed. (Refer to diagram 1A).



The stone on top of the mound has five holes in it, each marked with a glyph. The holes are shallow but once the party drop the small stone (which the mage left them) into one of the holes, they are teleported away (refer to the glyphs to see which room they end up in.).



THE GREAT CHAMBER: To the North is a great altar made of translucent quartz (dimensions are 4' x 10' x 20') which stands on a black marble step (35' x 90'). An arch spans the altar, 90' wide and 120' high, this is also made of black marble.

To the South is a smaller archway, 50' wide and 100' high. (Refer to diagram?). Through the archway, swirling clouds of purple and grey can be seen with an indigo background. Occasionally the odd flash of red occurs as if it were a lightning flash, this being accompanied by distant rumbling.

To the right of the southern arch stands a large stone statue of a man. It stands some nine and a half feet tall and holds a rolled up piece of cloth in its right hand.

In the statue's left hand is a ring of gold which cannot be seen since the hand is clenched.

The scroll is written in common and contains the following message:

"I have discovered great evil here. I must find the key of the gods. There is little time - Dispat, Baalzebul and Geryon are scheming. Find the key for all that is good & lawful. Do not come looking for me my friends, for I am dead - this much is certain. Find the key."

To the left of the archway is a staff stuck into the solid rock floor. Its top has been broken off. Along its length are wound fine strands of platinum, silver & gold.

The staff is a Staff of the Magi. Since it is damaged, only the abilities which do not cost charges can be used. Only a MU can remove the staff from the stone floor.

All the walls have remains of writings, pictures and symbols on them. The entire room is defaced by severe burn marks (as if a huge fire fight had taken place).

The writing on the walls is in a Lawful Evil dialect and lauds Asmodeus. Chance of reading is +30% if character is lawful evil.

At the far Southern ends of the East and West walls are a pair of large, iron bound doors. The doors are made from ash and suffer the same scorch marks as the rest of the room.

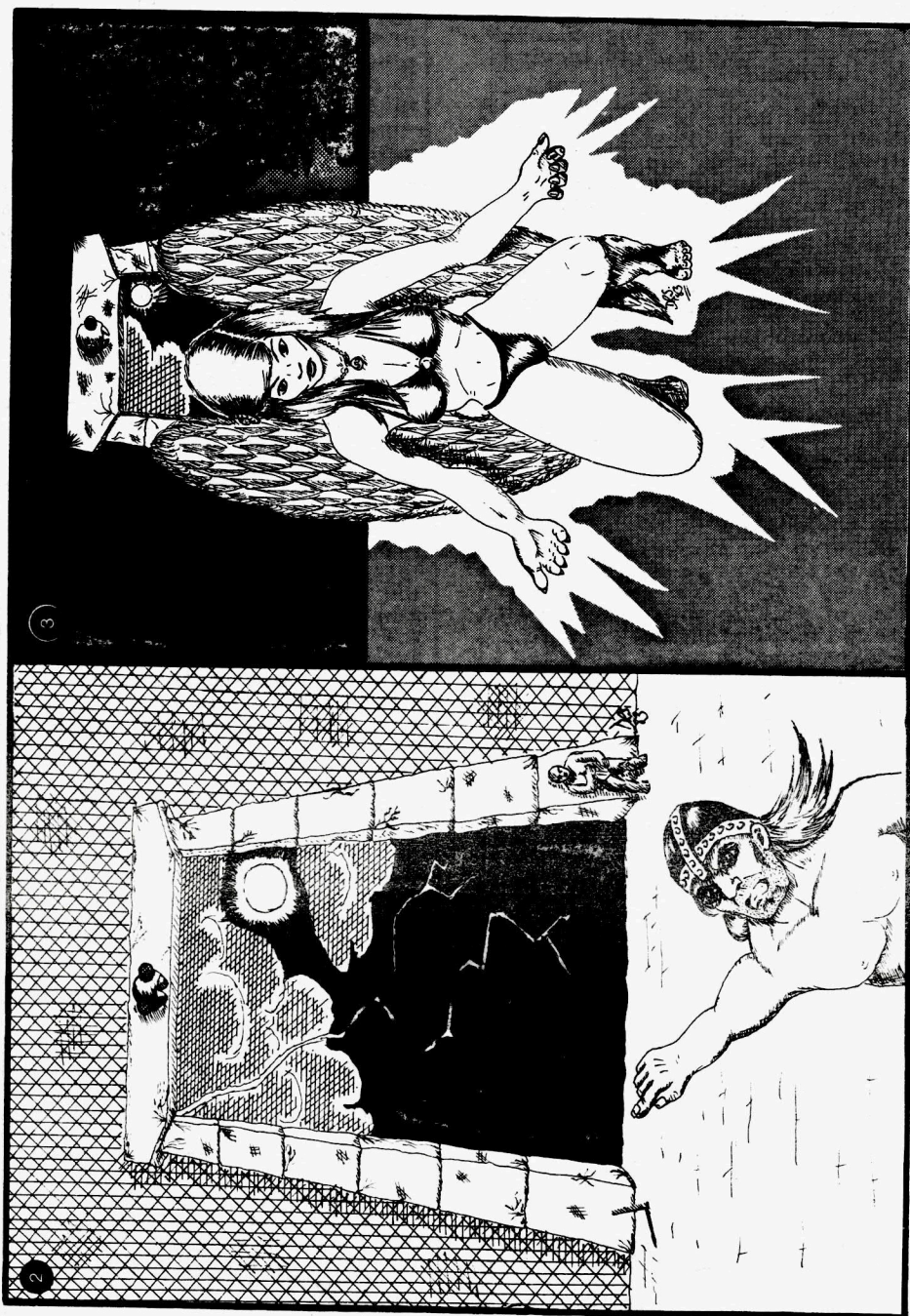
If the altar is touched, an Erinyes (MM 22) will be summoned to remove a soul. The southern archway flashes red more intensely, and the thunder gets louder and closer before the Erinyes enters through the archway. The players have two segments before the Erinyes appears. If there is no dead creature for it to take it will ask:

"Where is the soul you promised? I demand a soul."

At this, the Stone Golem (MM 48) will come to life & grab the Erinyes, crush it and drag it through the archway. When it makes the grab, it must drop the scroll and the ring. As the Golem takes the Erinyes through the archway, the nature of the clouds and flashing will return to "normal".

The Golem will only make a grab in the presence of characters and has thus been ignored up to now by the evil forces. Needless to say, if the characters touch the altar again, they'll have another Erinyes to deal with (ad infinitum).

About 20' in front of the south arch is a very shallow depression which will be noticed if the players search the room. It is for placement of the Ark (Appendix C).



ONE: To the North is an arch 20' wide and 35' high. Through the arch can be seen swirling gasses of grey and purple against an indigo background.

To the South is a small alcove which has a throne at its centre. The throne is of black marble and is carved with the forms of many demons and devils.

By the throne on its west side is a gold ring. It will not be noticed if the party just rush through the room.

The room appears to have been damaged by a cold weapon attack & it is still quite chilly. The walls are cracked and plaster flakes away from them. In the NW corner there are a number of bones (of at least two people). To the East & West of the room are identical iron bound ash doors. The ceiling of this room is 40' high & slightly arched along its length, the highest point lying along the E-W line.

There is a secret door behind the throne which leads to the altar in the Great Chamber. On the East wall of the passage before the door into the Great Chamber is a small niche which contains another golden ring.

TWO & FOUR: These rooms are perfect cubes, the walls being lined with 1' square tiles of purple and black. An archway 20' wide & 35' high is centred on one wall. On the wall opposite the arch and on the North wall are large, iron-bound ash doors. Through the arch can be seen swirling gas clouds of purple and grey.

Room Two is spotless & seems to have been recently built.

Room Four holds the remains of many swords, shields, bits of armour and dried blood.

It is in the latter that the wizard who asked for the aid of the party met his end. If a careful search of the debris is made, fragments of his robe will be found.

THREE: In the South part of the room is an archway, 20' wide & 35' high. Through the archway can be seen swirling gas clouds of purple and grey. On the East and West walls are iron-bound ash doors.

In the north part of the room is a large block of sandstone. On closer inspection this proves to be a tomb; possibly belonging to someone important.

The tomb may be opened with a combined strength of 30 by pushing back the lid. In the bottom of the tomb can be seen the shape of two bodies. One of these is a raggedly dressed man; the other a pile of dust in which a wooden sword has been struck. Removing the sword will cause the body to reform into a form like that already present. Monks in the party will recognise the bodies as being those of a highly evil undead sect of monks.

If the monks are woken they will attack the party and if the melee goes badly, they will make for the archway, returning later with +4 staves. They are 15th & 14th level (the latter is the monk with the sword) and have full hit points and abilities of monks of these levels (eek!).

The inside of the tomb is intensely cold and does D6 damage per inch submerged. Picking up metal objects from the tomb does D6 damage from cold burns.

There are two shelves in the tomb. The top shelf has a gold ring and a scroll (3rd lvl. MU; Gust of Wind) on it. This spell may be used to temporarily clear the tomb of the gas which makes it so cold.

On the second shelf is a scroll (2nd lvl. MU; Forget) and also a short sword, a mace and a sceptre all decorated with gems. (value as you see fit). The shelves are 1' and 3' into the cold zone respectively.

(Refer to diagram 4).

FIVE AND SIX: Both of these rooms have been specially prepared by the wizard for the characters. The back of each room is black and smooth as a wall of force. When they are entered, a distant flash can be seen and this gradually gets larger. What appears to be a weapon emerges from the flash area - as if it were coming down a long tunnel towards the characters.

The weapon that appears in Room 5 is a +5 Dancing Holy Avenger and is meant for the Paladin character.

The weapon that appears in Room 6 is a +4 Dancing Vorpal Blade for a Fighter character.

Both the above have 4 rings of dancing and may dance whenever the wielder wishes.

SEVEN AND EIGHT: Again, these rooms have been specially created for the characters. The rooms are cubic - but in complete darkness except to the intended character and he will be able to make out the shape of a stone block upon which rests a weapon.

Room 7 contains a +1 Mace of Disruption for the Cleric.

Room 8 contains a +4 flail for the Monk.

NINE: This room is richly furnished; a thick patterned carpet covers the floor and the walls are adorned with paintings and tapestries. A fire blazes in the north wall and chairs and a sofa are set around it. On the sofa lounges a figure clad in flowing robes; it will turn nochalently to find out who disturbs its rest.

The figure is a Rakshasa in human guise. If it is attacked it will revert to its usual form of a tiger. It wears the fifth ring that the party will need on its right hand. If questioned, he will introduce himself as Hrsshkhan, but he will always try to get into an advantageous position. His prime object will be to neutralize paladins & next clerics, by use of his spells.

Since the Rakshasa (MM 81) is temporarily in charge, the value of the furnishings should fit his rank, but the total value is left up to you. He will have no other type of treasure.

TEN: This rudely furnished room is where Hrsshkhan's slaves are held under lock and key. In the room are six Ghouls; all ready to escape from their prison at their first opportunity. They will attack anyone who blocks their path to apparent freedom. The room is in an advanced state of decay, and any furniture is likely to be broken should a fight occur.

The creatures are, in fact all Ghosts (MM 43), but they do resent being locked up! As they are slaves, they have no treasure.

ELEVEN: Chained to a wooden desk is a wight, feverishly scratching away with quill and ink. He will continue this work regardless of interruptions from intruders (after all, he can't run away).

The wight cannot be turned. He is an illusion and if he is physically attacked; he vanishes instantly.

The desk he is working at is a Mimic (killer variety, MM 70). The paper the wight was writing on is a scroll. (1st lvl Cleric; Bless).

TWELVE AND THIRTEEN: These rooms are hemispherical and constructed from red brick. In the centre of each room sits a tom cat, guarding an item.

The cat in Room 12 guards a key.

The cat in Room 13 guards a large, plain chest. This chest is the Ark (see Appendix C).

Both cats are Guardian Familiars (FF 49). They will converse with a party in LG only. Describing the apparently worthless blue stone given to the party by the wizard will cause the cats to surrender their charges. The wizard originally sent them to find the key & the Ark & guard them. Having given up the objects, the cats will disappear.

If they are attacked, they change into double strength giant lynxes.

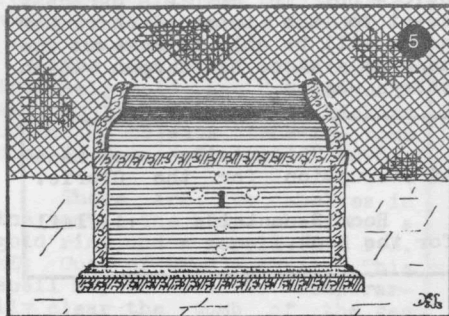
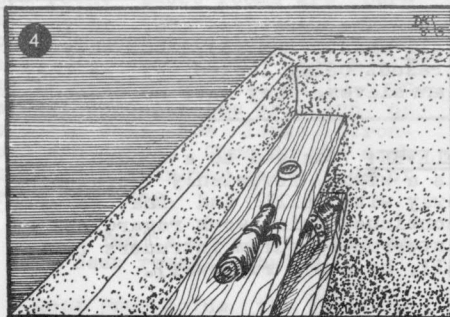
FOURTEEN: As the party pass the concealed door to this room, they will hear slight groaning, slightly distorted through the walls. A search will reveal the wall has been bricked in and to investigate further, the wall must be broken down. (Hence, it is not as much a door but a false wall).

It will take only a few minutes to create a large enough gap in the wall to get through. Beyond the wall in a small room is a Groaning Spirit (MM 50) who has been walled up here since work on the complex began. It will show its gratitude by destroying everyone it can in a mad fit of vengeance.

FIFTEEN: An unfurnished room in which ten zombie labourers reside. Scattered around the room are odd blocks of stone.

The zombies will only attack if they are attacked themselves. Each combat round the zombies are engaged gives a 10% cumulative chance that the Mummy in 16 will arrive to supervise the zombies (MM 103) tactics.

SIXTEEN: A large golden bed is the central feature of this room. On this bed lies a bandaged figure of a Mummy. It will rise to greet



characters; being as friendly as anyone else who'd just had their rest disturbed.

The Mummy (MM 72) will investigate disturbances in room 15. It will order unengaged zombies to pick up stone blocks and hurl them at the intruders. (The zombies are too stupid to think of this themselves). The blocks hit as 2HD monsters for 2D6 damage.

The Mummy's bed is wooden, & covered in gold leaf. It is not readily transportable & not overly valuable anyway.

SEVENTEEN: This room is scattered with intact skeletons who will animate on intrusion. The skeletons are light workers and carry stone finishing tools. There are about twenty skeletons in the room.

Since the skeletons are useful workers; the wraith supervisors might not take kindly to people wrecking them. Due to combat noise, there is a 15% chance (cumulative) that the wraiths in 19 investigate. (Skeletons MM 87).

EIGHTEEN: Standing guarding a chest in the centre of the room are three armoured skeletons. The chest is the only furnishing in the room. If the party approach the chest, the skeletons will move away to give free access.

The chest is locked and trapped with sleeping gas, the trap is triggered if the chest is forcibly opened. Save v's Spell or be affected as Sleep Spell (regardless of level).

NINETEEN: This room is richly decorated with black furs and drapes. It is the abode of 3 wraith over-

seers and is fittingly gloomy. The decor and lack of light makes the wraiths hard to see.

Unless a light spell is in use, the party suffer -2 to hit.

If a disturbance has made the wraiths investigate Room 17 then 1-3 will have gone.

APPENDIX A: WANDERING MONSTERS.

As mentioned previously there is a 1 in 20 chance of meeting a wandering monster each turn. All WMs will be current denizens of the complex and should thus be deleted from their rooms if killed.

Roll (D8) on the table below:

D8 ENCOUNTER:

- 1-3 2D4 Skeletons + Wraith leader.
- 4-5 1D6 Zombies.
- 6 1D3 Ghosts.
- 7 The Mummy.
- 8 Hrsshkhan + 1D3 Ghosts.

APPENDIX B: NOTES.

(1) Teleport spells do not work properly within the complex. Use of teleport will cause the user to appear through one of the archways in rooms 1, 2, 3 or 4. (Roll a D4).

(2) Passing through the archways in rooms 1, 2, 3 or 4 causes a random teleport as note (1). The archway in the Great Chamber is a hot-line to Hell. Any character venturing through this is dead.

(3) All the special weapons are decorated with fine strands of platinum, silver and gold. All need to be given up for the party to get out.

APPENDIX C: THE ARK. (REF. DIAGRAM 5)

The Ark is the plain chest in Room 13 and the key to unlock it is held in Room 12. In the Ark are held the tablets of Jewish Law

and when a party is in possession of the Ark, they all get a +5 to hit/save bonus. This is from the very powerful Bless spell on the Ark from God. It will only give this bonus to Good alignments.

The Ark may be opened once it has been placed in the depression in the Great Chamber. When the key is then placed in the lock, 5 ring depressions will show up near the keyhole. The five gold rings may be placed in any of the holes. Omission of any ring causes D4 damage (cumulative) from holy light. The rings can be found in the following locations:

- (a) Golem's hand, Great Chamber.
- (b) Throne, Room 1.
- (c) Tomb, Room 3.
- (d) Hrsshkhan, Room 9.
- (e) Niche, secret passage from 1.

Coupled with the damage is a temporary blindness (see Appendix D).

APPENDIX D: TO CLOSE THE PORTALS.

All the archways represent portals to the planes of Hell. The portals in rooms 1, 2, 3 & 4 have not yet been made fully operative. The wizard has, however, left the tools to close the portal in the Great Chamber.

The Ark should only be opened after it has been placed in the depression in the Great Chamber. If it is opened before this; or if it is picked open (only a 3% chance), there will be a burst of holy light accompanied by celestial voices. All undead within 60' will be withered and any non-good characters will be blinded and deafened for 1D8+4 rounds. It will be noticed that the Ark is still closed. Other attempts to open the Ark out of the depression will cause D8 permanent damage (Good alignments are entitled to a save v's magic to prevent this).

If the Ark is opened in the depression, an Angel of Light will

emerge (refer Diagram 3). All 5 weapons must be handed to the Angel so she may fight to close the portal. If any LG character refuses, send them an Aleax (FF 11).

If any of the weapons are missing, the Angel will describe them and wait until the party retrieves them.

Anyone who wants to pick a fight with the Angel will be charmed at 135% and sent through the portal, unarmed. Evil characters get this treatment anyway.

Once given the weapons, the Angel will stick the mace, the staff & the flail in her sash and will advance through the portal, swords flailing. The characters are then teleported back to the mound where they started. The stone will have been replaced by a heap of treasure containing some minor magical items.

If the party fail to retrieve the Ark and close the portal, then assume they are dead. The surrounding countryside will then be over-run by various demons, devils and the like. The portals in 1, 2 3 & 4 will eventually connect up to different planes of Hell. The throne in room 1 is for Asmodeus; where he will sit to observe the arrival of some of the "lesser" servants of evil.

APPENDIX E: ERRATA

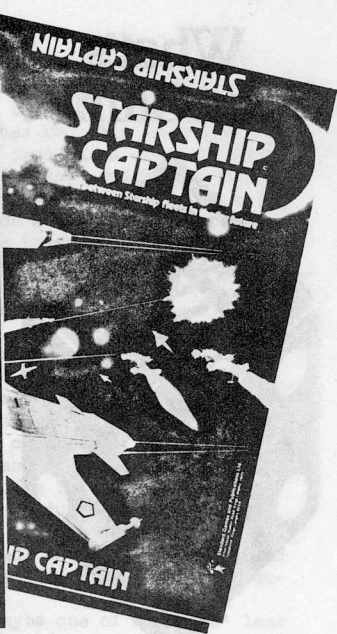
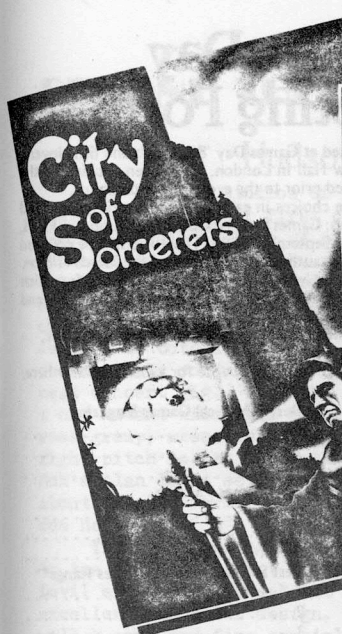
The GM's notes for Room 18 should also contain the following information:

The figures are Skeleton Warriors and the chest contains the headbands that will free them. (FF 79 - sorry!).

CREDITS:

Design & concept: Steven Sturt.
Graphics, layout and additional material: Ian Marsh.
Artwork: Dr.S.

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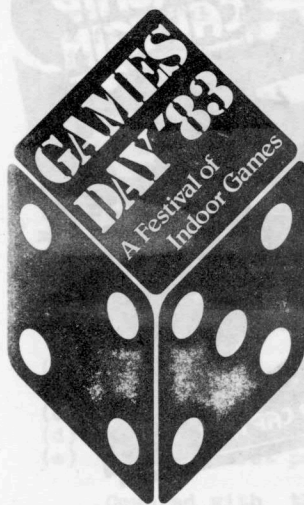


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What's Your Game?



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

BEYOND THE TOON

Hudson Shaw

The Nelvana studios of Canada have just completed their first cinema feature, "Rock and Rule". This SF spoof features a nuclear-war-torn earth, where dogs and cats and rats have mutated to replace extinct human society. The main plot concerns an egotist Dog Superrocker, who decides to both destroy and take over the earth by conjuring up a demon at his next concert gig. With the aid of Angel a cat mutant kidnapped from a small town rock group, whose voice has just the right pitch to let loose the demon, Mok's plan looks set. Ah, but he forgot about Angel's former band coming to rescue her!

True, the ending is a bit similar to the studio's recent TV special "The Devil and Daniel Mouse" but the use of excellent character design, off the wall humour and fine special effects (including computer animation for the holography sequences, and wait until you see the Lovecraftian demon!) make for a good, more adult orientated movie. The music is by Lou Reed, Debbie Harry and Cheap Trick with Earth, Wind and Fire.

As such, this movie should fill the gap the Heavy Metal feature tried unsuccessfully to plug. The fact that one main plot is used helps to keep it all together, as one of the biggest criticisms of HM was the fractured storyline and mixed art styles. R&R has eliminated these, and Nelvana look set to become a positive threat to the tired Disney studios.

The next cinema feature from Nelvana will either be the twee "Elfquest" ((What do you mean twee?! -Mike)) or Gilbert Shelton's "Wonder Warthog" (hopefully the latter, as the art and humour are more suited to Nelvana).

Rankin/Bass recently released their made in Japan version of "The Last Unicorn" over here. I haven't seen anything apart from a few stills yet, but it looks a bit cutesy. This is only to be expected as Rankin/Bass are the ones who keep unleashing tacky Christmas specials on us.

I read the book that the film is based upon and I didn't find anything to go crazy over. If anything, the plot resembles "The Hobbit" in structure with a cute and charming beginning becoming

deadly serious towards the middle and the end. I didn't really see how anyone could film the book.

George Lucas recently sank some dough into the production of a cartoon feature by one of the studios who supply animation for "Sesame Street".

"Twice Upon a Time" features the evil Synonymous Botch who plans to stop time and take over the planet inhabited by the Rushers of din (that's us, folks!) and his pal, (a trainee superhero) can only stop him.

Heavily influenced by "The Time Bandits" in its use of humour, the film uses a so-called "new" technique of animation, the "Lumage" process whereby the characters are composed of cut-out celluloid pieces, hand-animated and lit from beneath. The late, great Lotte Reineiger (who produced the first ever feature length cartoon "The Adventures of Prince Achmed" in 1926-1928) used the process all the time in her many silhouette films.

"Twice" maybe one of Mr Lucas' last films for the moment, he takes a break from the movie biz so as to think things out for the future, and mainly to look after his little daughter.

Some extra good news. I read recently that apart from producing the notorious animated portfolio, Dave Sim is working on an hour long TV special featuring his famous barbarian anteater, Cerebus the aardvark. He wants to get someone who can animate as per the Warner Brothers studio style, so I reckon he'll team up with someone like Chuck Jones (spot the similarity between Cerebus' eyes and Wile E. Coyote's!) or Abe Levitow. Trouble is, presenting Cerebus as all-cartoon spoils the idea of a cartoon funny animal in real life. Still, it's good to know that we'll catch him on the screen.

The TV cartoon front recently saw the arrival of that famous superhero team, the Fantastic Four, in a series produced by the De patie-Freeng studios. While it is a very good effort from the people responsible for the Pink Panther, it doesn't stop Stan Lee's storylines from being trite. And why has the human Torch been replaced by a badly-designed unfunny robot?

All in all, the De Patie-Freleng version is as bad as the old series of the FF back in the late 60's which came from the Hanna Barbera studios.

DUCK SOUP

BY IAN

/(Ha, ha! Well, this issue I'm going to solve the problem of what to do with letters to me! Yup, I'd say it's about time that I had my own letters page to play with, insult Dave Hulks and bitch like mad at anything I want. So, if you want to be famous, write to me! It makes up for the fact that as "back seat editor" I only get 1/10th the post Mike does. Here we go!)/

JOHN KLEEMAN Your rather rude
41 FROGNAL, diatribe in DL17
LONDON, NW3. has prodded one of
your readers who
considers himself neither unthink-
ing nor an Irving to reply.

/(Oh, good show! I thought I was too nice to annoy someone!)/

I first bought DL because I was interested in its FRP articles, in the same manner as I bought White Dwarf. Writing letters is a hassle and why should I write to you rather than the Times, the Economist or even White Dwarf or Imagine?

/(Because we have a bigger potential forum for letters. We can always tack a few more pages on to accommodate letters and can thus air everyone's views. It is not a commercial viability for the publications you mention to have large letters pages. If Imagine, White Dwarf, etc. were mainly letters, would you buy them? We can afford to print articles and lots of letters and still be cheap!)/

Do you think the editor of the Times would call his readers "un-thinking" if he wrote a controversial editorial & no-one wrote to him about it?

/(Yes. He'd also be pretty stupid if he did, 'cos he'd be out on the street, pronto!)/

How much more so should you

not complain if no-one replies to your editorial on games awards?

/(Look, I can afford to shout at readers, I'm not going to get fired for doing so.)/

Life consists of many things other than FRP /(True)/ and the main parts of FRP are playing, drinking & talking; writing letters to DL is hardly top priority.

/(Actually, I drink very little during FRP games, otherwise I pass out. The point is; different people have different priorities in life. One of mine is DL (it is superceded by money and, ahem, the pursuit of girls) and if no-one takes interest in DL (shown by letters), then there may well be no more DL.)/

APRIL LEE, I feel compelled to
IRVINE, comment upon the
CALIFORNIA. very minor contro-
versy in DL over de-
picting Bare-Chested Women. Com-
ment No.1 is the cartoon strip en-
closed. /(printed below)/ Comment
No.2 is that SEX /(here, a hundred
or so munchkins go blind!)/is dif-
ferent from SEXISM. Where are all
the naked men? /(Search me!)/ None
of them seem to be portrayed as
particularly sexy! /(But I thought
we were supposed to be rugged?)/
And why does she /(Russ Smith's
"Cherry")/ run about topless any-
way? As a woman, all I can think
about when I see a topless woman
warrior is to wonder how she man-
ages to keep them successfully out
of the way of harm - and from get-
ting in the way of her fighting -
and also that men cannot realise
how painful it is to run about with
your breasts flapping in the breeze
(so to speak). /(Well, I presume
there's a size factor inherent!)/

Comment 3 is that rape has
nothing to do with sex. /(What!!!)/

Comment 4, rape in FRP games
will effectively keep me, at least,
from playing female characters.
None of my characters (male or fem-
ale) would travel with others who
would rape unless it was evil, in
which case it would enjoy castrat-
ing other characters as well! I
feel pretty much the same about
torture, also. I can see why a DM

would use it - or why other players would - but extensive exposure to evil & senseless acts would definitely put me off the game.

/(Yup, I feel the same. I play an Eiritha priestess who is (naturally enough) quite pretty (note, not exceptionally!). This gets her noticed. (Knoworrimean). Rape &/or rapists are countered by the fact that she can defend herself quite well. Knee to the groin tactics are sure-fire methods. The one lusty male who did try something stayed well clear later! And for good measure, his "reputation" got spread around. Don't get even, break the bastards totally!)/

Comment 5, although I'm far from offended and agree with Russ Smith that a little sex is fine - on covers or otherwise - I still find "Cherry's" bare-ness gratuitous. But then, perhaps its just because such goings on cannot appeal to me as a woman! /(I'd be worried if it did!)/ (But I doubt it).

Meanwhile I shall continue to draw sexy people with clothes appropriate to the situation. /(suits me!)/

Re: the Mike Lewis interview; Gee! And I just thought he read comics because they were just really spiffy! (I, of course, only collect them for the ART). /(And that's why the only comic I buy is WARRIOR.)/

SIMON PRICE,
4 COTSWOLD CLOSE,
COVE, FARNBOROUGH.

I would like
to complain
about the current
discuss-

ion and "coverage" of NIPPLES in DL. Why should little pink twiggly things like that get so much attention?! /(titter...)/ Whatever happened to good old botties? /(giggle)/ Eh? They really should get more exposure in amateur zines. /(less restrained giggling...)/ I mean, if you look at WD, you will see that it's full of arse-oles! /(talking of which; Mike? Total breakdown of editor!)/

I have a job researching and reporting on Adventure games - then producing a database driven version or perhaps a Zork look-alike. I have only until the end of September to review and report and would appreciate some discussion with other enthusiasts. /(If you can help Simon, write, giving your phone no. & he'll ring you from work. Ta.)/

£5000 for the TRUE Mike Lewis story? /(You have a deal! It all starts back in 1963...)/

TREVOR MENDHAM
53 TOWNCOURT CRESCENT
PETS WOOD, KENT.

You have a
very nice
set of as-
pects. /(&
you have cute eyes, Trevor)/. How-
ever, your rising sign is Scorpio &



this contains 3 important planets. Scorpio is not one of the zodiac's nicest signs! //Remind me not to let this be seen by the girlfriend! Grrr! She'd shred you! Oh yes, & whilst I'm baring my zodiacal bits to the world, I'm a Libran. Now you know.//

DAVE BAYNHAM,
57 SCHOOL ROAD,
TETTERSHALL WOOD,
WOLVERHAMPTON.

I bought Imagine
line 4 recently
and was pleasantly surprised
by it, since

there seemed a few more good ideas in it than the issue 1 that I saw previously. //IMAGINE has certainly improved. I gather this is due to Paul Cockburn sticking to tonic water, and Mike Brunton being on Slimlines. The now sober pair can work with clear heads but are in severe danger of coming up with new & innovative ideas. It will get even better. Put your faith into IMAGINE & force WHAT DAT? to change its nappies.// However, if you want to see what can really be achieved by a magazine by & for intelligent life forms, I suggest the amazingly consistent Miniature Wargames which although it has yet to contain any RPGs is an excellently written magazine. //Actually, a friend of mine & I have a theory about MW: when MW runs out of Peter Gilder photos it will have to fold! I feel that MW has very bad production for a glossy professional mag. Mainly due to the hand-drawn charts and writing that blights its pages, MW will not appeal. After all, Letraset isn't too expensive.// Imagine is not in Smiths in Wolverhampton or Bangor (unless they're hidden). //And the reason why is because IMAGINE isn't distributed by Smurfs but by regional distributors. So it depends on the area you're in as to whether Smurfs has it or not. Correct me if I'm wrong, Paul!//

A pet subject which cropped up in your editorial in 17 was the elections. //(Good!)// Currently one of my activities is listing the odder candidates, and I've just noticed the press cover-ups of many weird types who suddenly became just "independent" in a lot of the papers. Worst of all was the super-

hero who stood against the PM in Finchley. Only those who stayed up for the TV coverage of the results knew him by his full title of the "LAW & ORDER IN GOTHAM CITY" candidate, rather than just "Law and Order" as all the papers I've seen said! Changed from a Batbeing to a disgusted Tunbridge Wells type at the stroke of a blue pencil! All part of the conspiracy to ensure a two party system? //(I remember it well! I split my sides laughing; certainly the LOGC being would've had my vote! Everyone gets upset & serious at elections & lose any sense of fun. LOGC and Screaming Lord Sutch are what life is all about!)//

The main comment I was going to make about DL16 in favour of the Games Fair report has been preempted so suffice to say that since I have a hobbitish tendency to give long accounts of my adventures, I liked the more personal report. //(Thank you. Up yours, Dave Hulks!)//

When will fanzines remember wargames bashes like Midland Militaire or its Northern & Southern counterparts. After all they seem to attract a good few Role-players too and are quite good fun. //(I go to Armageddon, but last year I sold seven copies of DL. I spent lots of time selling Chronicle figures & talking to Celia & Nick. Role-players there were, but not many fan-orientated ones. Don't forget that some conventions clash - Games Fair & Salute have done and this year Games Day collides with Northern Militaire. We can't go to both & obviously GF & GD are more important! I find it hard enough to save enough money for conventions too!)//

Now to the perennial Sex and Ducks and RPGs; in its current incarnation of Russ Smith's drawings. Anybody who wants to buy pictures of tits will probably buy magazines other than DragonLords to do this. //(I see your point. DragonLords, an aid to masturbation. Yetch!)// But it's doubtful that anybody will be totally shocked by what's been seen in DL so far. //(I doubt if Mary Whitehouse has seen us yet!)// The solution seems to be a little restraint since the idea of a pict-



argument about conflicting ideals. It gets embarrassing if you say f**k the Greenham Common Women!// So far only wargames conventions have drawn CND pickets, but what if somebody noticed the odd copy of Nuclear War at Games Day or decided that games like the Morrow Project or Afetrmath made nuclear war less unthinkable? Obviously the answer is to start pointing out what's so good about RPGs, and to be able to educate people about the hobby. /(Yes, but will they listen?)/ You and I can't just cop out by the "but role-playing is different to that" approach, after all, could you tell the difference between a mortar strike and a nine dice fireball? /(Actually, the main problem is defending any game which involves the abstract killing of anything)/ One answer is to point out the sort of qualities & skills that games encourage, /(fine)/ and try to make the less savoury side of RPGs less obvious (stop buying Dungeon Torturess + Whip figures?). /(NO, not

ure in a zine should be to compliment the RPG content, and not an excuse to show well-built ladies. If censoring a picture messes it up, don't bother, but if the only fantasy element is of a type unassociated with Tolkien but sexual instead, don't use it. /(Ah, but how do you draw the line between decent and indecent? Will DL become a top rack zine, constantly hounded by Mary's Marauders? (MM? Now where've I seen those initials before! Must be Acolyte!)). Rest assured that I will only print art I feel to be of some artistic merit. Tenders for equal opportunist naked men piccies now taken. Actually, since topless bathing is now in full swing again I think we're quite safe!)/

Sometime this year whilst recruiting for an RPG & Wargames club I was told that as I was a wargamer I must be "bloodthirsty, militaristic and a neo-fascist". /(Yeah, I get pissed off with this attitude too. Yours, lamb to the slaughter, meekly go, truly either tells fanatics to f**k-off, or tries to carefully explain that I'm pro-CND. The latter's a good bomb-shell to drop if you'll pardon the analogy, and'll get you into a good heady



fine, a naive view in practice as I've learnt from the pages of *The Acolyte* recently. You can't play-down "unsavoury" bits in gaming, they are undeniably there and any opponents will find them regardless. The attitude to take is that RPGs have more positive points than negative ones and are hence more constructive in influencing personal development.))

FERGUS O'CONNOR
SURBITON.

The B52s? Oh god - now that MTN is six feet sous, are we just going to get them from Marsh and the DEAD Jam from Lewis? /(No, I was going to continue with *Altered Images* and then admit to being a secret Drannie.)/ What's wrong with a bit of Joy Div. anyway? /(Ask my analyst, baby)/ Ha! That's going to annoy all the hippies and headbangers who seem to fill our universities and polys (especially on the engineering faculties) and games cons - they're far worse than any damn twelve year old because at least munchkins have mothers to make them wash, change their socks, buy them clothes etc.. Mind you, I must say that the Joy Division bits in *TS!!!* seemed designed to do little more than raise the pretentiousness level of that particular world consciousness broadsheet. I suppose one can't make any real comparison between the fates of Ian Curtis & Thunderstruck!, since the former died just when success seemed imminent...

People who vote Ecology - I presume you mean them rather than the NF - /(cough! splutter!)/ can go out in the country, find a hill, dig themselves a f**king hole in the side of it, get into it and really relate to nature, man. /(You forgot about smoking pot too! Yes, I voted Ecology and why not? Your reaction lands you in the dyed-in-the-wool, blue Surbitonoid stereotyped Tory image that I've always suspected you were. So you've stopped thinking at last. Go boil your head.)/

Yet another Adrian review! How does he do it? I haven't seen him since Games Day last, but as I read each word he appeared before my

eyes as clear as crystal! /(I know, horrifying, isn't it!)/ A veritable miracle! /(Didn't I mention we are featuring the second coming? Ah well, these things slip our mind!)/

How many do you print of DL, & how many do you send out direct to subscribers? /(650 & up to 100)/

DL17 was funnier than 16 but I've read funnier obituaries.

/(Right, enough letters, I'll just round off with some gossip! My mole at the Workshop has been uncovering naughty secrets about Ian Livingstone and Steve Jackson. He's been largely unsuccessful and so far can only reveal that Jacko & Livingstone are both basically fairly regular guys with smart London town houses and a Porsche each. It's been said that Ian's got something about black leather & the Boston Red Sox, so there's hope for some scandal yet!

Dashing Peter Darvill-Evans on the other hand has been reported as hanging around West-End wine bars & generally having a good time with the people he encounters.

And, whilst we're on the business side, up at t'Mill, the letters KGB are emblazoned on the directors slate. They stand for Kevin, Gary and Brian, heads of the new divisions of TSR stateside. It appears Gary is losing control to the Blume Brothers. Shock, scandal and a big internal coup in my opinion.

And while I've got some lines to fill up, I might just as well go on about what is happening to DL. DragonLords is changing its image slowly but surely. The era of the new monsters, magic and scenario fanzine is dead, the topics are almost exhausted. DL will develop more into a discussion and games zine with a fair sprinkling of hobby humour. If we are to remain the leading light of the fan movement, we must innovate otherwise we will become one of the dinosaurs we mock. To do this we need interesting letters and discussion topics. FRP? Yes, if it's good, but how about music, films and comics too?)/

ta'. Ian ♥

The Dragonlords Crusaders-I

OR - MY FAIR GARY

- M. TABERY

THE PLACE: Somewhere in the sprawling TSR edifice, located in Lake Geneva, Winsconsin, USA.

THE TIME: Sometime in the middle of 1983.

THE CHARACTERS: Lord Gary Gyga Supreme Ruler of the Gyga Empire, Demigod of Products of Your Imagination, The Grand Vizier of Fantasy Gaming, and a lot of other titles that are nauseating to most everyone, except of course, Gary and his bloated ego (which are reputed to be one in the same).

Duke Ernie Gyga Second fiddle to Gary, who wishes that those fanzines that Gary always attacks would mention him more often. Has the dubious pleasure of testing out all of his brother's new game aids.

Kim Mohan Editor of THE DRAGON, which although claiming to be independent of TSR, is its most rabid supporter. While she is a harmless looking girl, one staring into her eyes for 2-3 melee rounds will see such an outward display of fanaticism, that he/she will be driven insane (consult the DMG's insanity table for type).

Tim Kalvis As tight as TSR is with its money, Kalvis has been brought over to America simply because he supports Gyga almost as fervently as Mohan. He now sits at Lord Gyga's side as a jester (and a quite pathetic one at that). He sports a strange, turdy brown costume that seems reminiscent of... oh, what can it be?

Roger Moore and Len Lafoks Two courtiers of Lord Gyga. Although they write "unofficial" material for THE DRAGON, they hold his Lordship's favour by backing up everything he says. Some have speculated that they really do not exist, and are only pseudonyms that Lord Gyga uses in his "wilder moments". Critics have called this "absurd", but they will not deny its possibility.

And now, THE DRAGONLORDS CRUSADERS!!!

Ian Marsh Ex-University student and 'zine editor, Marsh is always levelling insults at damn near everybody, and most of the time he gets away with it. Enjoys fighting with other 'zine editors in DL's irregular mail column, Ian does the "tough stuff" now that Marc Gascoigne is semi-retired. A self-styled Robin Hood, whose dream in life is to dump Lord Gyga and his minions into a vat of the "revealing ink" that fills the pens of the new TSR solo modules.

Mike Lewis Aside from taking abuse from Ian for being too soft (he once said that Judge's Guild modules were full of "useful material") he also edits DL. A frequently misunderstood character, whose family tree extends all the way back to Flash Gordon and the Spider. Mike is often asked to play a dwarf at Treasure Trap! He can never really say "NO", and so you can find him Mondays, Thursdays and Saturdays wearing a little green/grey outfit, standing in the corridors

quoting Paul Mason.

Marc Gascoigne Even though Marc Gascoigne is semi-retired, he still has a grip on DL. As Mike traces his ancestry to Flash Gordon and The Spider, so Marc believes he is lineage'd to Harlan Ellison and Ambrose Bierce. Marc is famous for his damning reviews, which tend to remind one of a fire and brimstone sermon given by an over-zealous vicar. A rather potent individual who is said to snarl when hearing the phrase "Quasits and Quasars". Marc isn't sure of his plans after DL, but it isn't presumptuous for one to assume that they will include rooting out blatant evil (eg. TSR).

Fergus O'Connor Although not a DL editor, Fergus writes satires for DL on TSR, RQ, SO, T&T, SH, and just about every acronym you can come up with. Fergus often gets into trouble with some of his subject matter, but he deftly slips out of range, and a less fortunate takes the rap for his misdeeds. He has angered Tim Kalvis to the point that Kalvis has put out a "contract" on him, consisting of a free subscription to THUNDERSTRUCK to anyone who will "rub Fergie out". So far, no-one has been foolish enough to accept this offer.

Adrain Probably the greatest hindrance to the DL cause. Adrain is said to be one of "those mad magic-users experiments that unfortunately lived past usefulness". Serious speculation suggests that Adrain (sometimes known as "Ade") had no usefulness. Few offer better, but Marc Gascoigne says this: "The existance of Adrain (such as it is) proves that this is Hell, and that he is one of the chief tormentors". Even Adrain won't discount this, and so he remains one of fandom's Great Mysteries.

Tune in next issue, DL fans, for the first adventure of the DRAGON-LORDS CRUSADERS:

"ATTACK OF THE AVENGING HOBBYISTS"

Pictured below are two of four new figures from WARBAND. These include two versions of a wizard (an old figure, revamped) and a troll and a lizard man. They're a bit crude but worth the money. For a list of Warband's ranges, send an SAE to Warband, 20 St Peters St, Canterbury, Kent, CT1 2BQ.



ASGARD, that well-known publicity company, thrust some of their new Orcs into our hands at Dragonmeet. Pictured above are OR37 - Orc Clansman, OR29 - Black Orc Advancing and OR9 Small Cave Orc. To put it mildly, they're f***ing excellent, a great improvement on earlier figures. Asgard are at 97 Carrington Street, Nottingham. Prices range from 30-50p.

"Come in," he said, ushering me into the pale light of the library. "You know the others, don't you?" Indeed I did but for what obscure reason had our common friend the physicist invited an ex-soldier, an engineer, a doctor, and myself, a journalist, to his cottage deep in the Wiltshire countryside? The others nodded a greeting as I pulled a chair close to the large open fire blazing in the hearth.

"As you may know," our host continued, "I have for some time been interested in the study of time travel, and in particular..."

The engineer made a chuckling noise, but was silenced with a glare.

"And in particular, the construction of a working time machine." He paused, as if for dramatic effect, and then continued. "And now, after thirteen years of research I HAVE DONE IT!"

At that, the lights snapped on. A huge, silver egg stood in the other half of the room, gleaming in the light.

"You've got to be kidding," I said...

TIMESHIP is a new from Yaquinto Games, lutionary. Al- Villains and playing ter-

TIME-SHIP

THE NEW ROLEPLAYING SYSTEM FROM YAQUINTO GAMES. (1980-1981)

roleplaying system and it is quite revolutionary, in games like Vigilantes we have players themselves, with superhero alter-egos; in TimeShip there are no alter-egos. The game is the nearest you could get to travelling in a time machine, within the confines of your own front room, as my miserable attempt at HG Wells' "Time Machine" tried to show. Rather than travel to another time, the referee will bring all of time to you! And because you play yourself, (well, most people tend to anyway, I reckon) there's no excuse for mass slaughter. There are rules for combat, for there will be occasions when characters are called upon to fight, but sensibly they tend to restrict themselves to small arms, and characters are penalised quite heavily for inexperience.

The rules, again quite satisfactorily, convert everything to a simple percentage, where a dice roll is necessary which isn't always. The rules assume a degree of intelligence and RPG-adjudicating experience on the referee's behalf, which isn't always the case, but that is to be expected.

The real beauty of the system comes into focus with the three sample adventures included in the rules. Each adventure is a full-sized module, meticulously planned and very well executed, and they need to be; because of the nebulous nature of the game system, a beginner would be stumped for what to do without them, but their inclusion had me planning a large number of scenarios straight away (and I was only looking at it in a shop!).

The set comes with rulebook, the 3 scenarios, character record sheets, and a pair of dice, all in a stout box. The rule-book starts off a bit strangely, and it is a little disorganised, but this small quibble shouldn't put anybody off what is a very fine and incredibly imaginative system.

MAGI

1977

I have been wargaming for almost three years now, and have been noticing the adverts for D&D creeping into Battle for Wargamers with increasing frequency. But how can you have a game played in dungeons? There's nothing down there! It all sounds intriguing, but not for me. Then C&S comes out. "The Largest fantasy roleplaying game ever published..." runs the blurb "128 pages covering everything a fantasy gamer could want...". I send off for it from Games Workshop. When it arrives, we spend a lot of time looking over it and generally become very excited and very confused by it all. How do we play it? How do you run a campaign - it seems that a campaign is the thing to run - and how do you roleplay? There is the crunch and, in the end, we abandon our attempts at a campaign and play Basic D&D instead. It is fun, but doesn't seem to have the grand feel of C&S.....

CUT

1983

Six years later on, and I am now editor of Britain's leading games fanzine and I have played hundreds of games and campaigns - and read lots of different rules. I have abandoned commercial systems and instead run my own mish-mash of a variant. Then out comes Chivalry and Sorcery 2. Heralded with the same type of advance hype, but claiming a new ingredient of comprehensibility this time. Well, we shall see....

C&S 2 comes as a three book set in a box. Industry standard I suppose. There are two books of 56 pages and one (including the magick system of 80 pages). The typeface is small but doesn't approach the microscopic proportions of the original C&S book. I'll go through them a book at a time.

The first starts with a very comprehensive guide to what a role-playing game is, and how you go about playing it. There are also two essays: On Being a Gamesmaster and On Being a Roleplayer. These cover several pages

each. They are two of the best written and clearest explanations of what an FRP game is about, and how to run a campaign that is more than just hack & slay gaming. Different types of campaigns are covered and different types of roleplaying. In fact, I would recommend that these two pieces should be essential reading for every roleplayer. If you don't intend to buy the rules, then at least try and read these two pieces. They could improve the enjoyment of your games immensely and will probably help you advance much faster as a Gamesmaster.

Character Creation has been altered in a fairly major way, as the characteristics are now allocated from a number of points as in The Fantasy Trip. Character classes have been retained, but are split into more groups (e.g. Merchant-Adventurer) with the option for non-combative classes such as blacksmith, etc. The characteristics are given more meaning by using Characteristic rolls, which serve the purpose of rolling against a characteristic in RQ.

The major change to the system, is the introduction of skills and a skills advancement system. The skills are split into areas such as General, Fighting, Thievish, etc.

Book 2 concerns itself with the Chivalric code which has been greatly expanded to include far more detail, such as the Modes of Address; C&S Market Place - which lists prices for everything, haggling, etc; The Clerics - which are based on the Christian church; Tournaments; and The individual combat system - which remains very true to the original with bashes and weapons matrices, etc.

The final book consists of the Magick system and NPC and Monster stats. The Magick system is the most comprehensive, detailed and "realistic" around, and C&S is justifiably famous for it.

Despite having emphasised the rules, it isn't the games systems that make a game great, it is the atmosphere that the rules can generate. In this respect C&S is superb, as the sheer detail generates the atmosphere of the medieval era brilliantly (to me anyway).

It is very difficult to say anything constructive about such a large game in just one page, but I think that FGU have achieved their aims and produced a comprehensible version of the promise that the earlier C&S offered. While I don't play by the rules of one commercial system, if I did, I would choose C&S above RQ!

The Snow King's Bride **Soloquest**

Reviewed by Ian

3

What a handful! Can you cope with a gorgeous female who'd rape you as soon as pull you out of an icy pit? Who'll abandon you at the first hint of an ignorant hunk? Yup, Brunhild'll sure make your life a misery as you trek to jolly Valhallavalla protecting her honour amongst other things. The safest adventurer to do this adventure should be female and preferably of another race completely in order to complete the adventure with no serious social complications.

Apart from Valhallavalla sounding like a dyslexics paradise, the Snow King's Bride isn't too badly thought out. SKB has a reasonable and believable plot line (which is more than I could say for Soloquest 1 and 2) the only flaw being why you're actually in a godsforsaken icy wilderness like Vitfjord in the first place. There is some killing to be done but characters encountered are often prepared to talk. This is accomplished by them giving lengthy monologues & not giving you a chance to butt in. A poor but unavoidable solution to solo adventurers.

The object of SKB is to escort Brunhild safely to her intended out in Valhallavalla. Some good ideas are developed in the adventure (an encounter with a griffin is particularly good since the griffin can be one of two that hang about the area. There's no clear way of telling if he's good or bad so it's yah, boo, sucks to casual cheaters!). This Soloquest adventure suffers - as does its predecessors - from being too inflexible for clever play. Hence the Humakti dwarf you'll undoubtedly meet **should think** about who he challenges. The tame Humakti Runelord I ran through the adventure accidentally critically hit him in the head in a Humakti duel. Oops! Exit challenger! Another complaint is that Brunhild is too passive and is easily forgotten. And a mega-error is the omission of her listen % in the stats. (it's needed! Especially as yours truly wasn't too hot on listening!).

The Snow King's Bride is nicely presented and there aren't too many errors, however, I still regard it as expensive for the amount of enjoyment it can give. Certainly it's worth getting for a group of players to use; otherwise forget it. After all, for solo adventures I bought a T&T rulebook and I think I'll stick to it.

Snow King's Bride costs £4.95 and is distributed by Games Workshop, who also supplied this review copy. Mind you, for £4.95 you could probably get that rare commodity-a copy of DragonLords issue 1. Or enough beans for a week. (make that two weeks!). Personally, I'd rather buy a copy of "Rio". What's that? Space-filling? Moi?!



GAMES

DIPLOMACY

FAIRY

SPRING 1902

Well, a holdover here - mainly due to the fact that DL17 was late (yes, we admit it!) and two weeks is a little limiting as to the amount of actual letter writing that can go on for diploming. I have orders on file for four countries who are of course free to change these if they wish within the deadline limit. The press continues, however...

FAIRY TALES

Tales of the Dragon Lord (part III):

"Here we go again", thought Arshim, as he picked himself up from a soft, pink, foam-rubber mattress which seemed to be undergoing a certain amount of undulation. For a moment he thought it might be alive, or on board ship, until he peered through the sweet-smelling haze of pinkness to the other side of it. He rapidly looked away, however; there were two children doing strange and upsetting things to each other. On second thoughts, he watched.

After a while, the male child (who was on top), pink all over (was it embarrassment?) except for his hair, which was red, noticed him.

"Ah. Er, hello. Um, tee-hee". He did appear embarrassed. He tried to cover himself up with a copy of Twenty Pages Too Many, a badly typed pile of ego-scratchings which appeared to have strange purple finger-marks over it, as though the object of a psychedelic tug-of-war.

"Harrumph," continued the pink fellow. "Sorry about that. This is Barbed Horror, my girlfriend from the Low-brow Collage. Are we still at it, then?"

Arshim glanced at the Barbed Horror, wondering how she obtained the name, and quickly looked away. His encounter with the Tron machine had been bad enough. He decided to speak.

"What are you doing about Noquarter, then?"

No sooner had the name been mentioned than he felt himself sinking once more thru the floor, his eyes and mind filled with the redness of the shock of hair before him...

♣ - Valpolicelli Drinkers: I said General House Rule, Dummy.

♣ - BRAIN: No more Hawkwind, please.

DIPLOMACY

TOAD HALL

GAME START

Countries have been dished out as follows (since no preferences have been given):

ENGLAND: Steve Whittam, 6 Eynsford Court, Hitchin, Herts.
GERMANY: Mike Lewis, Rushcommon House, Dorchester Crescent, Abingdon, OXON, OX14 2AJ.
FRANCE: Ian Gibbs, 25 Bramley Ave, Sheffield, S13 8TT.
ITALY: Alastair McGilvray, 391 Mansfield Rd, Carrington, Nottingham, NG5 2DG.
AUSTRIA: John Lancaster, 60 Broom Hills, Welwyn Garden City, Herts.
RUSSIA: Murray Writtle, 68 Amity Road, Reading, Berks.
TURKEY: Adrian Knowles, 23 Willow Way, Finchley, London, N3 2PL.

♣ John is playing at the GM's discretion!

♣ Arthur McNulty has been dropped from the waiting lists as he has no subscription.

Right, what else? The waiting lists? I know...

"I am the LAW!" screams the GM. "And I need six good judges to enforce it." Candidates apply to Judge Felix at the address below. Seriously, Judge Dredd looks OK for postal play and only a few additional rules as well! I'd love to try it so come on, enrol!

WAITING LISTS:

DIPLOMACY:

None. Seven wanted.

EN GARDE:

Vaughan Allen, Steve Norledge, Bill Lucas, Dave Messenger, Sean Hanley, Ian Marsh, Marc Gascoigne (who are these people?). Will start when there are ten players.

NUCLEAR WAR:

Vaughan Allen, Paul Mason, Patrick Riggs, Kev Green, Dave Hulks, Marc Gascoigne (some friction here!). Gamestart next issue, confirmations of interest please.

ILLUMINATI:

Chris Elliot, Dick Edwards, Bob Ash, Ian Marsh +? Two more needed?

JUDGE DREDD:

None. Six wanted.

GMs

DIPLOMACY/JUDGE DREDD:

Ian Marsh, Avalon, Grams Rd, Walmer, Deal, Kent, CT14 7PU. Orders now accepted by phone since it looks like I'm going to be here for a long time. (03045) 67040.

NUCLEAR WAR/EN GARDE:

Mike Lewis, Rushcommon House, Dorchester Crescent, Abingdon, OXON, OX14 2AJ.

ILLUMINATI:

Vaughan Allen. Write to Mike.

DEADLINE:

1st October 1983.

City of Sorcerors

STANDARD GAMES £9.95

Thinking I'd solve my time problems, I lent CofS to some friends and asked them

to review it. They played it, hummed and hawed, & gave it back. I still have to do the review! CofS is all about apprentices becoming mighty wizards, followed by a glorious slugging match to see who's best. It comes in an easily crushed box which is very pretty and costs £9.95. You get tons of components for your money - counters, cards, maps & the like, plus an amazingly small rule-book. However, in common with Starship Captain and Cry Havoc, the rules are too simplistic and vague. In fact, lots of vital information is printed on the cards used in the game. As a result, for the first few games, everyone gets confused and doesn't know exactly what they can do. A summary of the card directions would be a very useful addition. With no zip-lock bags, counters and cards rattle around quite happily in the box, making life very difficult in between games. Since zip-locks only cost a few pennies each, I'm very surprised that Standard don't include them. City of Sorcerors is a classic example of a physically high quality game with sub-standard rules. I can see CofS sitting around on my shelves doing nothing for a while. The graphic designer, Gary Chalk, has since left Standard for Games Workshop. I leave any conclusions to be drawn from this action to you.

6/10 Ian.

ADVERTISING : For camera ready copy each quarter of a page costs £2. If art is unsupplied, double costs are charged. We will only accept print from a matrix printer if it is clear and dark - use an Epson and overstrike. If the copy fails to meet our standards then it will be rejected. Receipts for adverts are sent out with the issues in which the advert appears. Personal ads are free and printed providing there is sufficient space for them.

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 DRAGONLORDS (yes! We've finally got an account in the magazine's name - only 3 years!). Mike is currently dealing with subs.

BACK ISSUES: If you missed the formative years of DL, then why not catch up (a little)? DL6,7, 13, 14, 16 and 17 are available at 60p each.

FREE ISSUE! : From now on, if you subscribe to 6 issues, you get a free issue of DL tacked onto your sub!! Now there's an offer you can't refuse!

CONTRIBUTIONS : Despite what you may think, we do print the odd article now or then! We accept art, articles, reviews, etc. If you can't think of anything better then send us a letter! DL is reduced from A4 to A5, so a cover has to be A4, okay? Oh yes, and you are credited 60p for every page of contribution.

TRADE: DragonLords is distributed to the trade by those loveable and fun people Games Workshop Ltd. These live at:
27/29 Sunbeam Rd,
London, NW10.

If you are a shop-type person then get in touch with them.

OVERSEAS DISTRIBUTION

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