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GEN CON XI

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AUGUST 17, 18, 19 and 20, 1978

TOURNAMENTS * GENERAL GAMING * EXHIBITS * AUCTIONS * SEMINARS
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SPECIAL EVENT! DUNGEON! CHAMPIONSHIP
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| At the door, 4 days    | $15.00 |
| At the door, 3 days    | $12.50 |
| At the door, per day   | $5.00  |

TIMES:

<table>
<thead>
<tr>
<th>Thursday -</th>
<th>Morning to Night</th>
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</thead>
<tbody>
<tr>
<td>9:00 a.m.</td>
<td>12:00 midnight</td>
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<tr>
<td>Friday -</td>
<td></td>
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<td>9:00 a.m.</td>
<td>12:00 midnight</td>
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<td>Saturday -</td>
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<tr>
<td>7:30 a.m.</td>
<td>12:00 midnight</td>
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<td>Sunday -</td>
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<td>8:30 a.m.</td>
<td>6:00 p.m.</td>
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</table>

DO NOT DELAY MAKING YOUR PLANS, AS ACCOMODATIONS FILL VERY QUICKLY!

For: Pre-Registration - Accomodations
General Information

Contact: GEN CON XI, P.O.B. 756
Lake Geneva, WI 53147
414/248-3625
THE DRAGON is proud to welcome a new cartoonist to our pages, Will McLean. He has provided a number of amusing cartoons which will undoubtedly be popping up in future issues, and we hope he sends us more.

You may have noticed that this is the biggest TD ever that doesn’t contain a game or insert of some sort. We hope to keep it at least this size, and hope to add more pages in the fall. There is one major stumbling block, however, that could easily prevent that: more pages use more material. The simple addition of more pages, even though one or more are sold to advertisers, means we consume that much more material. At this very moment, TD is hurting for good quality material. All of you writers that have been stalling around had better get hot soon . . . especially those that are late on promised pieces.

As you peruse the Table of Contents, you might notice that this is our potpouri issue, containing a little bit of everything, hopefully something to please everyone. In this issue, and the next, we are running quite a number of reviews of games that came out this past year. This came about because it was not until rather recently that we got together with a couple of good reviewers. This way, we are clearing the decks for the floods of convention releases that is imminent, and will be able to review them in much more timely fashion.

Don’t forget to cast your ballots for the Strategist Club Awards if you haven’t already done so. I hope to see a number of you at the SC Banquet on Thursday, August 17th. More details can be found elsewhere in this issue regarding the Banquet; if you’re planning to come to GenCon, you shouldn’t miss the rare opportunity that the Banquet offers; good food and stimulating company for a reasonable price. How can you lose . . .?

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Correction

We let a mistake slip by on The Judge’s Guild ad last issue. The 3 Year Sub is $33.00, not $29.00 as stated. We apologize for any inconveniences.

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If your mailing label says “TD 17” this is your last issue . . . resubscribe

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Publisher’s Statement

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Application to mail as second-class postage is pending at Lake Geneva, WI 53147 and additional entry points.
By Clayton J. Miner

As anybody who has played D&D for awhile knows, and any judge who has rolled one of these up knows, vampires are bad news. When properly run, vampires are party stompers of the highest degree. A good vampire has all the tenacity of a D.S.D., the charm of a wananton, willing damsels, and the craftiness of a Chinese fox, but most of all, vampires are possessed of high strength and an even higher intelligence. One vampire in the dungeon should be sufficient to, at the least, decimate a hardy band of adventurers; he usually totally annihilates his opposition.

Unfortunately, or fortunately, depending on which side of the fangs one is on, most judges I have had the pleasure of playing with do not use the vampire to its fullest potential. Now then let us look at the vampire and its abilities, and see why these creatures of the night are so dreaded by the not so ignorant peasants of the old country.

First of all, the vampire’s greatest weapon is his vast strength. This takes first place over charm because there is little chance of failure for the vampire. On the average, the minimum strength for a vampire is an 8:69. With this reservoir of energy a vampire can rip doors off of the hinges, batter down lords, and lift all but the strongest of fighters off of his feet, crushing his windpipe as he hauls the warrior into the shadows.

The charm ability is deadly to the party, but here one has a chance for one last scream of terror. Too often have vampires in many a dungeon, mine included, just charmed one person, told him to come to the master, and spirited him away, leaving behind a whole room full of tasty corpuscles and nourishing platelets. What an intelligent vampire does is charm as many people as possible, tell them to wait here for him to return, and then goes off to retrieve the rest of the party, returning to his banquet in a short while. Here is one of the places that the legendary high speed of the vampire is most useful.

But what is the vampire is hungry, and doesn’t want to go on a blind hunt for more victims? The answer is simple enough, and takes just a few minutes of advanced planning on the part of the vampire. Instead of just using his rats and so forth as an attack force, what the thinking vampire will do, as soon as he moves into your labyrinth, is to whip the rats and mice, and whatever else he can charm or bully, into a highly effective spy network. How many adventurers have bothered to engage a rat in hand-to-hand combat? Why, with this set up, the vampire can be the undisputed master of the dungeon, not only terrorizing players, but many monsters (undead not included, of course.)

It is generally recognized that the average vampire can turn himself into a bat, flitting here and there, looking for a quick snack, but this is not the only form of transport available to the lamaia. I am speaking, of course, of the vampire’s gaseous form. This is both an offensive and a defensive ability. All judges are familiar with the defensive aspect of this, when threatened the vampire becomes gaseous and moves off, away from the party. However this ability can be very effective in assaulting the party. All the vampire has to do is rush past the party at the highest speed it can reach, (in some sources this is said to be up to 50 m.p.h.) buffeting the party as a high wind, continually retracing its path, eventually wearing down and confusing the poor mortals. And if things don’t go the way the vampire wants things to go, he just leaves the party, only to follow it a short distance away, waiting for the chance to resolidify and pounce once more.

The problem with vampirism in the dungeon is that it grows, like the plague, as long as there are living creatures available. Eliminating the vampire is just as hard as surviving an attack. Before you say, “All you need is a cross!” consider this; that the older a vampire is, the more resistant he is to crosses, holy water, sunlight, etc. An inexpensive means of protection is to wear some garlic. You won’t have many friends, but you might live longer. Another way of insulating yourself is to dive into a room in the dungeon, close the door and recite biblical phrases, and break up whatever passes for a host in whatever world you are in, at the bottom of the door. Outside the dungeon draw a circle in the ground, an sprinkle the host fragments into the depressions left by the stick or whatever you have used, reciting prayers and so forth. When properly made, there is a chance that any unfortunate who is charmed will be prevented from leaving the circle.

As to mirrors, it depends on how the judge wants to run it. Here legends conflict, but the main view is that the vampire will run from it. The secondary view, and a bit more realistic, is that the average vampire will stay at bay, trying to get the player to drop the mirror.

The recommended method of dealing with a vampire is to stake the thing, but the noise and struggles involved will usually attract something else looking for a free meal. The stake is a good method, providing that the stake is made of either hawthorn or blackthorn, and is correctly installed. Here is another point that is confusing. According to legend, the stake has to impale the heart either in one and only one stroke, or in a number of strokes not to exceed four. The final determination should be left up to the judge himself. Stakes are a temporary measure at best. They can rot, be burned away, be pulled out, or jarred loose, all of which allow the vampire to rise again.

In legend, the best way to permanently end the existence of a vampire is to find him in his coffin, preferably before dark, or just after dawn; however, if you can find the vampire after he has been sated at any time, he, she, it, they will be easier to handle. A vampire with fresh blood around his mouth has just fed, and if in his coffin, will be rather lethargic. The procedure for disposing of a vampire is as follows; while the one person is hammering the stake home, his companion has the option of saying a prayer for the dead, which will commend the spirit to heaven. Once the vampire has finished it’s death throes, one of the participants removes the head from the body, leaving it in the coffin. Next the heart is to be excised and burned. This ensures that the vampire will remain in the world of the dead. One of the many options is the placing of flowers in the hands and the mouths of the body after the stake is in place, and before the head is removed. Generally however, if the vampire is over one-hundred years old, it will crumble to dust. In this case, both the dust and the coffin must be burned!

Another way of sticking it to the vampire is to pour holy water into the coffin, making it a booby trap. If, as you are walking through the dungeon, fortunate enough to find a vampire’s coffin, with no vampire, leave in it a broken host, or a crucifix. This makes the coffin useless to the vampire, but it won’t destroy him. It will only deny him rest until he can charm or bully a couple of kobolds into getting him a dirt-filled replacement. Outside the dungeon however, this is usually a good method for destroying a vampire without jeopardizing yourself.

Stealing the dirt is another nasty trick, and one worthy of even the most lawful cleric. A final word of warning; don’t try to employ any of these measures on a coffin containing the vampire, unless he is sated with blood, as he will be able to charm you even if the coffin is opened in sunlight. The charm is almost always successful, because vampire hunters are sure to be surprised when the vampire looks at him in broad daylight.

The list of tactics and trick on the part of a vampire is close to endless. For example, being in gaseous form in a fog, or a mist, going to gaseous form and slipping part way under a door or window in order to entice players to fling open the door or window, thereby inviting the vampire in.

Use your imagination, as I have said the list is almost endless. One last practice by the vampire is to take a quick snack from the victim, without killing him, and then either releasing him, or trying to keep him alive, with the intent to prolong a food supply. A vampire’s victim does not begin to develop vampire characteristics unless near death, or forced by the vampire to drink the vampire’s own blood. (See Dracula, by Bram Stoker)

Well we have now reached the end, and hopefully this will help both the player’s and the judge in what to expect when battling a vampire. One thing left needs to be said; Next to a dungeon vampire, Count Dracula and Nosferatu were pikers! Steer clear of graveyards at night, and patches of mist in the night, or you will soon be hearing a voice from the heavens asking: “What was your armour class???”
D&D Variant

CHAINMAIL Revisited:

JOUSTING IN D&D

by Jon Pickens

The peaceful slumber of the glen was shattered by the sound of thundering hooves as two men clad in mail careened toward each other. A shock, a splintering crush, and a dull thud resounded as one of the contestants measured his length upon the turf. Lord Alturic rose gingerly and limped to his charger. “Again, Varlet,” he growled. The scene was repeated again, and again... and again.

Wait one minute, thought Alturic, as he gazed upward from his position of recline. I’m a Lord, and he’s a lowly Level 1. IT ISN’T FAIR!

Thus was born the option you are about to read...

The jousting system used in the adventure above was the one in TSR’s Chainmail booklet. Although the system is adequate for normal tournaments, D&D adds the factors of experience levels and magical equipment which the original system was not designed for. Hence the need for this option, which builds these factors into the original Chainmail system.

JOUST RESULTS TABLE

<table>
<thead>
<tr>
<th>Knight Level Comparison</th>
<th>-12 or more</th>
<th>-11 to -8</th>
<th>-7 to -4</th>
<th>-3 to 3</th>
<th>4-7</th>
<th>8-11</th>
<th>12-up</th>
</tr>
</thead>
<tbody>
<tr>
<td>U</td>
<td>25</td>
<td>23</td>
<td>21</td>
<td>19</td>
<td>17</td>
<td>15</td>
<td>13</td>
</tr>
<tr>
<td>U/B</td>
<td>23</td>
<td>21</td>
<td>19</td>
<td>17</td>
<td>15</td>
<td>13</td>
<td>11</td>
</tr>
<tr>
<td>B</td>
<td>21</td>
<td>19</td>
<td>17</td>
<td>16</td>
<td>13</td>
<td>11</td>
<td>9</td>
</tr>
<tr>
<td>G</td>
<td>17</td>
<td>15</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>9</td>
<td>7</td>
</tr>
</tbody>
</table>

Notes:
1. Numbers listed are the minimum adjusted score necessary for the listed result.
2. Note that there are no bonuses for exceptional strength or dexterity.

EXPLANATION OF JOUST RESULTS

U Unhorsed. Opponent is unhorsed with 10% chance of injury (see Injury Table*)
U/B Same as above, but attacker’s lance is broken if non-magical. Magical lances are broken only if the defender’s shield is rated higher than the lance.
B Attacker’s lance is broken as above, but defender is not unhorsed.
G Glancing blow. This is effectively a miss, unless a hit is scored on the opponent's HELM (an “*” on the JOUST MATRIX).
— HELM is hit and knocked off, shattering if non-protective. If knight is unhorsed, injury is automatic with 20% added to the percentile roll. If knight is helmetless, he will take maximum lance damage in addition to other injury.

INJURIES

Any injured knight must pass a constitution check vs Ressurrection or be rendered temporarily unconscious. Roll percentile dice for hit points lost:
01-60 Knight loses 10% of total hit points
61-75 Knight loses 25%
76-85 Knight loses 33%
86-95 Knight loses 50%
96-99 Knight loses 80%
00 Knight is killed

The figure above is a representation of a shield, showing the possible aiming points for an attacking knight. The other common aiming point is the opponent’s HELM.

The jousting matrix below summarizes the aiming points, the defensive positions, and which defensive positions may be taken by an attacker aiming at a specific target.

JOUST MATRIX

<table>
<thead>
<tr>
<th>Defensive Position</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>Attacker’s Position Considered AP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Aiming Point</td>
<td>Low</td>
<td>Lean Right</td>
<td>Lean Left</td>
<td>Steady Seat</td>
<td>Shield High</td>
<td>Shield Low</td>
<td></td>
</tr>
<tr>
<td>HELM</td>
<td>0</td>
<td>0</td>
<td>0*</td>
<td>12</td>
<td>0</td>
<td>0</td>
<td>4-6</td>
</tr>
<tr>
<td>DC</td>
<td>12</td>
<td>4</td>
<td>0</td>
<td>4</td>
<td>0</td>
<td>0</td>
<td>3-6</td>
</tr>
<tr>
<td>CP</td>
<td>9</td>
<td>12</td>
<td>2</td>
<td>4</td>
<td>9</td>
<td>12</td>
<td>Any</td>
</tr>
<tr>
<td>SC</td>
<td>2</td>
<td>0</td>
<td>4</td>
<td>2</td>
<td>2</td>
<td>12</td>
<td>2-4-6</td>
</tr>
<tr>
<td>DF</td>
<td>4</td>
<td>9</td>
<td>0</td>
<td>4</td>
<td>4</td>
<td>0</td>
<td>4-6</td>
</tr>
<tr>
<td>FP</td>
<td>9</td>
<td>2</td>
<td>4</td>
<td>9</td>
<td>9</td>
<td>4</td>
<td>Any</td>
</tr>
<tr>
<td>SF</td>
<td>2</td>
<td>0</td>
<td>9</td>
<td>2</td>
<td>2</td>
<td>4</td>
<td>4-6</td>
</tr>
<tr>
<td>BASE</td>
<td>4</td>
<td>2</td>
<td>12</td>
<td>4</td>
<td>9</td>
<td>4</td>
<td>1-4-6</td>
</tr>
</tbody>
</table>

Note: The numbers on this matrix we added to the roll of a twenty-sided die and the result found on the Joost Results Table — see, Joost Results

To resolve a jousting pass, or “ride”, take the following steps in order:
1. Knight A and Knight B both secretly select an aiming point and a defensive position from the Joost Matrix.
2. Knight A’s pass is resolved. Knight A compares his aiming point with B’s defensive position on the Joost Matrix to find his base number.
3. Magical weaponry adjustment:
   a. Add the “to Hit” bonus for A’s lance.
   b. Subtract the bonus for B’s shield. Note that if A aims at B’s HELM, B receives the shield bonus only if he played position #5, Shield High.
4. Subtract B’s experience level from A’s to find which column to use on the Joost Results Table.
5. Knight A rolls a twenty-sided die, adds his adjusted base, and reads off the result.
6. Repeat steps #2-5, reversing the roles of A and B. This completes one “ride”. Continue rides until one knight is unhorsed.

D&D Variant

CHAINMAIL Revisited:

JOUSTING IN D&D

by Jon Pickens

The peaceful slumber of the glen was shuttered by the sound of thundering hooves as two men clad in mail careened toward each other. A shock, a splintering crush, and a dull thud resounded as one of the contestants measured his length upon the turf. Lord Alturic rose gingerly and limped to his charger. “Again, Varlet,” he growled. The scene was repeated again, and again... and again.

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Thus was born the option you are about to read...
DRAGONLORD
by Glenn Williams
Publisher: Wee Warriors  Design: Morno  Price $4.95

This is both an unfortunate game and a very lucky find. As readers of The Dragon know, Morno’s artwork and writing are superior. The artist seems to understand on a subliminal level the mythic elements of fantasy and has an extraordinary ability to communicate these emotional elements. I purchased the game for several reasons. This was the first Wee Warrior product I had seen which was not blatantly a D&D rip-off. Second, I wanted to see what this artist could do in game design. Third, the subject is intriguing and not adequately covered in fantasy gaming.

Summary
The game is on an individual dragon level and recreates combat between opposing dragonlords who have been locked in constant war for control of their magically isolated region, the Lost Hills. Each dragon and his rider have attributes which govern their performance. Dragons and their riders fight aloft: dragons with claw and fire, their riders with lance, sword and axe. Peasants, whose fields are ravaged by dragonfire, may attempt to shoot arrows into the winged beasts. Tactics are determined by two aspects of the game: 1) the game sequence of sequential movement then combat with the attacker striking first; and 2) the paraphernalia available to dragons, as the number needed to roll on percentile dice for a hit is determined by the intersection of the dragons’ maneuvers on a matrix. The greatest tactical advantage is gained by moving second (and thus striking first) and rising above your opponent.

There are four scenarios: 1) a simple, single combat; 2) a village raid; 3) open battle between small teams of dragons and riders; and 4) “Ragnarok” — an end of the world battle mustering all the dragons. Because dragons move individually, the last scenario is suggested only for those who have mastered the game’s system and tactics.

Critique
The artwork is outstanding. It is equaled only by the rule book illustrations in Red Moon, White Bear and Nomad Gods. The pictures convey the swirling blur of scales, claws and flame that I have imagined would be the nature of dragon combat. Unfortunately the excellent artwork is applied inappropriately on the map. The map is drawn from perspective so that hills and cliffs are seen from the side rather than from on top. While aesthetically pleasing, that technique has mechanical drawbacks which affect play. Where are those slopes and cliffs supposed to be? If you are diving onto a low flying opponent, that ambiguity can create bitter feuds over whether or not you have clutched your opponent or plowed into a rocky slope. In the middle of the board is a very nice picture of a ruined castle, but because it is drawn from the side, the castle would have to lean at a forty-five degree angle to occupy the space it fills on the map.

The map is archaic in terms of game technology. At the price, some cut and paste is permissible. Each section of the map, printed on construction-paper-like material, has to be trimmed and taped to its fellows. Unfortunately, the map sections do not align properly, creating a strange jog when your dragon flies across a taped edge. Further, the map grid is a set of Cartesian squares which regulate movement and combat. Thus, each diagonal move counts as 1.5 squares. That may leave a half movement factor lost simply due to the grid. An old time gamer remembers why the hobby almost universally adopted the hex grid system. Sometimes there are good reasons for such a system; for example, the tactical display boards in Battlefleet Mars are based on Cartesian co-ordinates because of the Newtonian movement. This game has no such compelling reason. Since SPI gave the hobby permission to use their numbered hex grid system so long as they received credit, why settle for an inferior system that distorts the game?

The mechanics of the game are also complicated. A dragon has five separate attributes: maximum speed, dexterity, strength, endurance and maximum damage they can absorb: Riders have two characteristics: strength and maximum damage. They also have the option of wielding one of three weapons, all of which can be carried aloft simultaneously. Each weapon varies in the damage it may inflict, the number of times it may strike per combat round, and the directions in which it may be used. The lance may strike only in a forward direction, a sword forward and to the sides and side rear squares, while an axe may be used in any direction.

Speed, altitude and damage taken require separate tallies for each beast plus damage taken by his rider. Since there is a scenario using twelve dragons and riders per side, the player may have to monitor up to 84 individual factors (dragon speed, altitude, endurance, strength, damage taken, rider strength and endurance). Under these circumstances, bookkeeping is more important than fun.

The weaknesses of the game do not mar its concept, which is an important addition to tactical fantasy games. Many games include aerial combat that differs in no real sense from ground action, or lacks the extra-dimensional feeling of war in the skies. Dragonlord’s system is an excellent apppendage to such games. It adapts well to miniatures or boardgames. For example, Red Moon, White Bear has only four dragons (not counting the pterodactyls), so the complication added would not be excessive. With slight changes, a gamer could add eagles to a Tolkien game such as SPI’s recent Gondor.

Adapting Dragonlord to an existing game requires modifications. First, the grid must be changed to the more common hex grid. Movement can be left basically as is, one point of speed for each hex moved or for each incremental change in altitude. Add a facing cost of one point per hex side changed. Since the grid system affects combat, the weapons require small changes. A lance may only be used against the front hex, a sword against all but the rear hex, and an axe in all directions. Next, reduce the attributes, dragons need but three: speed, dexterity and strength (which also measures the endurance and damage allowed). Similarly, a rider needs only strength. These modifications are similar to the system used by Meta-gaming in their microgames Melee and Wizard.

A further play aid can be added: altimeter charts and speed indicators like those of Richthofen’s War or the suggested aid in a recent Little Wars article on Airwar. To simplify even further, limit a dragon’s maximum altitude to three thousand feet and changes in altitude to increments of fifty feet. In the Ragnarok scenario you will have twelve charts, but the information is displayed far more conveniently (and can be changed far more easily).

I have played the game with the suggested changes on both an old Renaissance of Infantry and Warriors of the Green Planet map. It plays smoothly and is more fun. Believability and enjoyment are the two major criteria by which a game should be judged. Dragonlord, with its potential for adding to other games, meets both criteria. That potential justifies its purchase. It is a very cost-effective way to literally add a new dimension to your fantasy board gaming. After playing the game through a few times to get the feel of its three dimensional tactics among sentient beasts, your armies will begin to cast nervous glances to the skies. Buy the game, play it, add it to your other games and beware the stoop and clutch of the dragon who has risen above you!

The Dragon

August, 1978

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When last winter's tedium was broken by the fun and games at WINTER FANTASY, I was scheduled for DMing continual adventures in Greyhawk Castle, and that is exactly what they turned out to be — continual. Not having the heart to cut them short, games lasted from morning into the late hours of Saturday night, from early Sunday morning straight through until evening, and fatigue made me a bit silly. When the last party, which included several regulars in the campaign (Mark Ratner and Jim Ward each playing one of their player character henchmen), and Ernie Gygax playing the character another participant had abandoned when he or she had to leave for home), beat up a body of gnolls and slew their master, there was a scroll amidst the heap of loot: It was, of course, a curse scroll, and it was no sooner read, and a cursory examination of their surroundings confirmed their worst fears. To the left was a wall of incredibly hard metal, running ahead and behind and stretch- ing endlessly; but to the right was a wall of unrelieved expanse of stark metal bounding the “world” they had been thrown into. The evening and night passed uneventfully, and next day the party continued treking northwards over seemingly unalterable terrain until finally, late in the afternoon, they came upon a colossal cube of metal, in titan-sized fortress from the look of it, and none liked its look. There was a moment of darkness and vertigo, shot with flashes of purple, and then the group felt the ground come up to jar their soles. All had the sinking feeling which normally accompanies the realization of real trouble. That was a curse scroll which had been read, and a cursory examination of their surroundings confirmed their worst fears. To the left — where the sun burned in the sky — was an unrelieved landscape of flat grasslands, seeming to go on endlessly; but to the right was a wall of incredibly hard metal, running ahead and behind and stretching upwards as far as the eye could see. It was unbroken by door or window, unpierced by arrow slit, unrelieved by battlefront or bartizan. Immediately upon arrival the warlock Neb Rentar had attempted to use a wish to escape, while the wily Ap-Awrd the half-elf called upon his enchanted blade to teleport him from the place. Neither was to any avail, so the group held council, the two would-be escapees a bit chagrined and most willing to make amends now that they were unable to make off. It was decided that hereafter it would be a “one-for-all, all-for-one” affair. The material possessions of the party were pooled. In addition to a good selection of the usual gear typical of members of a dungeon expedition, there were the following noteworthy items:

1 gem of seeing, 1 fireball wand (97 charges), 1 strange gem with 2 wishes contained within, 1 snake staff 3 magic swords (+3, +2 teleporting — with some other minor abilities, +1), a +2 hammer, a +2 dagger, 2 suits of magic plate mail (+2, +1), 2 magic shields (+2, +1), a scroll of 6 sixth level magic-user spells (none too useful!), a scroll of 4 fourth level cleric spells, 3 potions of healing.

There was also an assortment of normal armor and arms, including 2 bows — one carried by a fighter, one being amongst the arms taken from the gnoll prisoners. Fortunately, there were also packages of iron rations and skins of water, for the group spent much time in areas where there was no game, but I am getting ahead of the story.

The sun was growing dim — not setting, simply growing dim, so the consensus of opinion was to call its position west, proceed north, and keep near to the unrelieved expanse of stark metal bounding the “world” they had been thrown into. The evening and night passed uneventfully, and next day the party continued trekking northwards over seemingly unalterable terrain until finally, late in the afternoon, they came upon a colossal cube of metal, in titan-sized fortress from the look of it, and none liked its look.

Scrutiny revealed numbers of small things — mostly insects — strewed about the perimeter of the place, all quite dead. All members were pleased they had looked before laying hands upon those metal sides. Concluding that some very powerful magic protected the place, Scrag Flatchet and Hodkin led the group in a wide flanking movement which allowed observation without coming too close to possible danger. A door of proportion equal to the rest of the place was observed when the north face of the place came into view. The party came close, found no way they could easily open the huge valves, and fearing to actually lay hands upon the gate, left. Water was already running short, so it was decided that a westward track might prove more fruitful, for near the wall they had seen neither game nor water of any sort. When the sun darkened into another night lit only by strangely bright stars, sons moon, there were several leagues between them and the tremendous metal fortress, occupants (if any) unknown.

A swamp turned their path to the north again around midday. Just before they had shot a smallish deer with pink horns and legs. An incautious touch of the pinkish flakes which fell from those parts of the deer quickly taught the adventurers that death in this place came in at least as many forms as were to be found in the dungeons of Greyhawk Castle. The animal’s flesh was tasty nonetheless . . . That night a huge walking plant attempted to creep up to the camp and devour the party while it slept. Infiltration of half-elf and gnoll noted the monster’s intent, and
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Complete listing are available free on request.

Send to: Tom Loback, General Artwork, 150 W. 26th St. No. 502, N.Y.C., N.Y. 10001
a fireball sent it to a fiery death without further ado. Afternoon of the following day found the party in a better frame of mind. Rain had fallen, so swamp water was replaced by freshly caught rain. Game of magic was fairly plentiful and easily brought down, as none of the creatures seemed to have any fear of man. Then they saw the pillars and the box of shifting colors cleric was given the bracelet to use for whatever purpose first, as its scintillating, running hues and it was left where it was smeared. Time to go on with the aid of the

A fireball discharged at one of these 100' monsters caused it to move and squirt forth water. Another such missile was tried upon the colored box, but no effect was noted. The magic-user ordered one of these 100' monsters to issue out. Sounds indicated the last of the creatures before the doorway, then dispatched the things at a distance. Hodkin Ap-Awrd aimed the fireball wand at one of the gnolls. They were just settling down when one of the gnolls gave a cry. A huge flying thing was coming at them from behind! It too seemed to be able to follow their tracks, and there was no alternative now but to take quick offensive action. Hodkin Ap-Awrd aimed the fireball wand at one of the gnolls and his missile burst just above the on-rushing creature. It struck and in its progress and floated gently downward. Three things separated from the bulk as it touched the ground, and the Texans who accompanied this action indicated that they were probably faceless men

The area of black was retreating from sight, which indicated that the automaton was either dispelling the magic or retreating from the gate to allow something smaller to issue out. Sounds indicated the latter, and the wiley Hodkin wasted no time in launching a fireball from the wand he held. A flash, thuds of falling bodies, and the slam of a heavy metal door closing told the adventurers that they had won at least a temporary victory. Recognizing that it was probable that the full force of the opposition had not yet been arrayed for battle, the party took the opportunity to themselves withdraw, going a short distance south and east to the familiar endless wall once more. The bodies of the assassin and fighter were carried only part of the way, for it was discovered that they were abraded, bruised, and unconscious, but not dead. Cure light wounds spells placed upon each in turn, plus a bit of water and a helping hand, served to enable them to move under their own volition, if a bit slowly. The delay turned out to be most fortuitous, for when the group arrived at the wall, they found that a wide swath of the tall grass had been crushed flat by the passage of nobody knew — or wanted to learn — what! The path ran from the north where the faceless men had been fought to the south where the titan fortress was. The six men and three gnolls followed the flattened track through the gathering dusk.

When they came to the huge place it was brightly illuminated by some magical lights; faceless men and more of the strangely fashioned clockwork machines were active round it. The adventurers stayed well out of the light and decided to turn west and travel through the night and decided to turn west and travel through the night as long as their strength permitted, for they were now in great fear for their lives. Before long another great swath was revealed running westwards along the same route they had traveled just a day or two before. Now they were certain that some device could sniff out their trail, a horrid metal golen bloodhound. To confuse it they stayed in its path until the night was old, then rested. They were just settling down when one of the gnolls gave a cry. A huge flying thing was coming at them from behind! It too seemed to be able to follow their tracks, and there was no alternative now but to take quick offensive action. Hodkin Ap-Awrd aimed the fireball wand at one of the gnolls and his missile burst just above the on-rushing creature. It struck and in its progress and floated gently downward. Three things separated from the bulk as it touched the ground, and the Texans who accompanied this action indicated that they were probably faceless men

The warlock inspected the area of the metal gate with the aid of the gem of seeing, and much of interest was noted thereby. The man-sized door was not provided with any sort of handle or visible, or invisible, means of manipulation, but neither was it trapped. A small area of white material, a rectangle about the same size as the colored area of the brace-let held by Thurible, was ignored in favor of a most intriguing discovery. The walls were milky on either side of the portal, as hard as the metal surrounding them, but the gem of seeing showed what was behind these translucent panels. There was a large room there, one whose size was indeterminable, but whose occupants could — in part — be seen. Stading rigidly beside strange bed-like things were faceless men with twisted wands stroking about their waists. No fewer than 100 could be seen, and there were certainly more. An augury spell cast by the cleric boded death and destruction if the party could manage to cause the mysterious door to open.

Neb Rentar was under geas not to engage in magi-cal combat for a sennight and a day. He had cast a legend lore divination to learn what could be learned of the place they had been cursed to, and for a full eleven days the warlock needed to refrain from such activity if he were to gain the benefit of the magic. When the group determined to open the door of metal at any cost, the magic-user was ordered well away. Various and sundry ploys failed to affect the portal, Dorag suggested that the red rectangle of the bracelet be placed against the white one by the door, for possibly it was some magical key. It worked.

As the door slid aside, the faceless creatures inside drew their weapons and leaped for the door. Thuri-ble was prepared, and a spell to hold persons froze four of the things as they stepped forth. Black rays shot from the entrance as their fellow things attempted to slay the party outside. In desperation, the warlock uttered a wish with the enchanted gem, stating that faceless things must slay each other instead of his comrades. The noises from the chamber indicated success, and no further rays darted forth. A dull glowing sound was issuing from inside, possibly an alarm, so the group sprang into action. The gnolls and Rentar watched the rear. The clerics stripped weapons and bracelets from the motionless creatures before the doorway, then dispatched the things to whatever hell spawned them. Scrag, Dorag, Nivell, and Hodkin leaped into the chamber to gather up weapons and any other available items of likely use. They had managed to gain six of the pistols at an unnoticed door at the far end of the place slid open, and a metal monster with a long and menacing snout of iron ground into the room. When the gate had begun opening the looters had beaten a hasty retreat, but two were too slow. Scrag, the ass-sassin, and the superhero, Nivell, were hit by a sparkling ray of corrosive blue light and flung into the air so that they landed on the ground outside. The clockwork monster trundled up to the door to the outside, but its bult was too great to pass through the frame, so only its questing metal snout thrust forth, poking this way and that seeking a vic-tim, but all were outside its arc and safe. Thurible cast a continual darkness which settled the question quickly.

For when the group arrived at the wall, they found that a wide swath of the tall grass had been crushed flat by the passage of nobody knew — or wanted to learn — what! The path ran from the north where the faceless men had been fought to the south where the titan fortress was. The six men and three gnolls followed the flattened track through the gathering dusk.

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armed with the pistol wands which shot black, killing rays. Thurlide held one with a spell, but the other two rushed in and slew Flatchet and Nivell (both already weakened from their previous encounter with the ray from the metal monster). Blows were struck, with most of the party sustained wounds before the two faceless men — and then their frozen companions — were dispatched. From them were taken three more of the pistol wands and three more of the metal wrist bands with rectangles of an unidentifiable brown substance. When this was done the survivors went to examine the device which had flown so swiftly and carried the creatures to battle so unerringly. A thick disc of metal, many feet across and topped by a railing, was revealed. A metal flying carpet!

Upon mounting upon its surface and attempting command words, a strange voice-like sound came forth from a grill set into the device’s deck. The cleric then cast a tongues spell, and conversed with the creature — if indeed it could be called that, for it also was a clockwork monster, albeit benign and most useful as it proved shortly. The spell revealed that it could take all members, alive and dead, upon its back, and carry them at many leagues an hour away from all pursuit, although the damage caused to the device by the well-armed fireball prevented it from flying in the air like a normal magic carpet. The group boarded, the machine lifted itself a few hands off the ground, and then it rapidly gained speed and carried them across the black waters of the marsh to a place of relative safety on the opposite side.

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A WIZARD WITH A DIFFERENCE
by James M. Ward

ED. Note: The following is recommended as a source of bedevilment to be used by DM on their NPC’s. Some of the possibilities here will drive the average group of PC’s wild when trying to deal with running NPC’s.

The magic user class in D&D has been tested by time and found tried and true for many of the players that love to become them (myself included). The nine spell levels and the ability to use magical items all make the magic user a very fine character to be. What I want to suggest is an alternate system in which magic users select areas to work and study in, instead of being the normal D&D type magic user.


Any of these wizards raises in levels of experience in the same manner as the D&D wizard. These new wizards pick spells from any spell level on their lists at the rate of two spells per experience level. The “area” magic user has a given percent chance of working any spell from his list, with that chance increasing by 5% for every level over the first that the magic user attains. Naturally the better the spell the less chance a first level “area” magic user has of performing it. The making of these “area” wizards created some new spells and some of the old ones became modified, but essentially the system is the same, in that a magic user still throws his or her spells and hopes for the best. When using these magic users since they study nothing else but their areas they are faster in their use of spells over the normal D&D magic user. The following is an example of their use in a game: a wizard of fire casts a “heat ray” spell at a creature. The wizard is of the fifth level and therefore has a + 20% chance of using the spell and the spell is a sixth level one so there is a 30% chance of it working. The magic user rolls the percentile dice needing a 1-50% for it to work and he rolls a 51% the spell does not work and he no longer has a “heat ray” spell memorized, (unless he took more than one).

While some players might think that these wizards are too restricted for play, some judges might think that wizards of this type are perfect for nonplayer characters (and they would be right!). Imagine the surprise of a “mighty” fighter when he slashes a wizard of defense and the wound heals instantly because the wizard has the spell of “no punctures” on himself. The same goes for the master thief that has just made a daring robbery in the castle of a rich low level wizard of detection and goes to safety in the local robbers den only to find the magic user and four hefty fighters appearing beside him when the wizard uses a “transport to the spot” spell. The possibilities for these magic users are endless and it gives players a different sort of magic user to be.

In the following pages * signifies that the spell has been changed in a manner that logically fits the area of the magic user. Two ** signifies that the spell is new.

CHANCE OF MAKING ANY SPELL PER LEVEL

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<th>Level</th>
<th>First Level</th>
<th>Second Level</th>
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WIZARD OF AGGRESSION

Spells
- First Level: Charm Person
- Second Level: Web
- Magic Missile*

WIZARD OF DEFENSE

Spells
- First Level: Shield*
- Second Level: Invisibility
- Third Level: Dispel Magic
- Fourth Level: Remove Curse
- Fifth Level: Teleport
- Sixth Level: Projected Image
- Seventh Level: Phase Door
- Eighth Level: Mind Blank

WIZARD OF TENACIOUSNESS

Spells
- First Level: Hold Portal*
- Second Level: Wizard Lock*
- Third Level: Hold Person
- Fourth Level: Extension I
- Hold Swords**
- Hold Crossbows**
- Hold Staffs**
- Hold a Cube of Force**
- Hold Rings**
Hold Wands**
Hold Monster**

Fifth Level
Telekenesis
Transmute Rock to Mud
Extension II
Stop Magic**
Hold Groups**

Sixth Level
Repulsion
Extension III
Hold Openings**

Seventh Level
Reverse Gravity
Permanent Spell

Eighth Level
Time Stop
Wizard Lock Openings**
End Arcane Walls**

**WIZARD OF DETECTION**

**SPELLS**
First Level
Detect Magic
Read Magic
Read Languages

Second Level
Detect Invisible
Locate Object
Detect Evil
ESP

Third Level
Clairvoyance
Clairaudience
Find Traps*
Infravision

Fourth Level
Wizard Eye
Contact Higher Plane
Find Secret Doors*

Fifth Level
Legend Lore
End Surprise**

Sixth Level
Find the Path*
Reveal the Way**

Seventh Level
Divine Any Object**

Eighth Level
Transport to the Spot**

**WIZARD OF FIRE**

**SPELLS**
First Level
Fire Ball*
Phantasmal Force Fire Illusions*

Second Level
Pyrotechnics
Explosive Runes

Third Level
Wall of Fire*
Fire Negation**

Fourth Level
Delayed Blast Fire Ball
Control of Fire**

Fifth Level
Conjure Fire Elemental*
Body of Fire**

Sixth Level
Fire Resistance*
Heat Ray**

Seventh Level
Fire Immunity**
Melt**

Eighth Level
Combustion of All Things**
Fire Vision**

**WIZARD OF MOVEMENT**

**SPELLS**
First Level
Levitate
Kock
Fly

Second Level
Slow
Haste
Water Breathing
Polymorph Self

Third Level
Water Travel**
Dimension Door

Fourth Level
Teleport
Pall-wall

Sixth Level
Lower Water
Part Water
Move Earth
Phase Door

Seventh Level
Reverse Gravity
Time Stop
Mass Teleport**

Eighth Level
Etherialness*
End All Barriers**
Safe Teleport*

**WIZARD OF DETECTION**

**SPELLS**
First Level
Detect Magic
Read Magic
Read Languages

Second Level
Detect Invisible
Locate Object
Detect Evil
ESP

Third Level
Clairvoyance
Clairaudience
Find Traps*
Infravision

Fourth Level
Wizard Eye
Contact Higher Plane
Find Secret Doors*

Fifth Level
Legend Lore
End Surprise**

Sixth Level
Find the Path*
Reveal the Way**

Seventh Level
Divine Any Object**

Eighth Level
Transport to the Spot**

**WIZARD OF MOVEMENT**

**SPELLS**
First Level
Charm Person
Sleep*
Ventriliquism

Second Level
Levitate
ESP
Magic Mouth

Third Level
Fly
Infravision
Water Breathing
Sixth Level
Suggestion

Fourth Level
Polymorph Self
Charm Monster
Monster Summoning II

Fifth Level
Conjure Elemental
Animate Dead
Magic Jar

Sixth Level
Stone to Flesh
Invisible Stalker
Geas

Seventh Level
Simulacrum
Monster Summoning V
Control as the Staff**
Mass Charm
Polymorph Any Object

Eighth Level
Gate
Monster Summoning VI
Astral Spell
Charm Golems**

EXPLANATION OF THE SPELLS FOR THE WIZARD OF AGGRESSION:

Magic Missile: This spell has one more arrow per level of the magic user over the old spell.

Hold Person: This spell has the power to affect 1-6 persons instead of 1-4.

Magic Spear: This spell creates three plus one spears that move as do the magic missiles per every four levels of the magic user casting them.

Dancing Magic Sword: This spell creates a plus 1 sword that will fight as a hero for four melee turns at the command of the magic user.

Melt: This spell acts on all metal of any person it is used on so that the metal turns red hot in one melee turn and melts the metal on the next melee turn (magic saving throw applicable). The spell affects masses of metal no greater than a set of plate mail.

EXPLANATION OF THE SPELLS FOR THE WIZARD OF DEFENCE:

Shield: This spell gives the magic user an armor class of 2 for five melee turns plus the level of the magic user.

Protection from Evil: This spell has the affect of forcing any chaotic being to take a minus one in all attempts to hit the magic user with the spell on him. Spell lasts for 6 melee turns.

Protection from Evil 10' Radius: This spell does the same as the above but affecting a circle area around the magic user.

Protection from Swords: This spell forces any being attacking the magic user using this spell to make their magic saving throw to hit the magic user with a sword. The spell lasts for four melee turns plus the level of the magic user.

Protection from Edged Weapons: As the sword spell, this spell applies to all edged weapons for the same amount of time.

Repulsion Field: This spell creates a force field around the magic user that stops anything from touching him made of physical matter. The spell lasts for two melee turns plus the level of the magic user.

Etherialness: This spell works as the potion for three melee turns plus the level of the magic user.

No Punctures: This spell stops the magic user from being affected by any attack that breaks his or her skin. All such attacks will heal themselves instantly and not be felt. The spell lasts for three melee turns.

Protection from All Weapons: As the sword spell with this spell applying to all weapons.

EXPLANATION OF THE SPELLS FOR THE WIZARD OF ALL THINGS RUSTIC:

Light: This spell gives the light of full day.

Communicate with Mammals: This spell allows the magic user to speak with any mammal for ten melee turns.
Communicate with Plants: This spell allows the magic user to speak with plants for ten melee turns.
Communicate with Reptiles: Same as the Mammal spell with Reptiles.
Communicate with Insects: Same as the Mammal spell with Insects.
Communicate with Avians: Same as the Mammal spell with Avians.
Communicate with Monstros: Same as the Mammal spell with Monsters.
Command as the Staff: This spell allows the magic user to command like a staff of commanding once.
Charms Insect: A charm spell that works on any type (or size) insect.
Charms Snake: A spell like the charm insect spell for snakes.
Charms Mammals: A spell like the charm insect spell for mammals.
Insect Plague: As the cleric spell.
Conjure Earth Elemental: This spell will summon a 20 die earth elemental in the first melee turn, that has the power to think for itself and will not attack the magic user if he or she loses concentration. The earth elemental will simply vanish.
Summon Felines: Similar to the monster summoning spell, this allows the magic user to summon any type of cat that he or she has seen. These cats will do whatever the magic user dictates, but vanish after one full turn or death.
Summon Canines: As the feline spell for any type of dog.
Summon Avians: As the feline spell for any type of bird except the magical Roc.

EXPLANATION OF THE SPELLS FOR THE WIZARD OF CONTROL:
Sleep: As the normal spell with the addition that it affects two beings with five dice and one being with six dice.
Control as the Staff: This spell allows the magic user to command like a staff of commanding once.
Charms Golems: This spell cuts through the magic protection of any given golem (giving it the saving throw of a 14th level wizard) and allows the magic user to try and control it.

EXPLANATION OF THE SPELLS FOR THE WIZARD OF TENCIOUSNESS:
Hold Portal: This spell will work like a wizard lock for this magic user.
Wizard Lock: This spell becomes stronger in that only 2 dispell magics will break its power, the normal knock spell will work.
Knock: This spell will open any locked, fastened, or blocked thing (defined as a passage filled with rubble, etc.)
Hold Swords: This spell will hold any sword in its scabbard that hasn't been drawn at the casting of the spell in a 60 yard radius. The spell lasts for 2-20 melee turns.
Hold Crossbows: This spell will not allow any crossbow to fire its shaft in a 60 yard radius of the magic user as long as he or she concentrates on the spell. The spell lasts for 2-20 melee turns.
Hold Staff: This spell will contain the magic of any given staff within itself for 3-30 melee turns.
Hold Cube of Force: This spell will not allow a cube of force to function for 2-20 melee turns.
Hold Rings: This spell will not let a ring function in its normal magical manner for 2-20 melee turns.
Hold Wands: This spell will stop a wand from working for 2-20 melee turns.
Hold Monster: This spell stops a monster from using any special power for 1-10 melee turns if the monster does not make its magic saving throw, (it affects things like troll regeneration, dragon breath, etc.)
Stop Magic: This spell stops any enemy from using any magic of any type in a 30 yard radius of the caster if they do not make their magic saving throw. The spell lasts for 6 melee turns.
Hold Groups: This spell will hold any enemy group of less than 12 beings even if creatures and humans are intermixed when each being does not make their magic saving throw.
Hold Openings: This spell creates a field of force that stops beings from going through any given area less than 40 feet tall by 30 feet wide. It will last for 24 hours and takes damage like a human having the same number of hit points as the caster. Once the spell is up the magic user may leave the area and not concentrate on it.
Wizard Lock Openings: This spell covers the same area as the above spell but lasts for only one hour. It takes a dispell magic to destroy it and nothing can get through it or hurt it but the mentioned spell.
End Arcane Walls: This spell dissolves all (walls of stone, walls of fire, walls of ice, etc.) that have been created by magical means.

EXPLANATION OF THE SPELLS FOR THE WIZARD OF DETECTION:
Find Traps: This spell is as the wand of the same name and lasts for 1-4 melee turns plus the level of the magic user.
Find Secret Doors: As the above trap spell, for secret doors.
End Surprise: This spell will warn the magic user of attack or other types of surprise for 1-6 melee turns plus the level of the magic user.
Find the Path: As the cleric spell.
Reveal the Way: When chasing a creature that the magic user has encountered or chasing something that has been carried away the actual footsteps (or claw steps) of the being running will glow in front of the magic user, if the thing flew away the flight path will glow. The spell lasts for 24 hours.
Divine Any Object: This is the process of using a willow wand to actually feel the way to a certain known object or being and there is no range limitation. The spell lasts for 24 hours.
Transport to the Spot: This spell transports the magic user and 1-6 other beings of the magic users choice (that are within 20 feet of him) to the area mentally projected by the magic user safely. The magic user must know exactly what thing he or she is transporting near by having studied it for over 6 hours.

EXPLANATION OF THE SPELLS FOR THE WIZARD OF FIRE:
Fire Balls: This spell for a fire wizard adds a plus 1 point to every die of the fire ball and the fire wizard is never affected by his own fire ball, (his or her equipment is however).
Phantasmal Force Fire Illusions: The fire wizard can only make illusions dealing with fire.
Wall of Fire: This is a 10 die wall of fire that will stay up for 1-4 melee turns after the wizard stops thinking about it if the wizard so desires.
Fire Negation: This spell creates an area around the magic user that will destroy any fire that the magic user comes in contact with. The spell lasts for 2-20 melee turns.
Control of Fire: This spell allows the fire wizard to directed fire types spells thrown at him or her back at the thrower if the fire wizard makes his or her saving throw against magic. The spell lasts for 2-20 melee turns.
Conjure Fire Elemental: This spell will summon a 20 die fire elemental in the first melee turn, that has the power to think for itself and will not attack the magic user if he or she loses concentration. The elemental in that case will vanish.
Body of Fire: This spell allows the magic user to turn his or her body into a raging inferno of flame for the number of dice (or hit points) that the magic user has. The spell lasts for 2-20 melee turns.
Fire Resistance: This spell allows the caster to be immune to all fire damage for 1-10 melee turns.
Heat Ray: This spell causes 10 dice of heat damage in 1 melee turn to any creature, (even a fire type creature).
Fire Immunity: This spell makes all beings in a 10 yard radius about the magic user, immune to the effects of fire, for 1-10 melee turns.
Melt: This spell acts on all metal of any person it is used on so that the metal turns red hot in one melee turn and melts the metal on the next melee turn (magic saving throw applicable). The spell affects masses of metal no greater than a set of plate mail.
Combustion of All Things: This spell will cause the burning of anything for 1-6 melee turns doing 5 dice of damage every turn.
Fire Vision: This spell allows the magic user to see into any area with a lit fire for 5-50 melee turns.
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EXPLANATION OF THE SPELLS FOR THE WIZARD OF MOVEMENT:

Water Travel: This spell allows the user or the being the magic user casts it on to walk on water for up to 5 full turns.

Negate the Ability to Fly: This spell paralyzes the muscles that allow any given being to fly, for 1-5 melee turns.

Negate the Ability to Move on or in the Water: This spell paralyzes the muscles that allow creatures to breathe underwater or swim in it for 1-6 melee turns.

Negate the Ability to Run from a Fight: This spell will force the legs of any running being not making their magic saving throw to run towards the very creature they sought to flee.

Mass Teleport: This spell will transport a maximum of 20 beings plus the caster to the area the magic user mentally envisions. It acts in all other respects as a teleport spell.

Etherealness: This spell works as the potion for three melee turns plus the level of the magic user.

End All Barriers: This spell makes any single barrier to the progress of a wizard of movement vanish for 1-10 melee turns.

End All Barriers: This spell is a giant disintegrate spell that unblocks anything stopping the progress of a wizard of movement.

Safe Teleport: This spell is as the normal teleport spell except that the magic user will not come in high or low on his or her target.

D&D Variant

Sights and Sounds in Dungeons & Dragons
by Robert Dushay & Michael Weisberg

Dungeons & Dragons is deprived of much of its atmosphere of mystery and frightfulness when it loses its element of surprise. Experienced player/dungeon masters know all the monsters, and nothing comes as a surprise to them, excluding the inventiveness of the presiding dungeon master.

Moreover, what's a good dungeon without thick cobwebs and odd stains, not to mention the screams wafted randomly on the wind? What does silence mean if there is no noise to contrast it? Non-surprising monsters could make themselves known by noises, ie, drum beats, cheers, curses, shouts, and the tramp of many feet could announce the arrival of a band of Orcs. Furthermore, some noises could be heard that have no bearing on play. Try these tables on some unsuspecting players and watch them get very cautious!

Every 30 minutes, there is a 25% chance of hearing a random noise. Such noises will either cease if investigated, or lead investigators away, possibly to a trap. These noises will seldom lead into a position where their prospective cause could be seen.

<table>
<thead>
<tr>
<th>Die roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Moans or groans</td>
</tr>
<tr>
<td>2</td>
<td>Screams or shrieks</td>
</tr>
<tr>
<td>3</td>
<td>Rattle of armor</td>
</tr>
<tr>
<td>4</td>
<td>Insane laughter</td>
</tr>
<tr>
<td>5</td>
<td>Footsteps</td>
</tr>
<tr>
<td>6</td>
<td>Sounds of battle</td>
</tr>
<tr>
<td>7</td>
<td>Scratching or scraping</td>
</tr>
<tr>
<td>8</td>
<td>Mumbling</td>
</tr>
<tr>
<td>9</td>
<td>Sobbing</td>
</tr>
<tr>
<td>10</td>
<td>Wind</td>
</tr>
<tr>
<td>11</td>
<td>Creaking</td>
</tr>
<tr>
<td>12</td>
<td>Drums</td>
</tr>
<tr>
<td>13</td>
<td>Whispers in an unknown language</td>
</tr>
<tr>
<td>14</td>
<td>Muffled explosions</td>
</tr>
<tr>
<td>15</td>
<td>Thuds</td>
</tr>
<tr>
<td>16</td>
<td>Roars</td>
</tr>
<tr>
<td>17</td>
<td>Rumbling</td>
</tr>
<tr>
<td>18</td>
<td>Slamming doors</td>
</tr>
<tr>
<td>19</td>
<td>Squelching or other sounds of non-human passage</td>
</tr>
<tr>
<td>20</td>
<td>Heavy breathing</td>
</tr>
<tr>
<td>21</td>
<td>Rattling dice/ dungeon master’s screams of anguish/ garbage disposals/ etc.</td>
</tr>
</tbody>
</table>

These sounds are also good for “noise rooms”. Note that these noises could be distorted, or sound more distant due to the acoustical qualities of dungeons.

For the same chance, a few visual goodies are also frustrating. Note that these apparitions are real to all senses, including touch, but they vanish immediately after the party has left.

<table>
<thead>
<tr>
<th>Die roll</th>
<th>Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>Bloodstains or pools</td>
</tr>
<tr>
<td>8</td>
<td>Damp patches</td>
</tr>
<tr>
<td>9</td>
<td>Bulging walls</td>
</tr>
<tr>
<td>10</td>
<td>Luminescent areas</td>
</tr>
<tr>
<td>11</td>
<td>Shadows that are wrong (ie: An iron spike having the shadow of an Ogre)</td>
</tr>
<tr>
<td>12</td>
<td>Footprints, or a trail</td>
</tr>
<tr>
<td>13</td>
<td>Pitted or corroded spots</td>
</tr>
<tr>
<td>14</td>
<td>Trail of blood</td>
</tr>
<tr>
<td>15</td>
<td>Rusted, useless armor or weapons*</td>
</tr>
<tr>
<td>16</td>
<td>Exceptionally thick dust</td>
</tr>
<tr>
<td>17</td>
<td>Slime (Not Green Slime!)</td>
</tr>
<tr>
<td>18</td>
<td>Scorched sections</td>
</tr>
<tr>
<td>19</td>
<td>Chipped spots</td>
</tr>
<tr>
<td>20</td>
<td>Corpses shackled to the wall</td>
</tr>
</tbody>
</table>

*If these are picked up, or touched, they will immediately flake away to piles of rust.

These apparitions are great for misleading players, ie; when they use them as landmarks, and return to find them gone.

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It’s a dwarf!
It’s a gnome!
OHMIGOD! It’s a Magic Munchkin

by Michael Kolakowski

Munchkins (chuckle). Big deal, they’re the cute little fellers in the Wizard of Oz, right? Well, my munchkins are somewhat different. My munchkins are chaotic in the full and true sense of the word; it’s almost impossible for anyone (except the DM) to figure out what they’ll do next. The one thing you can always count on a munchkin to do is stay and bring more munchkins. Munchkins are permanent pests; they are immune to most magic, and are regenerative. So when you see a munchkin, assume it’ll be with you for a long time.

Munchkins live in a matriarchal society, in clans ranging from 3-12 in number, with one Munchkin Mother per clan. The mother is about four feet in height, with the offspring ranging from three to four feet tall. There is rarely a male parent to be found (5% chance), as the male leaves not long after mating. The offspring are predominantly male (75% chance each), but males often die upon reaching adulthood, so there are actually more female adults than males.

As said before, munchkins are permanent pests. They prefer to sleep in the rubbish pile, so it is advised that this be made as far from the camp as possible. The munchkins enjoy sorting the garbage, and playing with it. Don’t try sneaking away, however, as they have remarkable hearing and smelling abilities. There is a 5% chance per week (cumulative) that they will leave if ignored, out of boredom. Don’t count on it, though, as bored munchkins can be quite troublesome. Bored munchkins have set fire to thieves, and jumped on fighters shoulders and banged on their helms.

Some munchkins are different than the others, however. These dreaded Magic Munchkins (10% chance of 1 per 25) are exactly like their normal (9) cousins, except that they can use one magic spell per day (up to and including 9th level, as an eighteenth level Wizard). The Munchkin Mother can do three spells per day.

Munchkins tend to be rather stupid, as well as moderately weak (but persistent). They can’t be fought in any ordinary fashion, nor do they fight. It is possible to escape normal munchkins by flying or teleporting, but this will not work against the magic variety. The only way to kill a munchkin is with a special weapon such as a Sword of Munchkin Slaying (automatically kills upon scoring a hit). Some magic items can detect approaching munchkins. Even the most ancient of magic items sometimes can; they’ve been around for quite some time.

Note! Munchkins should not be employed in normal dungeon expeditions; they should be used when all the characters are high-level types who are easily bored, or with hot-shots who think they know it all.

THE SCHOLAR

by Patricia LaPointe

NUMBER APPEARING: 1-4; in special case of symposium, 10-20
ARMOR CLASS: 9
HIT DICE: 1-3 (6-sided)
LAIR: 30%
TREASURE: 5 copper pieces (Scholars are notoriously poor)

Scholars are short bearded men wearing frayed robes of tweed with leather patches at the elbow. They usually smoke foul smelling pipes whose smoke can be generated in sufficient volume to produce Invisibility. Three levels of Scholars are known to exist: Instrictors, Associate Profussors and Fool Profussors.

Two spells, Confusion and Read Obscure Languages, are known by Instrictors. Confusion is produced by attempting to answer a simple question. The answer, of course, is in an obscure language. The Second
Level Associate Profussors have three more spells at their command, Fear, Time Stop and Book Missiles. The Fear spell takes effect after mutterings about term papers soon due, Time Stop is well known to all clock-watchers, and Book Missiles inflict 1-8 points of damage.

Fool Profussors have three ultimate and powerful spells, the first of which is Power Word — Stun; its incantation is “Surprise Quiz Today.” Academic Dust does 3-18 points of damage and can paralyze the mind for 2-4 turns. Cause Boredom, the final spell, speedily induces gentle and peaceful sleep and the clock finally begins to move.

There is one powerful spell which causes Scholars to be seized with immediate cardiac arrest, no saving throw. The incantation is brief: “Tenure denied.”

THE CRST’CHEN

by Dennis Chapman

Author’s Introduction

My friends and I are incurable Empire of the Petal Throne players, and we play with such detail, after that, after more than three years of play, none of us is yet over third level. But we have the best time, and have all invested more than our pockets can afford in the game.

Anyway, even though we have played for this long, we have yet to meet all the creatures that Prof. Barker schemed up, and I would still like to submit this new creature for possible publication, hoping that other game moderators will see the humor in it and possibly incorporate it into their own adventures:

CRST’CHEN

“the Unstoppable Fanatics”

NA: 1-12
HD: 1/2
AC: 12
M: 15
T in L: G:30

These fearsome creatures of unclear origin are never seen without their assumed human form, but are always smiling and well-dressed. They are never without their Book of Eternal Existence (cf: below) and may attempt to read from it in an offensive action. Their alignment is not known to the victim until they speak to him, and if the opposite of the player’s alignment, then there is a 33% chance of it being changed without the player’s knowledge! The Crs’tchen assails its victim with words of a strange and mystic power. Only the very strong or religious are immune to its effects! During a discourse such as this, the creature transfixes his victim and a period of inactivity results (30%:3 turns; 30%:4 turns; 30%:5 turns; 5%: half day; 5%: full day). Levels III and higher are permitted a saving throw, and Magic Users are allowed to use control of self.

It will try to beg money and services (20% has taken 100-600K; 10% has your services for 1-12 days). This creature is so feared because it attacks relentlessly, and from so many angles! It never rests, and will hound its victim until killed or lost. The dead body must be burned within three turns, or it will regenerate and seek out the player ceaselessly. A victim once caught may be saved by Divine Intervention or by Fireballs and Lightning Bolts on a roll of 8 or better. In addition, he gets any combination of the following cards up to a total of four. Entrancement Song is played instead of attacking. The opponent’s return is automatically “No Effect”, but the Bard cannot pick up treasure. Combat Song allows the Bard to fight as a Superhero when played. Unlike the other pieces using cards, the Bard need not return to the Main Staircase to replace his. He replaces them at the rate of one per each turn he is stationary and initiating no other action. The Bard may lose his songs in the Anti-Magic Trap. He needs 20,000 GP to win.

THE MONK AND BARD IN ‘DUNGEON!’

by Jon Pickens

Here are two new pieces for that great game, ‘Dungeon!’. The Monk competes well with the Hero, Elf, Dwarf, and Hobbit, while the Bard takes on the Wizard, Superhero, Cleric, and Thief. The new pieces will allow players to experiment with a grand total of ten different strategies.

THE MONK. Representing the far eastern martial arts expert, the Monk moves six spaces per turn. He fights as an Elf, getting two strikes in combat (only one if using a magic sword). If his first blow kills (or has any effect on an ambusher), the Monk gets a bonus move of one square, which may not be used to initiate another attack. A Monk treats Serious Wounds as “drop one prize, retreat one square, lose one turn”. He cannot otherwise be wounded or lose turns, but he does lose prizes and can be killed. The Monk ignores all traps except those that transport him to a chamber one level lower. The Monk may not ambush other pieces. He may not pick up Magic Armor or any prize worth more than 3000GP. The Monk needs 10,000 GP to win.

THE BARD. The Bard moves five spaces per turn. He attacks and defends as a Hero. The Bard is unaffected by “Hold” and is only affected by Fireballs and Lightning Bolts on a roll of 8 or better. In addition, he gets any combination of the following cards up to a total of four. Entrancement Song is played instead of attacking. The opponent’s return is automatically “No Effect”, but the Bard cannot pick up treasure. Combat Song allows the Bard to fight as a Superhero when played. Unlike the other pieces using cards, the Bard need not return to the Main Staircase to replace his. He replaces them at the rate of one per each turn he is stationary and initiating no other action. The Bard may lose his songs in the Anti-Magic Trap. He needs 20,000 GP to win.

THE DRAGON

August, 1978
TESSERACTS

Or Making Meticulous Mapmakers Mad

by Gary Jordan

A tesseract, as everyone (or at least readers of Robert A. Heinlein) knows, is a four dimensional cube or “hypercube”. Which means a cube extended in a direction simultaneously perpendicular to all three of its axes so that each cube of a tesseract shares a common side and four common edges with each cube adjacent to it and with each cube immediately adjacent to the adjacent cube.

Confused? Wondering what in the name of Anubis this has to do with D&D and mapmaking? All will be made clear, at least as clear as is necessary to make use of the idea — most Americans can’t completely explain the internal combustion engine but we keep right on driving cars anyway.

The tesseract is a mathematical abstraction whose math escapes my high school algebra but whose properties are known and easily applied and adaptable to D&D. Look at figure 1. Bear in mind that each of the shapes shown is in fact a perfect square, which is meant to represent a floor plan of a cubical room. Therefore we have a central room (C), an eastern room (E), a southern room (S), a western room (W), a northern room (N), and another room we’ll call the frame room (F). Not shown are the upper room (U) and lower room (L) which border the top and bottom of the central room.

Rereading the first paragraph, we can see (that since E is adjacent to C, it must share a wall with N and a wall with S. As represented, each room does the same thing with adjacent rooms. Now for the real mind-boggler: room F, F is adjacent to E; the rooms immediately adjacent to E are N and S; therefore F shares a wall with N and a wall with S. But sharing a wall makes the rooms adjacent, and W is adjacent to both N and S, so F must share its fourth and final wall with W, which means that room F is the room outside the square formed by the outer walls of E, N, W, and S.

Never mind. For the purposes of the DM, all he need do is make some such notation as exhibited in figure 2 and keep a separate map such as figure 3, which gives him the basic floor plan of his tesseract. The arrows show the relationships of the walls well enough and still allow the DM to furnish the rooms in the proper dimensions. This floor plan also shows the rooms directly above and below the central room, to which some access should be planned. These two rooms present some interesting problems I’ll elaborate later. For now, let’s look at our basic plan. Suppose a party meanders down one of the corridors shown in figure 2. After checking for traps, listening at the door, etc. the party enters room C. (Room C is always the room which occupies the square shown in figure 2.) So long as any door remains open, the tesseract is not activated! ! ! Opening a second door will allow the party to pass through room C as though the others didn’t exist. If, however, all four doors are allowed to be closed at the same time . . . thereafter all doors will lead to the next room of the tesseract.

Of course, some method should be provided for eventual escape — a magical item, such as a ring or bracelet which will allow the wearer and those around him to pass through one of the doors of room C into the dungeon beyond. Such a device would be usable only in this tesseract, naturally. The crueler DM’s amongst us would no doubt leave out such frills, forcing the hapless party to rely on teleport spells, wishes, knock spells (if anyone would ever conceive of using one on a door which opens easily — to another room that is), or even divine intervention. Note that a dispell magic spell would cause every room except C to instantly disappear, along with anyone in them.

As previously mentioned, rooms U and L present peculiar problems. Looking at figure 4, a side view of your tesseract with ‘w’ meaning walls, ‘c’ for ceiling and ‘f’ for floors, an anomaly may become apparent: if one enters F by climbing through the ceiling of U, one finds oneself climbing through the ceiling of F upside down! And of course the corollary holds true for room L.

Unless you’re the type of DM who delights in having people fall on their heads, it is highly recommended that you not bother to design in an access between L or U and F. (Nor between L or U and any other room besides C.)
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OGRE

PIECE BY PIECE

by Jerry Epperson

OGRE is one of those games that get their hook in you the minute you play them. Some of the reasons why this happens are: 1 — the game can be learned in less than an hour; 2 — it doesn’t take a long time to play a single game; 3 — it doesn’t take-up a lot of space (you can set the game up in a 1 x 1 foot area). But hidden in the game are small subtleties that can only be found after playing OGRE several times.

The combat results table is extra bloody; a 2-1 will give a 50% chance of destroying the weapon or unit attacked. There is a variability in the forces involved in each scenario so that it is possible to never get the same set-up again. The map is easy to maneuver in. And then there are the counters.

OGRE counters are fantastic. Each unit has a different type of use. Some have silhouettes and the type of unit it is printed on; others have symbols and their type on it. The four different numbers printed on the pieces correspond to that unit’s ability to fight, move, defend, and it’s range. And in those numbers are that unit’s weaknesses and strengths.

After playing the game many times these things become apparent and they seem to form natural links to each other. Some units are found that work well together and others are loners. But each type of unit has a different psychological effect on the players which further complicates the tactics that should be used.

The object of this article is to help you as wargamers to get the most out of your OGRE pieces. And to help your opponent go crazy. One more thing before I go into detail about the OGRE units; Steve Jackson, thank you for such an enjoyable game.

THE Ogres

The Ogres are the biggest units mostly because they are computerized and can handle all of the weapons given to it all at once. If the Ogre were controlled by humans inside of it, the Ogre would be nothing more than a big tank. If you don’t believe me do what I did; The Ogre can only fire one weapon at a time. It just isn’t the same game.

Strong Points: Movement; it can move as fast as a tank. Weakness: Attack and Defense Factors.
Uses: The function is to protect land. They should give it up only at the cost of the Ogre’s movement points and antipersonnel guns.
Threat: Mobilizing/antagonizing.
Prey: Ogre treads and antipersonnel guns.
Range: 1 hex.
Result after combat: A small dent in your treads.
Friends: Howitzers and other infantry.
Enemies: Just the Ogre.
Rate: Blown up by a main battery.
Loss: Shruggable.
Placement: Out in the open when out of range, behind crests (rubble) when in range of the Ogres.
Comments: The infantry should be used to reduce the Ogre’s movement capability down to nothing or close to it. They should stay under cover until they can move into assault position. Remember: 1 —

Tesseracts (continued from page 20)

room except C, since L’s walls are E, N, W, and S’s floors, and U’s walls are their ceilings.) The tesseract is complex enough without adding these unnecessary frills.

Now that the basics have been established, draw one up and play it solo, populating it as your whims dictate, just to get the feel of it. Get used to saying left and right instead of north, west, etc., since you’ve seen that a straight line can take you in all four directions in a matter of four rooms.

I first designed this fiendish set of rooms nearly a year ago, after a close encounter with a member of that semi-intelligent species, papyrious meticulous, whose habits are well known; to wit, they must have every detail of a dungeon set to parchment, every nook, crack, cranny, or stain. I wasn’t the DM — I was one of the bored players whose time he was wasting. After careful consultation, the DM included one in his dungeon. I learned a valuable lesson — never call on Thor in a moment of weakness — and the mapmaker should be out of the sanitarium early next year. Good luck with your own mapmakers.

\[
\begin{array}{c}
\text{FIG. 4}
\end{array}
\]
never make attacks at less than 1-1; 2 — use infantry as a first opponent of the Ogre and the last ditch defense; and 3 — the infantry shouldn’t be expected to last the game so don’t feel bad about it.

3. Command Post:
   Strong points: Strong points? What strong points!
   Weakness: Movement; ever heard of a sitting duck? Noooo go.
   Uses: In the game; none. In the actual wars; communication centers, order relayer, and operations bunker.
   Threat: Channelization; place the C.P. in the corner of a map and the Ogre heads that way as if the C.P. were a magnet.
   Prey: No one.
   Range: None
   Result after combat: Elimination for the command post.
   Friends: All friendly units, especially howitzers.
   Enemies: A moving Ogre.
   Fate: Either instantaneous death or total survival.
   Loss: Expect the losing player to resign in defeat.
   Placement: As far away from the Ogre as possible.
   Comments: Since the C.P. can’t protect itself the other units have to protect it. What else can I say?

THE TANKS
The tanks involved in this small battle are the missile tank and the heavy tank. They are the main battle force for the C.P. side. These should be kept in lots and should be entered in to the battle after the infantry have already entered the Ogre’s combat range (main battery range). The object of the tanks entering the battle after the infantry is the Ogre’s guns will be occupied with the armored units and the infantry can dent some of the treads without being destroyed.

4. Heavy tank
   Strong points: Attack factor.
   Weakness: Range and movement factors; never enough.
   Uses: Distraction forces.
   Threat: Blasting away missiles or secondary batteries and occasionally a main battery.
   Prey: The Ogre’s batteries and missiles.
   Range: 1 or 2 hexes, although at a range of 1 the tank won’t last long.
   Result after combat: 33% chance of a kill.
   Friends: Infantry and howitzers.
   Enemies: The Ogre; especially it’s missiles.
   Fate: Blown up by fire and missiles.
   Loss: Could be damaging, could be shruggable; it depends on the number of units.
   Placement: Directly behind first defense infantry.
   Comments: As is obvious by now, the tanks and infantry should work together. Infantry should engage the Ogre in the first battle alone; the next round the tanks should be brought up. The object of this is to get too many targets around the Ogre for it to shoot at and thus getting in a few damaging shots.

5. Missile Tank
   Strong points: Range factor.
   Weakness: Defense factor.
   Uses: Distraction forces.

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6. Howitzer

**Strong point:** Range factor and Attack factor; it’s cup runneth over.

**Weakness:** Defense and movement factors.

**Uses:** Powerful cover fire.

**Threat:** Pressurizing: having one of those in range of an Ogre can get very nerve-wracking for the Ogre player.

**Prey:** Anything.

**Range:** 1-8 hexes; it would be better if the longer end of that range was used because the missiles can reach them at 5 hexes.

**Result after combat:** 50% chance of knocking out a main battery or missile.

**Friends:** Infantry and tanks to keep the Ogre away from the howitzer.

**Enemies:** Ogre missiles.

**Fate:** Rammed or destroyed by missiles from the Ogre.

**Loss:** Damaging; these units burn up a lot of points.

**Placement:** Scattered deployment. 1 or 2 within range of the first opposition the infantry and within range of the command post and the hexes in front of it.

**Comments:** Using these units will prove to be very profitable if used properly. Cover as many hexes as possible and use overlapping ranges so that it would be possible to knock out more of the Ogre’s armament at once. They should try to get the missiles and if the missiles are gone the main battery and movement points should be the next targets.

**THE GROUND EFFECT VEHICLES (GEV)**

These units have a distinct capability that makes them a must for an infantry-lead force. They can move, fire, then move again before the Ogre can react. This means the GEV’s can get into range fire and can live to tell about it. Use this vehicle as much as left over points will permit.

7. Ground effect vehicles GEV

**Strong points:** Movement factor; hit the Ogre then skip away untouched.

**Weakness:** Attack and Defense factors; no effects on almost everything.

**Uses:** Hit-and-run vehicles.

**Threat:** Mobilizing.

**Prey:** Ogre treads.

**Range:** 1 or 2 hexes; 2 hexes would be better that way the Ogre won’t be able to ram it.

**Result after combat:** 33% chance of 2 movement points being gone.

**Friends:** Infantry and tanks that are better targets.

**Enemies:** Main and Secondary batteries of the Ogre.

---

**Design Forum**

**BOREDOM AND THE AVERAGE D&D DUNGEON**

by James M. Ward

There comes a time in the life of every Dungeon Master when he or she wants to sit down and do a level in their castle and they have used all their ideas up. I am not saying that if the normal D&D judge doesn’t really try he or she can’t pull a good encounter room out of their head, but sometimes the ideas for an entire level just will not come. I do not think there is a good Dungeon Master that merely wants to fill his or her levels with treasures guarded by monster type rooms.

The solution to the problem above is fairly simple; fill sections or entire levels with “areas of history”. While I know the normal DM can take the idea from there I would like to suggest some possible areas to develop.

**Ancient Egypt:** This level would have altars dedicated to the Gods Set, Ra, Thoth, Horus, Anhur, and last but not least “Pah”. The monster types in this area would be heavy on the mummy, giant snake, giant beetle, master thief, sphinx, giant cat type monsters. I would also suggest that if you make many such “area” levels you make up wandering monster type charts that fit the levels the area deals with; an example for the Egyptian level could be:

**Egyptian Level**

<table>
<thead>
<tr>
<th>Monster</th>
<th>Roll</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3 Minions of Set.</td>
<td>1-2</td>
</tr>
<tr>
<td>EHP of Set and 5 men at arms</td>
<td>3-4</td>
</tr>
<tr>
<td>2 Mummies.</td>
<td>5-7</td>
</tr>
<tr>
<td>11th level grave robber thief.</td>
<td>8</td>
</tr>
<tr>
<td>Sphinx</td>
<td>9</td>
</tr>
<tr>
<td>1-4 giant snakes.</td>
<td>10-13</td>
</tr>
<tr>
<td>Paladin of Horus</td>
<td>14</td>
</tr>
<tr>
<td>Evil hero and 5 men at arms.</td>
<td>15</td>
</tr>
<tr>
<td>2 giant beetles.</td>
<td>16-19</td>
</tr>
<tr>
<td>Evil Lama of Set and 10 men at arms.</td>
<td>20</td>
</tr>
</tbody>
</table>

The traps for this area would have to be many and deadly and include crushing ceiling stones in series of 3 and 4 in any given 60 feet of passage, hinged pit traps that drop for 90 feet onto long steel spikes (no lead spikes, folks, they might give the player lead poisoning), and the permanent shifting walls should come by the dozens. The treasures for these areas should have less gold than gems and jewelry and be in coffers and other containers with poison needle type traps. Last but not least, the Egyptians were famous for two special concepts: the placing of their kings in rich tombs and their putting curses on everything; keep that in mind.

**Ancient India:** The Gods of this level would have richly carved altars; some of the better known Gods include: Shiva, Brahamia, Kali, and Devi. The monsters would include things like the demons called cont. on pg 26

**Fate:** Blown away to dust by the secondary or main battery of the Ogre.

**Loss:** Shruggable, these units are cheap, but deadly, cannon-fodder.

**Placement:** These can be placed up with the tarks and in the middle of the map. It wouldn’t hurt to put a few with the last ditch defense either.

**Comments:** These units should be daring and they shouldn’t be expected to last the whole game. They are cheap to buy, so be as generous as possible with them. For no more firepower than they have, they sure do a good job on Ogre treads.

If you have come this far in the description of the units, I thank you. You can now go win a few games more than if you didn’t read these few pages. Please, if you play in OGRE don’t use my own material against me. I hate being embarrassed by my own tactics. Happy wargaming!
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Boredom cont.
Rakshasas and Yaksas, giant magical snakes called Nagas, intelligent ogres that can polymorph, elves called Ribhus that will not be as nor-
mal elves in that they are servants of the Gods, and finally wind spirits
called Maruts. India of ages past is famous for their great sages, perfect
for an encounter room where the treasure is knowledge instead of gold.
India is also famous for its jungles that hide hidden cities with piles of
wealth guarded by nothing more than a 200 feet long intelligent snake
(whew).

The Far East: Altars to the Gods like Huan-Ti, Wen Chung, Lu
Yueh, and Kuan Yin all must be carved in jade-like substances and
filled with traps and great treasures. The monsters of the Far East must
include the Imperial Dragon, the Shen Shu spirits, and fairies of the
mountain type. The Far East has always been known for its strange
magic and even stranger treasure containers (puzzle type boxes). The
East has also been known for the richness of its treasure hordes.

The Future or Machine Age: While some steady readers might
think that I harp on this topic too much, the first time I came in contact
with a level of this type was in the “mighty” castle of Greyhawk; run
by Gary Gygax and Bob Kuntz. Imagine conveyor belts that force play-
ers to travel in one direction or another, a cellophone machine that
wraps you up no matter how big or small you are and puts you in a

Activity begins to pick up as GenCon moves into full swing, with a full slate of events
for everyone, if you like. Two of the convention’s largest events begin on Friday. The first is the 256-player DUNGEON tournament, sponsored by TSR Hobbies and conducted by Timothy Jones. There’s plenty of action for everyone, and that means that up to 256 players can take part, using the standard game rules and some special additions just for this tournament. This event has a $2.00 entry fee, but the prize list is impressive — including a $300 TSR gift cert-
tificate and trophy plaque to the winner, and plenty of other top prizes for the winning
finalists.

The other gargantuan tournament is GenCon’s annual DUNGEONS & DRAGONS event. This year’s tournament is run under the aegis of Gary Gygax, Bob Blake, and a host of Dun-
geon Masters. The event will encompass 288 players, with first rounds for 144 players each
taking place at 1:00 PM and 7:00 PM. Players will be arranged in teams of 16 players
per team, and there will be 3 rounds for the fortunate few who advance to Saturday evening's
final round.

The “empire builders” at GenCon have their chance for greatness beginning on Friday morning as Dave Trampier runs the 25-player tournament of Avalon Hill's EMPIRE OF THE PETAL THRONE. There will be 5-player games, with the winner from each advancing to the final round in the
afternoon. A trophy from Avalon Hill will go to the deserving winner. All aboard!

Historical boardgamers will not want to miss a chance to participate in one of several such
events to be featured on Friday. Notably, these boardgame tournaments feature
AFRICAN CAMPAIGN by TSR (judged by John Edwards), SPI’s PANZERGRUPPE GERUDIAN, and AH’S MALTA mini-game (both judged by Joe Orlovski). For the fighter pilots in the crowd, Glenn Larson will oversee an AIR FORCE/DANZIS
tournament which will pit two-man teams against each other in WWII aerial action.

GenCon’s first auction session gets underway at 4 o’clock as auctioneer extraordinaire
Mike Bartakowski returns to preside over this bargain-hunter’s dream. Mike will be ably
assisted by Paul Wood and Bill Somers, and all three gentlemen are noted members of the
Metro Detroit Gamers. An old favorite has its day as Skip Williams presides over a 36-player tournament of the
card game PIT starting at 7:00 PM, with 6 tables of 6 players each vying for a spot in the
final game from which a single winner will emerge. If you’re not familiar with this game, get ready for some fast action and a rip-roaring good time. Beginners welcome!

With the end of it behind us, both games will again be featured in the evening, with two showings, the first beginning at
7:30 PM.

SATURDAY, AUGUST 19
Saturday is always the biggest day at GenCon, and this year is certainly no exception! The action starts bright and early as Paul Schwab and Dave Jeldicka conduct the annual FIGHT IN THE SKIES “Dawn Patrol” game — actually two separate but simultaneous games each. This is one of GenCon’s traditional events, and never fails to attract plenty of eager risers. As usual, this year’s games kick off at 7:30 AM.

The day is a 14-hour affair, featuring a set of miniatures games that can be played from dawn to dusk, with everything in between. There are plenty of miniatures games on Saturday as usual. One contest that stands out is an old-fashioned WWII miniatures battle in HO scale for up to 20 participants. Bob Mijanovich, veteran gamesmaster, will officiate.

The roar of high-speed action will be heard starting at 1 o’clock as no less than 40 drivers (in teams of two) compete in LES HUIT HEURES DU MANS — The 8 Hours of Le Mans. This popular event from the last two years at GenCon is designed to give players a
real test of team ability and provide all the “feel” of a grueling endurance race which will run for a full 8 hours without interruption. Judges Paul Schwab, Mark Eggert, and Mike
Carr will moderate the action.

Boardgamers should find something to their liking as tournaments in four separate games get underway in the early afternoon. The games in question are SPI’s SAURON game (from the LORD OF THE RINGS game), SPI’s BASTOGNE solitaire game (from the WESTWALL
quad), GDW’s IMPERIUM, and WILLIAM THE CONQUÉROR: 1066 from TSR. The
first two events will be run by Joe Orlovski, and Tim Kase will preside over the latter two games.

A seminar of great interest to fantasy fans will be held at 1:00 PM, as Guest of Honor J. Eric Holmes hosts a discussion of “Fantasy Literature, Fantasy Art, & Fantasy Gaming”. A showing of slides will complement the presentation, and anyone interested in this area should not miss being in attendance!

At 4:30 in the afternoon, Mike Bartakowski, Paul Wood, and Bill Somers will present the second GenCon auction. There’s certain to be some interesting items up for sale, so if you’re looking for something old or new, don’t miss the action.

Movie-goers will be treated to yet another double feature at the Cinema beginning at
7:30 PM.

SUNDAY, AUGUST 20
GenCon winds down on Sunday, but not until after an assortment of events occurring throughout the morning and afternoon.

Two traditional classics, BACKGAMMON and MAH JONG, are featured in play-
don tournaments beginning in the morning. Dave Trampier will oversee the BACKGAM-
MON action, and Scharr Niebigh will preside over the activity in MAH JONG.

Four separate fantasy game adventures are on the slate for the morning as well: an EMPIRE OF THE PETAL THRONE adventure run by Gerald Seypura, D&D adventures run by Len Lakofka and Tom Christiansen, and a special beginner's D&D adventure run by J. Eric Holmes (editor of the “Basic DUNGEONS & DRAGONS” booklet).

The FIGHT IN THE SKIES Society holds its biannual MASTERS GAME at 1:00 PM in the afternoon. This invitational game brings together the finest FITS players anywhere, and they vie for the coveted trophy cup which goes to the winner. Twice defending cham-
pion Chris Weiser is expected to be there to defend his title as “best of the best” in this
hard-fought game of WWII I aerial action against a field of hungry players set on capturing his crown.

A seminar of note to WW II boardgamers will be on tap for 1 o’clock, as Guest of
Honor John Edwards hosts a discussion on “Designing WWII II Games.” This area is Mr.
Edwards’ specialty, as anyone who has enjoyed his numerous games of that genre (RUS-
SIAN CAMPAIGN, AFRICAN CAMPAIGN, WAR AT SEA, and FORTRESS EU-
ROPA) can attest.
tion before anything further could be done to prepare. The clockwork monster lashed forth its tentacles and grabbed the half-elf. At first it seemed as if it would tear Hodkin to pieces on the spot, but something made it hesitate and examine the struggling figure more closely. Other snakey metal arms shot forth and began to strip off the half-elf’s armor. Thurlibe, unable to use another *tongues spell*, cast a hasty augury to learn what this examination boded for the prisoner, and it was ill indeed. Unless stopped, the automaton would surely slay Ap-Awr when stripped of armor. In desperation, and hating greatly to do so, the waif held up a white hand. Fed a liquid (invisible?) form of food, but not being followed by the magic gem, asking that the mighty machine be prevented from harming his associates and himself because of its love and loyalty to them — it being an obedient servant.

Now this world was filled with strange and powerful things which were unknown to the adventurers, but magic was most potent, for nothing in the place seemed to be able to resist it. The party had been most grateful for the cleric’s spells which were renewed divinely each day. How much happier they were at the potency of *wishes* is hard to tell. That the clockwork creature immediately ceased its fell actions respecting Hodkins and obeyed the party heartened them beyond measure, for such a servant would certainly mean that their chances of escape were greater now than any had thought possible. Better still, the creature was useful in many ways. First, a means of communication had to be established, for the device seemed to understand the tongue spoken to it but could make no intelligible reply. It was ordered to raise one of its metal tentacles whenever a “yes” answer was indicated, and the whole group then set to questioning their new servant.

It was quickly discovered that the device was a mechanical physician, churgeon, and barber in one. It could heal them, and the group then proceeded to question it further. The automaton turned out to be nothing but imitation gemstones as the party had, for the party wished to have a supply of food for the metal carpet. The machine went to a flat crystal disc, and symbols were first perused, of the world were written off as not suitable places for the adventurers to seek escape — especially since the missiles of the automatons had knocked the hapless party unconscious, and the leader had laid themselves down to sleep. These creatures were marching like men-at-arms and carried weapons too. The watch had spotted them at some distance, so it was not difficult to blast them at long range with a carefully aimed *fireball* from the wand. The creatures died easily, and examination of the corpses disclosed a metal cone. The automaton was instructed to demonstrate the use of the device at a fair distance — to the party, so it flew (or levitated perhaps) into the air. A bright beam of light sprang from the cone, swept through the sky, and then glared downward as if to strike the adventurers. It brought the machine back to earth, and the group moved hurriedly to a location several miles distant, for they were certain that unwelcome visitors would be attracted to the spot where the beacon had shone. It proved true, for later that night still another company of the werewolves was sighted marching towards the locale of the first camp. These too were taken by surprise at a distance and wiped out in a single stroke by a *fireball*. These beasts had nothing of value save a contraption of thin metal rods which the leader wore to brace its legs. Rentar put them on, his own limbs, fastened the device’s belt about his waist, and attempted to set them in motion. There were numerous dials, switches, and levers to operate, however, and even with the aid of an *augury* spell the attempt came to a bad end. After several operations of various knobs and switches, the thing gave off an odd humming and tiny lights began to wink madly along the belt. Without much urging from the others, the warlock hurriedly divested himself of the contraption, and it was tossed onto the deck of the disc for possible use at a later time.

The next day the party traveled through a countryside which consisted of the adventurer’s territory broken by meadowland. Moving southwards still, they eventually came to a wall which prevented any further travel in that direction, so the course was turned to the west for a few leagues, and as dusk approached the carpet was steered back northwards in order to insure a relatively safe campsite amongst the shelter of a woodland there. But night time was dangerous anywhere, particularly so on the world of layers, and the party spent an active rather than restful night.

When the full darkness fell the guardians noted a strange glowing a few furlongs distant. As the metal carpet could see as well in darkness as in daylight, it was no trouble for it to transport the group to the source of the eerie light. Caution was used, but all that threatened was a primitive hut, covered over with scraps of animal skins. A few of the adventurers went inside to examine the place in considerable haste, for they all felt that unwelcome visitors would be attracted to the spot where the beacon had shone. It proved true, for later that night still another company of the werewolves was sighted marching towards the locale of the first camp. These too were taken by surprise at a distance and wiped out in a single stroke by a *fireball*. These beasts had nothing of value save a contraption of thin metal rods which the leader wore to brace its legs. Rentar put them on, his own limbs, fastened the device’s belt about his waist, and attempted to set them in motion. There were numerous dials, switches, and levers to operate, however, and even with the aid of an *augury* spell the attempt came to a bad end. After several operations of various knobs and switches, the thing gave off an odd humming and tiny lights began to wink madly along the belt. Without much urging from the others, the warlock hurriedly divested himself of the contraption, and it was tossed onto the deck of the disc for possible use at a later time.

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distance in the surrounding woods. Meanwhile the magical gem showed that the supposedly crude hut was a metal building marked by branch and thatch. The place glowed because of deadly lightning coursing through it, and the doorway to change from the dead black. of a force wall of some sort to normal. Luckily, Neb Rentar did look further for some other small trap, for what looked like a red blanket was noted to be rolled up above the door. When this blanket was poked with a stick, the limb was torn from Dorag’s grasp and disappeared into the creature’s body. There could be no doubt that some monster which appeared to be a blanket lurked above. Poisoned stakes and flowering branches were subsequently poking at and consumed without noticeable harm by the creature. Black rays from the pistol wands did not harm it. Rentar paced back carefully and aimed a fire break into the hut’s doorway. The thing had dropped down tentacles, evidently feeding and growing upon the material we had thrust at it, and if they were to gain entrance to the hut and loot it, the party would have to destroy the guardian—or at worst keep it from getting large enough to be able to reach tentacles into any place within the hut, if some form of ingress to the place should somehow be discovered.

The blast of the missile created the creature to drop several of its scarlet appendages and to curl up and a bit away from the opening. Success! Seeing this; the warlock decided to use one of his few precious spells remaining to him, so a wall of fire was conjured up. Just as it began to roar into full effect, a buzzing occurred, and down from the heavens shot a broad beam of deep blue. When this ray met the wall of fire a flickering aura sprung up, and a moment later the magical flames were completely extinguished. Apparently the creature was not able to use each such attack ran the risk of being miscast and destroying part or all of the contents of the hut. There was another solution, risky or otherwise, teleporting into the place by means of Hodkin Ap-Awrd’s sword. The half-elf was urged to do this, for it seemed unlikely that the guardian’s tentacles commanded more than the doorway. With a somewhat desperate air, Hodkin winked out of existence where he had stood before the metal hut and simultaneously appeared on the scene of the hut’s floor which had been carefully scanned under the bright light of one of the party members.

The half-elf discovered a wealth of interesting objects in the interior of the building. He quickly scooped up numbers of the large and small cubes upon which automatons and wands alike fed. A metal club topped off the pile, and he was out and in instantly. Several of the small huts were aflame, and fearing that the fire would spread to the large central structure which was the most likely repository for treasure, Thurible urgently motioned the party to the dark entrance of the place. The warlock complied hurriedly, unfortunately for him. A flash of released energy greeted his attempt to pass through the portal, and Rentar fell stone dead before the trapped doorway. While Scrag the assassin and Dorag kept their wand pistols trained on the few remaining tribesmen, Hodkin went to the magic-user’s body and removed the still intact gem of seeing. Meanwhile, the cleric cast a successful raise dead upon the body of Neb Rentar, and the mechanical churjone proceeded to restore him to full vigor. Gazing through this device revealed the shaman’s dwelling to be a maze built with a mesh of fine wire. Thurible took forth a coil of strange silvery wire that had been acquired during the course of their sojourn on the vessel of layers. He thrust one end into the ground, and tossed the other onto the mesh which guarded the hut. Power flowed through the thick strand, and the gem of seeing still showed an aura around the building. If anyone entering the place would be killed, it was obvious that not even the shaman would be able to go into it in its current trapped state. Therefore the shaman must have a way to shut down the field. While the others searched for a lever, the cleric examined the remains of the pseudo-shaman. A small black box with a switch protruding from it was found.

Fearing further traps, everyone in the party got aboard the disc and drew well-off while Thurible screwed up his courage and led the building’s entrance and moved the switch. A faint click sounded. The doorway of the place grew light, and the interior of the building could be seen. Hodkin and the cleric went in, but they found nothing of any possible value save a ring of blue red upon a square of cloth which rested before one of the clockwork automatons which gave off the scent of incense. They picked it up and came forth with obvious disappointment. Three of the tribesmen were awaiting them, and these three glowed.

“You have brought ruin upon our tribe. You have defiled our God’s sanctuary and taken out the sacred artifact. You must replace it and make amends!” So the three creatures threatened the adventurers. They did not seem fearful, but confident. “We can slay you all if you do not comply now”, one said, “for we have great powers.” This seemed possible, as the words came to each member of the group by telepathy.

“Surrender yourselves, or die!” shouted Thurible. Then the battle was on.

One of the glowing figures gazed at the warlock, and Rentar gasped and clutched his head. All of his spells—all knowledge of magic were gone! The other party members felt a tug as if their strength was flowing away. The cleric cast a hold person spell to stop these fell magics, and one of the creatures stopped glowing and stood immobile and helpless. The two remaining ones drew more strength from the adventurers, but a criss-crossing pattern of black rays struck them as all of the individuals of the party used their deadly pistols to effect. In a few moments later brought down a curtain of silence around them all.

The shaman was obviously very angry and intent upon calling down the wrath of the entire tribe upon the three men who had arrived from far away. From the weapons of Flatchet, Thurible, Dorag, and Rentar the pseudo-cleric on the spot, and as his corpse toppled it turned into reddish jelly. Horror spread over the visages of all those onlookers who had recognizable faces. The shock was in part at the death of the shaman, but also from what his death proved him to have been—a faceless thing masquerading as a human! Most of the Third-levers turned and fled in shame and shock.

Several of the small huts were aflame, and fearing that the fire would spread to the large central structure which was the most likely repository for treasure, Thurible urgently motioned the party to the dark entrance of the place. The warlock complied hurriedly, unfortunately for him. A flash of released energy greeted his attempt to pass through the portal, and Rentar fell stone dead before the trapped doorway. While Scrag the assassin and Dorag kept their wand pistols trained on the few remaining tribesmen, Hodkin went to the magic-user’s body and removed the still intact gem of seeing. Meanwhile, the cleric cast a successful raise dead upon the body of Neb Rentar, and the mechanical churjone proceeded to restore him to full vigor. Gazing through this device revealed the shaman’s dwelling to be a maze built with a mesh of fine wire. Thurible took forth a coil of strange silvery wire that had been acquired during the course of their sojourn on the vessel of layers. He thrust one end into the ground, and tossed the other onto the mesh which guarded the hut. Power flowed through the thick strand, and the gem of seeing still showed an aura around the building. If anyone entering the place would be killed, it was obvious that not even the shaman would be able to go into it in its current trapped state. Therefore the shaman must have a way to shut down the field. While the others searched for a lever, the cleric examined the remains of the pseudo-shaman. A small black box with a switch protruding from it was found.

Fearing further traps, everyone in the party got aboard the disc and drew well-off while Thurible screwed up his courage and led the building’s entrance and moved the switch. A faint click sounded. The doorway of the place grew light, and the interior of the building could be seen. Hodkin and the cleric went in, but they found nothing of any possible value save a ring of blue red upon a square of cloth which rested before one of the clockwork automatons which gave off the scent of incense. They picked it up and came forth with obvious disappointment. Three of the tribesmen were awaiting them, and these three glowed.

“You have brought ruin upon our tribe. You have defiled our God’s sanctuary and taken out the sacred artifact. You must replace it and make amends!” So the three creatures threatened the adventurers. They did not seem fearful, but confident. “We can slay you all if you do not comply now”, one said, “for we have great powers.” This seemed possible, as the words came to each member of the group by telepathy.

“Surrender yourselves, or die!” shouted Thurible. Then the battle was on.

One of the glowing figures gazed at the warlock, and Rentar gasped and clutched his head. All of his spells—all knowledge of magic were gone! The other party members felt a tug as if their strength was flowing away. The cleric cast a hold person spell to stop these fell magics, and one of the creatures stopped glowing and stood immobile and helpless. The two remaining ones drew more strength from the adventurers, but a criss-crossing pattern of black rays struck them as all of the individuals of the party used their deadly pistols to effect. In a few
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Faceless Men cont.

seconds the combat was finished and the tribesmen dead; the rays coupled with a fireball slew them most easily. “Let us leave this miserable place behind,” urged Hodkin. Picking up the stunned Rentar, gathering their silvery wire, the party boarded the traveling device and went away, not certain if they had won or lost, for the magic-user had become quite unable to comprehend anything connected with dweomer and knew not a spell from a spigot.

Returning from whence they had come upon this tier of their exile world, the adventurers were prepared to go into the gates of the room of levels again when Dorag spotted an arrow pointing to the south-east. Closer inspection also showed the glyphs of the eye. All agreed that they might as well follow this pointer as go elsewhere. They needed friends and allies badly, and perhaps the people who showed friendship for all humans with their signs would actually practice what they scribed. Only Neb Rentar was not a bit cheered by the prospect, having grown morose and gloomy after the magical loss of his store.

When the adventurers related the whole of their tale, the people of the eye were friendly towards all humans of good will. Yes. They would happily welcome the adventurers to the sanctuary of their village, and they would help them to leave this world, for they knew how to get outside its magical fields. Yes. There would be a price for such services, for the Vigilists (as they named their conglomerate tribe) were locked in a struggle of life and death against faceless men, wolfoids (the werewolves), and even a group of evily disposed human merchants bent on revenge against them for acts which the Vigilists committed in order to keep the gods of all humans in this world.

The price required of the party was the intaking of the place where the aged werewolves were housed, or retribution upon the metal fortress which paralyzed and burned, a machine to restore the magic to the cubes which powered their weapons, and other good items in addition to their own magical arms, armor, and devices. They talked of the intaking of the place where the aged werewolves were housed, or retribution upon the metal fortress of the faceless men, of humbling the puffed-up merchants who dared to place a price on the lives of Vigilists, and of serving “Angels” by destroying monsters of pure energy (could these be cousins of will-o-wisps?) in order to gain divine aid.

Many legends abound as to the discovery and spread of Adamantine. One source claims that it was a gift of the gods to an alchemist who did a service for one of their number. Another source claims that a natural deposit of the material was found at the site of a meteor crater and that it was later synthesized in a work shop. As far as this author can determine from the lore available (as told to me by a certain Hobbit named Wiltham Purpletoes) it was discovered by a certain dwarf that is tempered to hold an edge is most often silver in color as bright or brighter than the mithril used to produce it. Adamantine is a very tough metal and for that reason it is much more difficult and costly to work than iron. This toughness makes the metal much more difficult to charm as well. It costs twice as much and twice as long as iron to charm Adamantine for the first three levels after which both price and time zone way out of proportion. Due to the construction of Adamantine any charm after three added to the initial plus two will last at maximum one year and usually less. Because of the high cost and heavy expenditure of time most Magic Users refuse to even consider working with it.

A Short History of Adamantine

by Charles Sagui

Mithriferral Carbide sold under the trade name of Adamantine is an expensive alloy of Mithril, Carbon, Iron, and certain other materials known only to a very few metal workers, armorers, and alchemists. It is approximately 4/5 the weight per density of iron and of a much higher tensile strength (+2 on AC and hit probability for armor and weapons respectively). A suit of armor plate, for instance, would make the wearer AC1 and would weigh about 600 GP (640 with helm). Adamantine plate or chain are usually a dark color (55% black 25% dark blue 20% dark green) with a radiant glowing glaze. Adamantine that is tempered to hold an edge is most often silver in color as bright or brighter than the mithril used to produce it. Adamantine is a very tough metal and for that reason it is much more difficult and costly to work than iron. This toughness makes the numbers of charred pelts to prove it)’ their hosts were visibly pleased, and a great feast was ordered. The Vigilists told more of their activities and adventures, their plans and purposes, and the adventurers were in turn interested and pleased. “Here,” exclaimed Hodkin, “is a place a bold adventurer could stay for a time and do great deeds!” Flatchet, Dorag, and Thurbille agreed heartily — although the cleric reserved agreement pending his appointment as the chief priest of the Vigilists. After a few days stay, an amicable agreement reached, the Vigilists would escort the adventurers to a place where Thurbille could employ his plane shift magic to send both Neb Rentar and the Gnoll back to their own world. The other four adventurers would stay in this world of weird layers, to seek wealth and aid the Vigilists. The Vigilists would receive the special ring and all the excess devices and weaponry they needed. Thurbille would be shaman, Flatchet would teach his skills to promising young tribesmen, Dorag would train warriors, and Hodkin would set to work to scribe a new (albeit very slim and sketchy) book of spells. The half-elf could thereafter see if any of the Vigilists could learn magic-use as apprentices. The Vigilist lords, Xorax and Al-Neen were most agreeable to this arrangement, welcoming the fellowship of the adventurers as trusted lieutenants and councilors. All could sense the benefit of a fellowship among the Vigilists.

Within a few days Neb Rentar and the Gnoll were sent upon their journey home, all of the gold and jewels going with them. The adventurers now had two more red bracelets, healing devices, weapons which paralyzed and burned, a machine to restore the magic to the cubes which powered their weapons, and other good items in addition to their own magical arms, armor, and devices. They talked of the intaking of the place where the aged werewolves were housed, or retribution upon the metal fortress of the faceless men, of humbling the puffed-up merchants who dared to place a price on the lives of Vigilists, and of serving “Angels” by destroying monsters of pure energy (could these be cousins of will-o-wisps?) in order to gain divine aid. They were now Vigilists, heart and soul. Their names were scribed at the bottom of a broadside which was to be spread far and wide on the layers of the world, a tract which touted the Vigilist cause and offered a rich reward for each merchant brought before the Council of Vigil, each captive to be bound in thongs and hanged upon a gibbet in the organization, as well as whatever protective devices and weaponry they needed.

The party — even more surprised to note the blue and red ring which the cleric displayed upon his hand. The leaders of the people called for a telepath, and soon the two groups were deep in conversation. Yes. The people of the eye were friendly towards all humans of good will. Yes. They would happily welcome the adventurers to the sanctuary of their village, and they would help them to leave this world, for they knew how to get outside its magical fields. Yes. There would be a price for such services, for the Vigilists (as they named their conglomerate tribe) were locked in a struggle of life and death against faceless men, wolfoids (the werewolves), and even a group of evily disposed human merchants bent on revenge against them for acts which the Vigilists committed in order to improve the lot of all humans in this world.

The price required of the party was the two-hued ring and the pistol wands, called protein disruptors, by the Vigilist leaders. The parlay grew into a detailed conversation. When the adventurers related the whole of their tale, they had destroyed well over a score of faceless men and nearly a score of the werewolves (and had
Aolor was heating the mithril wire on the iron blade and as the bucket of coal hit the fire a fine mist of coal dust settled on the red hot blade. When Aolor examined the blade later he found that the blade was stronger than either of the ingredients separately. Aolor began to run tests on the metal and work to improve upon it.

Legend of the Blue Warrior

About fourteen months after the accidental discovery of the alloy by Aolor, trouble struck the Valley of the Iron Pits in which the Dwarves made their home. The valley was invaded by a host of Goblins of the Black Boot led by Snog of the Scarred Jaw. The goblins demanded a tribute of gold or manufactured goods depending on the business that they worked at. There had been little real strife in the valley for many years and most of the dwarves felt that this was a small price to pay to be left alone. A small group of dwarves led by Aolor refused to give as much as one arrow head to these loathsome creatures. Snog (an 8th level fighter) accompanied by his body guards (2nd level fighters) visited Aolor at his shop and demanded presentation of four suits of plate armor altered to fit Goblins by three days or face loss of his life. To show that he meant what he said Snog drew a dagger and slashed the ring finger from Aolor’s left hand. Luckily for Aolor few people knew about his research into metallurgy or he probably would have been enslaved and forced to work arming Snog’s army. As it was, outside of the shop his research was unknown. Snog and his guards left the dwarves and returned to their camp.

Two nights later in the camp of the goblins a shadowy figure was observed moving among the tents. One of the night guards challenged the figure who produced a large double-bladed two-handed axe. It gleamed in the moon light as with one stroke the figure struck down the guard. Goblins poured out of the tents grabbing at weapons as they came to challenge the figure as he made his way to the commanders tent. The personal Guard of six men rushed to meet the figure as goblins fell left and right. The bodyguards in their mail shirts fell before the figure’s now bloody weapon. As the figure passed the fire in front of the commanders tent his armor seemed to glow a deep blue. Snog stepped out of his tent to meet the advancing terror and attempt to halt the rapidly spreading terror that was going through the ranks of the goblins. The darkly glowing figure rushed to meet the commander of the slinky band and with one mighty swing split the helm and skull of Snog cleanly to the shoulders. Panic set in among the company. Goblins poured out of the tents grabbing at weapons as they gleamed in the moon light as with one stroke the figure struck down the fallen monster. The warrior then sheathed his weapon and slipped silently away into the night.

The dwarves of the valley upon finding the goblins no longer a threat took up arms (Mostly purchased from Aolor’s shop, thus insuring his fortune) and proceeded to dispatch what was left of the invading army. The dwarves were proud of their newfound ability to defend themselves and paid homage to those among them who had refused to bow to the invaders’ pressures. The money surrendered to Snog was considered forfeit with one half going to the king, one quarter going to the church who claimed that their prayers were responsible for the Blue Saint, as the warrior figure was called; and one quarter went to the soldiers who took part in the clean up of the goblins (Including Aolor and Donan who won bright iron chain mail and axes). The merchants, most of whom did not take part in the fight, protested the gift but when the soldiers returned with blood in their eyes and talk of looting the laborators, they were more than happy to give a small gift that they had considered lost anyway. Aolor, as one of the leaders of the resistance, was named Royal Armorer and known from then on as Aolor the Adamant (From which the alloy later derived its name.) The blue warrior was not seen again by the dwarves and few but his mate ever saw the goblin finger suspended from Aolor’s neck by a blue Adamantine chain.

Aolor as Royal Armorer had a large amount of time and after the war unlimited funds to put into metallurgical research. After about five years, however, he realised that while he could develop quite a powerful alloy, he was not competent to perfect it. Aolor took a leave of absence from the king and traveled to a nearby city where he had a conference with a certain Alchemist, Dealanan the Mixer. A bargain was struck and signed in blood. Dealanan would work and perfect the material and return a copy of the formula to Aolor. Two years later a rider entered the valley seeking the shop of one Aolor the Adamant.

After receiving directions the rider went to Aolor’s shop and delivered to Aolor personally a large parchment scroll. Aolor read the scroll three times and had Globan the Quick, his youngest apprentice, do the same (Donan could not be trusted with it) then he burned the scroll in the furnace. In the years since the perfection of the alloy, now called Adamantine, many of the students of Aolor and Dealanan have spread to the many reaches of the world. Lately there have been many attempts by Armorors, Alchemists, and Metal Workers to recreate Adamantine. This work has met with dubious success ranging from no effect to reduced effectiveness (-1 Hit Prob. or AC). The best of the imitators is an alloy that leans heavily on Mithril, and while it can increase HP & AC, it is unstable (ie +2 first melee round +1 second melee round). The best way to test for true Adamantine is with a diamond (A diamond will scratch all imitations but not the real thing).

Hardened plate adamantine sells on the open market for 20-40 (depending on availability determined by DM) times its weight in gold. Temperable Adamantine capable of holding an edge sells for 25-60 times its weight in gold depending upon the above consideration. To charm Adamantine beyond the original +2 costs the purchaser of the charmed equipment about 8000 GP per level for full plate armor about 4000 for sword or shield (adjust for other products by size). This is assuming purchase direct from a MU and the MU makes at least 100% profit making the cost to the MU approximately 1/2 the listed price. Because of the reluctance of MU’s to get involved with the alloy a person with a +5 armor or shield can just about name his price and not follow the above chart.

Base Price for Adamantine Equipment
(Sug. Retail Prices Subject to Alteration)

These prices are for handcrafted, uncharmed +2 Adamantine equipment. If a MU purchases equipment to charm rather than the fighter purchasing them and then having them charmed, the MU will probably make a small profit on the equipment as well as the charming. (04%-08%)

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<th>Equipment</th>
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<td>Chain Mail</td>
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<tr>
<td>Shield</td>
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<td>Broad Sword</td>
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<td>40</td>
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<tr>
<td>Two-Handed Sword</td>
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<tr>
<td>Battle-Axe</td>
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<tr>
<td>Mace, Flail etc.</td>
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<tr>
<td>Dagger</td>
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<td>16</td>
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<tr>
<td>Arrow Points +1</td>
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</table>

D&D Variant

MESSENGERS OF GOD: ANGELS IN DUNGEONS AND DRAGONS

by Stephen H. Dorneman

In Eldritch Wizardry, Gygax and Blume have given nefarious Dungeon Masters a plethora of immensely evil, incredibly powerful supernatural beings, the demons. A worthwhile and logical addition to Dungeons and Dragons, and just the thing for trashing that arrogant twink’s castle. From Gods, Demi-Gods and Heroes a DM can draw for purposes of divine intervention that practically omnipotent being particularly suited to his or her universe. But something is still lacking in this panoply of other-worldly creatures. There is a need for beings powerful, yet not omnipotent, who would be in the service of the good gods. And so, in keeping with the Judeo-Christian tradition of D&D, propose the creation of a new class of supernatural beings, Angels.

Angels, unlike demons, should only appear on Earth with a particular mission, a manifestation of a god’s will. They may appear in
response to prayer (with a base 1% per cleric’s level chance of response), if summoned by various holy artifacts, as guards for certain holy shrines or relics, or at the whim of the gods.

Although the classical celestial hierarchy has nine members, the Chronicle of Bishop Matthews in Rudigore records the appearance on Earth of only four types of angels. All the types seem to be physically weaker than their demonic counterparts, though each is endowed with a number of magical abilities, many especial to a particular type. Abilities common to all the angels are:

Teleportation (no chance of error), Continual Light (of varying degree), Bless, Fear and Detect Evil. All angels can speak any human tongue as well as Speak With Dead. The very presence of an angel turns undead as a Patriarch. Angels are immune to psionic attack and to the Finger of Death.

Each of the four types of angels has a general purpose, with special abilities commensurate with that purpose. The four types are:

**Type I: The Angel of Wrath.** This angel appears as a white-winged, haloe’d male warrior in golden armor and shield. They often appear on the side of Law in fateful battlefield conflicts with Chaos, to rally warriors for a holy cause, and as holy guardians. The Angel of Wrath wields a +5 Holy Sword in battle (the sword, along with the golden armor and shield, disappears if the angel is vanquished). Aside from those abilities common to all angels, the Angel of Wrath can at will cast a Continual Light, 5′ radius equal to full daylight, Cure Serious Wounds, Quest, create a double-strength Wall of Fire three times/day and pronounce a Holy Word once/day. Without the Holy Sword, magic resistance is 65%. Armor class 0, can only be hit by magic weapons, moves 12/24′, and has ten (eight-sided) hit dice.

**Type II: The Angel of Healing.** This beautiful winged woman in white robes often appears miraculously in response to the prayers of the sick, the wounded, and the dying. She has the power to, at will, Cure Serious Wounds, Cure Disease, Cure Blindness, Insanity and Paralyzation, Neutralize Poison, Remove Curse, Raise Dead Fully, Create Food and Water, Dispel Evil, Dispel Exhaustion (as the Illusionist spell), Cast Continual Light, 10′ r., and Strength (as the Magic-User spell). Her touch has the ability of Regeneration. If necessary, she fights with a Flaming Sword. Magic resistance is 75%. Armor class 9, moves 15/24 1/2, six dice.

**Type III: The Archangel of Mercy.** Appearing as a winged old man in silver robes, this angel is most often found as a guide to those who walk in darkness, a protector of the weak, and a last-minute deliverer from the jaws of evil and death. At will this angel can Cure Serious Wounds, Cure Disease, Remove Curse, Part Water, Find the Path, create a Wall of Fire, Ice, Stone, Iron or Fog, Blade Barrier, Wind Walk, Mass Teleport (up to 10′ radius), and Continual Light, 15′r. The Archangel of Mercy is not affected by a Time Stop, and can only be hit by +2 magic weapons or better. He fights with a Sword of Sharpness. Magic resistance without the sword is 85%. Armor class -1, moves 15/30′, twelve dice.

**Type IV: The Seraphim.** The Seraphim acts as the right hand of God, and so appearances on the Earth by this angel are truly rare and momentous occasions. Appearing as a ten foot tall extremely beautiful winged humanoid of indeterminate age and sex, a Seraphim can, at will, Cure Serious Wounds, Cure Disease, Remove Curse, Restoration, Raise Dead fully, Dispel Evil, Quest, generate a triple-strength Wall of Fire, Blade Barrier, Earthquake, Insect Plague, cast Continual Light, 20′ r. of varying intensity (from Faerie Fire to Fire to Binding). Improved Invisibility (as the Illusionist spell), use a Holy Word once/day, use any Symbol once/day, and once a day can call down the Wrath of God (a double-strength Meteor Swarm). A Seraphim cannot be Time Stopped, Charmed, Held, or rendered stunned or unconscious by any means. A Seraphim can call to its aid 2-16 Type I, 1-4 Type II and 1-6 Type III angels. He/she fights with a Vorpal Blade, and has a base 95% resistance to magic. Armor class -3, can only be hit by +3 magic weapons, moves 24/48″, 16 dice.

The appearance of angles should be a rare event, usually brought about in some way by the players themselves (though not as often as they might like!). Angels have no earthly lair or treasure unless guarding some Holy Relic. Although there should be no random encounters with angels, remember that these are manifestations of a god’s purpose on Earth, and gods move in mysterious ways.

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**Natural Armor for Monsters in Monsters, Monsters**

By Doug Miller

In *Monsters, Monsters*, armor is worn by man-like monsters. However, some monsters, like dragons, have their own natural armor. This armor is due to very thick skin or hard bodies which protects the monsters. Some monsters are more affected by blunt weapons than edged weapons and vice versa because of its type of natural armor. Note: like armor, natural armor doesn’t protect against magic and unlike armor it cannot be strengthened magically.

Note that positive numbers are the amount of damage taken off and negative numbers are the additional amount of damage.

<table>
<thead>
<tr>
<th>Protection against</th>
<th>Monster type</th>
<th>edged</th>
<th>blunt</th>
</tr>
</thead>
<tbody>
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<td>Dragon</td>
<td>12</td>
<td>9</td>
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<tr>
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1. Zombies are already dead and, in my opinion, decaying, which would weaken the skin and make edged weapons more effective.
2. This number for ghosts is for only when the ghost is struck which would weaken the skin and make edged weapons more effective.
3. The protection ability depends on what the snark is imitating.

If you think that this table is a little bit generous to some monsters and not to others, remember that this has worked the best for our group. Of course, if you don’t agree with something, change it.

I hope this adds more to your *Monsters, Monsters* campaign. May your victims be many and your treasure grow large.
Finieous Fingers, Fred & Charly triumph at last or out of the Frying Pan into the Fire

DID THAT SKINNY ONE JUST SAY HE WAS A THIEF?....

STOP THE FIGHT IMMEDIATELY??

THAT'S IMPOSSIBLE SIRE! GROND IS IN A BATTLE FRENZY! IT WOULD TAKE A 30 POUND BOULDER DROPPED ON HIS HEAD TO STOP HIM??

YOU'D BETTER HURRY GUARD!

HMMN!!

POW!

AH, GOOD! I NEED A THIEF!

LET ME REPHRASE THAT; WOULD YOU LIKE TO BE MY NEW EXPERIMENT?

NICE Toss! Guard...

YEa WELL, I PRACTICE A LOT, SIRE...

Gad!... WHAT HAPPENED? Am... Am I STILL ALIVE?...

LOOK FRED!!

CAN YOU BELIEVE THAT?? LITTLE FIN BASHED GROND'S Brain's IN?

Dats WHICH YOU Boys TINK!

HE SAVED OUR... (GASP!) LIVES AGAIN CHARLY?

Duh, YAH! You be PRISONERS of DAH EVIL WHIZAD...YUK!

UH OH FRED!, GOBLINS!
GUGGAGUGGAGUG

HEEY!

WORMY

8 BALL

PEAW

GOLD!

GRR!

FRANK!

GIMME!

NO YA

GIGGLE!

OH!

GOOD LORD!

UGH!

NO YA

DON'T.

SPEAK

OF THE

DEVIL!

YARF!!

YARF!

LOOGOUT

DUDLY!!

DUDLY!

ARE YA

HURT?

EXPLODING

GOBLINS?

NOPE... I LOST

MY EYEBROWS,

THAT'S ALL...
Game Review

WARP WAR
by Tony Watson

The Mosolian warship popped into the Ninevah system and almost immediately its tracking system picked up the enemy warship. It was of a strange design, a type not yet encountered by the Mosolians. But the Mosul captain was too eager for victory to ponder this much; he dropped his system ship and began to close on the enemy. After some perfunctory beam fire the Ninevah ship began to flee. Well, what ever type it was, the Mosul captain reasoned, it didn't have the stomach for a fight. With a smile of delight he ordered pursuit. His elation was short-lived however, for the enemy vessel swung around and the unfortunate Mosul commander found himself on an unalterable collision course with two Tech III missiles...

Sound interesting? It's just a dramatization of what could, and often does occur in a game of WARP WAR.

WARP WAR is the fourth in the ubiquitous line of Micro-games from the people at Metagaming. As with the previous games in the series, fast and simple play coupled with a low initial cost, is emphasized.

The low cost of the games ($2.95) means that, of necessity, physical quality is somewhat limited. In WARP WAR's case it can be said that the physical components are the best of the "Micros" so far.

Rules are contained in a small (about 7" x 4") booklet of eighteen pages. The cover is in full color (a very impressive touch) and features an imaginative combat scene by Winchell Chung, Mr. Chung’s artistry graces numerous pages of the rule book, as well as appearing silhouettes on the counters. The depictions are very good and add considerably to the visual appeal of the game.

As mentioned, the counters are the best of the Micro-Game line graphically and while they are thin board and not diecut, they are laminated. They come in two colors: blue on white and white on blue. Each bears a crisp ID code and a ship silhouette. A number of different types of ships are included so that players may appropriately reflect the relative size and power of their ships if they so desire.

The map is small (14" x 8"), and of heavy blue paper. It is not particularly colorful or exceptional. It depicts a number of stars, represented by asterisks. Each is connected to at least one other by a black line termed a “warpline”. No charts or other playing aids are printed on the map; they are all included within the rules themselves.

WARP WAR is a game of technology and tactics, and the first has a strong bearing on the second. The game is actually two-fold. There are aspects of strategic games in that battles are fought for control of star systems, paralleling victory conditions for most strategic space games. As well, construction of ships is an important part of the game. In most tactical games, the types and numbers of forces are pre-determined for the players. In WARP WAR, the construction of battle craft will often determine a player’s battle tactics (and as he becomes more proficient at the game, vice versa). A player may opt for a fleet of small size warships that depend on numbers to split the enemy fleet and force it to defend at many places at once, or he may choose to launch just one or two lumbering behemoths that have a tendency to chew up most of their opposition. The choice is entirely in the hands of the player.

Two types of ships are available: the warship, the only capable of movement between stars via its warp generator, and the system ship, unable to move on the map under its own power. The expensive warp engine is the only difference between the two. Movement on the map is very quick if the warlines are used, since these lines function something like a railroad net in that movement between two connected stars costs one movement point, irrespective of the actual hex distance. Non warp line movement is at a standard rate of one per hex.

System ships are a different case. Any ship without a warp generator is by definition a system ship and unable to move on the map unless it is carried by a warship equipped with special carrying racks.

Players begin the game by building a fleet with the available number of build points at the game’s onset. They are free to construct ships as they see fit up to the economic barrier imposed by the build point total. There are a number of items. Warp generators are the single most expensive, costing five build points each. Other attributes (at one build point per) include: system ship racks, beams, screens, tubes, power/drive and missiles (which are three for one build point). The power/drive rating is probably the single most important for it determines strategic movement and in combat situations, one unit of PD is used to power each factor of screen or beam used as well as activating tubes and powering tactical movement. Beam and screen rating will determine the maximum factor usable in a turn; the amount of PD applied will give the actual strength. Beams are the primary ship weapon, while screens are the only defense. Tubes are used for firing missiles at the rate of one per tube per turn. The drawback to missiles is that they are not reusable as are the beam weapons, though they are more tactically flexible.

Each of the scenarios begins with a certain number of build points: forty in the learning; fifty in the basic and twenty in the advanced; In the advanced however, players receive an additional ten points per turn. Build points are not as plentiful as they might seem at first, as even a medium size warship might cost upwards of twenty points.

A final aspect of ship construction is technology, applicable only to the advanced scenario. Every four turns the tech level increases one. Each ship constructed after technology has advanced receives an additional combat bonus; it may add its tech level to any damage caused by beams, to each missile hit, and to its screen value. This rule allows a smaller but more technically advanced ship to defeat a larger opponent.

The game is two-fold. The construction of ships are in the same star hex the real action of the game begins. Building ships may be fun, but the real interest lies in tactical engagements. The combat matrix is the heart of the game, as well as its most interesting feature.

Each round of tactical combat, players must determine the actions of each of their vessels involved. These orders are written for each ship. This is perhaps the game’s only drawback as writing orders can become tedious and cause the game to play a little longer than most of the Micro-Games. But given the design of the game it is necessary and most players will find a little order writing worthwhile.

Power/drive factors are allocated to the various weapon systems, screens and tactical movement on a one for one basis. That is, each allocated factor powers one screen, beam or moves the ship one speed higher. If tubes are used, screens and beams may not be; if a system ship is to be dropped movement and screens are restricted. Players also record their current speed for each ship and the target vessel for any fire. In addition a combat tactic is chosen from either Attack, Dodge or Retreat. Orders are simultaneously revealed for all ships involved. To resolve a given fire, the combat tactic of the attacker is compared to that of the defender and then the difference in speed is determined. The result will either read miss, hit (sometimes with bonus adds) or in the case of one ship choosing Retreat, escape.

The matrix is not a guessing game and a shrewd player may be able to analyze his opponent’s situation and take advantage if it. Missiles are especially flexible as their speed is set independent of the firing ship. The right pick of the matrix might allow a weaker ship to wear down and even defeat a much more superior craft by simply outfighting. A nice touch and damned intriguing!

Damage is resolved as follows: the total of all beam factors that hit the target are added to their respective tech levels; missiles (basic damage of two plus any tech bonus) are added to the beam total. The final number of hits is compared to the current screen value of the target. Any damage unblocked by screens is applied to any ships systems as the defender sees fit. The ship then fights at the new level. Damaged ships may be repaired up to their original specifications by expending the needed build points while at a friendly star.

WARP WAR is a very interesting game, full of fascinating ideas and concepts. The play doesn’t become stereotyped as the forces involved and tactics used always change. Players are allowed to come up with their own ideas of sound ship design and enjoy the satisfaction of outwitting their opponents on the combat matrix. Those that constantly complain about getting the short end of the die rolling will have no recourse after losing this game!

WARP WAR, designed by Howard Thompson, art work by Winchell Chung is available from Metagaming for $2.95.
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