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

Guest Editorial

MDG SHOWS ORIGINS (AND GENCON) HOW TO RUN A CONVENTION

by Gary Gygax

A few months ago in an exchange of letters between Don Greenwood and me regarding the relative merits of Origins and GenCon (carried in the CAMPAIGN magazine), I said to the effect that the fellows in the Detroit area — and the gals too, of course — were very well organized, and it was quite likely that they would put on a bigger Origins, and Origins bigger than past ones and larger than GenConXI also. I am both happy and sad to tell you that I proved to be an oracle.

TSR was at Origins in force, and that was all to the good, for we had some 3,500 or so paid attendees for company. That amazing turnout was handled superbly by the MDG staff, despite last minute changes by the university, an unexpectedly huge crowd, and the usual run of minor difficulties which always plague a convention staff but are seldom known by the conventioneers. There were plenty of games and other events for the attendees, an ACW Federation uniformed “troops” firing blank charges from muskets and a cannon, on the lovely campus in Ann Arbor, and gamers still going strong at all hours of the night (and early morning).

As the Kindly Editor of DRAGON pointed out, there were some lows, but they were of no import when the overall impact of Origins 78 is considered! The MDG deserve the thanks of the game hobby industry and the hobbyists alike for their superb management of what was undoubtedly the largest convention our hobby has seen! I recommend without reservation any convention sponsored by the MDG, for they certainly know their stuff. (Wintercon is always held on the first weekend in December, and if you can make it, you will certainly not be sorry. For details of dates, times and place see the regular DRAGON convention calendar schedule.)

GenCon weekend rolled around, and we were all filled with happy excitement and ready for four days of hard work. The gods did not smile... Torrential rains hit the area both Thursday and Friday. The Parkside Campus site was not affected, as the superb facilities there are all under one roof, but attendance was certainly hurt. Add that to the proximity of Origins in time and space, the facts that maps to the new location were not abundant, and some nasty people in Lake Geneva actually misdirected people or told them that GenCon was canceled this year! You have a fair picture of what was shaping up. There were certainly plenty of things to do, for attendance was... Cont. pg. 11
THE BATTLE FOR SNURRE’S HALL

The ORIGINS ‘78 D&D® Tournament

The D&D tournament at ORIGINS ‘78 involved over 275 players and judges in two days of grueling, torturous fun honed sharp by the nature of the competition. Teams of nine each adventured through up to three rounds slaying giants and other fearsome monsters and searching for clues as to the power behind an unusual collaboration of giants preying upon man and his allied races. All of the groups who made it into the second and third rounds displayed a commendable mixture of foresight, thoughtfulness, and just plain “guts it” daring in their play of the game. It is this winning combination of brains and brawn which ultimately provides the most enjoyable gaming for both players and DM’s. Here now is a synopsis of the first two rounds and a blow-by-blow of the final round provided by the first place team, with notes appended by the third round judge and Your Kindly Editor (who also happened to be their second round judge). Though there were a couple of substitutions due to people not showing up for later rounds, the group was essentially the same all through the tournament, and the following people played the final two rounds:

Bryan & Kathy Bullinger, Morgantown, WV
Bill Holcomb, Morgantown, WV
Paul Blythe, Morgantown, WV
Dale Patton, Morgantown, WV
Burce & Carol Ruttan, Inkster, MI
James Griffin, E. Lansing, MI
Ed Pistole, Trenton, MI

Bryan and Kathy Bullinger did most of the writing. This is their story. (DM’s notes are added in italics.)

Five members of our team all came from West Virginia University in Morgantown, West Virginia, and we had all played together for at least two years, with three having played together for four. Two of these three are husband and wife. Another two team members were also husband and wife; they live in Michigan and have been playing only a few months. The other two team members also came from Michigan, but they had never met before Origins.

The WV group’s philosophy has always been that of slash and hack with a large dose of planning and cunning tossed in to insure our escape. Discussions with the rest of the team members revealed that this was also their approach to D&D. Throughout all three rounds we all felt our primary purpose was to wreak total destruction while allowing a reasonable chance for escape. We all felt that we displayed a great deal of cunning and a good bit of (sometimes) intelligent planning in all three rounds. We managed to kill more and do more than almost every other reasonable chance for escape. We all felt that we displayed a great deal of planning ability is already apparent. The setting for round one is available from TSR. Called DUNGEON MODULE G1 (STEADING OF THE HILL GIANT CHIEF) it costs $4.49. There is, of course, much more to be uncovered in the module than was possible in one four-hour adventure. DM.

Round Two

The second leg of our quest, the frost giant’s lair, proved to be an icy maze of caves surrounding a windy, snowbound glacial rift. We found a war party preparing for a raid and once again used fireballs to good effect — killing all of them. In this realm, fireballs proved to be the most effective weapon available as they almost completely obscured all vision and allowed our thief to strike from behind (which almost always guaranteed a kill). After killing two snow leopards we then proceeded to kill every giant we could find. A search after one such slaughter revealed a chest with special armbands and treasure which we took with us. Once again, the questioning of a dead giant guard provided the information we needed to continue our quest to the next giant stronghold.

What is truly amazing about this second round is how much they didn’t kill and still managed to get into the third and final round. I’m sure that they mentally kicked themselves for what they missed when they got a chance to read over the material in DUNGEON MODULE G2 (GLACIAL RIFT OF THE FROST GIANT JARL), which is also available from TSR for $4.49. DM.

[I had them for this round, and indeed, they missed a lot. However, clever questioning led to clues which compensated for the low kill ratio. — K.E.]

Round Three

The third round led us to the entrance to the hall of the fire giants. After using the dust of invisibility we quietly entered through the main gate and snuck down the hall. A small amount of exploration led us to a meeting room where several hundred parchments were kept in curtained-off alcoves. These were taken and placed in our bag of holding to be read and searched later for clues. In another alcove off this room, we found three treasure chests which netted us several thousand silver and gold pieces and six batons which were passes for those “on official business on behalf of King Snurre the Fearsome.” Unfortunately, our thief was feathered with poison arrows while picking a lock, but a quick neutralize poison saved him from the embarrassment of death.

Our activities in this room brought us the unwanted attention of two fire giant guards whom the ranger attacked with reckless abandon. When the rest of the party noticed the crossbow bolt sticking in one of the giant’s chests, we all jumped into the fray. Our invisible status and superior numbers made the fight brief and one-sided. Once again, our thief well earned his nickname of “Giant Killer.”

Allowing the party to sneak past the door guard was a spur-of-the-moment decision on my part. The poor fire giant had seen so much coming and going and strange goings-on that I decided he would not leave his post until something happened. The two guards who came into the Council Chambers should have been stationed outside the door. Unfortunately, due to what is sometimes known as a “FITS-lapse”, they must have been off wandering around somewhere. When they returned, they naturally checked in on the room and an entertaining (to me, anyway) sequence of events involving the lighting and extinguishing of the torches by the guards and the party developed. The “Battle of the Council

surrounded this room from two sides and sent the charmed giant into the Hall with the order to point out the chief by kissing him on the cheek. This was also to be the signal for our two groups to attack. Two fireballs, a javelin of lightning, a confusion spell, and a good deal of slashing and hacking later, the giants were wiped out to a man and the Steading was afame. The group, still intact, cut off the hill giant chiefs head and quickly left by the front gate. The cleric blocked pursuit by casting a blade barrier across the entrance. We then cast a speak with dead on the head, and subsequent questioning revealed the next step to be taken on our quest.

Kiss on the cheek, indeed! Still, the extent of the group’s on-the-spot planning ability is already apparent. The setting for round one is available from TSR. Called DUNGEON MODULE G1 (STEADING OF THE HILL GIANT CHIEF) it costs $4.49. There is, of course, much more to be uncovered in the module than was possible in one four-hour adventure.

DM.
A second doorway from this room led to a room filled with lounging gnolls. We quietly opened the door and tossed in a fireball from the 12th level MU's wand which destroyed both the gnolls and the contents of the room. This was unfortunate, for we later found out we had destroyed some potentially valuable clues as to the nature of the area. After entering the room (when the fire had died down) we heard a voice cry out for help from behind a previously unnoticed door which was locked from the outside. We surrounded the door ready to attack and the thief carefully picked the lock and opened the door. This released a small, fat dwarf who claimed to be a captive of the fire giants and who expressed a vehement desire for revenge upon them. He showed us a nearby richly furnished room which he claimed was used to torment him into turning traitor. We allowed him to don the armor and weapons inside and he swore to lead us to the king.

We then gave Obmi (the rescued dwarf) a potion of invisibility and with the party holding on to an invisible (dusted) rope we left the room by another door which led to a 30' wide hallway. At Obmi's direction we turned north and walked until we came to a "T" intersection capped with a triangular alcove in which two fire giant guards were standing. It was decided that by killing these two guards we might be able to throw any potential pursuers off our trail. Thus began the famous "Battle of the Triangular."

After the first round of melee, it was noticed that Obmi was not visible, and he was warned that in order to continue with the group he must participate fully in the attack. In the second melee turn the fire giants managed to sound the alarm and we sent the 12th level MU to guard the east hallway and the 9th level cleric to the west. Two more melee rounds finished off the giants. The MU then shouted warning that a chimera and two fire giants were approaching down the east hall and sent a lightning bolt to greet them. As the thief made the now visible Obmi invisible with disappearance dust, the rest of the group turned to meet the threat from the east.

The group had had pretty good luck so far, but that was about to end. They picked up Obmi (read the module if you want to know how funny that was to me) and the alarm had been sounded. For those who can't figure it out I should explain where everything comes from, but suffice it to say that the injection that the giants would act intelligently and support each other was taken quite seriously. In that gloating mood which every DM knows and loves I figured I had them all tied up.

DM.

The first turn of the new melee brought down the chimera. As the elf fighter/ MU moved to cover the west hall we noticed a large group of fire giants rushing down the east hall to aid their friends. The 9th level MU then called out that four giants were approaching from the south and opened up on them with his wand of cold. The battle in the east continued with the thief disengaging and sneaking around to the giants' rear while the MU engaged them in melee. In the south corridor, the elf in the west called out that a large group of hell hounds and giants were approaching from that direction. At this point Obmi was nowhere to be "heard" and since they had never really trusted him the events were (rightly) blamed on him. I began calling up reinforcements right and left, and much was planned for these hapless adventurers. From here on is where the group showed the true value of teamwork.

DM.

As the fight before the king proceeded with little damage to either side, the ballista crew managed to reload. Three blasts from the cold wand while they were leading, however, killed them before they could fire. While the battle continued, our earth elemental sprang into being and began moving towards the hell hounds surrounding the king. When the six giants showed signs of weakening, we noticed that the female giants began preparing to enter the battle. At this point, the ranger and MU who were in the process of turning the ballista against the king and giants called out a warning of another group of hell hounds and giants approaching from our rear. The giantess then fired the ballista and with great skill(!) struck the king as the 9th level MU hit the slowed hell hounds and giants with his col wand. The elemental then passed through our ranks and began engaging the hell hounds and giantesses guarding the king. Another giant fell and the thief moved closer into position.

While the MU continued to blast with his cold wand and the thief moved across the ceiling, the elemental began crushing the hell hounds. The next round the 12th level cleric dropped his giant and shouted "Rush the king!!" The giantesses moved to block our way, but, being both invisible and hasted we easily avoided their awkward blows. As the thief dropped on the king, the elf, dwarf, cleric, and fighter all also struck and King Snurre feel dead. The thief then cut his head off and placed it in his bag of holding while the others turned and killed the queen. As more fire giants began entering the room, a previously unnoticed group of gnolls rushed to attack. The round was called as plans were being hastily made for escape.

Here the round ended, luckily for the players. Snaurre had not really been dead, only pretending, but the bit about the head confirmed the apparent death. I was really surprised at this bit of shenanigans until I found out that it was a regular part of any coup they staged. I was firmly convinced that the group would not have escaped alive, but after reading the following paragraphs, I'm not so sure. The third round is marketed as DUNGEON MODULE G3 (HALL OF THE FIRE GIANT KING) and sells for $4.98.

DM.

Our DM (and other DM's) have expressed the opinion that if play had continued our group would not have survived. We, however, are of a different opinion, and would like to show here just how we would have effected our escape.

As the game was called, out hasted party had just killed the queen on the first part of the melee turn. At the cleric's shout of "Rush the king!" the ranger had started to move and was at this point next to the giantesses and hell hounds engaged with the elemental. The 9th level MU was
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D&D tournaments at any wargames convention seem to draw a large number of eager contestants ready to pit their skills and knowledge of D&D against the challenges developed by the diabolical designer of the adventure. Having been heavily involved in four such large tournaments, I would like to share my thoughts and ideas with those who have participated in or may be called upon to run such an event.

One major problem evident when a large tournament is to be staged is scoring. It is of vital importance, as whatever system you use is going to determine the winner, and should be as fair and as reasonable as possible. Victory criteria should reflect the overall mission of the players in the adventure, be it slaying monsters (or only certain types of monsters), gaining treasure, solving traps, or whatever. One of the easiest and most desirable means is to have the scenario set up in such a manner that it’s either a “do or don’t” situation. This usually involves procuring a certain item, solving a trap, or some other tangible goal. Using this kind of approach puts the designer to the acid test if attaining this goal means the team will advance to another tournament round, and only a certain number of teams are desired in that round. It must be difficult enough to make advancement meaningful, yet not too difficult.

Subjectivity, i.e., DM assessment of party performance, is the least desirable means. It requires a meeting of all participating DM’s at the end of the adventure, each discussing their team’s performance, then voting for the best one. This is very time consuming, and the results could be quite arguable by the losing teams.

The best approach is a combination of subjectivity and objectivity. The result is a point total for each team, thus it is easily discernable who won or advanced. In order to determine the points, the adventure must be dissected and carefully examined beforehand to determine the most correct approach to solving each critical phase encountered, then determining how many points such a solution is worth in regards to the whole. Even then, be prepared for some surprises, as a super clever team may come up with a method far superior to any you envisioned and correspondingly would deserve a greater reward!

A few examples would be in order to illustrate the above points. The GenCon X tournament was an example of a “do or don’t” system. In the first round, two teams were competing against each other in a town adventure to find a magical key that would allow one team to enter a tower in the second round. In the tower, they were to find a skull (actually pieces of a skull that had to be assembled) that would act as a guide in the final round, a wilderness adventure. Someudging had to be done at this point, as few teams managed to get all the pieces. In the wilderness the skull led the party into a trap which had to be solved in order to win. Only one team managed to come close to defusing it, thus they were declared the winners.

At Origins 78 we used Advanced D & D Modules G1-G3, and the scenario was such that the party had two objectives in each round: kill as many giants as possible, plus discover, by way of clues, who was behind the uprising of the giants. With these things in mind, I developed the following scoring system:

\[(G\times R\times C) \times S = VP\]

“G” was giant kill points, “R” was the number of rooms examined times the room value in that module (this was a measure of the verve with which a team pursued its objective), “C” was the value of clues found, “S” was the number of survivors in the party, and “VP” was victory points. Point weighting was as follows: the total room value plus the total clue value was equal to the total giant value available to be slain in that module of the adventure.

The D&D tournament at GenCon XI posed a different problem. We used Advanced D&D Modules D2 and D3 for the scenario, and the adventurers were to follow the trail of the Drow from Module G3 through the vast system of underground labyrinths the Drow call home. The trail led them to the Shrine of the Duo-Tao (D2), through which there was only one way to pass unscathed, and this was worth a considerable number of points. Any other approach resulted in fighting with the Kuo-Tao. If the party eventually passed through the shrine, they received points for doing so, but not as many as a “perfect” team, and additional points for slaying Kuo-Toa, the rationale being that the fish people and the party mutually disliked each other. But besides this, not much was known on the surface of this race, and any information the party could take with them regarding their strengths and weaknesses would be of value, hence points for tournament considerations. A survivor multiplier was also used, casualties being counted as those slain outright or captured and hauled away for eventual sacrifice.

Round two of the tournament shot my scoring system all to ... (pick your favorite outer plane). Briefly, each team but one ran into a horrible encounter with a demon and died. That one team managed to survive that encounter with but one casualty and continued on, so they were declared the winners. But the difficult problem was what to do with the others; the winners had a bye in the third round, but second and third place slots were left to be filled. What had to be done was to have that DM meet, hash over each team’s performance, then pick two teams to vie for second place. Previously in this article I mentioned the shortcomings of the subjective approach (which were my pre-formed opinions of the methods I’ve never used in a tournament before and one I’ll never use again, if at all possible, considering how difficult it was to choose the advancing teams. I do believe we picked the two best teams, but I would have much preferred to have used some other means. A prime example of Murphy’s Law!

There is one other area that bears some discussion in regard to competitive D&D and that is DM consistency. It is as important as scoring in ensuring a fair tournament, and much harder to achieve. Large tournaments require correspondingly large number of DM’s. Fifteen were needed at GenCon X, 16 at Origins 78, and 20 at GenCon XI. Their quality must be high to assure unbiased judging and to minimize errors.

Briefing sessions are a must, as most DM’s will not have been able to participate in playtesting the adventure, and the designer’s intent may not be clear at times. The level of intricacy and complexity of the design may also cause problems in that each DM may handle a given situation differently, especially if there are numerous variables and modifiers to be kept in mind. So the purpose of the briefing session is to explain the adventure to the DM’s so all are clear as to what is happening, thus eliminating inconsistencies as much as possible. These sessions tend to be long and tedious, especially if there are many traps to explain. Those who have struggled through one of my four hour plus meetings will readily attest this fact! But whatever time is spent readying your DM crew is well worth the effort if consistency is to be enhanced, if not actually fully achieved.

Another item that promotes evenness of DMing is a short compilation of standard rules that will be used during the tournament and to which each DM will adhere. Included in this should be movement rates/distance travelled, order in which various actions will be handled in each game turn (meleees, spell casting, searching, etc.), and any special rules modifications peculiar to the scenario that differ radically from usual practice. All these facets are doubly important if you will be assisted at the tournament by DM’s not of your usual circle of gamers.

So there you have it — scoring and DM consistency, two vitally important considerations in staging a D&D tournament, and two things I constantly strive to improve with each tournament I’m involved in. I hope that the foregoing will be of help to you when your club president says to you, “Hey Fred! You’ve been nominated to organize the D & D tournament for our next convention. Plan on, oh, about 400 people!”

**Sneare’s Hall - cont.**

blasting the group entering the door with his wand of cold, the 12th level MU was directing the elemental, the thief was placing the king’s head in his bag, and all others were not engaged. On the second half of our melee turn then, the 12th level cleric casts his commune for the quickest way out, while the ranger casts sneezing dust into the hell hounds and giantesses. Also the elf fighter MU casts an ice storm just outside the
I have been playing and moderating D&D for a few years now, and have compiled extensive notes on the wildly divergent personality types that play D&D. The first thing my notes revealed to me is that the wildly divergent personalities can be grouped together into several different main types:

The poor loser: The poor loser often gets killed in the early going and always lets everyone know his/her displeasure about it. The poor losers are also further divided into two groups: the quiet and the loud. The quiet poor loser will usually pout for the remainder of the adventure, while giving subtle hints of his displeasure — like feeding your cat to your brand new trash-masher. The loud poor loser is much more vocal, while being less subtle. He will often, after getting a bad break, call everyone fools for attending your adventure and saying that you’re out to get him. I have one piece of advice for inviting poor losers: don’t.

The doomsday predictor: This guy is a real pest but he really doesn’t mean to be. He wouldn’t be that bad, either, but he lowers the party morale and takes the fun out of playing. If I had one of these in my group I would either 1) Don’t invite them 2) Talk to them before the adventure and snap them out of it 3) Try not to kill them too often (but be careful not to let them take advantage of you).

The masochist: This guy is fun at first, but gets to be really boring after a while. The sight of a player jumping into a Gelatinous Cube or attacking a Balrog with an unlit torch is funny the first time, but can get boring (really boring) after the third or fourth time. I really don’t care, however, as their characters have short life spans and so never gain powerful positions in the group.

The smug player: This is the player type that I can’t stand. When you kill one of their characters they say something like “I didn’t like him anyway” and are always smug. These guys always have a whole catalog of smug/smart answers, suitable for any occasion. I usually kill them off at low levels so they don’t attain positions of power in the party.

The genius: The genius delights in thinking of ways to outwit you and can usually quote all three D&D booklets; plus the supplements, forward and backward — without looking at them once. But I have nothing against them and I delight in thinking of ways to outwit them, although it can become tiring after a while.

The real-lifer: The real-lifer acts like he really was his character and takes everything on the level. The real lifers are usually good players but can get easily depressed, especially when a character of theirs is killed.

Shy people: Believe it or not, shy people do play D&D. They are fine players but tend to let their characters be controlled by more dominant players (like me) and can have less fun than the other players. I like to let shy people get high level characters and often appoint them group spokesman — which usually brings them out of their shell.

The dominant player: The dominant player is often a fine player but can tend to take control over the group and spoil everyone else’s time. The solution to this is not to appoint them group spokesman, as they would like to be.

I have left out many types, in the interest of space, including the average D&D player (if there is one). I did this because all other player types are just a form of one of these.

I also have some more advice for the moderator, however: never lose your temper — it just worsens things — give subtle hints of your displeasure instead. Always keep your dice rolls secret and roll the dice often, even if not needed, to keep the players guessing what you’re rolling for (and to prevent them from knowing when you are rolling for wandering monsters, traps, and secret doors).
It is indeed very nice to get a list of 100 instant treasures for use when a group is poking around in an area which is likely to contain artifacts from the past civilization, but 100 items are not enough. It also seemed apparent to me that some useful and/or common things were omitted from the items contained in the GAMMA WORLD rules book, so I sat down and devised an 80 "treasure" list which is to be used to supplement the existing one — and I urge you to do yet a third list of your own to use with the two provided, a d6 roll determining which of the lists will be used to find each treasure discovered. The goodies are:

**A New List of “Treasures” To Be Found**

by Gary Gygax

<table>
<thead>
<tr>
<th>Roll</th>
<th>Discovered Item</th>
</tr>
</thead>
<tbody>
<tr>
<td>01</td>
<td>Claw hammer — good condition, but handle broken</td>
</tr>
<tr>
<td>02</td>
<td>Plastic coat hanger — poor condition (melted)</td>
</tr>
<tr>
<td>03</td>
<td>Nylon rope — good condition (20 m. coil)</td>
</tr>
<tr>
<td>04</td>
<td>Entrenching tool — fair condition, sleeve rusted</td>
</tr>
<tr>
<td>05</td>
<td>Bicycle reflector — good condition (red, yellow, white, or blue color)</td>
</tr>
<tr>
<td>06</td>
<td>Pencil — excellent condition, point broken</td>
</tr>
<tr>
<td>07</td>
<td>Small bottle of insect repellent — fair condition</td>
</tr>
<tr>
<td>08</td>
<td>Uctrodynamical potreibie counter — poor condition, all 6 dials broken</td>
</tr>
<tr>
<td>09</td>
<td>.22 cal. pistol — fair condition, 9 shot</td>
</tr>
<tr>
<td>10</td>
<td>Home donut maker — poor condition</td>
</tr>
<tr>
<td>11</td>
<td>News magazine or comic book — (very) poor condition</td>
</tr>
<tr>
<td>12</td>
<td>Plastic bag of grass seed — fair condition</td>
</tr>
<tr>
<td>13</td>
<td>Screwdriver — fair condition</td>
</tr>
<tr>
<td>14</td>
<td>Ceramic salt shaker — good condition, full</td>
</tr>
<tr>
<td>15</td>
<td>Bicycle — fair condition, seat missing and tires flat</td>
</tr>
<tr>
<td>16</td>
<td>Stapler — poor condition, no staples</td>
</tr>
<tr>
<td>17</td>
<td>Plastic container — excellent condition, full of plant food</td>
</tr>
<tr>
<td>18</td>
<td>2-12 aluminum arrows, feathers gone, field heads</td>
</tr>
<tr>
<td>19</td>
<td>Book — good condition, reading primer</td>
</tr>
<tr>
<td>20</td>
<td>Pair of scissors — fair condition, screw rusted</td>
</tr>
<tr>
<td>21</td>
<td>Plastic box — excellent condition, contains a complete set of 60 Chinese Checkers marbles</td>
</tr>
<tr>
<td>22</td>
<td>Crash helmet with visor — fair condition, strap missing</td>
</tr>
<tr>
<td>23</td>
<td>Barber chair — poor condition</td>
</tr>
<tr>
<td>24</td>
<td>Book — fair condition, SF novel, cover missing</td>
</tr>
<tr>
<td>25</td>
<td>Small shaker — good condition, full of red pepper</td>
</tr>
<tr>
<td>26</td>
<td>Hacksaw — good condition, blade has plastic guard</td>
</tr>
<tr>
<td>27</td>
<td>Small container — fair condition, contains herbs or spices (pick one at random)</td>
</tr>
<tr>
<td>28</td>
<td>Plastic box — fair condition, holds 50-100 screws of assorted types and sizes</td>
</tr>
<tr>
<td>29</td>
<td>Electric knife sharpener — excellent condition but cord missing</td>
</tr>
<tr>
<td>30</td>
<td>Case of 250 12 ga. shotgun shells (deer slugs/ buck shot/ bird shot) — poor condition</td>
</tr>
<tr>
<td>31</td>
<td>Large metal shears — fair condition</td>
</tr>
<tr>
<td>32</td>
<td>Portable hand vacuum cleaner — condition appears excellent but motor is missing</td>
</tr>
<tr>
<td>33</td>
<td>Pair of water skis — perfect condition</td>
</tr>
<tr>
<td>34</td>
<td>Adjustable wrench — fair condition, adjusting screw corroded</td>
</tr>
<tr>
<td>35</td>
<td>Large plastic box — excellent condition, contains a hang glider kit</td>
</tr>
<tr>
<td>36</td>
<td>Small plastic bottle of colored liquid — good condition (contains colored dye)</td>
</tr>
<tr>
<td>37</td>
<td>Magnifying glass — excellent condition but several chips around edges</td>
</tr>
<tr>
<td>38</td>
<td>Small plastic box — perfect condition (holds 50-100 play dominoes)</td>
</tr>
<tr>
<td>39</td>
<td>8 track trivideo tape — fair condition, instructional series on vehicles and robots (dice for type)</td>
</tr>
<tr>
<td>40</td>
<td>Decompositor — obviously broken only if all four schul-linger panels are removed and fused magnitudor console is noted</td>
</tr>
<tr>
<td>41</td>
<td>Book — fair condition (dictionary)</td>
</tr>
<tr>
<td>42</td>
<td>Smoke detector — poor condition, batteries missing</td>
</tr>
<tr>
<td>43</td>
<td>Plastic table knife — perfect condition</td>
</tr>
<tr>
<td>44</td>
<td>Book — good condition, western novel with cover missing</td>
</tr>
<tr>
<td>45</td>
<td>Groundcar hubcap — excellent condition but dented</td>
</tr>
<tr>
<td>46</td>
<td>Plastic baseball — perfect condition</td>
</tr>
<tr>
<td>47</td>
<td>1 - 6 empty soft drink bottles — good condition</td>
</tr>
<tr>
<td>48</td>
<td>Book — fair condition (any 1 vol. of encyclopedia)</td>
</tr>
<tr>
<td>49</td>
<td>Hovercraft license plate — poor condition</td>
</tr>
<tr>
<td>50</td>
<td>Plastic box — good condition, 50-100 assorted nails</td>
</tr>
<tr>
<td>51</td>
<td>Plastic garden hose — fair condition, 5-20 m.</td>
</tr>
<tr>
<td>52</td>
<td>Nylon fishing line — excellent condition (8#/12#/20#/50# test 100/80/70/50 m. length)</td>
</tr>
<tr>
<td>53</td>
<td>Vinyl patching kit — good condition, 6 patches</td>
</tr>
<tr>
<td>54</td>
<td>Door knob and shank — perfect condition</td>
</tr>
<tr>
<td>55</td>
<td>Garbage can — condition 1% - 100% destroyed</td>
</tr>
<tr>
<td>56</td>
<td>Toy blaster pistol — perfect condition, battery missing (buzzes anf flashes when working)</td>
</tr>
<tr>
<td>57</td>
<td>Cosmetic item, — women’s — fair condition*</td>
</tr>
<tr>
<td>58</td>
<td>Electrogramatic veeblefitzer — poor condition, gravitomiter missing</td>
</tr>
<tr>
<td>59</td>
<td>Metal cooking utensil — poor condition**</td>
</tr>
<tr>
<td>60</td>
<td>Metal can — good condition, contains oil (penetrating/ lubricating/cooking)</td>
</tr>
<tr>
<td>61</td>
<td>Metal pipe — excellent condition (household water pipe 1-4 m in length)</td>
</tr>
<tr>
<td>62</td>
<td>Plastic box — fair condition, for facial/toilet paper or napkins, contents in poor condition</td>
</tr>
<tr>
<td>63</td>
<td>Telephone, push button model — excellent condition</td>
</tr>
<tr>
<td>64</td>
<td>World globe — fair condition (10% to 60% destroyed)</td>
</tr>
<tr>
<td>65</td>
<td>Stainless steel spoon — good condition, handle bent</td>
</tr>
<tr>
<td>66</td>
<td>Pier's/wire cutters — fair condition</td>
</tr>
<tr>
<td>67</td>
<td>Set of 5-20 colored pencils — poor condition</td>
</tr>
<tr>
<td>68</td>
<td>Bottle — perfect condition, no label, contains vinegar</td>
</tr>
<tr>
<td>69</td>
<td>Plastic box — excellent condition, contains 50 varicolored and different-shaped children’s blocks made of lightweight plastic</td>
</tr>
<tr>
<td>70</td>
<td>Bottle — good condition, no label, 100 proof scotch</td>
</tr>
<tr>
<td>71</td>
<td>Flashlight — fair condition, no batteries</td>
</tr>
<tr>
<td>72</td>
<td>Plastic box — fair condition, 50-100 assorted nuts, bolts and washers</td>
</tr>
<tr>
<td>73</td>
<td>Toiletry article — fair condition***</td>
</tr>
<tr>
<td>74</td>
<td>Screwdriver — good condition, phillips head</td>
</tr>
<tr>
<td>75</td>
<td>Book — poor condition, telephone directory</td>
</tr>
<tr>
<td>76</td>
<td>Book — fair condition, gothic horror/romance/porno/ murder mystery</td>
</tr>
<tr>
<td>77</td>
<td>Plastic dinnerware, 1-4 pieces — fair condition</td>
</tr>
<tr>
<td>78</td>
<td>1-100 rounds of .22 cal. long rifle ammunition — good condition</td>
</tr>
<tr>
<td>79</td>
<td>Leather bag — fair condition, holds 5-20 plastic pieces (dice) in perfect condition</td>
</tr>
<tr>
<td>80</td>
<td>Book — good condition, small arms instruction manual</td>
</tr>
</tbody>
</table>

*compact, lipstick tube, lip gloss, eye shadow, rouge, mascara, face creme, cleanser, etc.

**frying pan, sauce pan, kettle, double boiler, pressure cooker, coffee maker, corn popper, teapot, etc.

***comb, brush, toothbrush, razor(blade), razor(electric), deodorant, depilatory, toothpaste, aftershave, cologne, perfume, hair dressing, tweezers, nail clippers, razor blades, dental floss, nail file, baby pins, nail brush, eyelash curler, etc.
**GAMMA WORLD**

More Excerpts from the Journals of Hald Sevrin

by Gary Jaquet

It is one thing to play a character in a role playing game, it is quite something else to design a role playing game, and it is something else entirely to try to explain the design process revolving around the creation of a role playing game. Case in point: GAMMA WORLD. Simply stated (if that’s the phrase), it grew!

The exact point of conception of GAMMA WORLD must forever lie somewhere in the shadows of hours spent playing D & D with Tim Kask when we were both students at Southern Illinois University, conversations with Gary Gygax at my first Gen Con, the reading of *Hiero’s Journey* in 1976, and the premier of Jim Ward’s *METAMORPHISIS: ALPHA*. Somewhere along the line, the idea sparked. From then on, through reams of typing paper, long-distance phone calls, countless cigarettes, at least four typewriter ribbons, and about a year and a half, GAMMA WORLD emerged.

I pasted the last stamp on the final manuscript, addressed it to TSR, and with a sigh of relief, dropped it in the mailbox. Jim (Ward) would go over the manuscript, there would be a final edit, it would be sent to the printer, and that would be that. Wrong! Then I started getting phone calls: we need TW judges for Origins; we need GW judges for Gen Con; we’re expanding the tournament for GW Origins — can you judge twice as many rounds? And in the midst of all came another phone call: “Jake, this is Tim. Can you write me a piece for The Dragon about the background/development of GAMMA WORLD?”

Never being one to refuse Tim (you have to have met him to appreciate his “requests” that border slightly to the right of commands), I returned to the typewriter. And sat. And sat. I lit a cigarette. And sat some more. Seventeen half-typed pages in the wastebasket later, I realized I was having problems expressing myself: how to explain the background for a game concept that came, literally, from everywhere?

Here then, is the best way to gain the background of GAMMA WORLD — from the notebooks of Hald Sevrin, written in 2697:

***

The fury of the Apocalypse had spent itself. In the days that followed, the few survivors cautiously crept from their hiding places, constantly fearful of, nay, anticipating, a resumption of the unthinkable destruction and toll of death they had experienced, and somehow miraculously escaped. But the air remained still, the ground no longer trembled, and the needs of immediate survival soon pushed needless questioning aside.

The few survivors of the holocaust of 2322 became fewer still; as those without the skills, knowledge, or sheer muscle needed to survive in the post-cataclysmic Earth perished. Survival of the fittest became the prime law of the land once more.

The first few years were the worst. Mutations, both animal and human, appeared. It was a painful, slow learning process to discern the harmless from the harmful, the cruel from the kind, the savage from the tame. The fee for learning was usually paid in blood. Then, too, there were the horrors of the non-living: the robots. Man’s ultimate servants, now mindless and unguided, were, in many cases, his ultimate executioner. And perhaps worst of all was that last fleeting thought, as the jaws snapped, as the fangs pierced, as the claws ripped, as unfeeling metal crushed, as pain mercifully faded into the final darkness; the remembrance of the sweet, sweet life so few short years ago.

The years that followed, the Black Years, were in some respects easier for the survivors, and in some respects more difficult. Each succeeding generation found itself more adapted to its environment, both in a physical sense and with the information gained painfully by their forebears about the world around them. The more hazardous area of the world were shunned, and the survivors had begun to join in small groups, working towards their common goal of survival. Working thus, these small groups found they no longer needed to devote their entire energies towards survival exclusively. Slowly at first, trade and barter between groups of survivors was established. Religions reformed — considerably altered forms of pre-holocaust religions, but religions none the less. There was time for amusements, idle speculations, and for the first altered (at least by most) to include intelligent mutants. Groups of beings cast by the evening cooking fires. But even as the laughter turned to sounds of sleep, a new danger was born, or perhaps an old danger arose. Man, while perhaps not still *homo sapiens*, was still man. With trade and barter came jealousy and greed. With the organization of religion came organization of religious hierarchy and the concept of class. And man rediscovered the greatest danger on the entire planet: himself.

As further years took their course, the realization of man as his own enemy became more apparent, although the concept of “man” had to be altered (at least by most) to include intelligent mutants. Groups of beings tended to gravitate towards others of similar ideals and distrust all others, although all but the most outrageously foreign were tolerated to such a degree as was necessary for trade purposes — and also as most groups were too weak to display open hostility for fear of retribution. Substantial evidence indicates that various groups or tribes would unite for the purpose of destroying any that posed a violent threat to the uneasy peace that existed at the time. The correlation of actions between pre- and post-2322 man cannot be denied. This period of time, i.e., the gradual banding together of groups of beings towards their own common goods, is now usually earmarked as the Discovery Period of the Black Years and is (admittedly, somewhat arbitrarily) defined as the years between 2450 and 2511 [see time graph]. Prior to 2450, the survivors of the cataclysm of 2322 had not yet banded info groups large enough for sociological study (and indeed, records for study of the Black Years, as maintained by the Restorationists, one of the groups formed during the Discovery Period, go back only to 2443). 2511 is a convenient cut-off year, however, with the formation of the First Alliance by Gad the Provider.

It is with these basic precepts and understandings, then, that we shall proceed into our study of the Discovery Period.

***

excerpted from “The Black Years — A Sociological Examination”
by the author’s permission
Hald Sevrin
Sociologist 1
Rakman University
New Boston, M. L. A.
WORMY

Eyeeeye! Woimeee!

Wo!! Get him offa me!

Yo!

Dadgum! It's still kickin!

Urg!

Rip!

WORMYYYY!!

Continued on Page 30
lower than last year and there were about twice as many games, seminars and movies scheduled. (As of this writing the PAW is still trying to get the university people to give them the final attendance count, but by guess is about 1,900 - 2,000 paid.) TSR personnel were new to the location, and the PAW staff were new to conventions, and together we managed to botch all sorts of things!

The light attendance, as well as many of the gamers there being broke from their purchases at Origins, made the exhibitors a bit unhappy. When twilight fell and the booth lighting was insufficient events went off as scheduled with fewer entrants than expected. We saw where our errors lay, however, GenCon XI had the largest D&D tournament ever run. That same event has come in for a lot of criticism, some justified and some not. The biggest rap against it was its sanguine nature; only one group survived RD Two. The reason behind the high mortality rate was players’ misconceptions, mostly. Too many groups adopted the “hack and chop” mentality, and ran into far more than they bargained for. This turney relied far more on cunning and stealth than brawn and guts. Too many groups failed to heed their directives, and paid the price.

One rap against the event does hold up; it was chaotically run, though Bob Blake did as good as can reasonably be expected of any mortal. There were scoring errors, and there were other errors as well. An article in this issue explains it better than I could. Most of the organizational screw-ups were a result of bad communications between PAW and the tournament people, and none were fatal.

There were other minor problems, such as lighting in the display area. The problem was compounded when some exhibitors took it upon themselves to move some lights, and proceeded to blow out 25% of the circuits, as well as half a dozen spotlights. It was a real smooth move on some idiot’s part.

There were a number of disappointed figure painters who never got the chance to have their figures judged for the WINGED VICTORY trophy awarded by WARGAMER’S DIGEST. The people doing the judging apparently just walked around and selected the group they liked from what they saw. Succeeding GenCons will have a whole new area of competition for figure painters sponsored by TSR Periodicals, with at least ten or twelve categories planned.

There was a very interesting, in some cases, and disturbing, in others, phenomenon at this year’s con. I refer to the number of people dressed up in costumes and uniforms. The costumes were amusing, even if a few of them were a bit ridiculous. The uniforms were not appreciated. One exhibitor’s people dressed in WWI uniforms for most of the convention. It must have been noted that the exhibitor was NOT a wargame or figure company; they have more sense than that. I felt the whole charade to be in bad taste, as we, the hobby, have been fighting the “closet-Nazi” image for years, and behavior such as that can only reinforce the negative stereotype when viewed by outsiders. It is interesting to note that all subsequent GenCons will have a dress code prohibiting such apparel as modern-era uniforms and weaponry; too many people are offended, and the hobby suffers from the image.

This is not meant to say that GenCon XI wasn’t a great con, because it was. It is meant as an honest appraisal of what went on that weekend. Remember, those attending voted it the best yet, and they are the final arbiter of success or failure.

I was a bit harsh on the MDG in the last Rumbles (Vol. III, No. 4) in TD #18, and wish to clarify matters now.

Too many readers thought that I was rapping MDG by not talking about enough of the good aspects of the ‘con, which distresses me. Let me say for the record that that was not my intent; I felt that MDG did an outstanding job in the face of multiple adversities and deserves full credit for holding Origins together under the weight of so many attendees (undreamed of in planning) and last minute crises.

I had counted a number of MDG members amongst my friends before the last issue; I hope this clarification mollifies any anger unintentionally aroused, as I hope to retain those associates ***************

In the section of last month’s RUMBLES dealing with the new ORIGINS steering arrangements, some type was dropped, and an incorrect impression given. Having already picked that manuscript by the time I’m writing this, this is the gist of what that paragraph was supposed to say.

The old steering committee was breaking up, and no group had come forward with a bid to sponsor ORIGINS 79. Howard Barasch, of SPI, and Don Greenwood, of Avalon Hill, stuck their necks out to see that the con didn’t die, and took over in the crisis, according to Howard.

He still favors a steering committee composed of all the manufacturers, eventually, but recognized that the present form was not viable.

My apologies, on behalf of the printer, for any false impressions engendered, or any damage done.

---

**THE INTERNATIONAL DM SEARCH IS ON!**

THE DRAGON is compiling a list of DM’s to be published sometime in the late fall. If you wish to list a name you could send it to us on a postcard or 3X5 note card. Even if you have been listed sometime in the past, you must submit your name and address again to be included in the rolls of DM’s. If you wish to be listed for a game other than D&D please specify. If no game is listed it will be assumed that it is the one and only — D&D.

THE DRAGON hopes this list will be the biggest ever compiled by anyone anywhere. What better way to get fresh BLOOD in your campaign? It pays to advertise.

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  - Lake Geneva, WI 53147
  - USA

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“Well, this chamber looks safe enough. Alright, you guys take the elves and check the room for secret panels and passageways, while I check this door over here. Hmmmmmm, it just leads to an ordinary closet. Did you guys find anything? Yeah? One of the tiles on the floor is loose, eh? Well, don’t just stand there, pry it up. Wait! What’s that noise?”

At that moment, in bursts a dozen trolls with two-handed axes. “Oh no, trolls! O Daghdha! We haven’t got any more oil left!! O Nuada! O Cuchulain! Oh Mama!! —Go get ‘em! Fight ‘em! Smash ‘em! Hurt ‘em! Mess ‘em up!”

The battle ensues, and the trolls are all killed. For the moment, anyway.

“Whew! But too — they’re already beginning to regenerate! Well, since we can’t burn them, let’s try to lock them in that closet until we’re through here. Lug them in. Hurry. Now let’s pry up that tile... it’s giving. Here it comes! Yes, it’s hollow underneath! There’s something here... a ring. And there’s an inscription here in Elven. Let’s see. Yes!! Wishes!! Three wishes!!! Oh joy! Oh bliss! Now I can get that barge I always wanted on the Denubian. You know what, I can wish for gallons of oil to burn these trolls! Or better yet, I can even wish for a balrog slave! He can burn them, and still serve me forever! I’ll be unbeatable!!”

If you were the Dungeon Master of this game and they made that wish, what would you do? If you were very lenient, you just might give them what they asked for. On the other hand, if you were the type of DM who liked to “keep things moving”, you could send him TEN ANGRY balrogs to make things hot.

Most DM’s want to be fair about wishes but don’t want Player-characters to take undue advantage. So they kill them. (It’s only natural) Well, because of this, I’ve developed a background to help judge which wishes should be granted totally, dropped entirely, or partially granted in one form or another. (For the more sadistic of our fold, don’t worry! This doesn’t mean you can’t kill them any more, just that you’ll have a logical reason for doing it.)

The first thing to consider is how these wishes came to be. To start from the beginning, it is common knowledge that wizardry is every bit as much a science as physics and chemistry (to which it is closely related). Through various gestures, utterances and chemicals, wizards are able to tap the free, natural, invisible forces that give power and substance to their spells. It’s no more mysterious to them than it is to us when we plug in the toaster. We’re tapping another natural, invisible force. (It’s just not free.) Those wizards of much learning and wisdom (hence, wizards) were able to develop for themselves an all-purpose spell that could do many diversified things. These are called WISHES. (Actually, what they created was a WISH SPELL-WS - it’s the use of a WS that is called a WISH. A DM’s gotta know things like that!)

Next, the wizards created objects that could enable the person with little or no experience in sorcery to accomplish the feats of high level sorcerers. These were rings, staves, and even things less conventional where a WS had been transferred to them from the wizard himself. What a breakthrough! Keep in mind, though, that the WS couldn’t possibly be any more powerful than the wizard who created it. Less so, in fact, as some of the power is lost in the transference. There is usually a relation between the ability of the WS to grant a more difficult wish (the WS strength) and the object that is endowed with it. Why bother to put a weak spell in an object that will last forever? Who would put a powerful spell in something that is easily destroyed? Of course, there are always exceptions, but usually a weak wish spell would be in something flimsy, like a ring or a piece of apparel. The stronger an object is, like a sword or armour or a stone orb, the stronger the WS in it probably is. This also applies to objects that are more gawky or cumbersome, as a staff or a drum or a sofa. You tend to protect it more because it’s always on your mind (and frequently on your back!). The strongest WS’s are likely to be in something immobile and virtually indestructable. Unfortunately, there aren’t too many of those around. The main exception to these rules are ancient artifacts. They tend to be more powerful than their modern day counterparts, but there are usually problems that go along with them, like the possessor changing alignment, shrinking an inch with every use, or...
dying (which can be kind of depressing).

Just as there are matters to help determine the strength of a WS, there are also problems in determining the effectiveness of the wish. Foremost of these is the alignment of the WS compared to that of the possessor of the object. A lawful Wizard would generally empower an object with a lawful or neutral WS. A chaotic wizard would empower an object with a neutral or chaotic WS. A neutral wizard would just empower an object with a neutral WS. As you can see, the odds are there are also problems in determining the effectiveness of the wish.

Foremost of these is the alignment of the WS compared to that of the possessor of the object. A lawful Wizard would generally empower an object with a neutral or chaotic WS. A neutral wizard would just empower an object with a neutral WS. As you can see, the odds are there are also problems in determining the effectiveness of the wish. Take into account what they say they’re going to do with whatever they’ve wished for, but don’t be fooled by a hoax! If you don’t believe that the players actual motives suit the listing above, crack down on them! (Please excuse me for yelling; I get so excited!) The way to get those bozos (bozettes; the bozettes are often sneaker than the bozos) is to twist their wish right around, making things a little more . . . er, difficult. If the players give you any flack, just say, “Lookit here, buddy (or business), I play the gods in this game. You gonna argue with the gods? We’ll stake you down! We don’t have to take none of this.” If that doesn’t work, you can always blame it on the dice.

It goes without saying that there are no “morals” to live up to in the neutral WS’s. Consequently, wishes are rarely ever twisted around to make things worse for the wisher. Keep in mind, however, that you can include a WS that only and always twists wishes, or even a type that creates a can of fruit cocktail no matter what the wish is! Such fun. My oh my (yours oh yours)!

Another important matter in determining the effectiveness of a wish is, of course, the thing wished for. I’ve divided the various types of wishes into four classifications, the easiest wishes being in Class I, etc. Here goes!

— CLASS I — This WS grants any wishes for purely physical objects. Therefore, you could wish for a sword or a tank or any other non-magical object. In addition, you could wish for occurrences, such as the roof caving in at a certain place, starting a wind (not tornado strength, but strong enough to knock unsuspecting foes off their feet), or even a time-stop. After all, time is purely physical, too.

— CLASS II — This WS can create living, non-magical beings, relatively weak magical equipment (none concerning more wishes), and any magic-user spells up to and including Level 5.

— CLASS III — This WS can create living, magic-oriented beings, but only the weakest of these types will be able to be made into slaves. It can also create moderately strong magical equipment, and can accomplish any magic-user spell, and any clerical spell up to and including Level 4.

— CLASS IV — It is rare to find this WS outside of an artifact. This is the most powerful type. It can do almost anything, except granting more wishes in any way, shape or form, and the actual creation of another artifact. (Of course, even a Class I WS could lead them to an already existing artifact!) These are all very general classifications and can be interpreted any way the DM sees as fair for the adventure. The DM can and should break down the classifications into sub-classes for his own purposes. (Note: Never tell any players outright what class or sub-class the WS is; let them find out for themselves!)

Still another point to consider in determining how effective the wish will be is how the player started the wish. A powerful wish can be all foiled up by wishing in a too complicated or too simple or too long or too short statement. If the player is getting too long-winded, it’s easier to twist or misinterpret his words. If too short, there may not be enough information. However, if the player asks for something relatively simple using the terms in D&D, he shouldn’t have many problems. WS’s have some understanding power, although not too much.

DM’s will be at their most inventiveness when attempting to grant a wish in some form when the WS is not powerful enough to fully grant the wish. For instance, if a player asks for a Mirror of Life Trapping and has only a Class I WS, the DM could give him a little mirror attached to a sealed off fishbowl, occupied. If he asks for a balrog slave and he has only a Class II WS, you could send him to the Abyss. Let him get his own balrog slave. (You can be sure we’ll never see him again.) But you needn’t always be tricky. You can just drop his wish entirely if you can’t grant it. Of course, he still uses up that wish.

Well, that’s about it. I’ve just presented a basic outline. For some of you, this will make handling wishes easier. For others, it may be a little confusing. Remember, your wish is your word. Get the feel of these ideas and you won’t even have to refer to this article very often. The feel of the rules is the most important thing. Wishes should be great news, but yet a harrowing experience. Handle them well!
D&D Variant

THE MYTHOS OF AUSTRALIA
IN DUNGEONS & DRAGONS®
by Jerome Arkenberg

The mythos of Australia is not that of the white settlers, but of the Australian Aborigines. These were primitive semi-nomadic hunters and foragers living in a hostile, arid environment. There were many aboriginal tribes, widely separated over the continent of Australia. Thus though they had many Gods in common, they also had many others that were peculiar to a certain tribe or area. The following are designed to be compatible with Gods, Demi-Gods, and Heroes, Supplement IV to Dungeons & Dragons.

SKY-BEINGS

These live in the Sky and occasionally come down to Earth. They have the shape of humans, but are gigantic in stature, with Supernormal powers.

DARAMULUN — The All-Father
Armor Class: -3 Magic Ability: Wizard, 35th Level
Move: 22” Fighter Ability: Lord, 30th Level
Hit Points: 300 Psionic Ability: Class 6

Also known as Baima and Nurrundere, Daramulun created the other Sky-Beings. He is seen as a huge man with his mouth filled with Quartz Crystal. He, along with other Sky-Beings, created Man and Woman.

THE NUMBAKULLA
Armor Class: -1 Magic Ability: Wizard, 20th Level
Move: 20” Fighter Ability: Lord, 18th Level
Hit Points: 225 Psionic Ability: Class 3

The Numbakulla are two self-existent Sky-Beings who came down from the sky and made men and women out of amorphous creatures.

NGUNUNG-INNUWT — The Bat
Armor Class: 0 Magic Ability: See Below
Move: 18'/30” (flying) Fighter Ability: Lord, 13th Level
Hit Points: 170 Psionic Ability: Class 5

Ngunung-Innutt was believed to have created Woman. He is the brother of Gidja. He can use these spells: Fly, Gate, Polymorph any Object, Polycharm, and Time Stop.

GIDJA — The Moon
Armor Class: 0 Magic Ability: See Below
Move: 18” Fighter Ability: Lord, 14th Level
Hit Points: 180 Psionic Ability: Class 5

Among the several tribes it was believed that Gidja made the first Woman, and not his brother Ngunung-Innutt. He can use these spells: Gate, Light, Clone, Polymorph any Object, Strength, Shield, Magic Missile, Time Stop.

MORKUL-KUA-LUAN — The Spirit of the Long Grass

Morkul-Hua-Luan always has his eyes half-closed to protect his eyes from the prickling grass. He has a beak-like nose. He ensures the growth of the long grass. He can use these spells: Create Food, Growth/Plant, Speak with Plants, Charm Plants, and Gate.

YALUNGGUR — The Eaglehawk
Armor Class: 0 Magic Ability: See Below
Move: 18'/30” (flying) Fighter Ability: Lord, 10th Level
Hit Points: 130 Psionic Ability: Class 5

Not much is known of Yalunngur except that she became the wife of Kallin-Kallin. She can Fly, and Gate.

KALLIN-KALLIN — The Chickenhawk
Armor Class: 0 Magic Ability: See Below
Move: 18'/30” (flying) Fighter Ability: Lord, 15th Level
Hit Points: 190 Psionic Ability: Class 4

Kallin-Kallin banished Gidja to the Night-Sky and took Yalunngur to wife. He can use these spells: Gate, Fly, Strength, Shield, Magic Missile, and Time Stop.

THE MURAMURA
Armor Class: 0 Magic Ability: Wizard, 15th Level
Move: 17” Fighter Ability: Lord, 13th Level
Hit Points: 160 Psionic Ability: Class 5

The Muramura are male and female Sky-Beings who wandered the Earth creating Man. The most important, of them is Darand the Rainmaker. When Darana sings it rains. When he places his Boomerang in the ground, the rain ceases.

THE MAMANDABARI
Armor Class: 0 Magic Ability: See Below
Move: 18” Fighter Ability: Lord, 17th Level
Hit Points: 175 Psionic Ability: Class 4

The Mamandabari are two brothers who either fly or travel underneath the ground. They wander the Earth, introducing customs and practices. They can use these spells: Gate, Fly, Polyform any Object, Mass Charm, and Cure Disease.

YURLUNGGUR — The Rainbow Snake
Armor Class: -1 Magic Ability: Wizard, 25th Level
Move: 19”28” (flying) Fighter Ability: Lord, 19th Level
Hit Points: 230 Psionic Ability: Class 4

Mamarangan lives at the bottom of a waterhole in the Dry Season, and in the Wet Season he rides on the tops of the Thunderclouds. His voice is the Thunder and he strikes down with his magical Stone Axe at trees and people. His axe strikes for 10-60 points of damage and +3 to hit, and acts as a Lightning Bolt wand. He can use these spells: Control Weather, Lower Water, Part Water, Lightning Bolt, and Teleport.

THE WONDJINA

The Wondjina are primal beings who come from the Sky to teach Mankind. They are typically ten to sixteen feet tall. Around the head of each appears a “halo” of red and yellow. The eyes and nose are linked, and there is no mouth.

WODOI
Armor Class: -1 Magic Ability: Wizard, 20th Level
Move: 20’/30” (flying) Fighter Ability: Lord, 15th Level
Hit Points: 200 Psionic Ability: Class 4

Wodoi is a Wondjina. He is also a masterful Thief.

DJUNGGUN
Armor Class: -1 Magic Ability: Wizard, 20th Level
Move: 20” Fighter Ability: Lord, 15th Level
Hit Points: 200 Psionic Ability: Class 3

Djunggun is another Wondjina. He has boomerang that does 10-60 points of damage when it strikes (+3 to hit).

WALANGDA
Armor Class: -1 Magic Ability: Wizard, 24th Level
Move: 20” Fighter Ability: Lord, 20th Level
Hit Points: 220 Psionic Ability: Class 1

Walangada is a Wondjina who went up to the Sky to become the Milky Way.

WAGTJADBULLA & TCABUINJI
Armor Class: -1 Magic Ability: Wizard, 19th Level
Move: 20” Fighter Ability: Lord, 18th Level
Hit Points: 210 Psionic Ability: Class 3

Cont. on pg. 26
**Dragon Tooth Fantasy Figures**

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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
Systematic Magic
Revised Magic Tables
by Robin W. Rhodes

Wizards such as Gandalf and Merlin can not be assigned to specific levels of magic because they were complex individuals. Not only did they have physical strengths and weaknesses but magical powers and limitations. Like anyone else, magicians have preferences or specialties which they perform better than others. For example: Radagast the Brown had a strong preference for spells that dealt with nature, while Saruman preferred spells of control and therefore studied and searched for the ‘One Ring of Power’. The system of magic that is currently in use does not reflect the wide varieties of magical fields which should logically exist. It is possible to study any particular field of magic, such as they did, because spells of different, unrelated characteristics are lumped together into the same group.

It is easy to understand why the system of magic follows this illogical pattern if we remember the manner in which it was developed. Originally all spells were divided into two groups: Holy and Non-Holy spells. Any spell that was not a Holy spell, obviously belonging to the Clerics, was considered a Magician’s spell. Because there was no reason to divide these spells into groups according to the properties of the spells themselves. Instead these spells were separated into different levels based only upon the power of the spell. Later supplements added whole new classes of characters, capable of using magic, along with entire collections of spells for their use. As the system grew inconsistencies developed and as the word implies, the supplements merely expanded the existing system, rather than revamping it or correcting the illogical division of spells which had occurred.

The simplest solution to these discrepancies would be a redivision of the magic spells according to the characteristics of the spells themselves. This new system would not only provide a real sense of progression but would also allow a certain degree of specialization. All of the magic spells now in use fall into one or more of the following categories: Control, Summoning, Mental, Time/Space, Attack, Senses, Animation, Illusion, Knowledge, Transmutation, Defence, Nature and Holy.

Let’s examine the first and second level spells now available to a magician and determine the types of spells they are according to these new groupings:

**1st LEVEL SPELLS TYPE**

| Hold Portal | Control |
| Charmed Person | Control |
| Sleep | Control |
| Read Magic | Knowledge |
| Read Languages | Knowledge |
| Protection Evil | Defence, Holy |
| Shield | Defence |
| Ventriliquism | Senses |
| Detect Magic | Senses, Knowledge |
| Light | Senses, Summoning |
| Magic Missile | Attack, Phantasmal |
| Forces | Illusion |
| Mirror Image | Levitate |

**2nd LEVEL SPELLS TYPE**

| Wizard Lock | Control |
| Knock | Control |
| Locate Object | Control |
| Invisibility | Knowledge |
| E.S.P. | Senses |
| Detect Invisible | Senses |
| Detect Evil | Senses |
| Continual Light | Senses |
| Darkness 5’ | Senses |
| Pyrotechnics | Summoning |
| Summoning | Nature |
| Attack | Attack |

According to the original rules, a first level magician receives one initial 1st level spell, such as the Light spell (senses, summoning). His advancement to the second level is based upon experience points which are awarded for finding gold pieces and killing monsters. When he reaches the second level, regardless of his success with his initial spell, he receives another first level spell such as a Sleep spell (control). The two spells are usually from unrelated fields of magic and do not therefore provide any sense of progression from one spell to the next. It is difficult to explain how a magic user, who has these two dissimilar spells, can be accumulating enough gold pieces, suddenly develop the power of another unrelated spell such as Levitation (nature, time/space). It would be far more logical for a magic user to master the Rope Trick (time/space, animation), then Levitation (time/space, nature) and finally develop the ability to Fly (time/space). Also notice that the last five spells of the second level belong to the fields of magic that are not available on the first level. Therefore the old system of magic can not base the acquisition of these spells upon the prior use of related spells. The two Defense spells on the first level have no counterpart on the second level.

Here are the magic spells of the Clerics, Druids, Illusionists, and Magic Users divided into the new fields of magic and rated by level. Some spells belong to more than one group, such as Reverse Gravity (nature/time/space) and are cross-referenced.

**CONTROL (26)**

| 1 Charm Person | Hold Portal |
| Hypnosis | mental |
| 2 Charm Snake | Hypnotic Pattern |
| Knock | mental, illus. |
| Wizard Lock | |
| 3 Hold Animal | Hold Person |
| Paralyzation | |
| Suggestion | |
| 4 Charm Monster | Domination |
| Empathy | |
| Mind Bar | |
| 5 Hold Monster | Hold Plant |
| Mind Blank | |
| Quest | holy |
| 6 Control Weather | Geas |
| Power Word: Stun | attack |
| Repulsion | mental |
| 7 Charm Mass | Charm Plants |

**SUMMONING (35)**

| 1 Darkness | Hold Portal |
| Faeire Fire | |
| 2 Create Water | Hypnosis |
| Darkness 5’ | mental |
| Obscurement | |
| Produce Flame | |
| 3 Call Lightning | Continual Darkness |
| Continual Light | |
| 4 Animal Summoning | Monster Summoning |
| Insect Plague | holy/ attack |
| Monster Summ. I | |
| Produce Fire | 5 Animal Summ. II |
| Conjure Air Elemental | 6 Animal Summoning |
| Monster Summ. III | 7 Aerial Servant |
| Weather Summoning | Creeping Doom |
| attack | Earthquake |
| Fire Storm | attack |
| Monster Summ. V | 8 Conjure Earth Elem. |
| Monster Summ. VI | |
| 9 Monster Summ. VII | |

**PRIME REQUISITE: CHARISMA**

**MENTAL (27)**

| 1 Aura Alteration | Body Control |
| Hypnosis | control |
| 2 Energy Control | Hypnotic Pattern |
| Telepathic Projection | control, illus. |
| 3 Clairaudience | Clairvoyance |
| Fear | |
| 4 Body Equilibrium | Confusion |
| Emotions | |
| Empathy | |
| Mind Bar | knowledge |

**TIME/SPACE (27)**

| 1 Reduction | Body Control |
| Rope Trick | control |
| 2 Expansion | 2 Energy Control |
| Levitation | control, illus. |
| 3 Fly | Clairvoyance |
| Haste | sense |
| 4 Dimension Door | Emotions |
| Plant Door | knowledge |
| Extension I | Empathy |
| 5 Contact Higher Plane | Mind Bar |
| know. Extension II | |

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<table>
<thead>
<tr>
<th>Molecular Agitation Magic Jar</th>
<th>5 Body Weaponry Chaos</th>
<th>6 Astral Projection Feeblemind</th>
<th>7 Astral Spell Mind Bland</th>
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<tr>
<td>Pass Plant</td>
<td>Pass Wall</td>
<td>Teleport via Plants</td>
<td>Word of Recall</td>
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<td>Teleport</td>
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<td>5 Body Weaponry Extension III</td>
<td>Chaos Molecular Manipu.</td>
<td>Suspended Animation animation</td>
<td>Telekinesis</td>
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<tr>
<td>6 Astral Projection Feeblemind</td>
<td>Mind over Body Molecular Rearrange. Repulsion control</td>
<td>7 Astral Spell Mind Bland</td>
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**PRIME REQUISITE: WISDOM**

**ATTACK (20)**

1. Heat Metal animate
2. Warp Wood animate, nat.
3. Fireball
4. Ice Storm nature
5. Cloud Kill
6. Death Spell
7. Creeping Doom summoning
8. Meteor Swarm Power Word: Blind
9. Power Word: Kill

**SENSES (27)**

1. Darkness summoning
2. Detect Evil knowledge
3. Detect Invisible knowledge
4. Detect Magic knowledge
5. Detect Pits/ Snares knowledge
6. Gaze Reflection
7. Gate Limited Wish
8. Phase Door Reverse Gravity nature
9. Word of Recall

**PRIME REQUISITE: DEXTERITY**

**KNOWLEDGE (23)**

1. Detect Evil senses
2. Detect Invisible senses
3. Detect Magic senses
4. Detect Pits/ Snares senses
5. Locate Animals
6. Locate Object
7. Read Languages
8. Read Magic
9. Time Stop
10. Wish

**TRANSMUTATION (18)**

1. Magic Missile Web
2. Telekinesis
3. Astral Projection 7 Gate
4. Astral Spell 8 Permanent Spells
5. Mind Bland
6. Mind over Body
7. Phase Door
8. Reverse Gravity nature
9. Summon Shadow
10. Teleport via Plants

**PRIME REQUISITE: INTELLIGENCE**

**DEFENCE (18)**

1. Protection/ Evil holy
2. Fog nature
3. Dispell Magic
4. Protect. / Evil 10’ holy
5. Anti-Plant Shell
6. Anti-Animal Shell
7. Prismatic Wall

**NATURE (31)**

1. Predict Weather
2. Warp Wood attack, anim.
3. Fog defence
4. Levitate time/ space
5. Locate Plant knowledge
6. Obscurement senses
7. Call Lightning summ. time/space
8. Plant Growth sacred
9. Fly time/ space
10. Plant Door time/space
11. Produce Flame
12. Summon Shadow
13. Control Weather
14. Map the Way
15. Pass Plant time/ space
16. Teleport via Plants
17. Teleport
18. Turn Wood
19. Turn Water
20. Weather Summoning
21. Word of Recall
22. Summon Shadow
23. Unlock Spell
24. Pass Wall
25. Pass Magic Missiles
26. Pass Pits/ Snares
27. Pass Plants
28. Pass Plants
29. Pass Plants
30. Pass Plants
31. Pass Plants
PRIME REQUISITE: CONSTITUTION

HOLY (19)
1 Protection/Evil defence
2 Bless
3 Cure Disease animate
4 Insect Plague attack, sum.
5 Commune
6 Geas control
7 Astral Projection

HOLY WORD

PRIME REQUISITE: LAWFUL ALIGNMENT

The rules necessary for employing this new system of magic have been kept as short and simple as possible but can be expanded to suit your own particular concepts of magic.

INITIAL SPELLS
A. Lawful characters begin with two 1st level Holy spells.
B. Neutral characters have their choice of one 1st level spell from each field of magic determined by their highest prime requisite score.
C. Neutral characters with two or more prime requisite scores that tie for the highest score, have the choice of which prime requisite score they will use to determine their fields of magic.
D. A character may never possess more than two new spells at any one time.

MISCAST SPELLS
A. The percentage of miscasting a spell is determined by comparing the level of the spell to the appropriate prime requisite score of the caster. For example: A 3rd level spell, such as Dispell Magic, cast by a character with a dexterity score of 15 would have a 3/15 (one in five) or a 20% chance of miscasting the spell.
B. The exact side effects of a miscast spell are determined by the Dungeon Master.

FATIGUE FACTOR
A. The attempt to cast a spell, regardless of its success or effect, costs the caster one point of the effected prime requisite score for each level of the spell. The six prime requisite scores will therefore fluctuate to represent the current levels of strength.
B. It is important to remember that the prime requisite scores will now be used to determine two factors:
   1. The ability to cast spells successfully.
   2. The character's actual physical strength (ability to force open doors), charisma (number of followers), etc.
C. When a character uses part of a prime requisite score, such as constitution, to cast a spell, it will also affect the character's physical constitution. Until they are recovered, the missing points have the same effect as points lost due to melee or a magic spell/item used against the character.

RECOVERY
A. For every turn not spent in melee, one point is recovered and can be added to any one prime requisite score that is below its starting level.
B. If all prime requisite scores are at their starting level, recovery points are lost because they can not be accumulated for future use.

ADVANCEMENT
A. Advancement in one field of magic is completely independent of the other fields.
B. A new spell must be successfully cast once for each level of the spell before the character has the choice of another spell, on the same level.
C. All the spells on a level must be mastered before the next level is opened for use, at which time a character has the choice of any one spell on the next level.
D. To be considered 'successful' spell, as far as advancement is concerned, the Dungeon Master should ensure that a spell was cast for a valid reason and not just to fulfill the advancement requirements.

NEW FIELDS OF MAGIC
A. Only two fields of magic can be studied at one time. However the ability to advance in one field of magic can be exchanged for the ability to study/advance in another field, when either of the two following conditions have been met:
   1. Possession of a magic item from a new field of magic, that has been successfully used once for each level of the spell.
   2. Successfully casting a spell that also belongs to a new field of magic, at least once for each level of the spell.
B. When a character begins, for the first time, in a new field of magic he has his choice of any one 1st level spell from the new field.
C. Once three or more fields of magic have been opened for study/advancement, a character may freely change from one field to another, at any time.

PLAYING AID
Because the prime requisite scores will fluctuate according to the use of spells and the replacement of the points used, it would be easier to keep track of their levels by using a graph similar to the one below. Covering this chart with plastic and using a marker to circle the current level of power for each category will give a quick reading of a character's abilities and limitations.

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**THE FASTEST GUNS THAT NEVER LIVED, Part III**

by Allen Hammack

This article was submitted by Allen before Part II of this series appeared in Little War. In order to make it compatible with the first two articles, I made some minor changes and this can be considered as "official material."

THE FASTEST GUNS THAT NEVER LIVED are brief descriptions of some of the great cowboys and gunfighters of the movies and TV. The ratings are given in terms of Brian Blume TSR'S BOOT HILL rules for gunfighters with miniature figures.

Bart, Bret and Beau Maverick — Played by Jack Kelly, James Garner and Roger Moore in the TV series MAVERICK. They all have gambler ratings of 02 and always prefer to talk their way out of trouble to shooting.

Will and Jeff Sonnet — Father and son were searching for another son, a missing gunslinger, in this short-lived TV series Will (Walter Brennen) claimed the prodigal son was the third fastest gun in the west. "He's good, but Jeff's better — and I'm better than both of 'em."

Eli Wallach — Probably most noted for his role in "The Good, the Bad, and the Ugly." He was a scrappy, trouble-making gunfighter.

Charles Bronson — Excellent in many movie westerns, including "The Magnificent Seven." He is always a tough hombre in a fight.

James Coburn — In his best westerns, Coburn is always as "cool as ice." In "The Magnificent Seven", his favorite weapon was a stiletto throwing knife with which he had deadly accuracy and speed.

Robert Vaughn — Also in "The Magnificent Seven", Vaughn portrayed a cowardly con man who overcame his cowardice at the end of the movie (where he was killed). Before play begins, roll percentile dice for his courage and a score of 75 or less indicates that the lower braver score be used.

Tim Straum and Kid Shelleen — In the classic comedy "Cat Ballou" both roles were played by Lee Marvin. There is a 50% chance that Kid Shelleen will be drunk, in which case, use the lower set of ratings for him. Straum is easily identifiable by his silver nose (the real nose was bitten off in a fight!)

Jason McCord — Portrayed by Chuck Connors in the TV series BRANDED. Every time McCord comes into a town, there is a 75% chance that someone will recognize him and will have had a close relative who was killed at Bitter Creek and will challenge McCord to a gunfight.

Good shootin', and keep an eye on that fellow in black over by the bar...

---

**SPECIAL ABILITIES**

A — ½ penalty if shooting from horseback

B — Never Surprised

D — Shoulder arms considered as "fast"

E — May "hipshoot" with no penalty

F — No penalty for giving opponent first move

G — Treat wounds as one type lower when shot. A "Mortal Wound" result becomes a "Serious Wound", etc.

H — ½ penalty if firing at moving target

J — Must use "Sharpshooting" rule, and must fire at "gun arm/hand" only

K — No penalty for "wrong hand" shooting

---

**THE FASTEST GUNS THAT NEVER LIVED**

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<th>Speed</th>
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FINIEOUS FINGER PRESENTS

PRELUDE TO DRAGONQUEST PART 1

BY JD

Once, there was a great dragon named Skraig who lived in a treasure filled cave. Boy am I ever bored!

Also once, there was a not-so-great paladin named Eric who spent most of his time attending social functions and giving talks.

Gad! This is boring. I guess it's time to go out and slay a few more evil dragons...

Yea! Clap! Yea! Clap! Skraig's cave...

Later, here it is! Just like the peasant tortured said it would be.

Moments later Skraig returns from an unsuccessful raid.

Well, if you must know, I happen to be killing red dragons except that I can't seem to find the one that lives here... the chicken is probably hiding...

Say! What's going on here?

Just a minute mac, that chicken dragon you're talking about happens to be me! Skraig the merciless? Reaper of the grim harvest? Burner of your farm lands, etc?... dig?

Izzat so? Huh! In that case you're just the slimy worm I was looking for!!! ...

And so, by mutual consent the two joined in fierce deadly combat!!

TO BE CONTINUED!!...
A Mixture of Magic and Technology: GAMMA WORLD

A Review by Robert Barger

Ed. Note: Those readers heavily into S-F tandom will recognize the author; he has recently edited and published an excellent little magazine called The Silver Ed. It is devoted to the saga of Fafhrd and The Grey Mouser, and to Fritzcheiber, their author. There is also a bit by Henry Fischer about the origins of the LANKHIMAR game, and other interesting bits as well. It sells for $3.00, and is available from Robert Barger, P.O. Box 8, Evansville, TN 37332.

Many times I hear the phrase “magic and technology don’t mix!” and it really burns me. Remember what Arthur C. Clarke once said: “Any sufficiently advanced technology is indistinguishable from magic.” This quote could well be the subtitle of TSR’s newest role playing game, GAMMA WORLD.

I have never been able to really enjoy FRP games, mostly because they tend to concentrate on the middle ages, or rather, on mythical countries and worlds which have technology levels equal to medieval Earth. Taken all together, the middle ages were a dreadfully boring time (though don’t try and tell that to a SCA member). Not only that, but the standard “sword and sorcery” story of today (which, supposedly, the FRP game allows the players to create for themselves) is generally a dreadful cliche of thick-thewed barbarians and evil arch-wizards (all of which resemble xerox copies of either Conan, Gandalf, or Saruman to a storm a castle guarded only by a troop of orcs with swords and spears is tacky, all else aside. I’d say that it would not be unreasonable to assume that some wizards, some of the more advanced wizards, have the ability to travel between spheres, or universes, and that further, they would not be above bringing back items they thought useful to them. Thus, a party of adventures in a medieval dungeon might find a wizard’s cache to contain a say, .357 revolver, or an electric can opener (assuming aforementioned wizard had also had the foresight to bring along with him materials for constructing an electrical generating unit — hydro electric would be the most logical, and set up in the swiftly flowing water around the castle’s moat), or a hand grenade. GAMMA WORLD has charts for things like that. Charts to determine if your character can discover the use of such artifacts, etc. Leaving a hand-grenade in the way of medieval adventurers would also be tacky though: if they did discover its use they would doubtless blow themselves away in the process.

SO, with caution on the GM’s part, GAMMA WORLD will allow the introduction of advanced technology into a fantasy universe, or magic (or something indistinguishable from it) into a SF universe. The specific games universes I am thinking about of course are D&D and TRAVELLER. The rule book to GAMMA WORLD says it was designed to compliment D&D, and as to TRAVELLER, the GM will have to do a little work to make the two games compatible (the effort to do so being well worth the returns, in my opinion).

Of course, you can play GAMMA WORLD by itself. In fact, it is intended to be played by itself as a campaign game. The above paragraphs of raving and rantings are just my way of jumping for joy on account of, finally, I can have technology in my FRP universe and

remarkable degree) with an occasional naked slave girl thrown in for good measure. Magic swords and rings are also pretty well standardized by now too. I mean I can dig it, especially the naked slave girls, but eventually boredom does set in; something new is needed.

I don’t know about you, but some of my very favorite fantasy books are those that have dealt with advanced technology as well as necromancy and medieval times. Remember T.H. White’s THE ONCE AND FUTURE KING? Tell me, was Merlyn a magic-user or a time-traveller from a technologically advanced future? Recall that his costume on the boar hunt was one that “ . . . had been fashionable some centuries later with the University Beagles.” Or think about some of the Harold Shea stories, or the scene in THE SWORDS OF LANKHIMAR where Fafhrd and the Mouser meet technologically advanced universe-hopper or time-traveller who is intent on capturing some native Nehwon monsters for his zoo? Or recall the quasi-scientifically accurate books of Andre Norton’s like THE BEASTMASTER and especially, LORD OF THUNDER. Was it really magic that operated the portals in the back country of Azor? Recall Clarke’s quote at the beginning.

But to get to the point, modern day technology and even advanced SF technology does have a place in FRP games, and GAMMA WORLD is the game with all the materials you need to incorporate this stuff into your D&D universe. Or, for that matter, with some work by the GM, GAMMA WORLD can be used with any other FRP game I know of. And it can easily serve as a spring board for any other SF role playing game, especially the very popular TRAVELLER. I do especially like some of the ideas in the rule book, and I plan to incorporate them into my own TRAVELLER universe as soon as time permits! Some of the technology and devices in GAMMA WORLD are advanced far beyond that of anything in the TRAVELLER rules, and I can foresee some interesting (and surprising) campaigns in the near future in my own TRAVELLER universe as a result of my having acquired a copy of GAMMA WORLD.

Getting back to FRP and especially D&D, GAMMA WORLD will allow you to add modern weapons to your current medieval dungeon, though some restraint must be used by the GM so as to make the game believable. Letting a group of characters armed with automatic rifles “magic” in my TRAVELLER universe without having to spend weeks and weeks, even months and months, working everything out. It has all been done — to a reasonable extent — in GAMMA WORLD.

GAMMA WORLD consists of a box (nice color illustration on the top, too) a hefty rules book up to the usual TSR standards, a selection of dice, and a large small-hex map of the North American continent. This a world after a holocaust has, eons before, destroyed the high technology civilization which inhabited it. Technology and learning survive only in small enclaves, if at all. The topography of this world is dotted with robot farms, tombs of the ancients, ancient ruins of villages and towns, and even an occasional metropolis. There are also radioactive deserts and mutants . . . Perhaps a spaceport or two lie buried and forgotten among the ancient ruins, remembered only in legend . . .

I could go on and on. GAMMA WORLD is worth playing by itself. You can also use it as a spring board to more creative campaigns in other role playing games, both fantasy and SF. With GAMMA WORLD rules you can really create a whole world along the lines of Andre Norton’s Azor, or her STARMAN’S SON, or even as the rule book says, a quasi-mythical world like that in Bakshi’s movie WIZARDS.

Hmmmnnnn. . . I wonder if I could recreate Vaughn Bode’s Cobalt 60 and his world from GAMMA WORLD’s rules? I think so. What an adventure that will make! Watch out, Radio Lopers, here I come!

A Brief Addenda To Faceless Men & Clockwork Monsters

by Gary Gygax

During the frantic rush of GenCon, I was pleasantly surprised to encounter one of the fellows whose characters were sent to the Starship Warden at the close of the D&D adventure I ran at Winter Fantasy. He was kind enough to send a letter listing the names of the players. Their characters were slightly altered (due to our loss of some notes). These good people are:

Chad Biermann
Jayson Gralewicz
Mark Luderfinger
Edward Mueller

Thanks for the “loan”!
D&D Variant
SPELL DETERMINATION FOR HOSTILE MAGIC USERS OR
(Why Did He Throw That Spell?!
by Steve Miller

Once upon a time, many encounters ago, a group of hardy adventurers were surprised in the wilderness by an enchanter (70 yards away) and his minions (all of them “chaotic as the day is long”). After an ice storm had decimated the group and a fireball was announced arriving, a cry of protest rose from the players. Not only were they upset over the loss of characters, but in the unimaginative and brutish manner in which it was accomplished.

They reasoned that while the M/U might have used the icestorm against the group, why should he use another of his (in this case) “Big Three” spells right after the first one. A lower level would make more sense they argued, as it would leave the spell caster more options to choose from later in the encounter. Agreeing that this would make some sense (a rare occurrence for this group) we developed the following system and table to add more sense and imagination to magical attacks by M/Us on the group.

The first step is to determine the level of the spell. To do this, first determine how many spells of each level the magic user in question has (Men & Magic page 17 and Greyhawk page 10). The enchanter in the encounter has a total of 10 spells to choose from (4 first level and 3 second level . . . ). Then roll a die (in this instance a 20 sided one) to determine the spell level (i.e.: 1-4= First Level, 5-7= Second Level, 8-9= Third Level and a 10= The Fourth Level). Thus a conjurer uses a four sided die, a magician an eight-sided, etc. This system has magic users (non-player type) using their more plentiful lower level spells instead of blowing groups away with their big spells immediately.

Once the level has been determined one simply goes to the appropriate column of spells and rolls percentile dice to determine which spell. If the spell rolled has insufficient range, is a dungeon spell during a wilderness encounter or is obviously inappropriate (throwing feeblemind on a fighter, etc) a reroll is allowed. The charts can be modified to suit individual campaigns.

In re-doing our previous encounter, the enchanter opens with a lightning bolt and disposes of one of the magic users. Next, a magic missile stabs out, striking another robed figure (scratch one cleric) and arrows from his archers strike several characters. The group responds with deadly effect (shield, draw weapons, etc.). The players winning the first round of the melee begin to charge, cast their spells and the battle is on.

This system has added some interesting elements to our playing. One wizard, before opening up on the group, hasted himself and his henchmen, invisible, levitated and then opened up on the group. Later when our bowmen started firing on him he put protection/normal missiles on himself and sleep on the archers. If little else, it adds some variety to encounters.

### FIRST LEVEL

| 01-05 | Hold Portal* |
| 06-10 | Protection/ Evil |
| 11-30 | Charm Person |
| 31-55 | Sleep |
| 56-75 | Shield |
| 76-95 | Magic Missile |
| 96-100 | Ventriliquism |

### SECOND LEVEL

| 01-05 | Levitate |
| 06-10 | Detect Invisible |
| 11-30 | Phantasmal Forces |
| 31-40 | Invisibility |
| 41-50 | Detect Evil |
| 51-65 | ESP |
| 66-70 | Darkness 5 Ft. Radius |
| 71-90 | Web |
| 91-100 | Mirror Image |

---

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### THIRD LEVEL

| 01-05  | Fly  |
| 06-15  | Hold Person |
| 16-20  | Dispel Magic |
| 21-40  | Fire Ball |
| 41-50  | Lightning Bolt |
| 51-55  | Protection/ Evil 10 Ft. Radius |
| 56-60  | Invisibility 10 Ft. Radius |
| 61-75  | Slow Spell |
| 76-80  | Haste Spell |
| 81-90  | Protection/ Normal Missiles |
| 91-100 | Suggestion |

### FOURTH LEVEL

| 01-10  | Polymorph Self |
| 11-20  | Polymorph Others |
| 21-25  | Wall of Fire |
| 26-30  | Wall of Ice |
| 31-40  | Confusion |
| 41-50  | Dimension Door |
| 51-70  | Ice Storm |
| 71-100 | Fear |

### FIFTH LEVEL

| 01-05  | Teleport |
| 06-25  | Conjure Elemental |
| 26-35  | Telekinesis |
| 36-45  | Wall of Stone |
| 46-55  | Wall of Iron |
| 56-60  | Magic Jar |
| 61-85  | Cloudkill |
| 86-95  | Feeblemind |
| 96-100 | Growth/ Animal |

### SIXTH LEVEL

| 01-05  | Stone to Flesh |
| 06-25  | Invisible Stalker |
| 26-35  | Projected Image |
| 36-40  | Anit-Magic Shell |
| 41-60  | Death Spell |
| 61-65  | Geas |
| 66-75  | Disintegrate |
| 76-80  | Move Earth |
| 81-85  | Control Weather |
| 86-95  | Repulsion |
| 96-100 | Monster Summoning IV |

### SEVENTH LEVEL

| 01-10  | Delayed Blast Fire Ball |
| 11-30  | Reverse Gravity |
| 31-55  | Limited Wish |
| 56-75  | Power Word Stun |
| 76-80  | Charm Plants |
| 81-90  | Mass Invisibility |
| 91-100 | Monster Summoning V |

### EIGHTH LEVEL

| 01-35  | Mass Charm |
| 36-55  | Power Word Blind |
| 56-60  | Symbol |
| 61-90  | Polymorph and Object |
| 91-100 | Monster Summoning VI |

### NINTH LEVEL

| 01-30  | Meteor Swarm |
| 31-45  | Shape Change |
| 46-50  | Time Stop* |
| 51-70  | Power Word Kill |
| 71-75  | Wish |
| 76-85  | Prismatic Wall |
| 86-95  | Maze |
| 96-100 | Monster Summoning VII |

**NOTE:** If a spell has insufficient range or conditions are wrong for it, re-roll for another spell.

*Dungeons only, re-roll for wilderness encounters.

---

### CHARTS FOR DETERMINING THE LOCATION OF TREASURE

by Ronald Guritzky

1) The location of the treasure
   - 1-6 Chest
   - 7-9 Urn
   - 10-12 Bag
   - 13-15 Pot
   - 16-17 Loose
   - 18 Carried
   - 19 Hidden (Wall, Floor, Secret Compartment, etc.)
   - 20 Ref’s Choice

2) There is a one in four chance that a treasure has a trap in it.

3) Traps
   - 01-20 1-8 Daggers (1 in 6 poison)
   - 21-36 1-6 Arrows
   - 37-46 1-3 Spears (1 in 6 poison)
   - 47-62 Gas
   - 63-78 Poison Lock
   - 79-88 Monster in Chest (Pay attention to monster’s size)
   - 89-92 Exploding Chest (2-7 dice of damage)
   - 93-95 Chest Does a Spell At Person
   - 96 Chest Acts as Mirror of Life Trapping
   - 97 Intelligent Chest (2nd - 7th Level Magic User)
   - 98 Lose One Level of Experience
   - 99 Lose One Magic Item
   - 00 Roll Twice

4) Gasses (Roll 6 sided die for first digit and 4 sided die for second digit)
   - 11-12 Obscures Vision (Players run into each other, miss treasure, etc.)
   - 13-14 Blinds Player 01-100 Hours
   - 21-22 Fear During Next 2-9 Fights
   - 23-24 Sleep 6-36 Rounds
   - 31 + 1-4 Points to Random Ability (8 hours) (1 in 10 permanent)
   - 32-33 Sick: Return to Surface (1 in 6 in coma)
   - 34 Paralysis
   - 41 Stone
   - 42 Death!!
   - 43 Polymorph to Monster or Animal 10’R.
   - 44 Amnesia (1-20 days, 1 in 6 permanent)
   - 51-52 Change Alignment
   - 53-54 Slow (As slow spell)
   - 55-57 Change Alignment
   - 58-62 Haste (As haste spell)
   - 63 Cloud Kill
   - 64 Go Berserk! Attack Friends!
Austr. Mythos from pg. 14

Tcabinji is nine feet tall, while Wagtjadbulla is twelve feet tall and wears a ceremonial headdress. They both have stripes on their bodies. Tcabinji carries a boomerang which strikes for 5-30 points of damage (+2 to hit), and a stone axe. Tcabinji could split whole trees with his axe when he struck as lightning. The two brothers are great rivals. They also lack a mouth, and attached to their heads are antennae-like objects.

**WARAMURUNGUNDJU** — The Great Mother

| Armor Class: 0 | Magic Ability: See Below |
| Move: 18” | Fighter Ability: Lord, 14th Level |
| Hit Points: 210 | Psionic Ability: Class 6 |

Waramurungundju made the landscape, and produced many children, plants, and animals from her body. She can use these spells: Growth/Plant, Growth/Animal, Create Food, Polymorph any Object, Move Earth, Gate, Teleport.

**THE Djanggawul**

| Armor Class: 1 | Magic Ability: Wizard, 18th Level |
| Move: 15” | Fighter Ability: Lord, 15th Level |
| Hit Points: 175 | Psionic Ability: Class 5 |

The Djanggawul are Sky Beings: two sisters and one brother. The two sisters are eternally with child. The brother has white dots on his face and a dilly bag hung round his neck. They are accompanied by Bralbral. They carry with them over the Earth the ngaimmaru mat, the Sacred Dilly Bag, and the Rangga Emblems to use in sacred rituals. Where the brother thrusts his Mauwalan (walking stick), water wells up. When the sisters thrust their Ranggar into the ground, trees spring up.

**THE WA WALAG SISTERS**

| Armor Class: 2 | Magic Ability: See Below |
| Move: 13” | Fighter Ability: Champion, 7th Level |
| Hit Points: 125 | Psionic Ability: Nil |

The Wawalag sisters are the daughters of the elder Djanggawul sister. They are concerned with fertility. The taught Manking language, but were eventually swallowed by Yurlunggur. They can use these spells: Growth/Plants, Growth/Animals, Read Languages.

**THE MIMI**

| Armor Class: 8 | Magic Ability: Wizard, 10th Level |
| Move: 14” | Fighter Ability: Lord, 10th Level |
| Hit Points: 90 | Psionic Ability: Class 4 |

The Mimi are stick-like spirit beings who live in rocks. They are so thin that they are afraid to venture out when it is windy for fear that their necks will snap. They are said to eat men, but their main food is yams.

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All he could do was walk on the air as normals could walk on land and his four older brothers repeatedly told him that it was the most useless of all mental mutations. After Reveral's long training sessions for manhood, he was finally beginning to believe his brothers' taunts. His oldest brother Fer-in and his next oldest, Serret, both could transport themselves vast distances and had easily passed their tests of manhood. Karn, the brother closest to him in age, could read minds and, with great effort, control them, given time. He was even now on his test of manhood, but no one doubted that soft spoken Karn would do anything but succeed. Reveral was starting to be concerned with his own chances at surviving the tests of manhood. Karn, the brother closest to him in age, could read minds and, with great effort, control them, given time. He was even now on his test of manhood, but no one doubted that soft spoken Karn would do anything but succeed. Reveral was starting to be concerned with his own chances at surviving the test.

His tribe, led by his father Meveral, required all adolescents to venture into the mutant-filled regions north of the tribe. This test served to cull out the weak members and gained valuable information on the weak points of the many fierce mutated creatures that continually came out of the forest to attack the tribe. The youths were highly trained in the use of shield, spear, and ax by the weapon masters. Then too, was the birth-gift of the Gods. The Gods often gave young children powers of the mind ranging from lifting small objects to hurling fire or lightning from the finger tips. Meveral, his father, had this last gift, and with long experience and courage ruled his people wisely. His youngest son often thought he noticed a look of sadness in his father's eyes when viewing him, undoubtedly because all he could do was walk the air.

Reveral worked constantly at his weapon lessons to seek favor in his father's eyes in this manner, but even in this he was inept. At spear and ax his efforts were mediocre and while his shield defense was very good, defensive skills were not as favored as offensive ones. Knowing his limitations, he had taken to making secret trips into the fringes of the mutated forest, in hopes of gaining knowledge that would help him in his test soon to come. The danger from the creatures of the forest never came to his mind. All his effort was directed towards passing the manhood test and finding favor in his father's eyes. It was on one of these trips that he met the whispering vine. While his teachers had given him vast amounts of knowledge on all kinds of mutated creatures, no one had told him to expect one of these. He was deep in the northwest of the forest, in territory not well known by his tribe. While he was traveling down a cleared path, he heard and then saw a small vine walking towards him! Fearing the worst, the boy raised his spear and shield and ran towards the vine. Suddenly all thoughts of attacking the mutant were gone in waves of peace that the creature was sending towards the boy with sonics.

Soon the boy discovered that the plant, calling itself Fek, could talk and knew much more than he did about his world and the creatures within it. Fek and Reveral had long discussions in the following weeks about the world far to the North. The plant creature knew about tribes of walking dogs, areas of ground that were instant death to walk on, and God-machines that melded flesh and shattered metal.

The thrill and comfort of his new-found friend was not diminished by his brother Karn not returning in the normal time. His whole family became very worried and was considering the unprecedented step of all going out on a rescue mission, when his father put a stop to that thought.

"This tribe does not send good after bad," his father said in the tone of a ruler, not the tone of a father. While it was very true that his older brothers could not travel again into the northern regions he could and told his father so. While his time was not for many passings of the sun, no one in the village could fault him his desire and he went off with the ceremonial ax, spear, shield, and dried fruits. Into the forest he went with the kindly advice of his brothers still ringing in his ears. He quickly came to the resting place of his plant friend Fek and told it of his plans. Reveral was all for storming the North until his brother was found. Fek quickly showed him the error of his ways and surprised them both by stating that he would travel with the boy until death or the finding of his brother.

The two set out through the forest with the boy sometimes carrying his small plant friend high into the air, much to the delight of Fek and the irritation of Reveral, who thought that there must be some other use for his ability other than plant portage. The two traveled for many days; until they came to an area with which Fek was very familiar. The plant guided the boy to an area of dense underbrush that opened into a large clearing filled with many of Fek's kind. The boy's ears were then filled with many pleasant wonders and great power! The God-Road had no wonder a highway, Reveral knew that it could only be the parent plant and are much stronger. Only one of the new plants came with the boy. News of his brother came to Reveral in the form of a huge bird, that came to them in the night. The creature, standing almost five feet tall, and calling itself a Hawkoid, woke the boy as it came to rest by their fire. In its hands was a strange weapon of strings and sticks and sharp stones, that the boy could not figure out.

"Travelers, the one you seek is in the mountains far to the north and west. It is held by a race of man-lizards that delight in the pain of their captives. On your path to these fierce creatures is many areas of death-earth, many mutant-filled regions, and more dangerous than all the rest, there are a few villages of the old Gods in your path. Walk carefully and may the luck of the High Ones be with you."

With this the bird creature flew off and left the two preparing for the next day's journey.

In the morning it rained, as it always did every third day. The rain was welcomed by the pair, on Reveral's part because it washed the grime of travel off of him and on Fek's part because it provided much needed moisture to his plant tissues. As the pair traveled on that day, the once plentiful game became scarce. The rolling grasslands gave way to shorter, sparcer forms of grass. This type also gave way to no vegetation at all. When Reveral approached this area he intuitively knew that this was some of the ground that was death to walk on. So again they traveled through the air and the boy began to appreciate his little talent. When they were high in the air a new section of green grass became visible far to the east. Travel towards this grassland also revealed a large black strip of stone, heading as far as the eye could see to the north. While Fek wanted to call this new wonder a highway, Reveral knew that it could only be a God-Road, famed in campfire tales as the path to wonders and great power! The God-Road had no grass growing on it and was not worn on any part of its surface. The boy knew that to travel on this thing was to be lucky forever and that's what they did!

A new lift came to the boy's feet as they went along and he often found himself traveling just off the road in the air, without even trying to use his power. It went to such an extreme that the poor plant Fek couldn't keep up with the pace his friend set. As the...
two rested and enjoyed the last of the fruits from Reveral’s village, they both noticed a strange flashing light to the east and a little north of the road they traveled on. Later investigation showed them both a huge tower with no visible entrances and waves of cold emanating from its sides.

“It is too cold for plant kind, I will not be able to approach this hut. Do not let this stop you from seeking the entrance. I have learned through others of my type that such structures always contain much in the way of ancient God-Tools.”

The flashing came from the top of the tower and circled it at the same rate every few heart beats. The boy walked through the air to the top and was greeted with an open cavity just below the bright light. However, the chamber he entered was at first dark, it began to glow with a wierd light, much like that of some insects. With this light the boy could see the chamber he entered was at first dark, it began to glow with a wierd light, much like that of some insects. The boy walked through the air to the top and was greeted with an open cavity just below the bright light. However, the chamber he entered was at first dark, it began to glow with a wierd light, much like that of some insects.
WIRMY
HURRY, WOIMY!
FUMP FUMP FUMP

HEY!
YOU LITTLE CREEP!

GET UP OFF OF THAT FELT!

OOOOh...)

HEH - RIGHT ON CUE...

SMAK!

... IRVING, GIVE DUDLY A HAND.

TRAMP
the strange monsters or the purpose of the tower. He did not know that the gray bracelet was something other than the strange monsters or the purpose of the tower. He had completely forgotten about it in the day's excitement. The largest spear he had picked up in the tower. This led him to the idea that he wanted to keep was the spear, but Fek made him give it to him. They traveled on till dusk and the boy was still too tired to watch the interesting process.

The next morning again there were two Feks and again one stayed behind and the other followed along with Reveral. They marched along the road for many days and while Fek was surprised that they had not come across any of the many fearsome mutations of this area. Reveral just passed it off as more luck given to him by the God-Road. He was getting concerned with the length of time it was taking to get to the mountains. Every day he would travel high into the sky looking for some sign of them and always the same. He would come down to stay the night and the next day he saw them far distant mountains, and much closer, what must have been the City of the Gods. Fek was all for going around the city but the boy knew the luck of the God-Road would help them in any dangerous situation. Game in the form of large four-legged beasts was plentiful and they never ran away until Reveral attacked one of the herd. Just before dusk they came upon the City of the Gods and the pair decided to wait until daybreak before entering. When the sun disappeared a miraculous transformation occurred. The city was covered with vines and brush. Reveral climbed into the sky and saw far to the south what could only be the city they had just been in. It was still the middle of the night and the city stood out quite clearly in its own glow. The luck of the God-Road had again helped them and brought them to the mountains in a night. The boy went to sleep with Fek standing guard.

Just before sunrise they were attacked by the furred ones. These creatures were common to the forests near the boy’s village and Reveral knew all about them. They must have once been human, because they still retained the same form. The resemblance ended there; they always ran on all fours, were covered in patches of fur, and their hands were now clawed paws with poison sacs at the tips. They usually hunted in large packs that would attack anything moving. This time there were thirty of them and their baying cries filled the night. Reveral leapt into the air and ordered Fek to remain motionless. He then turned on his light cylinder and waved it in the face of the mutants. The effect was immediate and took the form of fear in any beast the light touched. Soon the whole pack was running in all directions, much to the delight of both travelers. The dawn came and with it the rain that both welcomed.

The problem facing them now that they were in the mountains was which direction should they head. Going the wrong way would lose them precious time and there was no God-Road to help them in this area. The problem was unsolvable at the moment, so they marched towards a large area of vegetation Reveral had been to before. He looked up into the sky. Shortly they were in a forest of small bushy trees and much game. The boy killed several large birds that proved delicious and he ate as they walked. Then from a side trail came the feared jawed plant. This creature was known by his tribe as a giant for its help. Reveral said it was a good idea and the creature opened the side of its body, out came strange thorns that bit into his skin. The feeling left his side and other blades cut away the skin closest to the wounds while light beams came from another part of the creature’s arm. With two final thorns the boy fell new energy flowed into his body and he thanked the creature for its help.

“Your wounds should heal completely within two days,” said the creature, “This unit is equipped with apparatus to heal you, with your permission.”

He woke up feeling dizzy and disoriented with Reveral applying shaman powder to his wounds. This white substance was given every hunter of his tribe to be used when he was taken, or was thought to enter the body. Fek had used it all up in an effort to save his friend and it had obviously worked. They rested all of that day and Reveral coated his metal spear with the juices of the monster plant. Poison of this type was seldom used by his tribe because accidents could easily occur. The boy knew it was necessary in his weakened condition to give himself a fighting edge of some type.

Travel the next day was slow and his wounds kept opening up, causing more delays. That night they glimpsed a glow, much like that of the city, in the woods to the west of them. They approached slowly and Reveral ordered Fek to hold on as they moved through the brush. Another God-Hut lay in the middle of a clearing and this one was different from all the others they had seen so far.

This hut was made of normal wood, but this wood glowed as the God-Huts of the city. It was much longer than a tribal hut and had a roof made of thatch instead of thatch. There were also two metal monsters resting on the ground in front of the large door.

These were different from the creatures of the tower in size and shape, but they were obviously monsters because they had the same eyes and metal arms. Reveral also noticed that one of what must be the heads of the creatures and a matching white one at the side of the door. Further inspection showed him that these rectangles were about the same size and form as the gray ones of the tower. He touched his bracelet to the door patch and jumped back, knowing what usually happened when God-Doors opened. The portal remained shut and Reveral tried again, this time holding his bracelet for a longer time, again with no results. With nothing to loose he tried the patch on the metal monster which started humming and moving its eyes towards the two. Then it spoke in much the same manner as the God-Voice in the moveable hut. This voice had many more understandable words from the tribe in its speech. The monster called itself a “servo-meca something”, and Reveral from then on addressed it as Servo. The creature (Reveral never could think of it as a pet) came over to him and passed several of its appendages over his body stopping several times over his wounds.

“Toxins have entered you system and these abrasions have become infected. This unit is equipped with apparatus to heal you, with your permission.”

One word in three every three, but he could tell the creature wanted to help him. Reveral said it was a good idea and the creature opened the side of its body, out came strange thorns that bit into his skin. The feeling left his side and other blades cut away the skin closest to the wounds while light beams came from another part of the creature’s arm. With two final thorns the boy fell new energy flowed into his body and he thanked the creature for its help.

“You wounds should heal completely within two days,” said the creature, “This unit is equipped with apparatus to heal you, with your permission.”

The two walked over to it and Reveral asked Fek “Do you think it has killed itself?”

“I could not believe that you and your God-Voice and you can never tell about devices of the Gods. First we are walking peacefully along and the road forces us on that moving hut ride. Before that one of their towers tried to burn me to a crisp! I tell you, Reveral, we plants do not favor anything made of metal, just because you can never tell which way the things will jump.”
and while some of the God-Machines weren't too safe to be around, most of them were quite beneficial. Sleep was the farthest thing from his mind and so they traveled through the forest using the light cylinder to easily go through the brush. The two walked all night and most of the morning when Fek stopped on the path and turned as if hearing something.

"There is an intelligent creature near us, but the thing is not an animal or a normal plant. I can't even tell where it is, except that it is near and aware of us."

The two saw nothing unusual in the forest except for a large patch of green moss on one of the trees. With this thought in both of their minds they felt the thoughts of the intelligent creature.

"Yes, beings, we have intelligence. Long have we grown and developed our power. Thus we sense all in the forest near us and have young in other parts of the forest that relay to us all that happens within its depths."

"Can you tell me if a race of man-lizards lives near here or if my brother Karn has gone through in the last twelve passings of the sun?"

"We know of this tribe and of the being you seek, Mind Beasts!, thought Reveral. These creatures were sensitive to the slightest use of the God-Power. When in the presence of that Power, the creature would howl with all those near suffering damage in the form of skin burns. These Mind Beasts were all stationed on the perimeter of the village and couldn't harm them yet, but their masters would.

They both hurled themselves into the hut but the moss patch had told them of and were attacked by a lizard man just getting up from the ground. It swung and hit Fek with its club and found that the plant had entangled its vines around the weapon, not allowing the lizard to draw it back. Reveral pierced its throat to have his brother conscious Reveral lifted him and Fek on his shoulders, ran out the door and hit Karn. His brother, on the other hand, became less pale and started breathing faster and stronger. Then Karn opened his eyes and sat up! The two brothers hugged each other in affection and started speaking at once, each wanting to know what had happened to the other.

The trip back to the village was long and arduous but without mishap. The people of the village of the fifth level greeted two men with open arms. Reveral would have many tales to tell around the fire in the months to come, and somehow he felt he would do more brave things before he settled down to raise many strong sons for the tribe.
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