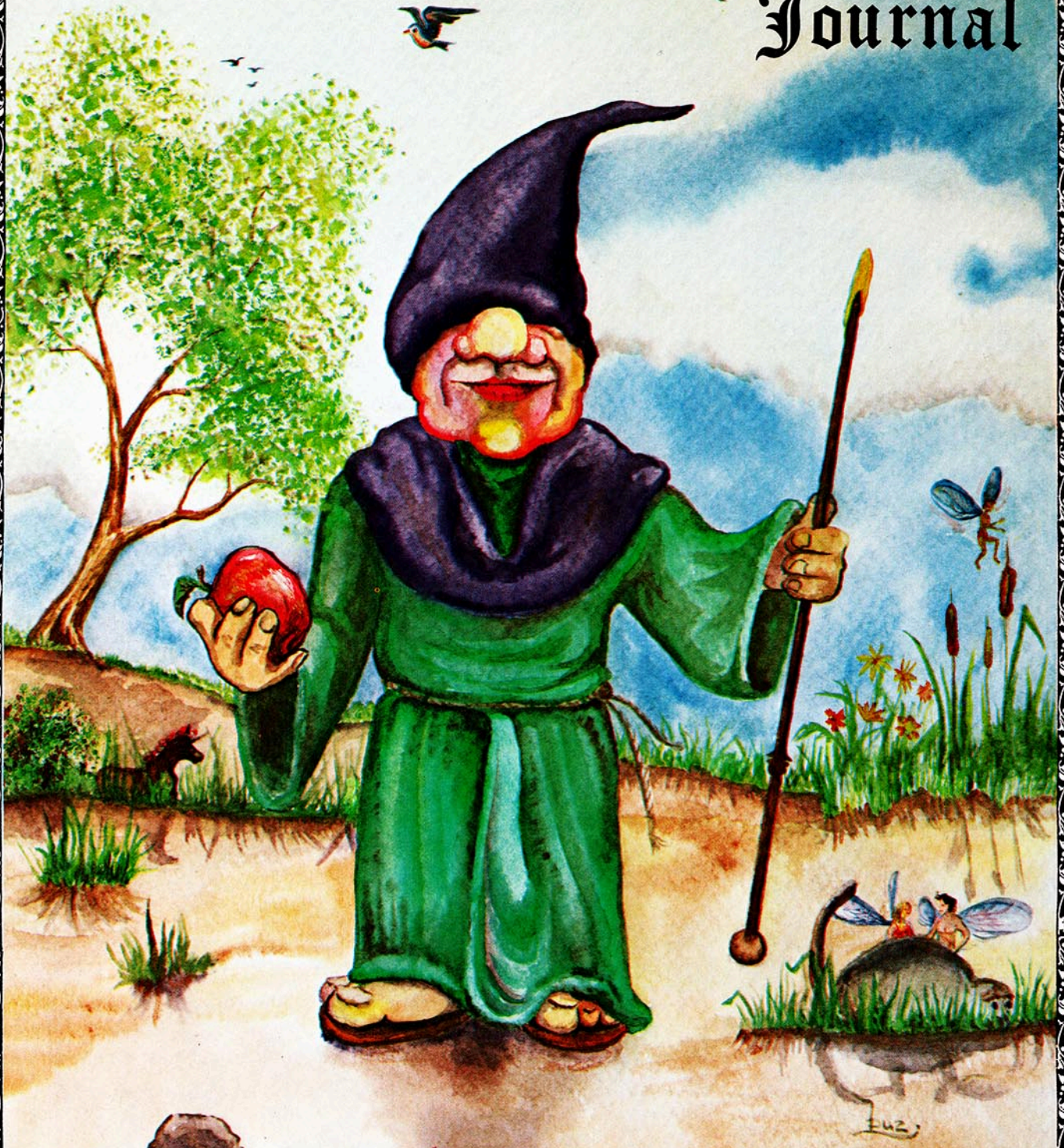


The Judges Guild Journal



#97

JUNE-JULY 15 (X)

\$1.50

Other Great Fantasy Role-Playing Games from Judges Guild

For all you Fantasy Role-Playing Gamers, here is Judges Guild's own Treasury of Items for your gaming pleasure. Your orders are processed the same day we receive them. We ship via both U.S. Mail and UPS so P.O. Box holders please give us a street address so that we may ship by the most economical means. For any order, there will be a \$1.00 charge for postage and handling. Special types of handling or shipping may require additional funds. Foreign orders will be sent via surface mail unless the Foreign Air Surcharge is added: \$3.00 for each \$5.00 of items ordered. We will refund any excess postage. Illinois customers must ADD 5% IL. SALES TAX on all purchases except magazines and subscriptions. A \$1.00 charge for each 1 to 6 posters should be added to your order. If we are unable to back-order an out-of-stock item we will issue a credit memo. Miniatures will be back-ordered only if the total of out-of-stock items exceeds \$10.00.

* = Approved for use with D&D

! = Approved for use with AD&D

† = Approved for use with Traveller

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75†	Traveller Referee Screen	\$2.50
76*	Dragon Crown	\$1.75
77	Journal 12 (U) Special Holiday Issue	\$2.00
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93*	Under the Storm Giant's Castle	\$3.00
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97	Journal 15 (X)	\$1.50



Tips from the Tower

Two more months have gone by and the Guild is busier than ever. Recently we moved our retail store and office areas around (same address) to get more room for design people and provide you with better service. We have now updated our 2nd TRS-80 to a Level II Basic. We are, still, experiencing hardware problems, though, with disk errors and a rebooting difficulty. Radio Shack has promised us that they will fix the situation. We are giving them one more chance to do so. We expect to have a new version of the Star Trek game for the TRS-80 out soon, called Trek-80, by an outside designer. More on that as soon as it is available. For those of you who don't like to miss anything and subscribe to the sister pub: *The Dungeoneer*, you may have noticed an article or two on computer gaming, including a listing of a game "Swordsman" by Bill Pixley. In this issue we are including an article by Reverend George Blank, Editor of *Softside* magazine and contributor to many others. This article originally appeared in *Softside*, but its contents are applicable not only to designing good computer games, but to designing games, in general. Due to the high rate of submitted material we get for use as products, we felt it would be to your advantage to have this knowledge. We are pleased to welcome Rev. Blank to our pages.

Some personnel changes have occurred since the last issue, too. Joan Kirkpatrick has left our fold for greener pastures. We all miss her. Mitch Johnson has moved over from handling our ad department and he now is working on design staff, as well. Penny Gooding has taken over as Editor of the Journal and yours truly (Chuck Anshell) has been named Editor-in-Chief. Now the Kudos & Komplaints can go to Penny—but watch it! She's got a wicked sense of humor and can bite back (if she does, you'll love it, though)! There are a couple of additions to the staff, too. Bill Paley, Aaron Arocho and Bryan Hinnen are all now part-timers. Bryan has had articles and art in both magazines and some products. While he is only 17, he is a junior in college and an experienced gamer. Most of you have seen Aaron's artwork

continued on page 48

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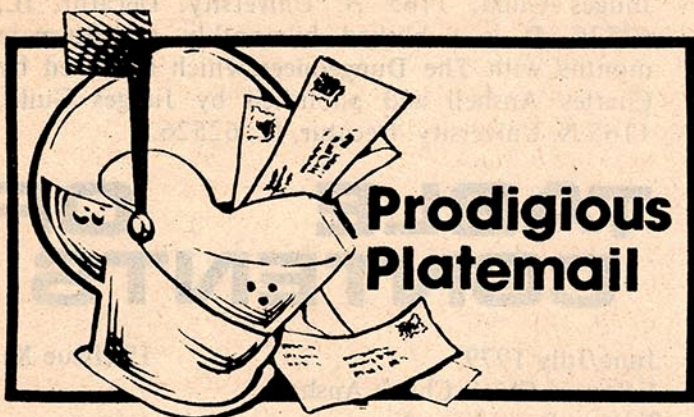
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Art Credits: Brian Hinnen, Paul Jaquays, Buz.

Advertisers: Judges Guild

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Dear Chuck,

Are you interested in my Midgard article which I had presented to Peggy Keith? I have been working on the articles and have it divided into three parts. It takes in Midgard Games, two Americans by Tom Drake and Scott Rich, and Australian Midgard of Jon Noble. It also touches on English "Hyboria" which inspired the original Midgard.

I am taking the Midgard from the point of view of my characters when I play in the games and then going through a comparison in different Midgard styles. I do not have a character in Australian as it has all Australian players in it.

I played Manlu and Mutan and Lea the Flying Centraress in Midgard Ltd, that famous game from which Dave Arneson drew his "First Fantasy Campaign". Several other DMs developed their worlds from it. Tom Drake, Midgard where I am now playing the Sorceress and Minstral Maid who rides the Guild Dragons of Draal Reiel, Nidra and her companions. This was the game inspired by the British Hybora.

Perhaps the readers would like to see how worlds are created and what inspires them and what a well organized world can look like, how it changes and evolves and see the view point of characters living in it.

Now, some comments about articles presented in the Judges Guild Journal. I am glad to welcome Chuck and sorry to see Peggy leave.

John Wheeler should ask; Would you like to play with a party of gruesome creeps who have no imagination, no consideration, few brains, and check dirty jokes most of the time? Believe it or not, somebody even in Tournament D&D is still playing this type. I call them Knutz Killer or Turkey Trots.

About Tom Holsinger's article on Elves; I worked them with old E. Gary Grkre roll of 96% Noldor unlimited level, 8 = *4%. Silvarian unlimited

as fighter, limited to level 2 as Magic User, and Sindar under the regular limits. For Dwarves 86% gets you a Snow Dwarf, mansized Dwarf, and you get an extra level.

One may also work on War Elves, which at level low are pretty much straight fighters. A higher level may opt to use Magic, are Healers, never Clerics, and never act as thief. A fighter War Elf goes up as high as he wants, if opts for Magic, or Healing, he does not go farther as a fighter but he starts to raise in his speciality. He does as much as he can there.

War Elf needs STR 15+, INT 13+, and high average of wisdom and constitution. An Elf should have Charisma of at least high average and most of the other areas should be high average too. Twit Elves are allowed for certain areas with low wisdom, never are they War Elves or Clerics and also make poor thieves. They are not Healers and never very good with Psionics. High Level War Elves or Healer Elves who have decided to be Magic Users or Healers or both, if the roll is good STR 15, INT 15, CON 14, WIS 22, CHR 12, may do Psionics.

Elves do better than most men on this, Dwarves and Hobbits rarely try, Men go for average to high.

On Tanval, Abramson's article, they should have a means of using Clerical Magic. They are limited because of their powers. If they were used with out the limits (area confined) they would be too powerful to play well.

It should be explained that not all new ways of using magic penalize the user by area limits and Charisma dropping low, just a little.

One is led to believe in Covenant Trilogy, that Covenant's leprosy was not cureable because it was leprosy of the mind. He certainly was neither heroic nor likeable and his vision was limited.

Magic Spices article by Cox was very good. I also like the High Elf Stronghold. Keep up the good work.

M. R. Gemignani

Dear Margaret,

Unfortunately, I don't recall our ever having met, but I still feel that I know you. I have enjoyed your letters and articles sent in to tD and tJGJ. I would like very much to print the articles you sent Peggy on Midgard, unfortunately, Peggy left before I got here and I have not been able to locate them. If you have any copies, please send them, or, at least, don't hesitate to send in others. Looking forward to hearing from you soon.

Chuck

Dear Chuck,

I would like to complain about *The Judges Guild Journal*. First, since you screwed it up by putting it into a magazine format you should call it something other than the Journal. Secondly, I really feel you cheated us subscribers by wasting 1/3 (2) issues on dungeon contest winners. You should have only the winners (1st place) of each category and 1 or 2 of exceptional work. Besides who are you to judge which dungeons are better. Every person or group likes dungeons different and maybe we think that one you thought was a loser was actually the best, in our opinion. Everybody's tastes are different and you don't have enough people in your staff to be representative of all the people that play dungeons.

I would, also, like to comment on the "comics" in your publication of the Journal. They suck. Not only are they not even close to being humorous but they are usually hard to understand when they are they are either old jokes or just plain stupid, especially the 'Erroneous Grog'. Please spare your readers.

I'm ready to switch over to *The Dragon* if you guys can't get your shit together.

Andrew Miller

Dear Andrew:

You can't please all the people all the time. While it is a time-worn phrase, it is still very true. We are sorry that you are so unhappy with us, but yours is the only letter of any major complaints we have received in several months. I feel, however, that your complaints should be answered, one by one. First, 'Journals' take many formats. I am sorry you don't like our magazine format. First, it allows us to put more material in than we could before, on the same number of pages. Second, it is easier to handle and keep behind a Judges Shield, etc. Third, The first of the two issues with the contest winners did have some non-winning levels BUT it was, also, twice the normal size of the zine. The second issue had only one dungeon in it, along with several other articles. ALSO, Judges Guild has continually promised that you are guaranteed 20 pages of dungeon-related material with each issue. This does not say 20 pages of Journal nor 20 pages of installment—just 20 pages. We have consistently given much, much more than this. What more pertinent material to dungeoning than a dungeon, Andrew? In one breath you say that we are not qualified to judge what others will like, which insinuates that we should print almost anything sent our way, and in the next you complain because we print some dungeoning info you don't like. I must throw back your own question at you: What makes you a judge of which dungeons are better? Just as you said for

us, you can only judge for those people you are familiar with. The difference is this. The Guild is now about 2 years old. In that amount of time, we have taken an idea (which everyone said wouldn't work—selling play-aids) and have built a large, quickly growing business from it. We must be doing something right and we must have some idea of what the majority of players and judges want or we wouldn't be here. Also, consider the following. We had not, originally, intended to print all the winners in the Journal, nor any of the non-winning levels, but it would have been impossible to make sense out of a dungeon with one level from one player, another from someone else, etc. Many players did not send in a complete dungeon, but only 1 or more levels. These were mistakes we made and have, already, admitted to and corrected in the rules for our second contest. You should, also, keep in mind that the contest was judged on more than just what was in the dungeon, but included such points as playability, presentability (typed? inked maps?, etc.) and as such some of the reasons for the individual level's winning would not have been readily apparent to the readers of the zine. All of the maps, for instance, had to be redrawn for publication, some were inked over the maps sent and some were completely redone. We did not say that the losers were 'bad', but only that their total cumulative points in all four areas of judging were less than the winners. I was not the only judge, either. All dungeons were judged by a panel of four judges, all of whom are experienced DMs and current JG employees. This procedure is being modified for the second contest. I will go into that, however, elsewhere, in another issue.

As to the comics. We try to pick the best of what we have. If you do not like them, keep in mind that there are others who do. BUT the best way to solve that problem is to send in something yourself, if you are an artist, or have a friend send something in, if you aren't and s/he is.

In regards to switching to *The Dragon*, I don't recommend switching—I do recommend adding it to your subscription(s). It is, after all, the 'official' zine from TSR and if you don't get it you miss out on some important info.

Now I hope that this 'tirade' has not turned you off to our zines. We value the opinions of our readers and customers. I just feel that in the case of the complaints about the contest your argument just doesn't stand up. I hope that you find the next several issues (from now on, actually) more up to your expectations.

CRA



Dear Chuck,

Sorry I wasn't able to get any of my dungeon designs submitted for your contest in April. The Army keeps me pretty busy over here. I just returned from a 5 week mission patrolling the DMZ outside Panmunjom. Needless to say, the North Koreans kept me busy the whole time.

As soon as I get all the crocodiles out of my rice paddy, I'll get some designs and maybe even some articles submitted.

Enclosed is an order I'm placing for my fiancée who is stationed in Panama, please send it to her as a present from me.

Hope to write you again soon and submit some of my ideas. Til then, take care.

Sincerely,
David L. Varner

Dear Dave,

Thanks for the note. Glad you made it back! Hope you like the new look on both tJGJ and tD. Looking forward to any articles you may have. Also, don't hesitate to send in dungeons, etc. Even though it is too late for the contest, we may still be able to use it in the zine or, perhaps, it would even make a good product. Can't tell, though, til we see it. You take care, too and write soon.

Chuck



Guildmember subscriptions include tJGJ and installments. Subscriptions to either tD OR Guildmember (Please specify your sub option) are as follows: New Subscribers: 1 year (6 issues) \$15, 2 years (12 issues) \$29, 3 years (18 issues) \$43. Renewal subscriptions are: 1 year \$14, 2 years \$26, 3 years \$35. Lifetime subscriptions to either are \$150 each. Life subscriptions postal surcharges: 7 times the one year charge. Regular subs go out bulk mail unless postal surcharge is included. U. S. \$4.50 (1st Class). Canada \$5.50 (air) or \$4.80 (3rd Class). ALL FOREIGN SUBS ADD: \$14.50 (air) or \$5.20 (surface) except Canada. These postal surcharges are PER YEAR PER SUB. The Dungeoneer The Adventuresome Compendium of Issues 1 - 6 is \$2.50. Foreign orders \$4.80 (includes air mail). All other back issues of either magazine are available as separate issues. No foreign cash or checks accepted. All foreign money orders should be made out in U. S. Currency. PLEASE DO NOT SEND CASH THROUGH THE MAIL. Checks and money orders for subs should be made out to: Judges Guild.



ATTENTION ATTENTION
IMPORTANT NOTICE

We have received some complaints about merchandise arriving in damaged condition. If you receive a package which is obviously damaged on the outside—DO NOT ACCEPT IT! If it is delivered by U.S. Mail, Give it back to the postman, UNOPENED, and have him mark it: "Refused-Damaged". If it is delivered by UPS, do not accept it, either. If you think the contents may still be OK, open it in front of the UPS driver, before signing for it! If your package looks OK when it is delivered, but you open it and the merchandise has been damaged—KEEP ALL OF THE PACKAGING AND PACKING MATERIAL. We cannot prove that it was delivered damaged if you do not. If it was delivered by UPS, contact them and they are supposed to send someone out to inspect the package and merchandise and return it to us. If it was shipped by mail return it to the post office. This MUST be done as soon as possible after the delivery! After the shipper has been notified, contact us to let us know that it arrived damaged (just a crosscheck in case it gets delayed on the way back). We will reship all such orders as soon as they are returned.

CONVENTIONS

As most of you are aware (I am sure that I have made you all aware) I was recently a guest of honor at NovaCon in Detroit. While the convention is still small and growing, it had many excellent features including an excellent art show, an auction, a costume contest, a filksing, several outstanding movies and shorts a well-stocked dealer room and lectures by, for and about all the different guests of honor. In addition there was an absolutely outstanding feed at a local Chinese Restaurant. While the usual, last-minute problems occurred, they were handled with efficiency and quickly resolved. This year's chairperson was Ree Moorhead and she really deserves kudos.

Not only did I have a great con, but I had a great pre-con and post-con. Mr. & Mrs. Alan Dean Foster came by train to Chicago where I picked them up for the drive to Detroit. In addition, I had the honor of driving them back after the con. They are a nice, young, fun couple, open warm and friendly. If you ever get a chance to meet and talk to Alan you will find him well-informed, highly intelligent and witty. In fact, there are only two topics I suggest you do not discuss: (make that three:) Firestone, exotic Jackson (no reflection on Debbie or Paul) and Idaho potatoes—not necessarily in that order.

Dave Sering, as a representative of Judges Guild, also attended a couple of conventions recently. On Mar 30-31 and Apr 1 he was at Moncon, a SF&F and gaming con held at the University of West Virginia at Morgantown, WV. The Guild made a combined attack with Marc Miller of GDW and Steve Smith of Simulations Corner to introduce gaming to the con this year, with emphasis on *Traveller* for the SF fans. Joe Haldeman and Marion Zimmer Bradley were the guests of honor. The con also had a large number of great films.

On April 20-22 Dave shared a dealer booth and lecture schedule with Steve Smith at the Cleveland Star Trek Con. While the convention attendance was hampered by bad weather and over-booking on the part of the hotel, it was well run and shows great promise for future editions. Jimmy Doohan, George Takei, David Gerrold and Bruce Hyde were the guests of honor. The con had numerous people wandering about in costumes, many of which were excellent. The costume bug seemed to have bitten Dave again as he was heard muttering something about where his helmet was hiding and asking about for some shreds of metallic gold thread.

MICHICON VIII (WG)

at: Oakland University
Detroit, MI

MDG-MICHICON
2616 Kenwyck
Troy, MI, 48098

JUN 1-3

XONCON

at: Knights of Columbus Hall
Dixon, IL

Doug Jones
P.O. Box 162
Dixon, IL, 61021
(815) 284-3254

Registration \$2/day or \$3 for both days
Dealer tables \$5

JUN 2-3

ORIGINS (WG)

at: Widener College
Chester, PA

JUN 22-24

MIDWESTCON 79 (SF)

at: Cincinnati, OH

Lou Tabakow
3953 St. Johns Terrace
Cincinnati, OH, 45236

JUN 22-24

DEEPSOUTHCON (SF)

at: Pavillon Hotel
New Orleans

Sons of the Sand, Ltd
1903 Dante St
New Orleans, LA, 70118
membership \$7.50, \$10 at door
goh: R. A. Lafferty

JUL 20-22

WESTERCON 31 (SF)

at: Marriott Hotel
Los Angeles, CA

Westercon XXXI
Box 5785

Mission Hills, CA, 91345
(213) 838-0297

\$10 registration

guests: Poul Anderson, Don C. Thompson
toastmaster: Jerry Pournelle

JUL 1-4

CONEBULUS 2 (SF)

at: Syracuse Hilton
Syracuse, NY

Carol Gobeyn
619 Stolp Ave
Syracuse, NY, 13207
(315) 471-7003
registration: \$6

guests: Ben Bova, Tony & Suford Lewis

JUL 7-9

DARKOVER 2 (SF)

at: Brooklyn, NY

Judy Gerjuoy
Armida Council
P.O. Box 355

Brooklyn, NY, 11219

registration: \$10 til July 1, \$15 after

guests: Marion Zimmer Bradley, Jacqueline Lichtenburg. Writers workshop limited to 15 persons given by Marion Zimmer Bradley contact address above.

art show: Mitch Botwin
2143 Kenwood Place
Bellmore, NY, 11710

Dlr room: Steve Rosenstein
Terra Nova Enterprises
P.O. Box 149
Parkville Station
Brooklyn, NY, 11204

JUL 13-15

CWA-CON (WG) JUL 21-22

at: Loyola University
6525 N. Sheridan
Chicago, IL
Chicago Wargamer's Association
3605 Bobolink
Rolling Meadows, IL, 60008
(include SASE)
OR CALL:
Tony Adams
(312) 394-5618
registration: \$2/day or \$3 for both days
no preregistration for game tournaments

ZEBRACON JUL 27-29

at: Holiday Inn, Chicago West
1900 Mannheim Rd
Melrose Park, IL, 60160
(312) 681-3100
Karen Brandl
555 Thornhill Dr., Apt 210
Carol Stream, IL, 60187
\$15 till May 31, \$18 after—no door sales
proceeds go to The Committee for the Prevention
of Child Abuse

NANCON JUNE 30-JULY 1

at: Houston Marriott
2100 S. Braeswood
Houston, TX 77025
Nan's Toys and Games
1385 Galleria Mall
5015 Westheimer
Houston, TX 77056
Registration \$5/2 days until June 1, after \$6
Largest Dungeons and Dragons Tournament in
the Southwest

GENCON XII (WG) AUG 16-19

at: University of Wisconsin
Parkside Campus
Wood Rd
Kenosha, WI, 53140
in or after April contact
Joe Orlowski
GENCON XII Coordinator
P.O. Box 756
Lake Geneva, WI, 53147
registration \$10 til June 30, \$15 after

SEACON 79 (SF) AUG 23-27

(37th World Science-Fiction Con)
at: Metropole Hotel
Brighton, UK
Seacon 79
14 Henrietta St
London, WC2E 8QJ
UNITED KINGDOM
registration: \$7.50 supporting, \$15 attend-
ing until Dec. 31, 78 (no info on current
registration rates).
guests: Fritz Leiber, Brian Aldiss, Harry-
Bell. toastmaster: Bob Shaw

NORTHAMERICAN (SF) AUG 30-SEP 3

at: Calt House
Louisville, KY
North AmeriCon
P.O. Box 58009
Louisville, KY, 40258
registration: \$10
guest: Frederick Pohl, mc: Lester DelRey
specials: Irvin Koch
Northamerican Specials Director
c/o 835 Chattanooga Bank Bldg.
Chattanooga, TN, 37402
(enclose SASE)

GREAT LAKES CON(WG) SEP 7-9

at: Niagara Falls Convention Center
Niagara Falls, NY, 14303
Great Lakes Gamers
Eugene Suchora
175 Lake Ave
Lancaster, NY, 14086
(716) 883-1248
(not sure of this zip or phone as flyer was
not printed too clearly in this area)

MOSCON I (SF) SEP 29-OCT 1

at: University Best Western Inn
Moscow, ID
Moscon I
P.O. Box 9141
Moscow, ID, 83843
membership \$6 to Sep 1, \$8 after
gohs: Verna Smith ('Doc' Smith's
daughter) and (health permitting) Robert
Heinlein

NOVACON 9 (West) (SF) NOV 2-4

at: The Turf Inn
Albany, NY
Novacon 9
P.O. Box 428
Latham, NY, 12110
registration: \$7.50 to Apr 16, \$10 to Oct 15
and \$15 after
banquet: \$7 or \$10.50 after Oct 15
Rooms: 1 person \$28, 2-\$32, 3-\$36, 4-\$40
Huckster tables: 1-\$10, 2-\$30, 3-\$60
4-\$100
registration free to UK or EIRE passport
holders, members of SWFA and other
recognized professionals

FUTURE PARTY '79 (SF&Fact) NOV. 22-25

at: Turf Inn
205 Wolf Road
Albany, N.Y. 12205
C. Bunt
Alpine Village 606
E. Greenbush, N.Y. 12061
(518) 477-4320
\$10 Now, \$15 Later
Take a Thanksgiving Vacation from the Present
Celebrate the Future

GLASCON IV (WG) JUN 15-17

at: CSU
CSUN-SGA
7133 Reseda Blvd.
Reseda, CA, 91335
registration: \$3 prereg., \$5 at door

The Rhine Confederation Wargaming Club (RHINE-CON) was formed by American military, dependents and DOD civilians. The club now has over 50 male & female members and accepts European Nationals as members, as well as members of the Allied Forces in Europe. It is establishing a Challenge Cup, with a trophy, for the semi-annual Napoleonic battle with the British Army of the Rhine and hopes to interest the German and French Napoleonic military clubs in the challenge. It is holding the largest European con, its 4th annual con, on October 20-22, 1979 and all interested should contact: Cpt. Jody Sherrill, TAMMC PSD, APO, NY, 09052, tel: Zweibrueken Civ 06332-6255 or SSG Forster L. Grant, HHC, 21st SUPCOM, APO NY, 09325 tel: Kaiserslautern Civ 0631-50481.

ANCIENTS COLUMN

By
David Petrowski

The Revised War Cry and Battle Lust will soon be out. The art work will be far better than the last set of rules. Also all the mistakes will be corrected, and the rules will be more clearly defined. The first issue was rushed for GenCon and so there were a few mistakes.

In the Revised Rules set, the only major rule change is the Cavalry are more powerful. In the original rules, they were not given enough factor bonuses vs. infantry.

Most people think War Cry and Battle Lust are only Ancient Rules, but they can also be used for medieval and fantasy battles. Have you ever wondered how medieval knights would do against a Roman Legion? And the factor modifier system works great with fantasy armies and monsters.

The Judges Guild has some new products for Ancient Wargamers. From Garrison, they have a Mongol and a Chinese range. The Guild also has the Ral Partha range of Mongols. The three combined with the Chinese as a major part and the Mongols as auxilliary or vise a versa make a tough army indeed.

Also the Guild carries the new Garrison Vikings, which would look great in Viking or Fantasy armies. They are Garrison's newest range and can not be obtained in a lot of places yet. But, the Guild has them! They include: a two-handed Axeman Heavy Infantry, a Berserker, an Ulfhendar, Heavy Spearman, Heavy Infantry with Hand-axe, Medium Infantry Bondi Spearman, Medium Infantry Bondi Bow, Heavy Infantry with Sword, Heavy Infantry with Warhammer, Medium Infantry Bondi with Sword, and a Command Stand: Officer, Trumpeter, and Standard Bearer. The cost on the figures has gone up to \$.50 each, but they are well worth the cost. They have better detail than any previous Garrison range which is somewhat hard to believe.

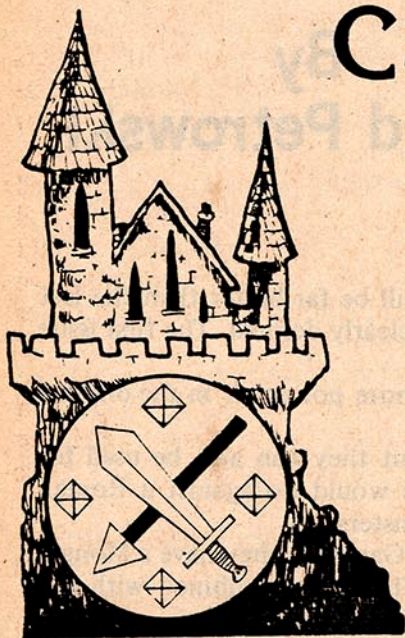
The Judges Guild will now carry a new line of paints called **The Armory**. I have tried a few of them and found them excellent and they are less expensive than others I have used. The Guild has also been working on a set of simple Renaissance Rules. Look for their release in the not too distant future.

Soon To Be Released:

Available July 1, 1979 from the Judges Guild: The First in a whole new line of Computer games. Our TREK-80 is especially written for the Radio Shack TRS-80 Computer and will run on any TRS-80 with at least 16K of memory and Level II Basic. This is not just another Star Trek game. It has been in development for over 1 year! Action takes place on a real-time basis. Your mission? Starfleet Command is under heavy attack. The Supply fleet of tugs is also under attack. You have 2 or more Starbases where you can resupply once, each. There are 45-60+ Klingons you must destroy in a given amount of time without losing more than 5 Tugs. Features: 64 sector quadrants, 64 quadrant universe. Klingons can move, resupply, fire torpedoes or disruptors. Tugs can fire phasers. Enterprise can fire phasers or torpedoes and can lock both and course for fire and move (evasive action). Torpedo intercept can be locked on or off.

Sensors can be short range (quadrant) or long range (eight surrounding quadrants). Probes can scan enemy ships for position, energy and torpedoes. Galactic scan shows all known quads with number of stars, Klingons and bases. Ship's energy can be channelled to phasers, warp drive, impulse engines and shields, in increments of 10% & any combination. Damage Control reports. Self-destruct. Warp and Impulse movement. Programming notes give instructions for changing allotted stardates for accomplishing mission; units of energy from reactor/date available for channelling; initial & resupply levels for shield, phaser, impulse and warp drive energy; initial and resupply of number of torpedoes; number of Klingons (min. &/or max.); number of bases; allotted max. phaser power/shot. THIS IS THE TOUGHEST TREK GAME TO BEAT YET!
TREK-80. \$14.95

Whitestone Castle



By
**Eric
Hill**

A Special Thanks to Dave Corbin

Gameboard

This idea has been used in almost every dungeon in the area around Whitestone. To make it easier to visualize rooms, I use a blackboard (or blue or green, any color will do). I have the board marked off in two-by-two-inch blocks representing ten-by-ten-foot squares. This way, when a party comes into a room, they can understand it much more easily.

I am avid in my use of miniature figurines while playing Dungeons & Dragons to increase the reality of the game. At the start of the game, after rolling up their characters, I let the players choose a piece to represent each of their characters. Thus, when they enter a room with several goblins in it, I have them place their miniatures at the door in battle formation and I place the goblins in their designated spots in the room. Then, when it comes time to melee, the movement is done quickly and easily by using the blocks on the board as a guide for moving. This also minimizes any questions of the positions of the players or the monsters.

I realize this may create some difficulties having to do with map-making, but I have found that, when a blackboard is used, the players do not need to make maps: it is much easier to recognize a room if you have "seen" it before, than it is when the room has been described to you.

Die Rolls

In the Dungeons & Dragons rule books, the Dungeon Master is told to roll up the characteristics of a player, and to roll dice for other events, such as: opening doors, hitting an opponent, scoring damage, etc. I feel the players enjoy the game much more when they can do all of their die rolls themselves. Then they cannot feel that the Dungeon Master cheated them, and, especially for doors and melee, they feel that they are actually trying to open the door or hit the monster themselves. So, if their roll does not work, it is not blamed on the Dungeon Master, but, rather, the player who rolled the die.

Of course there are some rolls which must be made secretly, but the ones I have already mentioned plus a few others are allowed to be "public".

I realize this also creates some problems with false doors, etc., but (in case of the false door, where the player rolls a 1 or a 2 but the door does not open) the Dungeon Master's authority is usually accepted.

Experience

I do not intend to insult the Honorable Messrs. Gygax and Arneson, but, when it comes to experience,

I think they could have done much better. In Greyhawk, Gygax and Kuntz came closer to a good system, but not close enough.

So, I sent a sky-gremlin to the castle of my neighbor and colleague, David Corbin. He came over to Whitestone on his hippogriff, toting his many books of lore and legend and his magical "Dice of Rolling Number You Don't Want when it Counts and Getting 00's when it Doesn't Count." We came up with many questions, such as: How do you divide up experience when more than one player kill a monster? and Why should experience be awarded for finding treasure? Anyone can empty a chest which is full of gold. The amount of treasure a monster has does not affect how hard it is to kill. Late at night, in the blue glow of the werelight up in the high tower of Whitestone, we came upon a solution.

To award experience for the amount of hit points taken from a monster as such: Possible Hit Points/Armor Class x Hit Points Removed x 25.

Experience I

Andor, Rukh, and Ithssau attack four goblins with hit points: 4, 3, 1, 3. Andor kills the second goblin (3 HP) and takes 2 points off the first one (Total - 5). Rukh kills the first (2 HP) and the third (Total - 3). Ithssau kills the fourth. Experience: Since goblins have 1 - 1 HD, the PHP (Possible Hit Points) is 5. AC = 6. Ithssau: $5/6 \times 3 \times 25 = 62.4$ or 62. Rukh: $5/6 \times 3 \times 25 = 62.4$ or 62. Andor: $5/6 \times 5 \times 25 = 104.1$ or 104. When two monsters are hit by one player, do not increase PHP to twice the normal amount. (try

doing the two goblins separately, add them together, and compare it with 5 PHP and 10 PHP.)

Experience II

If M'Sheshu kills one ghoul with 9 HP, he gets $[(12/6 \times 9) + 5] \times 25 = 575$. The +5 is for the paralyzing ability of ghouls: taken from the bonus part of the Greyhawk experience chart (page 12).

When players venturing in the dungeons find varied magical items, it will obviously be easier to kill the monsters. Thus, fewer experience points should be awarded. For magical "plus" weapons, subtract the "plus" from Hit Points Removed. Wands and other items, and Magic, the total experience is divided by three, giving 1/3 plus any remainder to Magic, 1/3 to the item (every 2500 experience points = 1 extra charge, or other appropriate bonus), and 1/3 to the Player. Scrolls and Spells award 1/2 experience to Magic (plus any remainder) and 1/2 to the player.

I would like to use this last paragraph to commend the Judges Guild on all their hard work (and especially Debi Bledsaw for giving lively responses to all comments accompanying orders.) I have enjoyed all of the JG material I have seen so far, and I'd like to see a lot more. So, keep up the good work.

Any questions or comments about this article are welcome. Write to:

The Castle Whitestone
6711 Sulky Lane
Rockville, Md., 20852

(Send by Aerial Servant or Homonculous, please.)

More Special Thanks to Dave Corbin

Experience

First and foremost, I would like to make a couple of corrections on the Whitestone System. Experience = Possible Hit Points/Armor Class x Actual Hit Points Removed x 25. Or, in the case of monsters with special abilities, Experience = Possible Hit Points/Armor Class + Bonus (from Greyhawk, page 12) x Actual Hit Points Removed x 25.

A problem arose when a Wizard came up to my castle and told a tale of how he had killed a Type I Demon. "Right now," he told me, "the Twelfth Level Higher Plane is trying to figure out what 48 divided by 0 equals." Whoops!

Then there was the Veteran who rapped on the castle gates and told me how he used to be a Myrmidon until he killed a Type II Demon. $(54/-2 \times 54 \times 25 = -36,450)$ Whoops!

Soooo...I sent another sky-gremlin to the castle of David Corbin. He flew over on his hippogriff, but was attacked by an air elemental on his way over.

My gremlin came back with a broken wing, and reported the mishap. An army of mountain-gremlins was dispatched to find David. He arrived before they returned, but without his hippogriff. He had dispelled the elemental, but could not find the magic-user who controlled it. The gremlins returned later with David's wounded hippogriff...but enough of this personal history! The important point is that the mistake was corrected.

The solution is to treat AC 0 as AC 1, and to change any negative armor class to a positive number, and then multiply by this number. $(PHP \times AC \times AHPR \times 25)$ We realize this makes Armor Class one, zero, and negative one identical, but we could think of no other solution, please write to Whitestone.

Now, a little constructive criticism on issue R's "Notes from Turtledragon Castle". I agree with the fact that experience for finding treasure is a bad idea, but awarding experience for spending money is equally foolish. Spending money should be reserved for moving

up in Social Levels. (I am working on a Social Level System similar to that of Experience Levels.)

However, I think awarding extra experience for capture is an excellent idea, and various minuses for magical attacks are similar to some of my ideas.

Unfortunately, needing a Clerical Being to move up in levels seems to be rather unfair, unless these Clerics are very, very common. When I was a young and foolish King (horrors!), I had a very simple and silly

experience system. Since more treasure was found than monsters killed, I let the players trade in their gold pieces for experience points, provided they could escape the dungeons and give me their money. However, my dungeons were almost impossible to escape, and not many people could get past First Level. My crystal ball shows me that something like this will happen in the land around Turtledragon Castle unless something is done about it.

ADVERTISING RATES

Both *The Judges Guild Journal* and *The Dungeoneer* magazines accept advertising from fans and other manufacturers, distributors and hobby shops or anyone who feels their product may be of interest to our readers. The magazines are printed bi-monthly on alternate months. Due dates can be determined by the cover date as given in the chart below where tD is *The Dungeoneer* and tJGJ is *The Judges Guild Journal*.

Due	Cover Date	Due	Cover Date
Dec. 15	Jan-Feb (tD)	Jan. 15	Feb-Mar (tJGJ)
Feb. 15	Mar-Apr (tD)	Mar. 15	Apr-May (tJGJ)
Apr. 15	May-June (tD)	May 15	June-July (tJGJ)
June 15	July-Aug (tD)	July 15	Aug-Sep (tJGJ)
Aug. 15	Sep-Oct (tD)	Sept. 15	Oct-Nov (tJGJ)**
Oct. 15	Nov-Dec (tD)**	Nov. 15	Dec-Jan (tJGJ)

**These are the last issues which would be delivered before Christmas. Issues are usually mailed out during the first full week of the first month in the cover date. Rates for ads are as follows. Rates do NOT include bleed and are for B&W ads only. Color ads will be accepted for *The Dungeoneer* on a limited basis only and then only if color separations are provided. Ad copy will be returned if requested. Fan ads must be paid in advance. Commercial charges are due within 30 days of invoice. There is a 2% off net for payment within 10 days and 5% off net for prepayment on commercial ads. Prices below are for multiple copies in the same magazine (either one).

For ads which are to appear in both of the magazines in consecutive months multiply the single 'zine rate by 2 and deduct 20%. Payment discounts are subtracted from this net. Multiple run and multiple magazine requests must be made in writing to get discounts. Multiple 'zine discounts DO apply to fan ads.

Size	1 or 2 times	3-5 times	6 times+
Full Page	\$120	\$110	\$105
Half-page	\$ 70	\$ 65	\$ 60
Quarter-page	\$ 40	\$ 37	\$ 34
Eighth Page	\$ 24	\$ 22	\$ 20
Per Column-inch	\$ 8	\$ 7	\$ 6
Fan's Column-inch	\$ 4	\$ 3	\$ 2

Ad sizes: full page: 7½x10" (45x60p). ½-page: horiz.: 7½x4¾" (45x29p).
vert.: 3-3/8x10" (20.5x60p). ¼-page: horiz.: 7½x2-3/8" (45x14p).
vert.: 3-3/8x4¾" (20.5x29p). 1/8-page: 3-3/8x2-3/8" (20.5x14p).
There are about 55 words per column-inch (20.5p x 1")

CREATING GOOD COMPUTER GAMES

**By Reverend
George Blank**

[The following article first appeared in Softside magazine. It was in two parts and titled "Writing Good Computer Games". We felt that what was said by Reverend Blank in the article was pertinent not only to computer games, but to game designing in general. We, therefore, asked permission to reprint this article in these pages. Reverend George Blank has since moved on to become editor of Softside and is a prolific creator of some very excellent computer games -Ed.]

PHILOSOPHY

The Radio Shack TRS-80, and to a lesser extent, the Apple II and Commodore Pet, have opened up a mass market for good computer programs. One of the most exciting factors in this new mass market is the incredible variety of demand. Programs for business, education, household management, finance, mathematics and games are just a few of the rapidly opening fields. Significant rewards await those programmers who can meet the demands of this emerging market.

Few good computer games have been written so far. Of the good ones, some are computer adaptations of games like Chess and Othello which existed first in another form. These games are good if they add a dimension to the play of the game which is not present in its original form (such as the possibility of

solo play) and do so in an aesthetically pleasing form. My personal opinion is that such computer adaptations will play a trivial role in the future of computer games and the best ones will be those which take unique advantage of the computer's capabilities.

What are the computer's unique capabilities when used for gaming? For one thing, the computer can use complex equations to develop new game situations almost instantaneously, making a complex game simpler for the players. The computer can, also, either accurately simulate many real situations or give plausible simulations of imaginary or fantasy situations. The computer can evaluate progress and keep score, portray many different situations in constantly changing graphic displays and even produce sound effects. I suspect there are many more capabilities which are yet to be discovered. The truth is that computer gaming is developing so fast as a result of the thousands of new programmers writing games that today's best games may well become obsolete in six months.

Certain trends are already apparent in the marketplace. visual excitement and real-time action are much in demand. A year ago, successful computer games could print words on a screen and simply provide information or ask questions. Today, a good graphic display is essential. The transition to graphics

has only begun and yet it is already possible to see a demand for animation. A year ago, most computer games performed one operation, then stopped to wait for another input. The current situation demands games which require real-time involvement, where doing nothing still causes the game to advance. The limitations of the most popular computer, the Radio Shack TRS-80, but future games will require analog input, such as joysticks, sound and color. The Apple II, which has all of these features now, is the state of the art, but it, too, will soon be outmoded as new demands arise.

While all of these trends are evident, there is still a prime opportunity for people who would like to get involved in writing computer games. Because of the immaturity of the marketplace there is currently a large demand for games, even though they will probably become obsolete in a few months. Right now it is possible for someone with imagination to develop the skills that will be required in future games—and get paid for it. Those programmers who start a year from now will find it much more difficult to break into the market. In the rest of this article, I will seek to outline the current market's demands.

The most important criteria for a good game are philosophical, and it doesn't matter whether it's a computer game, a board game, a ball game, or any other type of game. The single most important quality is a concept which in recent studies has been called "flow". Flow is the quality of absorption which draws you into the game and out of everyday life. Perhaps the best indicator of flow is that quality which causes you to exclaim, "My gosh, it's six o'clock already!" It is often experienced by computer hobbyists who are deeply involved in a computer program and then suddenly realize it's three AM and they haven't even eaten dinner. My personal opinion is that no computer game will ever be an adequate substitute for a good friend and a good bottle of wine, but then, given most people's tendency towards excessiveness, we do need some alternative to the wine to avoid alcoholism.

There are four qualities in games which can provide flow. They are: challenge, creativity, imagination and social interaction. Often only one of the four is needed for the success of a game. Sometimes the different qualities can work against each other, so that one of the four may prove better than all four within a particular game. Let's discuss each of them in turn.

Challenge in games usually takes one of three forms: competition, manual dexterity or intellect. Competi-

tion is the matching of wits between two or more players in such a manner that the outcome implies the superiority of one over the other. The popular myth that computers are intelligent makes the matching of wits against the machine an important element in competition. David Levy's boast ten years ago that no computer would beat him at chess before 1978 appeals to the competitive instinct in all of us. But really, computers are such high-speed morons that and humans are such low-speed geniuses that the best competition is between people, perhaps mediated by a computer. A computer makes an excellent scorekeeper, especially if scorekeeping is complex.

When it comes to challenge in the form of manual dexterity, one of the best examples is the game of mumblety-peg. Was there ever a boy who didn't spend hours throwing a knife into the ground? The ultimate game of manual dexterity is, probably, an aerial dogfight between two fighter pilots, but in that case the experience of flow usually comes from the high stakes involved, rather than the skill; a fight to the death is the ultimate form of human competition. In fact, all competition and our competitive drive is probably rooted in fighting for the means of survival, for inadequate supplies of food, shelter and mates. The computer games that make the most of manual dexterity are the joystick games such as Atari's Combat series and the Apple II Space War game.

The third form of challenge is intellectual and the supreme example must be chess. The game is so complex that a person can only hope to become a master or grand master by beating other inadequate players, never by actually "mastering" the game. Most computer games are intellectually trivial, and that is one reason they soon lose their fascination. There are two ingredients needed for intellectual challenge in a game, factor complexity and relationship complexity. In chess, the factor complexity is provided by having six different kinds of pieces, each of which has different moves, some having special moves as in castling and en passant, and each having a different influence on the game, depending on which square they are on. But the real complexity in chess, and the important one, is the way in which different relationships of pieces make for an entirely different game. Not only are spacial relationships important, but temporal ones, as well. That is, not only are the positions of the pieces important, but, also, who has the next move.

Today, one of the most critical needs in maintaining challenge is continuity of action. In chess, as soon as

one challenge ends, another begins. The best vehicle for this in a computer game is real-time action, so that while you are deciding what to do about one threat another develops.

Creativity is out second major factor in creating flow. It is the sense of charting new territory, of looking for the "radical alternative" that often creates a great deal of absorption within programmers. I know that, personally, I prefer to work on games no one else has done. I love the challenge of the unknown. Perhaps the following example is not strictly a game by some definitions, but computer-generated art is an example of creativity in gaming. The flow comes from seeking more aesthetic algorithms. In simulated games, creativity can be encouraged by increasing both the risks and the rewards for bold patterns of action, while giving poor compensation for playing it safe. This is, sometimes, the pattern in the business world, where higher risks lead to a possibility of high profit. Creativity is not simply risk-taking, however, it is, also, the creation of new patterns and relationships between old parts. I think that chess must have been a much more fascinating game before the standard openings and endgame strategies were developed, for then there was the added challenge of discovering effective patterns for such play.

Imagination in computer games is stimulated by role-playing and fanciful patterns that simulate our imagination, and settings such as "King Arthur's Court" or the "Starship Enterprise" invoke those patterns. Role-playing can be enhanced by identification with real or mythical characters, by the use of stock situations and by names or titles. When the computer asks, "What is your command, Captain Kirk?", we find it easier to project ourselves into the role of a starship commander, especially if that role is supported by reports that begin: "Lt. Uhura here" or "Spock reporting".

There are two basic categories of imagination in simulation games, history and fantasy. In historical simulations, it is important to recreate as much as possible a dramatic occasion or suspenseful moment from the past. We want the player to imagine himself as a soldier in Caesar's legions, or, for that matter, the captain of a clipper ship in 1852. Research and cueing accomplish the identification. In fantasy the task is a little more difficult, for we do not have records of an actual situation to cue the reactions of the player. There are two possible options: to create and populate an artificial universe or to appropriate one from literature, mythology or popular culture. Creating a universe is often very

difficult. One example might be the game of "Hunt the Wumpus", in which the universe is created in a few words with phrases like, "giant bats", "bottomless pits", and "Sucker feet". The advantage of creating a universe is that you are not bound to the literature from which you appropriate the forms.

However, it is not necessary to follow someone else's story line in using their universe. J. R. R. Tolkien uses hundreds of pages to create a fantasy universe in *The Lord of the Rings*. One use of that universe might be to do a simulation of the story, where each player projects himself into the role of a particular character. The other thing that can be done is to realize that many people have formed impressions of dwarves, elves, dragons and goblins from this and similar literature, and such key words can invoke complex perceptions of a universe. *[We suggest that any game designing done based on someone else's writings be cleared by the holder of those copyrights first. While some would consider imitation a form of flattery, others will think you are ripping them off and WILL prosecute.—Ed.]* Simply to people your game with elves is to invoke certain images in the mind of a player and stimulate his imagination.

One profitable area will always be writing games that, essentially, rip-off popular culture, especially television shows. I think that it is helpful here to realize that almost all popular television shows are formula material built on a single plot. For example, one popular detective show with a woman as the heroine always involves placing her in a sexually threatening situation which she gets out of with fancy footwork and help from her male colleagues. Another detective show features a shabby detective who outsmarts sharply-dressed, upper middle class crooks who don't take him seriously.

A standard plot in formula westerns involves the hero on the white horse, the good woman, who is marriage material, the loose woman, who relieves sexual tension, the bad guy, who threatens the good woman in an implied sexual threat, and the good guy's sidekick (who is usually crippled, or overweight, or indian, Mexican, Chinese, Black, or otherwise "unfit" for the leading role). The good guy destroys the bad guy in a dramatic confrontation, rescues the good woman and then rides off into the sunset. We watch this kind of show not for its aesthetic value, but because it reinforces our view of the way we believe the world to be and it makes us feel good. I wonder when the minorities are going to realize how racist the treatment of the sidekick is when he is always portrayed as being on the side of good, but inferior?

These standard popular forms can be exploited in two ways. You can use the plot and realize that the appeal comes from reinforced prejudices, or twist the plot around and have the appeal come from rejecting the stereotype. Perhaps you could use a Black hero with a white sidekick. In the movies the first approach produces the B western and the second the anti-western. Both are mere formulas.

One of the best sources of new universes and plots is mythology. It is surprising how many books, novels, television shows and movies are simply updatings of the old Greek, Teutonic and Norse myths. Hercules is probably the father of Superman, Batman, the Six Million Dollar Man, Wonder Woman, the Hulk and five thousand others. The thing to remember is that the basic elements are so well known that people have their imagination stimulated by subtle references. And, as soon as you pull a game player out of himself and into an imaginary role, you achieve flow.

Social Interaction is the last of the elements that creates flow, and is, ironically, the most important in human life and the most neglected in computer games. One of the reasons for this neglect is that many computer games attempt to substitute for human interaction. The computer becomes the other player for the person who finds that the rest of the world is too busy for him. I think that this is a valid role for computers, for most of the world does think that they are too busy to play, but it is a sad situation.

I think it is important for the person who is writing

the game as a substitute for human interaction to realize just that, and try to build in some kind of a reward for achievement. One of the primary things we do when we play with another person is reinforce our sense of value. In effect, each person is saying to the other; "You're neat, and it is fun to spend time with you.." If a computer is to substitute for this affirmation, it is necessary to proclaim: "You are special . . . skilled . . . better than the rest." One way for this to occur is by having a standard of performance, so that the player can compare himself against other people, or against his previous accomplishment. The message is either you are better than he is or you are getting better and better.

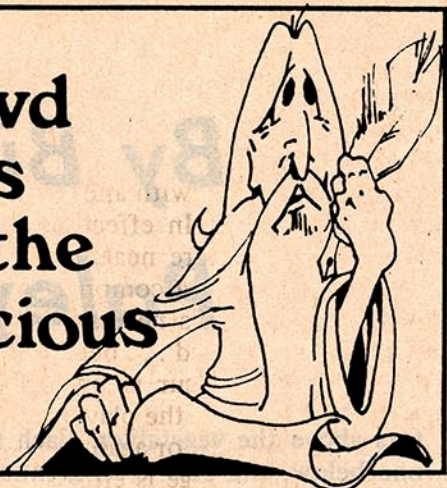
But to my mind, the far better approach is to provide for human interaction during the game. I prefer to write interactive games, although I usually allow for solo play as practice for the real thing.

This covers the basic philosophy and aesthetics of computer gaming. Next month, I will discuss the mechanics and lead you on a guided tour of the process of writing a game, from the idea to the marketing, using 'Round the Horn as an example. [We will conclude Rev. Blank's article next month. The game: 'Round the Horn originally appeared in Softside in the January 1979 issue. Softside is available from Softside Publications, P.O. Box 68, Milford, NH, 03055 for \$15/year (12 issues) (rates differ for Canada and Foreign). Prog-80 dedicated to the serious hobbyist, is \$10/year. Business users should inquire about BIZ-80. — Ed.]

Creepy Friends



Shrewd Slants from the Sagacious Sage



Djinni and Efreeti

by Bob Bledsaw

During the course of my campaign, I introduced some neareastern mythos (in a desert land) by constructing a series adventures including an expedition into the fabled City of Brass. I might add that this was some time ago and the sophistication of recent innovations in fantasy role playing were not available to me at that time. Thus the alignments were not to include such definition as Chaotic Neutral, and so forth . . . although I advise anyone which attempts to make use of these extrapolations to take a good hard look at modifications along this line. The legions were primarily "fleshed out" with Dust Devils. . . of little danger to the enemy except to blind them temporarily or to cast one Mirage Spell per day. The general classes of Djinn or Efreet were able to assume human form although only of the same sex and for periods of time never exceeding two hours. The males are extremely jelous and the females extremely precocious which leads to some interesting situations.

Name	Align				
Type	Basis	AC	Move	HD	Special
Jann	Law	5	9/24	7 + 1	Same as Dinn
Jinn	Law	4	9/24	9 + 1	Same as Dinn
Sheytan	Neutral	3	9/24	10	Djinn and Efreet
Efrit	Chaos	3	9/24	10	Same as Efreet
Marid	Chaos	2	9/24	12	Same as Efreet
Iblis	Chaos	2	10/30	20 + 1	Djinn & Efreet & Magic as Wizard of the 20th Level

Males are called Nahrah - +10 hits to kill.

Females are either Peris and can assume gaseous form at will or Jinniyeh, 50% Magic Resistant, Hurl 6 Hit Die Lightning Bolts.

Iblis rules the Djinn and Efreets in the City of Brass with 9 Legions basically consisting of four Narah, three Peris, and two Jinniyeh Legions.

A Typical Narah Legion consists of:

- 1 Marid
- 20 Efreets
- 30 Sheytans
- 4 Jann
- 2 Jinn

Attached Trolls, Hydras, or other Servants of the Marid Commander.

PLANNING ECOLOGY

By Bill
Paley

Although the general intent of this article is for space RPGs, it is very much to the interest of D&D players and its principles can work towards your dungeons as well as to new planets.

The planet Earth has hundreds of thousands, perhaps millions of species living out their lives. Millions more have already disappeared forever. Each one had some relation to others alive before, during or after their species life, and each had, at the time of their existence, a niche in which they existed.

The ecological niche is defined as all the biological and physical factors that affect the organism. This can be nearly infinite, but in actual fact, it is not. The ecological niche for a camel does not exist in a rainforest, nor are penguins found flying around monuments and park benches. Each organism has adapted to the physical factors so that they can survive the difficulties posed by them. Their defenses, offensive measures, etc., are adaptations to the biological environs.

Natural selection is the mechanism which is the force which propels these adaptation. If, through a genetic or environmental change, there is a variation in members of a population, which tends to be beneficial, the creatures will tend to breed more than their less lucky brethren, and in the next generation there will be more in percentage of their offspring.

With the natural "laws" at work (even in D&D - try killing Demorgorgon one-on-one) on each planet, there will be creatures with abilities to match their environs. Remember, in a desert, the ability to retain water is as vital as any offensive abilities to an organism. Keep the environs in mind and your aliens will be as fascinating as the multiplicity of creatures which populate our planet.

Now, it is not very exciting in a game situation to see hundreds of grazing beasts. It is the predators in an acre, the question arises-what do they eat? (In D&D, how can ninety dragons survive in one dungeon? What do they eat? Not adventurers, they'll only get one or two idiots per generation.)

In present theory, there are layers of preda-

tors above the vegetables. Each layer feeds on the one below, and each level is much smaller than the one below. The pyramid so formed ends with the nastiest predators often on top-therefore they are rare. Thus, your planet may have two dozen really nasty species, but they will tend to have only a couple thousand members to each species spread throughout their range of environments.

So when you plan your world, when you prepare your predatory monstrosities, give it a little thought, scatter them carefully, and BOY will you surprise the explorers. "Aw, this is a real peaceful planet. . . .

Example

The planet Guildmember has somewhat decreased sunlight and an increased axial tilt. This has caused a colder climate and a much larger variation in weather as the seasons progressed. The ice caps cover nearly half the planet, but the equatorial region is mainly Savannah.

The Rhezhi are a species of lion-sized predators. Solitary hunters, occasionally found in family packs. They roam the Savannah, wintering close to the equator, in caves if they can find them. During the winter their tawny coats change to a bright white.

Physically, Rhezhi are four-legged, four tentacled creature. Orally, the beastly has shearing and tearing teeth. Carnivorous, the normal hunting action is to climb the strong, thick-trunked "trees" and dangle its tentacles among the long hanging "leaves". When a target stumbles into the tentacles, they entangle the prey, and the Rhezhi leaps down, crushing the grazers central nervous system, or if necessary, tearing out its air intake. Able to leap two or three times the distances normal for a terrain feline predator, they also often wait in heavy brush for the approach of prey.

Depending on how specific you want to get, you can add senses, mating habits, life-span, intelligence, etc. The more time you can spend on each, the more interesting for your explorers as they open up the universe!

Fantasy Music



QUEEN II
Queen

Many of this band's earlier albums are filled with fantasy. Just read this list of some of the songs: *White Queen*, *The Fairy Fellers Master Stroke*, *The March of the Black Queen*, and *The Seven Seas Of Rhyme*. One of the best cuts is *Ogre Battle* which lasts only 4 minutes and 10 seconds but tells a complete fantasy tale in that amount of time. This album shines with shimmering guitar, booming bass, and flashy drumming and it's hard to believe no synthesizers.

OLIAS OF SUNHILLOW

Jon Anderson

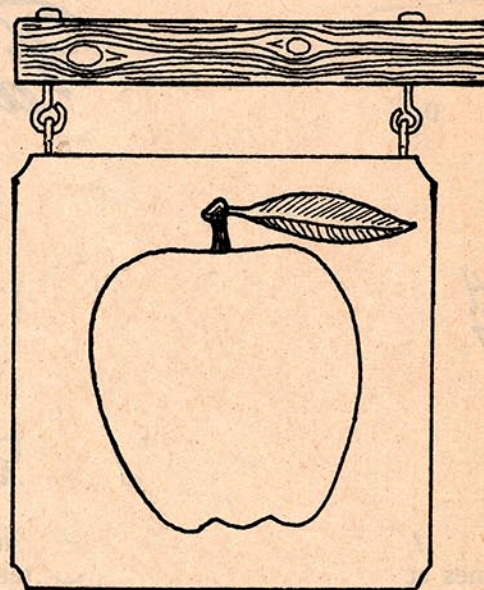
The lead singer with *Yes* produced this album in 1976. This is definitely a fantasy type album from the word go. The songs are written around a story which is about three riders sent to the planet Sunhillow to take four different people that live there to Aguard. Lots of rhythms, acoustic guitar and synthesizer makes this a nice album. Most of the time you can find this one in the cut-out section of your local record shop.

Well, that's about all for this issue. See ya next time!



LET'S GO EAT AT THE RED APPLE

or Inn-naming for the unimaginative by Bill Paley



For the referee whose campaign consists of a dungeon and (perhaps) a town, Inn-naming would be a useless ability. However, for the referee with a far-ranging campaign over many continents, the villages may have one or more inns requiring names. For these people, this article might be useful.

Assuming basically two words (Bloody Balor) instead of three or more (The Bloody Balor); use Tables I and II.

Table I
First Word

- 1) Color
- 2) Adjectival Verb
- 3) Noun
- 4) Noun
- 5) Adjectival Verb
- 6) Color

Table Two
Second Word

- 1) Animal
- 2) Monster
- 3) Vegetable
- 4) Weapon
- 5) Object
- 6) Body Part

Suggestion: Make an adjectival Verb alliterative to the second word (noun). (The Prancing Pony)

Table IA
Colors

- | | |
|-----------|------------|
| 1) Yellow | 7) Blue |
| 2) Black | 8) Orange |
| 3) Green | 9) Violet |
| 4) Brown | 10) Gold |
| 5) Red | 11) Silver |
| 6) White | 12) Copper |

Table II Explanations

Animal: Anything, domesticated or wild.

Monsters: Any unnatural (not presently found on Earth) creatures.

Vegetable:

- | | |
|-----------|-------------------------------|
| 1) Grain | 5) Otheredibles (roots etc.) |
| 2) Tree | |
| 3) Fruit | 6) Multiples of the above (2) |
| 4) Flower | |

Weapons: Anything. May be broken, and so no first word will be necessary (The Broken Spear Inn).

Object: Household, farming, or other common items.

Body Part: Non-obscene, please. This is a family magazine.

Other possibilities include two nouns (The Sword and Shovel; The Sun and Moon).



R A N D O M

M A G I C

BY ERIC OLSON

Do you ever get bored of watching your D&D players trying to hit or miss method of finding out which of a limited amount of rings it is; I definately do. An example: A party of adventurers come across a magical ring on a corpse. "Am I invisible, no, well I'm lighting a match and putting my hand into the flame; do I feel any pain, no, well; hey, Stanley, get out a bowl and some water and I'll try to walk across it; and so on. To relieve such infinite boredom, I have created a random table of Magic Creation. It was designed mainly for rings, but with the table below (and a little work) you could make them feasible for any of the items on the table below. Roll 1D100 for the Item and 1D100

for the Power(s). Not all powers will fit the items, so good luck and hopefully this will help your system like it has helped mine.

Item Table

01 - 75	Ring	88 - 89	Cube
76 - 77	Bracelet	90 - 91	Headband
78 - 79	Stone	92 - 93	Horseshoe
80 - 81	Amulet	94 - 95	Talisman
82 - 83	Scarab	96 - 97	Orb
84 - 85	Dagger	98 - 99	Helm
86 - 87	Medallion	00	Gauntlet

Power Table (Roll 1D100)

- | | |
|-------------------------------------|---------------------------------------|
| 1) Invisibility | 25) Defencelessness * |
| 2) Prop Ring, +2 to Prime Requisite | 26) Infernal Barriers * |
| 3) Human Control | 27) Protection from Mischievous Mages |
| 4) Undead Control | 28) Djinn Summoning |
| 5) Water Creature Control | 29) Efreet Summoning |
| 6) Weakness | 30) The Nether Planes * |
| 7) Nystul's Magic Aura * | 31) The Marvelous Monsters * |
| 8) Feather Fall | 32) The Savage Warriors * |
| 9) Shield | 33) The Savage Swordsmen * |
| 10) Ventriloquism | 34) The Savage Heros * |
| 11) Sleep Ring * | 35) The Destructive Earth * |
| 12) Sleep Inducing Ring * | 36) The Wonderous Water * |
| 13) Protection +1 | 37) The Avaricious Air * |
| 14) Protection +2 | 38) The Furious Fire * |
| 15) Protection +2, 10' radius | 39) The Disipation of Mage Spells * |
| 16) Protection +3 | 40) The Storing of Mage Spells * |
| 17) Powerlessness * | 41) Dwemenor Detection * |
| 18) Poison Coated Ring (no save) | 42) Aura Analysis * |
| 19) Delusion | 43) Forgetfulness * |
| 20) Water Walking | 44) Dancing * |
| 21) Fire Resistance | 45) Confusion * |
| 22) Cold Resistance * | 46) Regeneration |
| 23) Electricity Resistance * | 47) Shooting Stars |
| 24) Reading Magic and Languages | 48) X-Ray Vision |

- | | |
|--|--|
| 49) Telekenesis | 75) Vaporous Clouds * |
| 50) Contrariness | 76) Dwarfdom * |
| 51) ESP | 77) Direction Detection * |
| 52) Protection from Crystal Balls + ESP | 78) Darkness * |
| 53) Levitation | 79) The Bardic Voice * |
| 54) Missile Attraction -2 | 80) Protection from Disease * |
| 55) Flying | 81) Protection from Poison * |
| 56) Infravision | 82) Command * |
| 57) Geas * | 83) Animal Communication * |
| 58) Quest * | 84) Plant Communication * |
| 59) Blink * | 85) Mannel Communication * |
| 60) Displacement * | 86) Cursed |
| 61) Protection from Normal Missiles | 87) Telepathy |
| 62) Water Breathing | 88) Striding and Springing |
| 63) No Barriers * | 89) Clean Up Crew Detection * |
| 64) The Many * | 90) Webs |
| 65) Spider Climbing | 91) Ring of Power * |
| 66) Feeblement * | 92) Ring of Emence Power * |
| 67) Magic Missiles * | 93) Protection from Evil High Priests * |
| 68) Barred Portals | 94) Paralyzation * |
| 69) Color Spray | 95) Flesh to Stone * |
| 70) The All Seeing Eye * | 96) Polymorphed * |
| 71) Quickness * | 97) -2 from Prime Requisite |
| 72) Etherialness (Passing through Walls) * | 98-99) Roll again twice, ignoring rolls above 97 or pick two powers. |
| 73) All Seeing * | 00) Roll three times, ignoring all rolls over 97 or pick three powers. |
| 74) Listening Behind Doors * | |

Explanations

Power
No.

- 7) As spell, it radiates strong magic but it is not magical.
- 11) As spell, character (owner) is allowed to throw 1 - 3 of these spells per day.
- 12) Sends wearer into a deep coma like sleep.
- 17) As the Robe of that name, it drains all of the power out of its wearer.
- 22) As a Ring of Fire Resistance, No. 23 acts similarly.
- 25) Reduces wearer's Armor Class to -12 although he believes he is heavily protected.
- 26) Wall spells, the wearer may cast 1 - 3 spells per day. Roll what type of wall spell that the ring possesses.
- 27) Wearer is allowed one Anti-Magic Spell per day.
- 30) Wearer is allowed to summon 1 - 4 Type I - IV Demons per week.
- 31) As a monster summoning spell, it allows its wearer to summon randomly (roll 1D6 to see what MS spell level it is) as Monster Summoning Spells 1 - 4 times per week.
- 32) As a silver Horn of Valhalla. No. 33 - Bronze Horn, No. 34 - Iron Horn.
- 35) Works like a Stone of Earth Elemental Commanding. No Elements needed.



- 36) Works like a Bowl of Water Elemental Command. No Elements needed.
- 37) Works like a Censor Commanding Air Elementals. No Elements needed.
- 38) Works like a Brazier of Fire Elemental Control. No Elements needed.
- 39) Act like a ring of Spell Turning.
- 40) Acts like a ring of Spell Storing.
- 41) Detects Magic; not totally reliable (help from a friendly DM).
- 42) Detects Alignment, useable 1 - 4 times per day. Also not infallible.
- 43) Makes wearer forget everything, if removed; a Magic User has still lost his spells for the rest of the adventure.
- 44) Works similar to Boots of Dancing.
- 45) Acts like a Confusion spell on the wearer.
- 57) Geases wearer. Excellent way to start an adventure.
- 58) Quests wearer. Another good way to start an adventure.
- 59) Allows wearer to blink as a Blink Dog 1 - 4 times per day.
- 60) Works like a Displacer Cloak.
- 63) Allows wearer to throw 1 - 4 Knock spells per day.
- 64) Allows wearer to throw 1 - 4 Mirror Images per day.
- 66) Acts like a Ray of Enfeeblement on the wearer!
- 67) Allows wearer to throw 1 - 4 Magic Missiles per day.
- 70) Allows wearer to throw 1 - 4 Wizard Eyes per day.
- 71) Works like Boots of Speed.
- 72) Works like a Gem of Seeing.
- 74) Allows wearer to Clairaud as a tenth level MU 1 - 3 times per day.
- 75) Allows wearer to throw 1 - 3 Wall of Fogs, Pyrotechnics, or Stinking Clouds per day.
- 76) Turns wearer into a first level Dwarf. DM note: it takes two limited Wishes or one full wish to have it removed. Remove Curses has no effect.
- 77) Allows wearer to always know which direction he is facing, except in Lead lined areas.
- 78) Allows wearer to throw 1 - 3 Darkness Spells per day.
- 79) Gives wearer Bardic voice ability equal to 1D10 * 1 Level.

- 80) DOES NOT GIVE IMMUNITY. It only adds three to saving throw.
- 81) Same as No. 80.
- 82) Allows wearer to throw 1 - 4 Command Spells per day.
- 83 - 85) Allows communication, but all things might not be willing to talk.
- 89) Allows wearer to sense slimes, molds, puddings, etc. at a 3" range.
- 91) Gives wearer a +1 on both to hit and damage dice.
- 92) Gives wearer a +2 on both to hit and damage dice.
- 93) Acts like a scarab of Protection from Evil High Priests.
- 94) Allows wearer to cast 1 - 3 paralyzation spells per day.
- 95) Turns wearer to stone, no save.
- 96) Wearer turned into creature of DM's choice (What joy!).

In the explanations, 1 - 4 times per day means that before you, the DM, give out these rings, you roll 1D4 or 1D3 and see how many times this item may be used a day. Do not tell your players these numbers. Let them find out the next time they try to "Blink" away from that Balor; that the ring can only be used once per day and they already used their only charge. What a pity, Ha, Ha!!

Weapon Magic Chart

Class of Weapon (1D100)			
01 - 20	Sword	66 - 75	Mace
21 - 30	Dagger	76 - 80	Spear
31 - 35	Halberd	81 - 90	Hammer
36 - 40	Arrow	91 - 93	Sling
41 - 45	Bolt	94 - 96	Bullets
46 - 50	Bow	97 - 99	Staff
51 - 55	Crossbow	100	Monk/Ninja type weapons
56 - 65	Axe		

Magical Bonus			
01 - 60	+1	96 - 99	+4
61 - 85	+2	100	+5
86 - 95	+3		

IA Sword Class (Damage done, S or M/L)

01 - 15	Short Sword (1D6/1D8)
16 - 30	Scimitar (1D8/1D8)
31 - 50	Long Sword (1D8/1D12)
51 - 60	Two-Handed Sword (1D10/3D6)
61 - 85	Broad Sword (2D4/1D6 +1)
86 - 00	Bastard Sword (2D4/2D8)

IB Dagger Class

01 - 10	Cermonial Dagger (1D2/1D2) * Generally it is +1 better
11 - 20	Short Dagger (1D3/1D2)
21 - 90	Dagger (1D4/1D3)
91 - 00	Long Dagger (1D6/1D4) * Known as a Bowie Knife

IC Halberd Class

01 - 10	Halberd (1D10/2D6)
11 - 20	Pike (1D6/1D12)
21 - 30	Volunge (2D4/2D4)
31 - 35	Bardiche (2D4/3D4)
36 - 40	Fauchard (1D6/1D8)
41 - 45	Fauchard - Fork (1D8/1D10)
46 - 50	Glaive (1D6/1D10)
51 - 55	Guisarme (2D4/1D8)
56 - 58	Glaive - Guisarme (2D4/2D6)
59 - 61	Guisarme - Volunge (2D4/2D4)
62 - 69	Lance (Light Horse) (1D6/1D8)
70 - 76	Lance (Medium Horse) (1D6 +1/2D6)
77 - 82	Lance (Heavy Horse) (2D4 +1/3D6)
83 - 87	Partisan (1D6/1D6 +1)
88 - 92	Ranseur (2D4/2D4)
93 - 97	Spetum (1D6 +1/2D6)
98 - 00	Bill Guisarme (2D4/1D10)

ID Arrow/Bolt/Bullet Table

01 - 60	+1, 1D10 Arrows/Bolts/Bullets
61 - 85	+2, 1D8 Arrows/Bolts/Bullets
86 - 95	+3, 1D6 Arrows/Bolts/Bullets
96 - 99	+4, 1D4 Arrows/Bolts/Bullets
00	+5, 1D2 Arrows/Bolts/Bullets

Note: Certain Arrows/Bolts will not fit certain Bows/Crossbows, roll what type of Bow/Crossbow they will fit (use Bow or Crossbow Tables). Use in improper Bows/Crossbows will cause breakage of the missile and loss of the round.

IE Bow Class

(Check ranges in the TSR Players Handbook)

01 - 25	Long Bow
26 - 50	Short Bow
51 - 75	Composite Bow - Short
76 - 00	Composite Bow - Long

IF Crossbow Class

(Check ranges in the TSR Players Handbook)

01 - 40	Heavy Crossbow
41 - 98	Light Crossbow
99 - 00	Hand Crossbow (Similar to the Drow Handcrossbow)

IG Axe Class

01 - 20	Hand/Throwing Axe (1D4/1D4)
21 - 65	Regular Axe (1D6/1D6)
66 - 76	Two-Handed Axe (1D10/3D6)
77 - 00	Battle (War) Axe (1D8/1D8)

IH Mace Class

01 - 10	Footman's Mace (1D6 +1/1D6)
11 - 20	Horseman's Mace (1D6/1D4)
21 - 50	Regular Mace (1D6/1D6)
51 - 55	Gnomish Mace (Light) (1D6 -1/1D4 -1)
56 - 60	Throwing Mace (1D6 -1/1D4)
61 - 90	Morning Star (2D4/1D6 +1)
91 - 00	Heavy War Mace (1D10/2D8) A Two-Handed Weapon

II Spear Class

01 - 50	Spear (1D6/1D8)
51 - 65	Trident (1D6 +1/3D4)
66 - 00	Javelin (1D6/1D6)

IJ Hammer Class

01 - 50	Regular Hammer (1D4 +1/1D4)
51 - 80	War Hammer (1D8/1D6)
81 - 90	Heavy War Hammer (1D10/1D8) A Two-Handed Weapon
91 - 00	Dwarven/Gnomish War Hammer (1D8 -1/1D6 -1)

IK Monk Weapons

Pick weapon, examples: Jo Stick, Bo Stick, etc.; see **The Dragon - Ninja** Section and Monk Combat Sections.

Special Weapon Power Table

Roll 1D100 and consult the chart below. I give you the basic power, you have to expand upon it. Each weapon has a 5 - 20% chance of having one.

01 - 03	Has natural spell ability (DM's choice).
04 - 05	Stores Spells.
06 - 08	Weapon of Cold.
09 - 11	Flames on mental command.
12 - 13	Has purpose (see Sword Table).
14 - 15	Has high intelligence (+4 to Intelligence rolls).
16 - 18	Slays certain Classes (does 4 - 40 on a hit).
19 - 21	Slays certain Beings (does 4 - 40 on a hit).
22 - 24	Disrupts Undead
25 - 27	Generates Electricity (3 - 30 points 1 - 4 times per day).
28 - 31	Extra +1 to hit and damage to certain beings, ie. Kobolds, etc.
32 - 35	Extra +2 to hit and damage to certain beings, ie. Kobolds, etc.
36 - 39	Extra +3 to hit and damage to certain beings, ie. Kobolds, etc. Note: Never above +5 for any reason.
40 - 41	Sharpness ability (or 10% chance of Vorpal ability for some edged weapons, if not edged, all hits 17 or better are critical).

- 42 - 44 Charms on a natural 20 (Save at -3 allowed).
- 45 - 46 Holy Weapon.
- 47 Slays (no save for the chosen type of beings, needs tight DM control).
- 48 - 50 Returns (only for throwable weapons, if not roll 1D100; 01 - 80 add +1 to the weapon, 81 - 00 add +2, never above +5).
- 51 - 53 Has detection ability (see Primary Power Table).
- 54 - 57 Immune to natural effects (Rust Monsters, Slimes, etc.).
- 58 - 62 Cursed -1.
- 63 - 67 Cursed -2.
- 68 - 72 Backbites (only missile weapons, if not -2 Cursed).
- 73 - 74 Stones on a natural 20 (Save allowed at -3).
- 75 - 77 Allows holder to speak with animals.
- 78 Artifact (roll 1D6 Powers off Eldritch Wizardry Tables).
- 79 - 80 Dances.
- 81 - 82 Has high Ego (+4 to Ego rolls).
- 83 - 87 Destroys 20 pieces of gold per day (if no gold, 20 of another type).
- 88 - 89 Has 1D6 Wishes.
- 90 - 91 Drains one Life Energy on a Natural 20.
- 92 - 94 Intensely Accurate, add +3 (never above +5).
- 95 - 97 If Fireable/Throwable, double accuracy distances (if not +1).
- 98 - 00 Locates Objects.

In my opinion, people are biased about swords; saying that only swords are intelligent. I disagree. I think that many weapons have at least third grade educations. So, I have expanded the Intelligence/Ego chart to include Axes, Maces, Hammers, Staves, Daggers, some Monk weapons, and Spears. Below is a copy of the Men and Magic Intelligence and Languages Spoken Tables are included below; following them is a slightly modified Primary Power Table and a new Extraordinary Ability Table.

Intelligence Table

(Roll on 1D12, if a 7 or above occurs, item has Intelligence)

Mental Power		Communicative Ability	
1 - 6	None endowed		None
7	1 Primary Power		Empathy
8	2 Primary Powers		Empathy
9	3 Primary Powers		Empathy
10	3 Primary Powers and the ability to Speak		Speech
11	As Ten, but also Reads Magic		Speech
12	As Eleven, but has 1 Extraordinary		Telepathy

Primary Powers

Power		Power	
01 - 10	Notes Shifting Walls/Rooms	61 - 70	Detects Metal and what Kind
11 - 20	Detects Sloping Passages	71 - 80	Detects Magic
21 - 30	Locates Secret Doors	81 - 90	Detects Gems (No. and Size)
31 - 40	Detects Traps	91 - 97	Roll Twice ignoring rolls between 91 - 97
41 - 50	Sees Invisible Objects	98 - 99	Roll on the Extraordinary Power Tables
51 - 60	Detects Evil and (20%) Gold	00	Roll twice on the Extraordinary Power Tables

Languages Spoken

01 - 50	One	96 - 99	Five
51 - 70	Two	100	Roll twice, ignore rolls of 100
71 - 85	Three		
86 - 95	Four		

Extraordinary Ability Tables

Ability	Ability
01 - 03 Telekenesis (as a tenth level MU for 1 - 6 times per day)	54 - 56 Gives Immunity to Polymorph (will slowly lose its power)
04 - 06 Teleport (1 - 4 times per day, no farther than 500 feet)	57 - 59 Gives Immunity to Stoning (will slowly lose its power)
07 - 09 Flying (10 turns per day)	60 - 62 Adds +1 to Saving Throws
10 - 12 Levitation (may only support the owners weight)	63 - 65 Adds +2 to Saving Throws
13 - 15 Speed (Haste) (10 turns per day)	66 - 67 Speaks 1D6 Extra Languages
16 - 18 Invisibility (ten turns per day)	68 - 69 +3 to Ego
19 - 21 Creates Light (as light spell 1 - 6 times per day)	70 - 72 Translates any written language (may not speak them)
22 - 24 Clairvoyance (10 turns per day)	73 - 75 Detects Clean Up Crew (3" range, not infallible)
25 - 27 Clairaudience (10 turns per day)	76 - 78 Detects Undead (3" range, not infallible)
28 - 30 Casts a permanent 5' radius Silence Spell (1/2")	79 - 81 Acts as a Displacer Cloak
31 Turns Spells (maximum of 75 spell level per day)	82 - 83 Has Purpose
32 Regeneration Ability (as ring, maximum of 30 points per day)	84 - 85 Has High intelligence (+3)
33 - 35 Generates Illusion (1 - 4 Phantasmal Forces per day)	86 - 88 ESPing Ability (10 turns per day)
36 - 38 Increases Strength +2	89 - 91 X-Ray Vision (10 turns per day)
39 - 41 Increases Dexterity +2	92 - 94 Telepathy
42 - 44 Allows Infravision	95 - 96 Increase Fighting Skill one level (no increase in Experience)
45 - 47 Allows Ultravision	97 Increase Fighting Skill two levels (no increase in Experience)
48 - 50 Gives Immunity to Poison (will slowly lose its power)	98 - 99 Roll again twice (ignoring rolls over 98)
51 - 53 Gives Immunity to Diseases (will slowly lose its power)	100 Roll again three times (ignoring rollover 98)

Language Table for Intelligent Weapons

Languages	
01 Drowic	30 - 31 Goblin
02 - 03 Elven	32 Hobgoblin
04 - 05 Gnomish	33 - 34 Orc
06 Svirkneblin	35 Bugbear
07 Kuo - Taun	36 Ogre
08 - 10 Dwarvish	37 Beholder
11 High (Grey) Elven	38 Half-Ogre
12 - 14 Halfling	39 Zergon
15 Halfling (Stout)	40 Mirror Man
16 Dwarvish (Mountain)	41 Ondoculi
17 - 20 Common	42 Gremlin
21 - 22 Half - Elven	43 Reflector Beast
23 Mind Flayer	44 Brownie
24 Centaur	45 Deamonic (also Devil)
25 Fawn/Satyr	46 Djinni
26 Coautl	47 Black Dragon
27 Lammasu	48 Blue Dragon
28 Ki - Rin	49 Brass Dragon
29 Koboldish	50 Bronze Dragon
	51 Copper Dragon
	52 Gold Dragon
	53 Green Dragon
	54 - 55 Red Dragon
	56 Silver Dragon
	57 White Dragon
	58 Dryad
	59 Thieves Cant
	60 Druidic
	61 Cloud Giant
	62 Fire Giant
	63 Frost Giant
	64 - 65 Hill Giant
	66 Shadow Giant
	67 Stone Giant
	68 Storm Giant
	69 - 70 Gnoll
	71 Halfling (Tallfellow)
	72 Elven (Wood)

73	Hipocamus	83	Nixie	92	Gynosphink
74 - 75	Lizard Man	84	Nymph	93	Criosphink
76	Locathah	85	Ogre Magi	94	Sprite
77	Lynx	86	Peryton	95	Sylph
78	Merman	87	Pixie	96	Triton
79	Minotaur	88	Rakshasa	97	Troglodyte
80	Guardian Naga	89	Sahuagin	98 - 99	Troll
81	Spirit Naga	90	Shedu	100	Unicorn
82	Water Naga	91	Androsphink		

Weapon Alignment Table

Basic Alignment	Lawful Alignment	Neutral Alignment	Chaotic Alignment
01 - 50 Lawful	01 - 40 Lawful Good	01 - 40 Neutral Good	01 - 40 Chaotic Good
51 - 80 Neutral	41 - 80 Lawful Neutral	41 - 80 Neutral	41 - 80 Chaotic Neutral
81 - 00 Chaotic	81 - 00 Lawful Evil	81 - 00 Neutral Evil	81 - 00 Chaotic Evil

Note on Weapon Languages: There is a 5 - 20% chance per language, that it speaks the Alignment tongue of that creature or being type.

Intelligent Weapon's Purpose Table

01 - 08	Slay Magic Users, their creations and minions
09 - 16	Slay Fighters
17 - 24	Slay Clerics and their servants
25 - 32	Slay Thieves and their ilk (Monks and Assassins)
33 - 40	Slay Demons
41 - 48	Slay Devils
49 - 56	Slay all Giants
57 - 64	Slay all Dragons
65 - 72	Slay Drow, their servants and allies
73 - 80	Sly undead (including Liches)
81 - 82	Slay Avians
83 - 84	Slay Animals (not mutated animals)
85 - 86	Slay Psionically Endowed Creatures/Characters/Beings
87 - 88	Slay Nagas and all Intelligent Snakes
89 - 90	Slay Sphinx
91 - 92	Slay Elementals
93 - 94	Slay Golems
95 - 96	Slay Lycanthropes
97 - 98	Slay Paladins, Holy Men, Saints
99	Defeat Law
00	Defeat Chaos

Note: The Sword will only slay beings that do not share the Sword's basic Alignment (Law, Chaos, Neutrality) though some items were created Wild. This enables them to not only kill that CE Cleric attacking you, but also the LG Priest in your own party. Roll of 00 allows reroll another 00 indicates that the Sword slays Gods, that will kill any party of characters you hate.

THE RAGE

OR

How to be damned

by Wilbur L. Ochiltree, Jr.

Giron's cloak swirled behind him as the wind chased the clouds through the clear blue sky and it rustled the colorful leaves on the forest floor.

He was a large man, and the tales of the wilderness written on him could not be mistaken. He had a large scar under his right eye, that marred his otherwise clear features. He had a large battle sword strapped to his side, and his long yellow hair streamed behind him in the brisk wind. He and his golden stallion were as one, as they picked their way thru the now thinning woods.

He rounded the thick growth of briared hedges and stopped cold! There against the sky, he saw the smoke rising from his village. He urged his stallion into a frenzied gallop, weaving in and out of the trees.

As he entered the village, he leapt from the horse's back and ran for his huts. As he ran, he saw the charred and mutilated bodies of his people, but not a young maiden was among them.

He stopped short of his hut seeing the sign of the Demon Masters on it! To enter now would seal his soul to them!

Growling his contempt, he stepped over the blood sign and rushed in. There, what he knew and feared in his heart, had happen. His father laid in his own blood with his sword still held in his hand. Behind him was his mother, both almost unrecognizable.

Whirling around, his heart pounding, he searched for his beloved, but found her not among the bodies that had died horribly. He rushed out, searching the whole village for her, all the time knowing that she wasn't to be found here, that they had taken her.

He screamed out his grief and rage, but it died out slowly in the unnatural quiet of the forest. He leaped upon his stallion and disappeared into the woods, following their trail through the tortured forest.

The Drakons felt so secure and unafraid that they had made no attempt to conceal their trail. They tortured the trees and burned many, the smoke was still heavy in the air. The woods seemed to sigh out in it's pain and grief at this senseless destruction.

Giron had now been on their trail for eight days, eating and sleeping little, just enough to keep him going. He had followed them onto the very heights of the Stargon Mountains, and knew they were just ahead. Judging by the signs he had seen, they had been joined by more Drakons when they had entered the Mountains.

He decided to leave his stallion here and climb up to a small pathway that tightly hugged the mountain. The mountain bit into his hands and bare feet as he, hand by hand and foot by foot climbed ever higher. The Mountain itself tried to hurl him to the jagged rocks below, but somehow he held on, and hands and feet bleeding freely, gained the narrow path. He gained his feet and ran along it, not making a sound.

Giron could here the rough voices raised in songs and chants as they continued on. As he rounded a sharp curve he saw the moon's rays reflect off their cold steel, and he ran faster. At last he stopped and looked upon them, feeling the cold hatred flowing thru his body.

Giron's features were terrible to look upon. His eyes were red as burning coals, and a white foam ran from the corners of his mouth. His teeth were bared as his lips were drawn tightly back in a hideous snarl.

He threw off his weather stained cloak and with his large rough hands, drew forth his heavy battle sword.

Screaming his hatred, he leapt down into their mist, swinging his sword, and his sword sung of death, as it dealt death out to all. He felt sticky blood as it ran down his arms. He felt it as it splattered on his chest and face.

Yet six had fallen to the sword's song of death, he was being pressed from all sides. He saw his beloved's head on a black pole, moving towards him, surrounded by his enemies.

Giron threw them from him in his terrible rage. His heart thumped wildly within his blood soaked chest. He felt new strength flowing through him. His grip was slipping in the blood, but he held on and the

sword sung if it's horrible slaughter as he advanced towards the pole.

Those around him turned their backs to him and tried to fight their way through their own kinsman in their terror:

His sword was alive and terrible as it cleaved those around him, and the slaughter was terrible to behold.

Here, in a sea of enemies, stood one man, dealing death out to any within his reach. None could stand against him, and none dared to try.

He felt the hard rock, slippery with blood, under his feet. The moon's rays bathed him and his terrible sword in her light, and his enemies seemed like mere shadows around him. His yellow hair flowed behind him as he fought closer and closer towards the pole, and the bearer of the pole slowly advanced towards him, slaying those that tried to flee.

At last, the pole towered above him, and he saw his beloved's features. On her face he saw terror as he had never seen before.

Then he felt terror grasp his heart and he wanted to throw down his sword and flee into the darkness, but with a scream of grief and hatred, he charged the bearer of the pole, but to his horror, as he struck that Damnation from the darkest pits of Hell, his sword burst asunder and the pieces flew into flame.

Then he knew death, no, something more terrible was upon him, as he went down.



Fifth Annual Strategists Club Awards for "Creativity in Wargaming"

1 Outstanding Game of 1978

Assault on Crete (AH)
Cross of Iron (AH)
Gamma World (TSR)
The Next War (SPI)
Source of the Nile (DG) Discovery Games

2 Outstanding Game Design of 1978

Assault on Crete (AH) von Borries & Reed
Cross of Iron (AH) Greenwood & Hill
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AHA!

By Bill Paley

The supermoneymaking film of the past two years, not to mention all time, is *Star Wars*, as I'm sure all you out there in the audience are well aware. (Just the number of *Star Wars* promo photos in the *Judges Guild Journal* should prove that). An obvious fantasy I have, perhaps mistakenly, attempted to structure the occurrences of the film into some sort of logic so as to facilitate the transferring of the story into a game situation.

This is not as simple as it sounds. Along with howling errors (such as using parsec as a time unit instead of distance—I cringe each time Solo says that particular line), there are more subtle problems.

One of these "subtle" difficulties occurred when I attempted to balance the reasoning behind the Storm Troopers gun accuracy (or lack of it). Of course I hear you all yell, "You can't kill the stars in a fantasy!", but we are looking for logic, not Hollywood formula. I was at a loss.

Then I purchased *Space Quest*, a set of rules by Tyr Gamemakers, Ltd. (P. O. Box 414, Arlington, Virginia, 22210; \$10.00, I think) which are excellent by themselves, not just because they answered my raging questions.

In these rules, "Armor" repels physical attacks, while "Screens" repel energy attacks. "So what?" I hear you say. Why, it's obvious!

Obi-Wan Kenobi, at the scene of the giant Jawa transport, said "...only Imperial Storm Troopers are so accurate." (Hopefully so is my quote.) There were burn marks all over key areas of the huge machine to punctuate his remark.

In addition, during the Troopers' boarding of the "diplomatic" blockade runner, they easily picked off the rebellion crewmen, and yet they missed the two "droids" C3PO and R2-D2.

Yet, in the wild free-for-all aboard the Death Star, they were blown away like dust in the wind, while our Heros were never even singed.

I still hear you out there as King, "So what?".

Point One: The Rebellion is not as well armed or armored as the Imperial War Machine. (Thus Rebellion crewmen had no armor.)

Point Two: The Storm Troopers are intended as a mobile, anti-rebellion force ("rebellion" with a small "r") and battle even more poorly armed forces.

Point Three: Such lowly troops would seldom have energy weapons.

Point Four: The Imperium is an enormous bureaucracy.

Point Five: Bureaucrats cut corners where ever they can, except in their own departments.

Point Six: A bureaucrat is pocketing some war funds.

Point Seven: The Imperium can't afford to give the Troopers screens.

Point eight: They seldom need them versus aborigines.

Point Nine: They never request them.

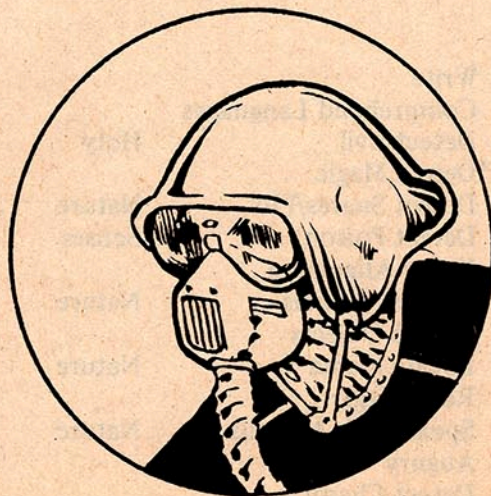
Point Ten: They don't have them.

Point Eleven: Han Solo fights folks who use energy weapons.

Point Twelve: He carries spares.

Point Thirteen: He, Chewie, Luke, Obi-Wan, and Leia were wearing them.

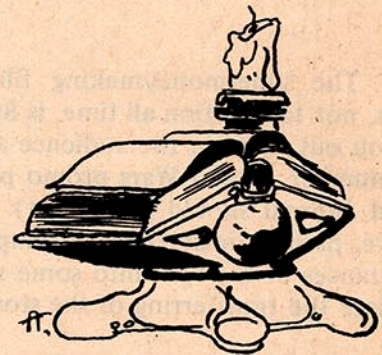
Point Fourteen: And why were R2-D2, and C3PO left unscathed? I'll leave it to you!



SYSTEMATIC MAGIC II

Revised Magic Tables

By Robin W. Rhodes



[The following articles consists of revised magic tables. The author states that these tables are not the same as those which appeared in **The Dragon** under his byline but have been totally modified. Spells which did appear in **The Dragon** are credited.]

Wizards such as Gandalf and Saruman can not be assigned to specific levels of magic because they studied different 'fields' of magic than we use. It is not possible to study any particular 'field' or magic, such as they did, because spells of different, unrelated characteristics are lumped together into the same groups. In an article that was published in *The Dragon* No. 19, I attempted to redivide the magic spells into logical fields of magic that would allow a degree of specialization and a sense of progression. When the *Players Handbook* came out, this system was incorporated to the extent that the spells were classified as to their type. However, they were still divided into groups for use by Magic Users, Clerics, Illusions, Druids and Psionics.

The following tables contain all the spells listed in the **Players Handbook**, regardless of the type of spell, along with 53 new spells from other publications (see footnotes). The spells are separated according to their characteristics into one or more of the following groups: Holy, Knowledge, Transmute, Defence, Nature, Animate, Illusion, Attack, Senses, Mental, Time/Space, Control and Summon.

In the **Players Handbook** numerous spells were listed on different levels for different character classes, this double standard has been eliminated. I have disregarded the 'established' levels for the spells and have separated them into new levels according to the power of the spell itself. Several spells such as Hypnosis, Snake Charm, Bless, Predict Weather, Ventriloquism, etc. can already be performed by some people today and are therefore listed as Starting Level Spells (S). It is logical to assume that these powers would already be known to even a beginning magic user, if he was studying that field of magic.

PRIME REQUISITE: INTELLIGENCE

			<i>Knowledge (28)</i>		
S	Write			Detect Phase	Senses (1)
1)	Comprehend Languages			Find Traps	
	Detect Evil	Holy		Identify	
	Detect Magic		3)	Divination	
	Detect Snares/Pits	Nature		Rary's Mnemonic Enhancer	
	Detect Poison	Senses	(1)	Seek	(3)
	Know Alignment			Speak with Plants	Nature
	Locate Animals	Nature		Tongues	
	Locate Objects		4)	Commune with Nature	Nature
	Locate Plants	Nature		Precognition	Mental
	Read Magic		5)	Contact other Plane	
	Speak with Animals	Nature		Speak with Monsters	
2)	Augury		6)	Find the Path	Nature
	Detect Charm			Legend Lore	

Transmute (58)

S	Erase			4)	Airy Water		
1)	Affect Normal Fires				Animal Growth		
	Create Water				Body Equilibrium		
	Fools Gold				Mass Morph	Illusion	
	Mending				Neutralize Poison	Holy	
	Purify Food and Drink	Holy			Paralyzing Pit		(3)
	Pyrotechnics				Poison		(1)
	Spider Climb				Polymorph Others		
	Strength				Polymorph Self		
2)	Barkskin			5)	Stone Shape		
	Change Self	Illusion			Body Weaponry	Mental	
	Feather Fall				Glassee		
	Flame Arrow				Mass Invisibility		
	Invisibility				Molecular Rearrangement		
	Neutralize Gas		(1)		Pit of Fire		(4)
	Poison Touch	Attack	(3)		Tenser's Transformation		
	Resist Cold				Transmute Rock/Mud		
	Resist Fire				Weight Control		(3)
	Tree			6)	Density Control		(4)
3)	Create Food and Water				Glassteel		
	Explosive Runes	Animate			Metal to Wood		
	Invisibility 10' Radius				Simulacrum		
	Pit		(3)		Statue		
	Plant Growth				Stone to Flesh	Animate	
	Ray of Enfeeblement	Time/Space		7)	Incendiary Cloud		
	Rust Touch		(4)		Solidify		(3)
	Sticks to Snakes	Animate, Holy			Vaporize		(3)
	Stone Shape			8)	Polymorph any Object		
	Water Breathing			9)	Shape Change		

PRIME REQUISITE: CONSTITUTION

Defence (44)

1)	Fog Cloud	Nature			Protection/Lightning		
	Word of Warding		(4)		Shield		
2)	Dispell Magic				Wall of Fire		
	Energy Control				Wall of Ice		
	Fire Trap				Wall of Water		(4)
	Leomund's Tiny Hut			5)	Anti-Plant Shell	Nature	
	Protection from Evil	Holy			Bigby's Grasping Hand		
	Sanctuary				Globe of Invulnerability		
	Wall of Fog	Nature			Guards and Wards		
3)	Bigby's Interposing Hand				Turn Wood		
	Fire Shield				Wall of Force		
	Glyph of Warding				Wall of Iron		
	Protection/Evil 10' Radius	Holy			Wall of Stone		
	Protection/Fire				Wall of Thorns		
	Protection/Normal Missiles			6)	Anti-Animal Shell		
	Repel Insects				Anti-Magic Shell		
4)	Bigby's Forceful Hand				Blade Barrier		
	Fire Box		(3)		Serten's Spell Immunity	Mental	
	Fire Trap			7)	Prismatic Wall		
	Force Field		(4)		Reflections		(3)
	Mind Bar	Mental			Reverse Magic	Time/Space	(5)
	Minor Globe of Invulnerability			8)	Prismatic Sphere		

Nature (31)

S	Predict Weather			Hold Animal	Control	
1)	Detect Snares/Pits	Knowledge		Intensify		(3)
	Fog Cloud	Defence		Speak with Plants	Knowledge	
	Locate Animals	Knowledge	4)	Commune with Nature	Knowledge	
	Locate Plants	Knowledge		Control Winds		
	Obscurement	Summon		Pass Plant		
	Pass without Trace			Plant Door		
	Speak with Animals	Knowledge		Plant Growth		
2)	Animal Telepathy	Mental	5)	Animal Growth		
	Call Lightning	Summon		Anti-Plant Shell	Defence	
	Call Woodland Beings	Summon		Control Weather		
	Gust of Wind			Hold Plant	Control	
	Lower Water		6)	Find the Path	Knowledge	
	Plant Entrapment	Animate	(3)	7) Earthquake	Animate	
	Wall of Fog	Defence	8)	Volcanic Circle	Attack	(3)
3)	Control Temperature 10' Radius					

PRIME REQUISITE: DEXTERITY

Animate (38)

1)	Entanglement			Part Water	Holy	
	Heat Metal	Attack		Rejuvenation	Time/Space	
	Molecular Agitation	Attack		Rope Trick	Time/Space	
	Mystic Rope		(4)	Speak with Dead	Holy	
	Shatter			Sticks to Snakes	Holy, Transmute	
	Trip			Youth	Time/Space	
	Wake Spell		(1)	4) Animate Dead		
	Warp Wood	Attack		Cure Critical Wounds	Holy	
2)	Cure Light Wounds	Holy		Paralyzation	Control	
	Magic Mouth			Reincarnation	Holy	
	Plant Entrapment	Nature	(3)	Stone Tell		
	Snare			5) Raise Dead	Holy	
3)	Animate Objects			Suspend Animation	Mental	
	Cure Paralysis	Holy	(1)	6) Move Earth		
	Cure Serious Wounds	Holy		Stone to Flesh	Transmute	
	Dig			7) Earthquake	Nature	
	Explosive Runes	Transmute		Raise Dead Fully	Holy	
	Feign Death			Restoration		
	Heal	Holy	8)	Clone		

Illusion (32)

1)	Audible Glamer	Senses		3)	Hallucinatory Terrain	
	Aura Alteration				Imp. Phantasmal Forces	
	Color Spray	Senses			Minor Creation	
	Dancing Lights			4)	Major Creation	
	Detect Illusion	Senses			Massmorph	Transmute
	Dispel Exhaustion		(2)		Spectral Force	
	Faerie Fire	Summon		5)	Programmed Illusion	
	Gaze Reflection				Projected Image	
	Illusionary Script				Shadow Magic	
	Leomund's Trap				Shadow Monsters	
	Nystul's Magic Aura				Viel	
2)	Change Self	Transmute		6)	Demi-Shadow Magic	
	Dispel Illusion				Demi-Shadow Monsters	
	Hypnotic Pattern	Control			Phantasmal Killer	Attack
	Mirror Image			7)	Permanent Illusion	
	Phantasmal Force				Shades	

PRIME REQUISITE: STRENGTH

Attack (41)

1)	Heat Metal	Animate		Finger of Death	
	Molecular Agitation	Animate		Fire Seeds	
	Push			Shatterray	(4)
	Shatter			Sterilize	(1)
	Shillelagh		6)	Bigby's Clenched Fist	
	Shocking Grasp			Death Spell	
	Warp Wood	Animate		Disintegrate	
2)	Magic Missile			Phantasmal Killer	Illusion
	Poison Touch	Transmute	(3)	Prismatic Spray	
	Spiritual Hammer			Power Word: Blind	Senses
	Web			Power Word: Stun	Control
3)	Burning Hands		7)	Bigby's Crushing Hand	
	Fire Ball			Creeping Doom	Summon
	Lightning Bolt			Curse	Holy (3)
4)	Cone of Cold			Fire Storm	Summon
	Dissipation		(3)	Flame Bolt	(4)
	Ice Storm			Power Word: Kill	
	Insect Plague	Holy, Summon		Wither	(3)
5)	Beam of Blasting		8)	Meteor Swarm	
	Cloud Kill	(4)		Volcanic Circle	Nature (3)
	Delayed Blast Fireball				

Senses (31)

S	Ventriloquism			Darkness 15' Radius	Summon
1)	Audible Glamer	Illusion		Detect Charm	
	Clairaudience	Mental		Detect Phase	Knowledge (1)
	Clairvoyance	Mental		Infravision	
	Color Spray	Illusion		Misdirection	
	Deafness			Nondetection	
	Detect Illusion	Illusion		Silence 15' Radius	
	Detect Invisible		3)	Continual Darkness	Summon
	Detect Poison	Knowledge	(1)	Cure Blindness	Holy
	ESP			Improved Invisibility	
	Light	Summon	4)	Feeblemind	Mental
	Message			True Sight	
	Stinking Cloud		5)	Wizard Eye	
2)	Blindness		6)	Power Word: Blind	Attack
	Blur		7)	Circle of Blindness	(3)
	Continual Light	Summon			



PRIME REQUISITE: WISDOM

Mental (30)

S	Hypnosis	Control			Telepathic Projection	
1)	Calm	Control	(3)	4)	Chaos	Control
	Clairaudience	Senses			Feblemind	Senses
	Clairvoyance	Senses			Mind Bar	Defence
	Empathy				Precognition	Knowledge
	Forget			5)	Body Weaponry	Transmute
	Scare				Emotion	Control
	Mind over Body				Mind Blank	Control
	Telepathic Projection				Mind Meld	(1)
2)	Animal Telepathy	Nature			Spiritwrack	
	Fumble				Suspended Animation	Animation
3)	Confusion	Control		6)	Body Control	
	Fear				Repulsion	Control
	Molecular Manipulation				Serten's Spell Immunity	Defence
	Telekinesis			7)	Antipathy/Sympathy	

Time/Space (49)

1)	Enlarge				Maze	
	Slow Poison				Pass Wall	
	Tenser's Floating Disc	Summon			Shadow Door	
2)	Expansion				Teleport	
	Levitate				Teleport via Plants	
	Reduction			6)	Diminish	(3)
3)	Blink				Duo Dimension	
	Fly				Vanish	
	Haste				Word of Recall	
	Ray of Enfeeblement	Transmute		7)	Phase Door	
	Rejuvenation	Animate	(3)		Reverse Gravity	
	Rope Trick	Animate			Reverse Magic	Defence (5)
	Slow				Wind Walk	
	Youth	Animate	(3)	8)	Alter Reality	
4)	Aging		(3)		Astral Spell	
	Distance Distortion				Curtain Wall	Summon (3)
	Leomund's Secret Chest				Limited Wish	
	Plane Shift				Permanency	
	Spirit		(1)		Temporal Stasis	
	Vision		(2)		Time Stop	
5)	Apportation		(4)	9)	Banish	(3)
	Dimension Door				Probability Travel	
	Dimension Walk				Wish	
	Etherealness				Gate	
	Magic Jar					



PRIME REQUISITE: CHARISMA

Control (40)

S	Animal Friendship				Hold Person	
	Hypnosis	Mental			Suggestion	
	Snake Charm			4)	Chaos	Mental
1)	Calm	Mental	(3)		Domination	
	Charm Person/Mammal				Mass Suggestion	
	Command				Paralyzation	Animate
	Friends				Undead Control	(3)
	Hold Portal			5)	Charm Plants	
	Knock				Emotions	Mental
	Remove Fear				Hold Monsters	
	Sleep				Hold Plants	Nature
2)	Charm Monster				Mind Blank	Mental
	Hypnotic Pattern	Illusion			Quest	Holy
	Influence		(3)	6)	Geas	Holy
	Wizard Lock				Mass Domination	
3)	Call Spirit	Summon	(4)		Power Word: Stun	Attack
	Comfort		(3)		Repulsion	Mental
	Confusion	Mental			Otto's Irresistible Dance	
	Fire Charm			7)	Mass Charm	
	Hold Animal	Nature			Symbol	

Summon (47)

S	Animal Summoning I				Monster Summoning III	
1)	Animal Summoning II				Mordenkainen's Faithful Hound	
	Faerie Fire	Illusion		5)	Chariot of Sustarre	
	Find Familiar				Conjure Fire Elemental	
	Light	Senses			Monster Summoning IV	
	Obscurment	Nature			Otiluke's Freezing Sphere	
	Produce Flame				Weather Summoning	
	Tenser's Floating Disc	Time/Space		6)	Cacodemon	
	Unseen Servant				Conjure Djinn/Efreet	(4)
2)	Animal Summoning III				Conjure Earth Elemental	
	Call Lightning	Nature			Drawmij's Instant Summons	
	Call Woodland Beings	Nature			Invisible Stalker	
	Continued Light	Senses			Monster Summoning V	
	Darkness 15' Radius	Senses			Mordenkainen's Sword	
	Magic Mount		(1)	7)	Aerial Servant	
	Monster Summoning I				Conjure Elemental	
3)	Call Spirit	Control	(4)		Creeping Doom	Attack
	Conjure Animals				Fire Storm	Attack
	Continual Darkness	Senses			Monster Summoning VI	
	Monster Summoning II			8)	Curtain Wall	Time/Space (3)
	Produce Fire				Monster Summoning VII	
	Summon Insects			9)	Forlorn Incistment	(5)
4)	Flame Strike				Imprisonment	
	Insect Plague	Attack, Holy				

PRIME REQUISITE: LAWFUL ALIGNMENT

Holy (40)				
S	Bless		Speak with Dead	Animate
1)	Chant		Sticks to Snakes	Animate, Transmute
	Cure Deafness	(1)	4) Atonement	
	Detect Evil	Knowledge	Cure Insanity	(1)
	Detect Lie		Cure Critical Wounds	Animate
	Purify Food and Drink	Transmute	Insect Plague	Attack, Summon
2)	Cure Light Wounds	Animate	Neutralize Poison	Transmute
	Prayer		Reincarnate	Animate
	Protection/Evil	Defence	5) Commune	
3)	Cure Blindness	Senses	Dispell Evil	
	Cure Disease		Quest	Control
	Cure Lycanthropy	(1)	Raise Dead	Animate
	Cure Serious Wounds	Animate	6) Geas	Control
	Cure Paralysis	Animate (1)	Enchant any Item	
	Enchanted Weapon		Regenerate	
	Exorcise		7) Curse	Attack (3)
	Heal	Animate	Holy (Unholy) Word	
	Part Water	Animate	Resurrection	
	Protection/Evil 10' Radius	Defence	Raise Dead Fully	Animate
	Remove Curse		8) Trap the Soul	

These tables are designed to be used as a new system of magic, however, if your group is too deeply entrenched in the old system of magic they could provide a source of unconventional Magic Users for dungeon encounters or for determining what spells should be available at a school for Magic Users. The rules for employing this new system of magic can be expanded to suit your own particular concepts of magic.

Initial Spells

- A) Lawful characters begin with the starting level spell and two 1st level Holy spells.
- B) Neutral characters have their choice of one 1st level spell from each of the two fields of magic determined by their highest prime requisite score in addition to any starting level spells.
- C) Neutral characters with two or more prime requisite scores that tie for the highest score, have the choice of which score they will use to determine their fields of magic.
- D) A character may never possess more than two new spells, not counting starting level 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 Fly, cast by a character whose dexterity score was 15 at the time the spell was cast, would have a 3/15 (one in five) or 20% chance of miscasting the spell.

- B) The chances of miscasting a starting level spell and the exact side effects of any miscast spell are determined by the D. M.

Fatigue Factor

- A) The attempt to cast a spell, regardless of its success or effect, costs the character one point of the effected prime requisite score for each level of the spell. The six prime requisite scores will therefore fluctuate to represent his current levels of power.
- B) Lawful characters using the table of Holy spells begin with 11 points of spell casting power and can increase, at the D. M.'s discretion, their power by their lawful actions, ie. prayer, building churches, quests, possession of an Icon, etc.
- C) Neutral characters use their prime requisite scores to determine their strength in the various fields of magic. Their power can be increased, at the D. M.'s discretion, by magic items/potions and actions in keeping with their class.
- D) 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), and charisma (number of followers), etc.
- E) When a character uses part of a prime requisite score, such as constitution, to cast a spell, it will also effect 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 it's starting level.
- B) If all prime requisite scores are at their starting levels then the recovery points are lost because they can not be accumulated for future use.

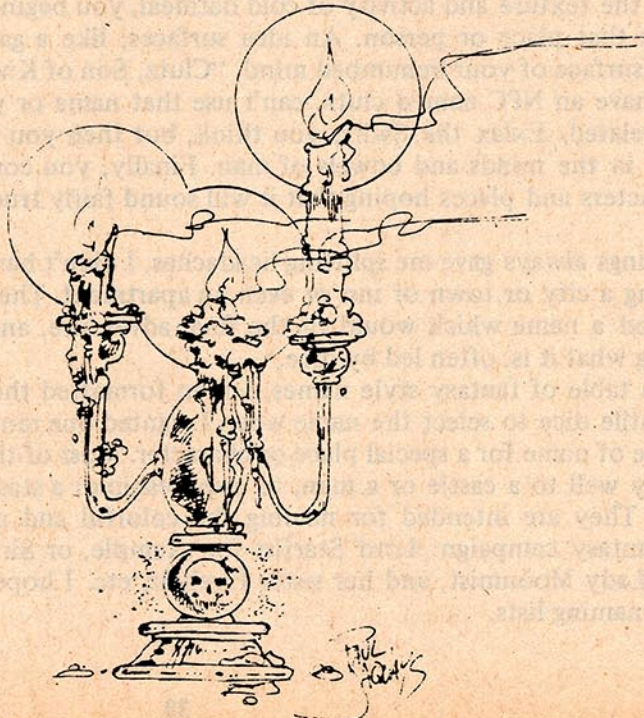
Advancement

- 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 a 'successful' spell, as far as

advancement is concerned, the D. M. 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 (without giving up the ability to use any spells in the old field that have already been mastered), 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 1st level spell from the new field, along with any starting level spells.
 - 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.
- (2) The Dragon No. 1
 - (1) The Dragon No. 3
 - (3) The Dragon No. 5
 - (4) The Dragon No. 18
 - (5) Gods, Demi-Gods and Heros



Turtledragon Castle by **STEVE RUFF**



I was looking over the names in Kelenor City of Illusion, a city I am currently designing for the enjoyment of my players. The various shops, plazas, markets and streets, and it suddenly occurred to me that something was missing. There was something about Fast Freddie's Magic Market which lacked that delicate air of fantasy adventuring which should be included in a world of Dragons and Damsels in distress. There it was again, that old problem on naming names, how can you find a good name for a D&D character or place.

After hours of exhaustive design and work, placing vampires in private apartments, creating hidden shrines and placing delicately beautiful ladies in positions of horror and devilry so your derring doers can do their derring, you suddenly realize that you don't have a name for that temple, or building or street, or even for the delicate damsel. With a brain which has been gradually exhausted through difficult thought and design, and has thus assumed the texture and activity of cold oatmeal, you begin wrestling with the question of what should I name this or that place or person. An idea surfaces, like a gas bubble in a mucky swamp slowly forcing its way to the surface of your benumbed mind, "Clutz, Son of Knerd," it whispers in your ear; ah yes, but no, doesn't Tom have an NPC named clutz, can't use that name or you will have to deal with the possibility of their being related. Exlax the Swift, you think, but then you realize that the name has other unfortunate associations in the minds and bowels of man. Finally, you come up with something, and paste it onto the various characters and places hoping that it will sound fairly true in spirit to the adventure you were creating.

Well, naming things always gave me splitting headaches, I didn't have the energy necessary to do a good job of it after designing a city or town or inn or even an apartment. Then again I didn't want to do it before hand, because I wanted a name which would fit the final adventure, and my adventures change as I design them. Inspiration being what it is, often led by dice.

So, I made up a table of fantasy style names, I then formatted them in lists of a hundred and used a 4-sided die and percentile dice to select the name when I wanted one randomly or read through the list when I wanted a special type of name for a special place or character. Most of these names are original with me, and may be applied equally well to a castle or a man, to a spaceship or a stronghold, even occasionally to an inn-keeper or guildsman. They are intended for naming the colorful and mighty and magical characters who should exist in any fantasy campaign. Lord Starfist for example, or Sir Spearcrest, Squire Goodfellow and Farhunter the Scout. Lady Moonmist, and her sister Firehair, etc. I hope that you share my taste in poetical names. Onward to the naming lists.

Table I

01	Spearcrest	26	Fairspeaker	51	Truetongue	76	Greywolf
02	Treehammer	27	Treeguard	52	Wellwater	77	Redfox
03	Lightlance	28	Morrowsight	53	Moonwise	78	Songsmith
04	Fallowspear	29	Fairspeech	54	Starsinger	79	Blacksword
05	Sharplance	30	Mockhammer	55	Nighthair	80	Treeguard
06	Clearsight	31	Grimwell	56	Iceheart	81	Darkdreamer
07	Farseeker	32	Blackspeech	57	Islander	82	Mellowheart
08	StrongCastle	33	Longrunner	58	Deepdrinker	83	Quickfoot
09	Deepthought	34	Deerstalker	59	Beerlover	84	Clearblue
10	Whiteshield	35	Riverman	60	Harpplayer	85	Cloudwatcher
11	Blackhelm	36	Forester	61	Lionheart	86	Firecatcher
12	Sureblade	37	Sharpnose	62	Honeymeade	87	Airwalker
13	Quickthought	38	Fairlady	63	Sunnybrook	88	Seawind
14	Firebeard	39	Dreamdelver	64	Greythinker	89	Clearwater
15	Greenharrow	40	Cliffbreaker	65	TigerEye	90	Deepwell
16	Arrowspeed	41	Shortammer	66	Trueshield	91	Arrowall
17	Brighthelm	42	Swordsharp	67	Longspear	92	Singingbow
18	Silverthorn	43	Quickknife	68	Leapingblade	93	Whitetower
19	Greysteel	44	Dullblade	69	Dreamweaver	94	Griffonrider
20	Bonecrusher	45	Laughingsteel	70	Gentlehand	95	Beartongue
21	Treewall	46	Singingblade	71	Suretouch	96	Talon
22	Bigaxe	47	Ironfist	72	Barrenhand	97	Owlcry
23	Macehand	48	Dragonslayer	73	Hardtongue	98	Starshine
24	Lightfoot	49	Farhunter	74	Waterbringer	99	Strongwind
25	Surehand	50	Whitehair	75	Laughingbrook	00	Broadsword

Table II

01	Stormwind	26	Goodfellow	51	Longshanks	76	Glimmermist
02	Girlnaker	27	Redwing	52	Greathelm	77	Skytower
03	Proudhouse	28	Broadbarrel	53	Longcloak	78	Startalker
04	Dewshine	29	Eaglecry	54	Strongbeard	79	Seareaver
05	Twinmountain	30	Wolfchild	55	Summersong	80	Wavewalker
06	Deepvalley	31	Snaketongue	56	Cloudweaver	81	Oceanswell
07	Oldoak	32	Lightthought	57	Longfeather	82	Strongtide
08	Tiger'scry	33	Quickfinger	58	Stronghelm	83	Sharkswift
09	Sweetwater	34	Feathertouch	59	Dreamingwaters	84	Bluewaves
10	Oldcastle	35	Silverbell	60	Demonrider	85	Whitespray
11	Fairweather	36	Bronzehammer	61	Longspeaker	86	Deepwater
12	Bigfoot	37	Glistenvelvet	62	Shortfellow	87	Seacastle
13	Hawknose	38	Purpletower	63	Leadhand	88	Seatower
14	Twistfoot	39	Snowforest	64	Stonebearer	89	Truewind
15	Hardtack	40	Greywinter	65	Silverhelm	90	Fairsky
16	Squarehawk	41	Simplecall	66	Baybringer	91	Sharpbow
17	Fourfinger	42	Laughingdeath	67	Summerair	92	Stronghull
18	Softswallow	43	Treefriend	68	Songwind	93	Fullnet
19	Featherdown	44	Deepdelver	69	Cloudhaven	94	Stormreaver
20	Quickblow	45	Bloodspiller	70	Blueglimmer	95	Whitesail
21	Strikesorrow	46	Grudgebearer	71	Fairfellow	96	Longwinter
22	Runningbrook	47	Fallowfield	72	Greenbearer	97	Hardgale
23	Clearsky	48	Greenbriar	73	Reddream	98	Hornblower
24	Redblade	49	Greyhaven	74	Nightfellow	99	Tallmast
25	Truestriker	50	Fullbelly	75	Browncloak	00	Moonmist

Table III

01	Starfist	26	Farwinger	51	Wormward	76	Ironwill
02	Sharplis	27	Smallsword	52	Icecliff	77	Nearwinter
03	Pallwind	28	Swiftkill	53	Silvermail	78	Quicktongue
04	Morningsky	29	Slaysoon	54	Guantwolf	79	Sorrowmaker
05	Duskherald	30	Flowerpool	55	Nightcrier	80	Blooddrinker
06	Greenbranch	31	Reedhollow	56	Springwood	81	Moormist
07	Fairblossom	32	Stronhammer	57	Moonpool	82	Evenfall
08	Redwood	33	Merryweather	58	Starfountain	83	Starcastle
09	Farhollow	34	Tearsinger	59	Wintergiant	84	Moonshower
10	Fireblossom	35	Iceglisten	60	Bearcloak	85	Rosedew
11	Firehair	36	Starsmith	61	Goodvision	86	Moonraven
12	Painseaker	37	Flamestongue	62	Fairview	87	Nighthaven
13	Wintereye	38	Fireward	63	Nearwood	88	Cryeagle
14	Softwonder	39	Nightguard	64	Followfast	89	Whitestag
15	Thunderwind	40	Turehaven	65	Farleader	90	Tallcrag
16	Morningstar	41	Stonefellow	66	Lightfoot	91	Ironhead
17	Wintercold	42	Rockhammer	67	Dreamcaster	92	Skycastle
18	Dragonrede	43	Clearcrystal	68	Starsnake	93	Stardancer
19	Sparrowhawk	44	Knifemaker	69	Woodserpent	94	Highprancer
20	Autumnwing	45	Bladebreaker	70	Nightcloak	95	Cloudreacher
21	Spidersilk	46	Sharktooth	71	Foulspawn	96	Moorfellow
22	Fairweather	47	Tigerpaw	72	Nightmist	97	Trueheart
23	Searover	48	Deathblow	73	Greycloud	98	Longsight
24	Windwillow	49	Morningsong	74	Fairhelm	99	Whiteraven
25	Hardsinger	50	Dragonwing	75	Steeltongue	00	Coldhaven

Table IV

01	Gentlebloom	11	Nightspoken	21	Fearwaker	31	Brokenskull
02	Clearhaven	12	Cloudwearer	22	Tearmaker	32	Colpassion
03	Truesinger	13	Skywoven	23	Bonebreaker	33	Nightfall
04	Farwander	14	Farcrier	24	Starmist	34	Daybreak
05	Clouddancer	15	Softspeech	25	Fairhaven	35	Coldlake
06	Stormsinger	16	Longhouse	26	Ebonlocks	36	Wintercry
07	Sunbringer	17	Neartower	27	Hardcastle	37	Skyhawk
08	Leeweather	18	Hellflower	28	Coldheart	38	Trueguard
09	Bloodsinger	19	Bloodblossom	29	Farcastle	39	Nightwinger
10	Darkwoken	20	Howlterror	30	Deepsower		

The last list does not run to a hundred names, because I originally planned on only 200 names in the list and my random name generator ran away with me. I had to stop somewhere, and here is where I stopped. That is no reason for you not to continue the list with names of your own coining. Names in the old days were chosen from the language of the day to have specific meanings. In Hebrew, they dealt often with the relation of a man to God. In Norse, they were frequently based upon the personality of the named person, and usually on the name of his father. In American Indian, they were often based upon the deeds the person did. In Old English, they came from the person's place or origin, his work, or his behavior, but they always had a meaning. If you translate the names men bear today into modern tongues, they mean Victor, Champion, Strong One, Hero, General, and Priest.

The names in the above list sound poetical, because they have clear meanings in modern speech, but they are names chosen for their strength and color, and not so very different from the names you carry about with you in daily life, if you knew what your own names meant.

More than that, they are highly appropriate to a fantasy campaign, and add color and life to the creation and naming of powerful NPC's. Enjoy them, and create more names as you need them.

Omniscient Opinions

There are a number of games on the market at this time which deal with science fiction role-playing. One example of this genre, *Space Quest*, published by Try Gamemakers, Ltd., is perhaps one of the most extensive rule sets published. There are many positive points to these rules, which would best be left to a game reviewer. I wish to indicate one minor point which can become a major during a major intervessel encounter.

In the rules it gives a series of different possible vessel sizes from a ship's boat to a huge freighter which can be fitted out for exploration by the characters. The size is defined in terms of Ship Units (SU) which are the basic space within which any type of system may be included. For example, there are Drive Units (DU),

Intership Combat: A Game Error?

by Staff Writer
Bill Paley

the Power Producers, Control Units (CU), the Bridge, Technical Units (TU), Computer Rooms, Holds, Environmentals, Guns, etc., etc. Thus a 3SU vessel would have perhaps one CU, one DU, and one GU (gun), or a five might have one CU, one TU, one HU (hold), one DU, and one GU.

This is one interesting portion of the game, while the players plan their vessel types and sizes. But a problem develops in intership combat.

You are the commander of a twenty SU Patrol Craft. You are suddenly faced with a one hundred SU battle wagon and a three SU fighter. Laying down fire from you four GU, you direct two at the large vessel and two at the smaller.

The rules give a basic "To Hit" chance based on the type of weapon used, varying with gunner skill (pluses) and pilot maneuvering (minuses). Given equal gunners, equal weapons, and equal pilots, there is an equal chance to hit a fighter as there is to hit a ship thirty-three times as large. Perhaps I'm missing something, but the logic of this escapes me. Perhaps the larger ship would have more powerful screens, but I don't see how screens, which in the game must be penetrated to cause damage, could change the chance of hitting them.

My suggestion is that the chance of hitting any vessel in the game be changed to that of hitting within a plus-or-minus one SU area of the target SU—say the bridge, or perhaps the engines, if your craft is a pirate.

OR, the base chance is calculated for striking a battle wagon, and the chance of hitting decreases with each smaller vessel type.

The first case will most likely speed up combat, as vital systems would be quickly knocked out with little extra damage. The latter case will slow it down immeasurably, as more shots would miss than at present.

Although this may seem a minor point, it is a useful one to consider. How would you like to be the fighter pilot who is informed after a close-in sweep that his ten shots missed, and that his small ship was hit ten times—BOOM. You might end up arguing this very point.

Bill Paley



Bill Paley was born in Chicago, IL in 1956, raised in Wisconsin and California. At age nine, he read the entire contents of his school library's science fiction collection, by age ten the town library's. At age twelve he was introduced to wargaming by his uncle who gave him Avalon Hill's "1914". He was a prime mover to start a strategy games club at his junior high school. While attending UCLA, he happened to meet a very enthusiastic D&D player and less than a month later he opened up the "Spire Vigilant", his first Dungeon World. Now working on his second, based on materials published by the Judges Guild, he is attending the Chicago College of Osteopathic Medicine, with an eye towards entering the field of Pediatrics.



Paul claims that one of the main reasons that he is involved so much with gaming is that it was the first place he found that would take "budding" SF and Fantasy artists. Paul is probably most noted, if at all, for his founding and publishing of the D&D fan magazine **The Dungeoneer**, and the illustrations done for Metagaming's **Chitin: I** and **Olympica** games, although his work has also appeared in **The Space Gamer** and **The Dragon**.

Paul relates that he spent his tender youth moving back and forth between Indiana and Michigan till his family finally settled in the tiny village of Spring Arbor which is mainly noted for having Spring Arbor College in its midst.

After graduating from high school, Paul attended Spring Arbor College, majoring in art and graduating with a B.A. While there, he managed to study under Bryan Halsey, a renowned seriagraph artist; travel in Europe; act in the theatre; do publicity work on campus; be program director for a 1000 watt FM radio station; work on the school paper and yearbook; study karate; illustrate for several game magazines; publish **The Dungeoneer** along with J. Mark Hendricks and Merle Davenport; put on a two man art show and work as a part time graphic designer. Once in a while he even tried to find time to actually play D&D.

Paul is single and works out of a studio in his Jackson, Michigan apartment and has an "odd-couple" type living situation with a "neat-freak" room mate who becomes berserkly indignant when thing begin to crawl out of the studio and into the living room.



MARK SOLMER

design staff

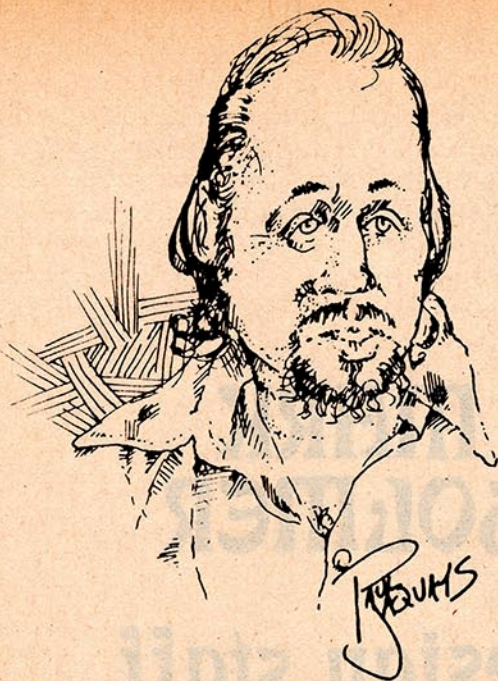
Around the mid 50's, I came into this world and immediately set about the task of drinking beer and raising hell. After years of grade school wandering from class to class, I finally found something that interested me, Band. After many instrument changes in Junior High, clarinet - tuba - bass-clarinet, I finally wound up playing tenor sax.

In High School, I experimented with every instrument in the band room but still played tenor sax in the band. Between my Freshman and Sophomore year I went to Summer School and took Musical Theatre helping with props, makeup, and playing in the orchestra. My Junior year, I made Jazz Band and played baritone sax and at one concert I got to play with Bobby Rosengarden, drummer on the Dick Cavett Show. My Senior year, I played tenor sax again and played with Clark Terry, trumpeter from the Tonight Show.

After graduating from High School (a very rough task if you had grades like me), I turned my attention towards learning to play bass, guitar, and keyboards. It was about this time, 1974, I started playing D&D with Marc Summerlott, Craig Fogle, Tony Floren, and Bill Owens. Later on, I met Bob Bledsaw at his house for a gaming session.

In 1977, I finally got a break. I got into a real good top 40 band. We played the Holiday Inn for 3 months, 6 nights a week, and then went on the road for 4 months. After we came home, the band broke up and two of the others in the band formed a new one, but this time we would concentrate on playing in Decatur. This meant I would need a full time job. Marc Summerlott was then working for Judges Guild. He told me that I could probably get a job real easy and I did. I have worked here a year and a half and have had a good time. I still play in bands on the weekend and that takes up a lot of my time.

My hobbies are model railroading, gaming, and model building. My main hobby is collecting Beatle Albums and 45's. Between my best friend and I, we have 86 albums in all. Well that's all folks.



CHUCK ANSHELL editor-in-chief

"Samurai Editor"

A SELECTED SHORT BIOGRAPHY OF ONE CHARLES ROBERT ANSHELL WHO IN DAYS GONE BY HAS BEEN KNOWN TO DO WIERD THINGS SUCH AS EDIT FANZINES, PROGRAM COMPUTERS, PLAY GAMES AND EVEN (watch it now) LOVE THE OPPOSITE SEX (blush) - AS TOLD TO CHARLES ROBERT ANSHELL.

(or Who is That Big Guy With the Funny Little Green Fuzzie Thingie on his Shoulder and Why is He Doing this Anyway?)

Chuck Anshell, alias Long John Silver, Zabadu, Zasha Lahbt, Merendi, C. M. Angitz and numerous others, has been known to frequent such places as homes, clubs, cons, about ½ the U.S. and has even been accused of perpetrating the most horrible dungeon mankind has ever known - Chicago. He has brought to life such monsters as Merlin, Guinevere, the Jewish Comedian and the terrifying Wong (two wights don't make a Wong, but thwee do, heh, heh, (cwazy wabbit). Some of you may be aware of him from his position as editor of *The Dungeoneer*, a magazine which he wrested, forcibly, from the clutches of one Paul Jaquays on a stormy night many moons ago, or as editor of *The Judges Guild Journal*, a post which he only recently has droven into the ground and started to fence with (er) upon. For those of you who have not had the opportunity to read any of his fine, critically-acclaimed poetry (the critics claimed it should be buried at least 5 miles down) you are really missing something. If anyone is interested in finding Mr. Anshell (he loves to be called Mr. Anshell) he is proud that he will be a guest of honor with Alan Dean Foster at NOVACON in Detroit. Further, if he doesn't get hit with too many pies, he may even show his face at some other gaming, skiffy or Trek cons this year.

In case you haven't met Mr. Anshell, perhaps I should describe him to you. First, he is taller than he looks, but shorter than he seems. It would be hard to miss him if you see him, but to all his physique adequate is adequate. Since he shouldn't be out fencing the field, he can sometimes be found outside fencing in the field. He only looks unhappy when he isn't or when he is though frequently he appears to be happy even though he is or isn't. At most cons he can be seen to be wandering around with his little green Trouble (cousin of a tribble) Merlin and frequently carries a shilelagh when trying to disguise himself as 'Sumurai Editor' or the like.

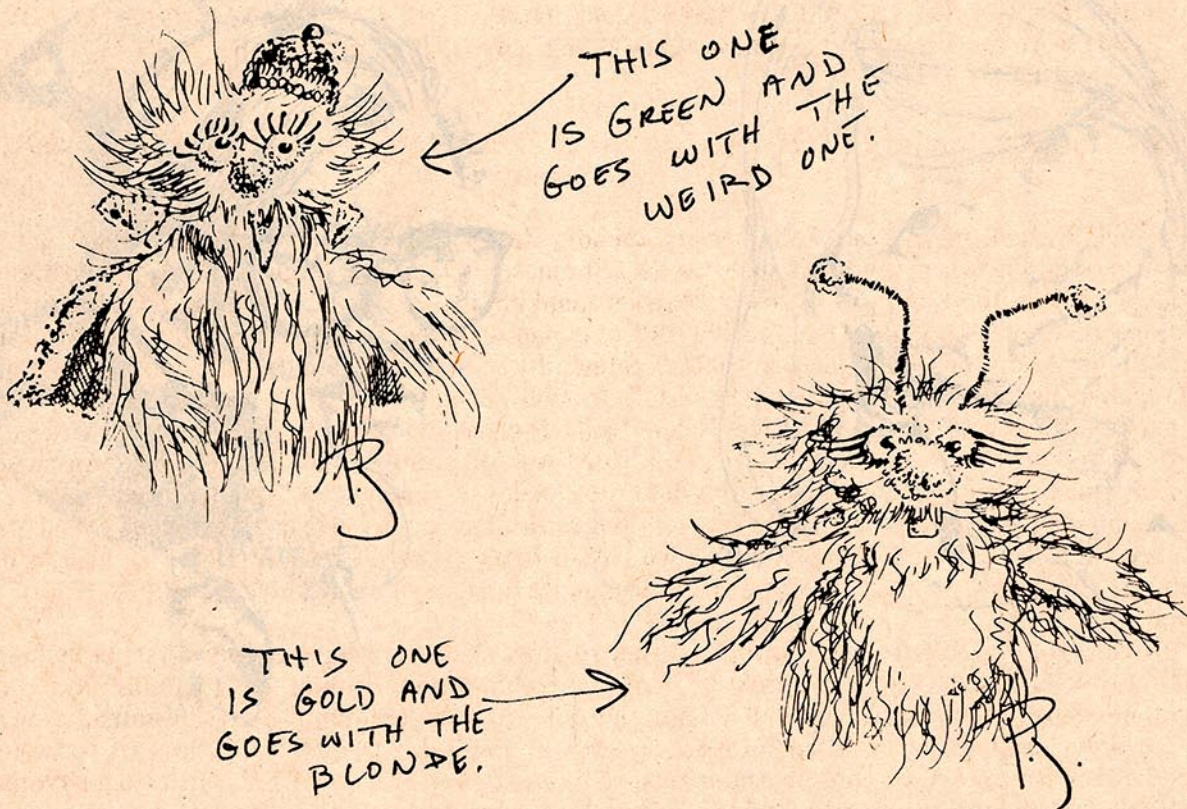
Chicky or Chicklet (other favorite nicknames) was born in Chicago in February, 1944, an unusual feat, it would seem, considering how hard it is to stay alive there in February, however he managed to time things so that he missed all the noise. Moving right on, now, we see, in this next slide, the young lad tying a blanket around his brother's shoulders and pushing him off the swing so that he can get 'Superman' pictures of his brother 'Flying'. (It's really amazing what you can do with a Cub Scout Brownie camera and no budget.) After thouroughly training his mind in grade school and high school, he drove his college chums up the wall with his off-the-cuff writing, off-beat humor, off-balance life style and on-again-off-again grades. Soon he became one with Uncle Sam's Navy, only to be totally upset when he discovered that Unc's was still a sea-going navy and not a space-faring one (one of these days I'm gonna haveta fix that). After spending several years there teaching everyone else how to fly, when they absolutely refused to give him his own flying carpet, he left Unc's and went to work for Western Union. It was at this time that he became intimate with at least

3 Univac 418s, 2 DDP-24s and a couple of PDP-8s. After leaving WU, he set about starting his own gaming company, Anshell Miniatures, wherein he neither manufactured miniatures nor was. It was during this time that he fought a terrible battle with Paul Jaquays in which half the known world was destroyed (most people still don't know it's missing) and he was honored by assuming ownership of **The Dungeoneer**. Life being what it is, however, and truth being stranger than fiction, he soon had to close the doors of his company and he went to work for **Judges Guild**, a place which is neither a guild for judges nor which judges guilds. Taking **The Dungeoneer** with him as he left Chicago in a huff, he has since turned over its production to the hands of the Guild and stays on as editor (of both **The Dungeoneer** and **The Judges Guild Journal**), Project Coordinator, and has, also, been known to be frequenting Rocky Horror Picture Shows and carrying on a torrid affair with a TRS-80 or two.

It just goes to show you where a love of science-fiction, fantasy and gaming can get you if you're lucky.

C. M. Angitz

P.S. The shilelagh is really for anyone who calls me Mr., Chicky or Chicklets (how many guys do you know with a black belt in shilelagh?)



Merlin

Merlin, a 1000 year-old (he's just a baby) Trouble (2nd cousin to Tribbles) is a long-standing Apprentice Magician. The main reason for this is that it's no fun to sit if you have no lap to place nice things on (such as girl Troubles - which is something all us guys have lots of). Merlin is the official mascot and resident monster at **The Dungeoneer** and **Judges Guild**. He was adapted as such on a day when the weather was, unfortunately, at its best. At the same time, his girlfriend, Guinevere, decided to visit Earth and a Startrek Con in Kansas City in 1977 gave birth to a romance the likes of which have not yet seen the pages of moviestar fanzines. Both can be frequently seen in the accompaniment of Samurai Editor and Admirable Halsey.

Penny Gooding

Penny was born November 27, 1950 (a Thanksgiving baby), in Decatur, Illinois. She was brought up on a farm with 3 sisters and a brother. She graduated from a very small school, worked a year, and got married at the tender age of 18 to Larry Gooding. She worked until her first child, Trisha, was born. Four years later, she had a second child, Michele, and stayed home bringing up her chillens and keeping house.

Penny did not work for ten years. She got her youngest child in school and decided to go back to work. The type of work she does, she did not know before she started to work at Judges Guild, but she is learning something new every day. She has never played the games but is trying to learn them. Since she typesets most of the material, she is picking up things all the time. She loves her work and has met many interesting people.

Penny enjoys doing things with her family, camping, playing tennis, walking, playing all types of sports, and just relaxing at home. She has a good sense of humor (some people call her a little weird) and she says she will never grow up. It's too much fun being the way she is, why spoil a good thing!



Mitchell R. Johnson

He came to Judges Guild from a small town in Illinois named Prophetstown. He realized that a prophet is not recognized as a prophet in his own home area. So, he moved to Decatur in October, 1978.

He predicted that Illinois would have another cold Winter. He was right. He predicted that Illinois weather would remain cooler than usual for Spring. He was right. (He predicted that this write-up was a snow job—and again he was right. We needed filler!)

Besides his interest as a meteorological prophet, he enjoys games, reading, comedy and humor, metaphysical studies, films and film-making, photography and walking.

What Do You Want??

By Thomas McCloud

In case you haven't noticed, the Judges Guild is in the business of publishing aids for TSR's Dungeons & Dragons. Judges Guild publishes other items, but complete dungeons, such as Tegel Manor, Thieves of Badabaskor, or City State of the Invisible Overlord, are an important part of its line.

Well now, if you were buying a complete dungeon description, what would you like to find in it? Those who are trying to write good material for your enjoyment would like to find out. If you want to let them know, please answer the following questionnaire and send it to:

WDYW?
Judges Guild
1165 N. University
Decatur, IL, 62526

WDYW? Questionnaire

- 1) How long, in published pages, should a complete dungeon be? (Assume 1000 words per page for pages without illustrations.) _____
- 2) How many levels should it contain? (Give a range, eg., 4 - 8) _____
- 3) How many rooms should it have per level? (Again, a range) _____
- 4) How many new types of monsters ought to be described? _____
- 5) How many new types of magic items? _____
- 6) How many empty rooms should it have? (Give a percentage) _____
- 7) How many traps should there be per level? _____
- 8) Would you prefer new monsters to be described in a separate appendix, or in the first room where they are found? _____
- 9) Would you prefer new magic to be described in a separate appendix, or in the first room where it is found? _____
- 10) What should be the total power of the monsters in each room, if power is defined by $P = N \cdot L$ where N is the number of monsters and L is their level?

For a level 1 dungeon? _____	For a level 2 dungeon? _____
For a level 3 dungeon? _____	For a level 4 dungeon? _____
For a level 5 dungeon? _____	For a level 6 dungeon? _____
For other levels: _____	
- 11) What levels would you like included? (Give a range of levels, eg., 1st through 5th) _____

- 12) For the items shown on the following outline of a dungeon description, how much of each item would you like to see? (Express in whatever units seem the most appropriate, but be sure to say per what. Eg: "... III C 2 a: 1 table per dungeon; III C 3: 1 map per level; ...") Please add any comments you would like to make. (Eg: "... III C 4 a ii: 1 line per monster, we use all 6 characteristics (S, I, W, C, D, CH) for each monster, adjusted for the type of monster involved; ...")

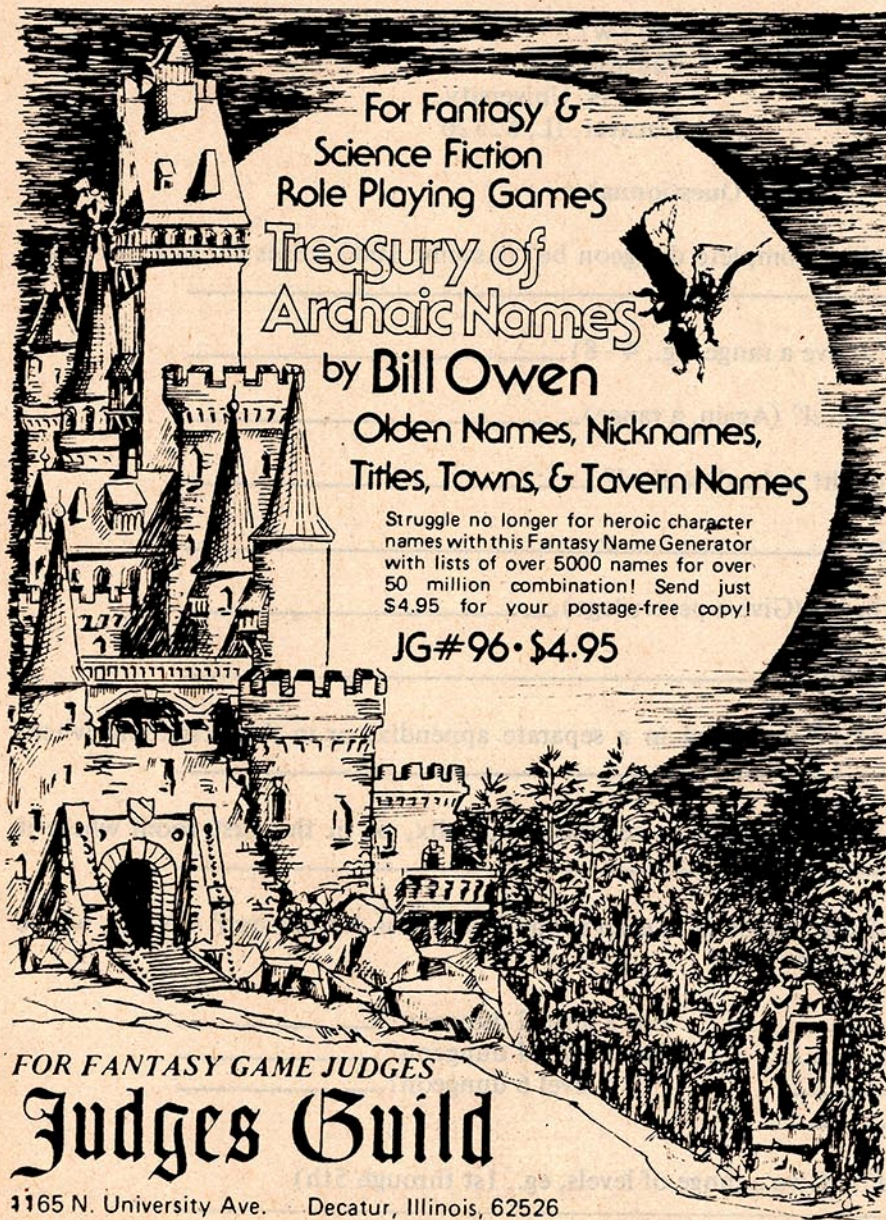
Dungeon Description Outline

- | | |
|---|--|
| <p>I. Table of Contents</p> <p>II. Introduction</p> <p>A. Background Story</p> <p>B. Setting</p> <p>C. Maps</p> <p>1. World</p> <p>2. Country</p> <p>3. Region</p> <p>4. Vicinity</p> | <p>III. General Description</p> <p>A. Ubiquitous conditions</p> <p>1. Doors, floors, walls, etc.</p> <p>2. Light, heat, humidity, etc.</p> <p>3. Decorations</p> <p>B. Maps of the whole</p> <p>1. Horizontal</p> <p>2. Vertical</p> <p>C. Level Descriptions</p> <p>1. Variant conditions</p> <p>2. Wandering monsters</p> <p>a. Table for Rolling</p> <p>b. Pre-rolled List</p> <p>c. Guards & Guard Routine</p> |
|---|--|

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in our magazines and, now, he will be doing product art for us, as well. Bill Paley will also be familiar to those of you who read tD and tJGJ and he is an experienced DM and Traveller® GM.

What's coming up from JG? Well, first we have a lot more D&D and AD&D® game-aids planned. We have received permission from the CHAOSium to do play-aids for Runequest and are tossing around some ideas for them. We have had some discussions with FGU, too, and are looking forward to doing several things for them. Also in the works are some playing aids for some of Lou Zocchi's games. City-State of the World Emporer is making progress (I'm sure that you'll be glad to hear that). There will be a second book of Villages soon, to supplement one of our bestselling playing aids: Village Book I. Also a book of Castles is in the works. Along with Traveller we are working on some projects for En Garde for GDW. Many more goodies and surprises are in store for you. Some other titles to be watching for are Caverns of Thracia, Lurid Lairs, Star Ventures, Verbosh and much, much more. All this and a magazine a month too!



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