

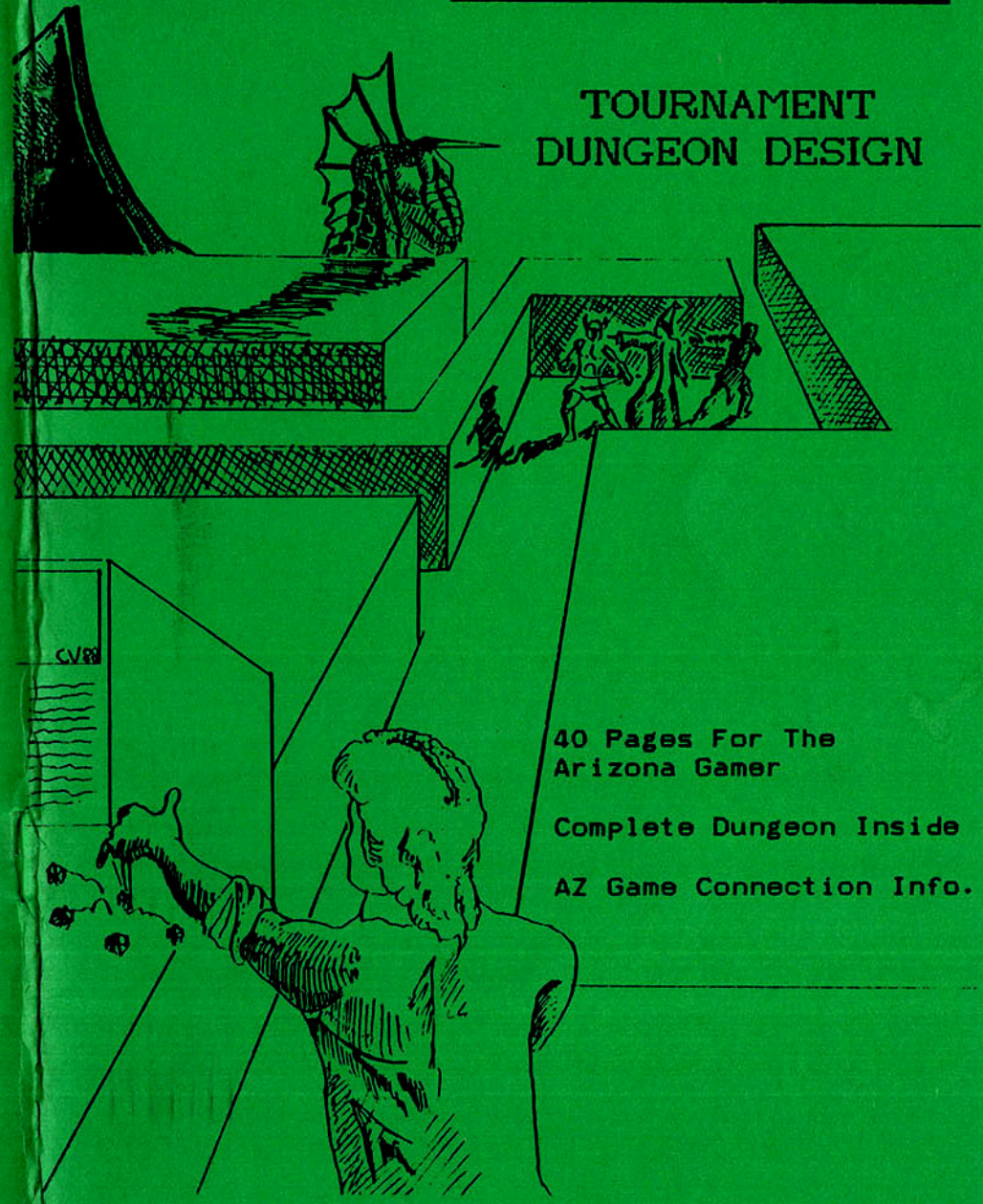
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ARIZONA GAMING SOCIETY



ISSUE #4 OCTOBER 1988

TOURNAMENT DUNGEON DESIGN



40 Pages For The
Arizona Gamer

Complete Dungeon Inside
AZ Game Connection Info.

ARIZONA GAMING SOCIETY
P.O. BOX 27576
TEMPE, AZ 85282



NEXT ISSUE BATTLETECH - VARIANTS, NEW MECHS, AND MORE

ARIZONA GAMING SOCIETY
Bulletin #4

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CONTENTS

New Events.....	3
Realitycon 6x6 Recap.....	5
Realitycon '88 Review.....	6
Monster Mash 3.....	8
Blasted Earth Review.....	10
Tournament Dungeon Design.....	12
Diplomacy PBM Kit.....	14
MODULE: The Fang Of the Serpent.....	15
Staff Editorial.....	27
Rules For MONSTER MASH 4.....	28
Variant Rules	
Fortress America.....	30
Axis & Allies.....	31
Shogun / Risk.....	32
Monopoly / Diplomacy.....	33
Titan game review.....	34
Titan Variant Rules.....	35
Announcements.....	36
Advertising Rates.....	37
Classifieds.....	38
Membership Form.....	39

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NEW EVENTS

A.G.S. East has been formed, and is now holding meetings at Arizona State University's Memorial Union. Meetings are from 2:00 PM until closing, which is usually 1:45 AM. We have been assigned room 222 (Mohave) for most of the dates, but it is best to check the monitors for the exact location week to week.

The agenda for each will be determined the previous week. Right now plans are for boardgaming early in the day until 6:00-7:00, with some roleplaying at night. I am putting emphasis on players trying new games. If you live on the east side, come on down with your favorite game, and we will get some players together.

Big event! on Saturday 22nd of October, we will be sponsoring Milton Bradley Gamemaster Day Axis and Allies, Fortress America, and Shogun. Axis and Allies and Fortress America will start at 10:00 AM, Shogun will pick up around 2:00 PM and run the rest of the day. I am looking for 8 teams of two for Axis and Allies, up to 64 players for Fortress America, and any number for Shogun. We will be using the same Variant rules as at Realitycon (see pages 30-31 of this issue). The variants are mostly concerned with the bidding process to determine positions, and adjudication rules for games that run over the time limits. PLEASE BRING YOUR COPY OF THE GAME! We cannot provide multiple copies of the game.

For those of you not interested in the M.B. games, we will also offer Titan with battlecards, Variant Risk, and Double Blind Monopoly as sidelights. Our goal is to keep everyone gaming all day. The location is the same as Realitycon, second floor of A.S.U.'s Memorial Union with free local parking. As always call Deke Young at 967 3447 for more information.

Ben Johnson is organizing an AGS west chapter at either A.S.U. West or Grand Canyon College. If anyone on the west side has ideas for a location call (you guessed it) Deke young at 967 3447. The optimum would be a weekly meeting on Friday nights or Sundays. That would allow those gamers with serious addictions to attend both meetings.

Down south in Tucson, gaming is done daily or so they say. We attended Gamescon I and had a great time. Unfortunately only a few people from Phoenix showed up. I made the drive from Tempe in less than two hours. Why more gamers didn't make the effort is unknown to me. If we want gaming conventions, especially the big weekend long events, we have to support the local conventions. A little driving may be involved, but that is a small price to pay.

The next AGS sponsored con will be DELEFAX '89. The weekend of the 25th and 26th of February is the tentative date, with A.S.U.'s Memorial Union as the likely location. With 5 months of preparation we should be able to get all the rooms at the south end, remove the divider from between open gaming and the dealers/computers, and all the other administrative delays that slowed us down last time. Now for the really good news. With 91 attendance at Realitycon, we payed the rent and only lost the advertising money. As we all know word of mouth is the best advertisement, and I expect 150+ attendance. The result Delefax '89 two day pre-registrations will be only \$12.50, and at the door registration will be \$17.50. Single day attendance has yet to be determined, but will likely be \$10.00 per day at the door only. Some people complained that Realitycon '88 registration was too expensive. Strange since we routinely spend \$100 per weekend at the Hyatt for Lepercon and Coppercon. The bottom line is that AGS will always keep costs at their lowest possible level. Witness the fact that the success of Realitycon '88 means lower registration costs for everyone at Delefax '89.

Block registration was not such a great idea, so we will go to an open schedual format at Delefax '89. Additionally, only board wargames will be scheduled in the early morning, with the majority of the events starting at noon. The monster mash will be held on Sunday from 5:00 PM until 10:00 PM, ensuring that everyone will be allotted more than enough time to die. I personally will be leading Bahamut and the rest of the Clean up Squad. Remember, you can run, but you can't hide.

Request time! We want to hold a one day mini-con in November and December. What we schedual is up to popular demand. 30 Player CAR WARS? Fantasy Miniatures? Card games? (Naval war, Nuclear war, pinochle, spades, etc.) The decision is up in the air. I am taking a AGS poll. Send your ideas and member number to the Tempe P.O. Box. The most popular topic will be picked for November and December.

LEPPERON 15 is scheduled for the 14th-16th of April 1989. Don Harrington and his Games and Diversions crew will be co-ordinating gaming. As a special offer, FULL convention memberships cost only \$15.00 if purchased prior to the 24th of November. Note the pull-out flyer in the middle of this issue.


You have probably noted the expansion of the AGS bulletin, up to 40 pages this month. A far cry from the 12 page issue #1. Two Guys painters will be providing fantasy modules on a continuing basis. Starting with issue #6 we will be including a 12 page microgame, and expanding the issue to 60 pages. We are committed to making the bulletin worth \$1.25 at the store. Quite the deal for all you subscribers who probably never expected the bulletin to triple in size.

Japanimation fans will be glad to know that Tom Perry will be at Delefax '89. Block registration limited the exposure, but with open scheduling you will have a half an hour or so to catch some of those High res videos.

That's about it for this month. Anyone who wants to submit material for issue #5 should mail the material to the P.O. Box by the 27th of October. See you on the 22nd!


Deke Young
Editor

ADVENTURE GAMES



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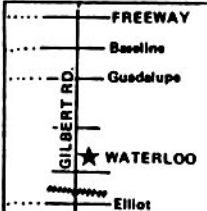
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Although we only had 24 players this time, the interest was still high. That number was well over 50% of those at the convention at 9:00 AM (What idiot scheduled things that early?). This time the adventure featured a veteran party who had been adventuring together for years. The cast featured Mondo, he of limited wit and death dealing daggers (one at 16 d419 3-2 attacks, off hand at 13 d417). Why one Mondo used his broadsword is beyond logic. Skarino, she of quick and nimble lounge well adept at denying her drow heritage. Rachel the benevolent thief, who was most likely to dance with the Guardian Naga. Shaggy, the most noble of half orcs, trying to prove his worth amongst humans. Thol Amon, priest of great ability, was the obvious leader. And last was "Fax", or the living definition of a "twinky mage".

The party was called by Bertola the Soothsayer, a skilled spellcaster who ran the local magic shop. It appears he was dabbling in some teleportation effects when his apprentice Kristina vanished. Obviously, admitting to such a grave mistake would hurt his reputation (and his business). So Bertola fabricated a story that Kristina had been captured by the Reptile Cult, offered a sizable reward, and sent the first set of adventurers he found in the direction of the Cult's main temple.

The Town of Clearview is the sight of the next encounter. The group finds a local temple of the Reptile Cult. They meet a small flock of worshippers who have no idea that a random girl was teleported into the main temple miles away. This does not stop most parties from using strongarm tactics to assault the priests. The temple itself would not stand a chance if it was not for the 9th level champion who was resting on his quest. Still, most parties made it through, and learned that the main temple was in Funderwall.

The main temple is guarded by a 12 headed Hydra, a pair of Lizardmages, and a druid (the hydra's trainer). As per the article on Tournament Dungeon Design, this is the "hard way". Other options include an underground stream, and sneaking in at night. The underground stream works well with the exception of the 12 HD Guardian Naga. A lawful good creature, it would have assisted any party to ask for help. The plan to sneak in at night involved bypassing a "sticks to snakes" trap that sends one player into the cold waters below with two constrictor snakes.

The final encounter was the main temple room. A 9th level priest with the gaze of a Basilisk, a 7th level champion with a sword of sharpness, and spellcasters galor helped to make this more than the average party could handle. But as described in the Design article, most players are not happy unless they duke it out with the bad guys at the end. The Reptile cult is totally innocent. An unconscious beauty appears in their main temple during a ceremony? Obviously the work of a pleased god. Strange assassins who attack in the night? Agents of a dark cult who want to stop the lighted path. Does anyone stop to ask for Kristina? Figure the odds.

Still the adventure went well, most players had a great time. Round two was just as entertaining. The winner in the end? Clay Toombs with of all people, Brother Toxin from Westercon's 5x5. Seems the referees were so impressed with their players they sent 7 to the final round. Clay won primarily by submitting his superior, 8th level Thol Amon, while domineering the lesser acolyte who accompanied the party. Church bureaucracy at it's best.

Players were much happier with the cohesive party of veterans, so the Delefax 6x6 will probably feature a similar party. Nothing concrete yet, but there are rumors of 11th level characters for the next adventure. Don't miss the fun!



REALITYCON UPDATE

The vote is in and the answer is positive! Yes Arizona gamers are very willing to band together to support local gaming conventions. And yes, we know how to have a great time by enjoying close to 20 hours of continuous gaming with opponents and allies from across Arizona!

Close to 100 gamers turned out on Saturday at the ASU memorial union to participate in a variety of events ranging from ADND to Axis and Allies. This means the big go-ahead for all of us members of the Arizona Gaming Society.

Thanks to the support of all who participated, convention expenses did not exceed registrations. As a result more gaming conventions are already in the process of being scheduled and organized. This is only the beginning. Since REALITYCON 88 was scheduled and run on fairly short notice there was less time to get the word out. We can all expect attendance at future game cons to be even larger. And if you have ever had an opportunity to attend one of the gaming cons held out of state then you know that it is not unreasonable to expect that over the years we can build up attendance to close to 1000.

All of us AGS members can help make each gaming con progressively better by continuing to spread the word. Thanks are due to all of the people who put out flyers at their local schools and to their gaming groups. Thanks are also due to all who helped in putting on REALITYCON by acting as referee for one or more events. THANKS to all of you and I encourage all AGS members to lend their efforts to putting on the next con. Lets turn a successful start into a continuing story of better and better Arizona gaming cons. A little effort from each of us turns into a lot of fun for all of us.

The big events at REALITYCON turned out to be the 6x6 ADND tourney (24 participants), the Axis and Allies tourney (20 fierce competitors), the BATTLEFRONT competition (many participants total unknown), and of course Monster Mash III (41 players). The Monster Mash had to be cut short due to a scheduling snafu but the level of competition was at an all time high. Results of the con have already yielded a number of ideas for improving future conventions. For example, the next con will be two days instead on one (Regular events will run all day Saturday and Sunday 1111 5:00, with the Monster Mash going from 5:00 till 10:00 PM.

Whereas at this con we had several miniature dealers, next con I'm told there will be paint on hand so that you can get miniatures painted on the spot. Also since there is more time to prepare, we will be looking at expanding functions to include some seminars, more organized game checkout, game company sponsorship and prize donation, and maybe even a game auction. Future cons will each feature a guest of honor who will hold a seminar to meet with gamers. (For our first guest of honor we hope to feature Ken St. Andre, a co designer of the computer game WASTELANDS as well as the designer of TUNNELS AND TROLLS and STORMRRINGER.) Please call us with your input on how to make future cons better.

The Memorial Union has turned out to be an excellent location to hold AGS gaming conventions. The space is inexpensive which holds down costs for all who attend. (A major policy of the AGS is to make cons as cheap as possible to attend). The MU also features easy access to fast food and video games as well as very easy going and professional facilities management. While several people have raised the idea of going to hotels for future cons my personal feeling is that the MU is the way to go for some time to come.

Staff was a little short handed at REALITYCON so we will need a few volunteers to help out with con registration, event registration, game checkout, etc. at the next con. Give us a call if you would like to help out as con staff.

In summary, REALITYCON 88 was a lot of fun. The fact that it was also financially solvent (AGS was able to pay all convention bills!) means that future cons are green light - go! There are a lot of ways to improve and improve we will all of us together. See you at the next one!

- Paul Brown III

(PUT YOUR AD HERE!)

Someone once told me, "with time all things will change." It now appears the age of referee domination has ended. Obviously the players are too well prepared for what our five meager referees could conjure. Most notable were the six draw identical sisters who entered the caves of death. First they assassinate the eighth member of the party, then proceed with clockwork precision. That time ran out was a boon for the Castle forces. Not one of the Six drew met her death.

Meanwhile on the Plains of Death, the infamous "Lobsternaughts" descended with military co-ordination. Many an orc was dispatched, as the Kampfgruppe of Fieldmarshall Brown was overrun. There were a few deaths, but once again it was the clock that saved the castle from it's eminent defeat. It has been rumored that the Plains region is to be reorganized drastically. Then again it is only a rumor.

The Hills of Death had a higher death rate, basically due to the timely arrival of a flight of eight gold dragons who spewed forth a caustic death upon the party. This time the player assault team was not as organized as in the other regions, but still a formidable force. Could it be that these are players who have seen a glimmer of light, a subtle crack in the defenses of the castle? Only time will tell, but there is a definite stirring of concern from within the walls of the castle for the surviving Monk made it to the castle gate. The Hills of Death were unbreached this night, but dangerously close to falling.

By far the most co-ordinated and deadly team was assigned to the Labyrinth of Death. Former MASH referee Randy Lindsay lead his group forward like a roman phalanx. Luckily for the castle defenders, old habits die hard. Randy and his 7 shapechanged cohorts were responsible for more player death than monsters. Did the unknowing targets on the Hills of Death find it strange that there were eight gold dragons? Little did they know it was Randy's group of players on a search for more magical items. The items helped as the Labyrinth claimed only one victim, counting the additional hour and a half played outside the building. Still 7 members strong and armed with extra magic, they were the best bet for sundering the castle defenses.

A key phase of the MONSTER MASH is assigning players to the various regions. For the third time in a row, the Swamps of Death was loathed and avoided by all. Desperate were the walls of fear as players were assigned to the Swamp. The mad scramble leaves a disorganized group destined to choke and suffocate in the mire. Surely the players knew they would be entering bog and marsh, yet as always there was a plate mailed dwarf, who did not stand as tall as the water was deep. More foolish was the player who took Baba Yaga's Hut. Mobile yes, but the chicken legs take only 45 HP damage. This must have seemed a safe refuge. All eight players climbed into the hut. Bahamut flew by to advise the players to leave, lest they suffer injury. Offering many an obscene gesture to the lord of dragons, the party was greeted by his contingent of eight Kirin. Eight Kirin x 1800 fireballs = an average of 7x200 or 504 hp of explosive power. Needless to say the hut was reduced to a smoldering husk. The party continues to act independantly of each other. The lone draw is easy work for a Planatar. An earthquake swallows another player as magic missile soften up another player. A cleric is buried alive when 8 horizontal walls of iron descend upon him. Bahamut straffes an attempted end around with his 100 hp breath weapon. By 1:00 AM there is but one crippled player left. He grovels before Bahamut, begging for mercy. Seeing the grievous nature of his wounds, Bahamut plane shifts the player to the Positive Material plane. The fighter had no option but to wait for his wounds to heal. Finally he exploded into a colorful burst of light, and the day was over.

Obviously players who are organized and prepare in advance have become very proficient at the MONSTER MASH. Lest the tradition of zero player survival be forever breached, word has it that the castle defense will be generally stiffened.

Lost we forget, there were awards to the players:

First Death- Adam Kraver, killed by the Six draw sisters.

Dramatic Death- The destruction of the Hills of Death party by the eight shapechanged members of the Labyrinth of Death.

Kiss of Death- The Dwarf from the Swamps of Death, who Beheaded a Planatar only to have it resurrected with a stolen Rod

Best Group- The Labyrinth.

Deepest Penetration- The Plains of Death (Time Limit).

Killer Encounter- Swamps of Death's Eight Kirin.

Killer Referee- Chuck Kraver

Wimp Referee- Anyone but Chuck Kraver

First Total Group Death- The Swamps of Death

There will be improvements next time. First off we are scheduling the MASH from 5:00 PM till 10:00 PM Sunday evening. With at least six hours sleep, the players and referees should be able to play out the entire MASH. Although we will never release it to the general public, we have developed a doctrine for referees, in an attempt to bring about more balance between referees.

Staff will be on hand all day Sunday for Monster Mash registration. These increased registration hours will hopefully allow for more flexibility as the event draws nigh. Who plays in which group is still a problem. Right now the best advice is to find eight players for a group. If you only have 6 you will have to settle for additional players. We will not slot players until 4:30 PM Sunday. All players will be assembled prior to the MASH, with the largest group having first choice on region. After the large groups we will do our best to fill out the rosters, but conflicts are inevitable. Regardless, decisions of the referees are final. There was entirely too much complaining last time, mostly due to people changing their minds on region choice.

The MONSTER MASH has always been a banner event. We want to let as many players as possible enter. The first priority is for the players to enjoy themselves. However with the recent trend toward very serious, competitive players, it is necessary to institute a few rules. If any players have suggestions, we are more than willing to try new things. I encourage all members to write with their comments.

Finally, let's try to keep the tempers in line. AD&D is hardly a error free set of rules, and interpretations are inevitable. Take everything with a grain of salt, and enjoy the MASH. If the referees just wanted to kill the players, they could fireball/power word/wish etc. the party to death. Tempers and raised voices taint the whole affair.

Blasted Earth: The Bartertown View

At Coppercon Cutting Edge Games introduced our very own role playing game, "Blasted Earth" as it is called. It is set in a post holocaust Earth, approximately 50 years after the clash between Superpowers. The confrontation which had minimal nuclear exchanges threw mankind into a dark age of violence and savagry. When mankind was finally able to overcome the adversity around him and once again become master of his world, it was a different world than the one he once ruled. Although the land itself remained relatively unscathed the wide use of chemical and biological agents had changed much of what lived on the land.

Under this backdrop seven adventurous souls set upon the road to fame and fortune. The adventure started with their arrival at Bartertown. After furious purchasing of locally fashioned garments the group set off on a quest to recover a vital piece of machinery. Stolen by an agent of the neighboring city, the group must travel there to recover it. On the first leg of the trip they were accosted by the local wildlife in the form of two headed dogs. Bruno, a hulking brute (albeit dim), pacified several of the beasts with an animal savior (aire he seems to possess). The remainder of the dogs were dispatched by the group after suffering minimal wounds.

Pressing on the group comes to a region contaminated by radiation. Choosing to brave the Red Zone rather than lose precious time by going around, the group enters. The trip through the Red Zone leaves them in poor condition to continue. They are forced to stop and recuperate.

While resting a group of Bartertown enforcers (military) passes the campsite on their way to recover the stolen machinery themselves, thus saving the taxpayers of Bartertown the expense of rewarding the party. Hot on the trail of the Bartertown enforcers, the party races to the neighboring town of Shaggytown only to find the town is in an uproar over the theft of the recently acquired machine part. With two roads connecting the competing towns, the group quickly realizes that the enforcers must have made use of the second road since they had not passed each other on the way into Shaggytown.

With this in mind and Shaggytown's enforcers right behind them, the group attempts to overtake Bartertown's enforcers. Ambushing Bartertown's enforcers while they rested the group commenced the execution of the duly sworn officers of a town the group is presumably working for. This does however result in their obtaining the valuable pump they have been seeking.

Forced to continue in an attempt to outrace Shaggytown's enforcers the group comes to a ravine. Spanning the ravine is a cable. On this side of the ravine is a basket used to cross the ravine. Stuffing two group members into the one man basket, the group turned an encounter designed to deprive a careless group of one member into a disastrous event. Both of the group's leaders plummeted to their death in the unsafe basket.

With the obvious leaders dead and the Shaggytown enforcers due to arrive at any moment, the group breaks down into mass chaos. One party member slips away with the pump. After a long and involved argument the group finally decides to flee. During the escape Bruno followed a player who did not want to be followed. Another argument erupts and in the end Bruno brutally slays his boyhood companion.

Shaggytown's enforcers come across Bruno pillaging the dead body of his companion. Bruno's club proves to be no match for the Shaggytown enforcer's guns. Afterwards, two additional group members in the vicinity are tracked down by the enforcer's dogs and quickly dispatched.

The final group member escapes unmolested with the valuable pump. Upon presenting the pump to Bartertown officials, he is incriminated by the sole surviving member of the Bartertown's ill fated enforcer squad. The public execution that followed left us with the very unique situation of having a group successfully complete a mission but not survive the experience.

The players enjoyed the adventure as well as the game itself. A good time was had by all.

-Randy Lindsay
Cutting Edge Games

Next Issue "Rio Loco"

Blasted Earth: A Players Review

Blasted Earth is a new roleplaying game in the "after-the-war" genre. The game is still in the playtest phase, but I had an opportunity to be in a game at the last coppercon.

The game works on a well balanced system. Attributes vary from 3-18. Hit points average around 11-13, with little chance for improvement (the hit points are based on attributes). Most of the character actions were based on an extensive and well thought out skills system. The system included various combat, medical, technical, sociological, physical and general skills. Every skill I saw could be put to good use. There were also some checks against attributes, like a health check when travelling through a Red Zone.

There are also a good array of mutations, although only two or three characters had any. The mutations are well balanced, not like Aftermath (Very rare and mostly bad) or Gamma World (which can be excessive). If I had to compare them with something, it would be the mutations in Paranoia - useful, but you still must rely on your main abilities. The notable exception to this is a mental blast which could replace your attacking skills. Two other examples are a form of slow regeneration and the ability to eat and digest just about everything.

Overall, I found the system to be well balanced and quite enjoyable to play. I really liked playing an "after the war" game that works in a logical manner with no excessive quirks in the rules. All the other players also enjoyed the game. Although the game is not yet out yet, it will probably be run at most local cons. If you can get into one of these games, it is highly recommended. And no Lyman, you can't mental blast someone as you're falling down a 500 foot gorge.

-John Myler

Tournament Dungeon Design

Designing an adventure for tournament play is quite different than for a regular evening session, the major differences:

- 1) A Four Hour Time Limit.
- 2) Brand New Characters.
- 3) Player "Equality".
- 4) Party Balance.
- 5) Referee Flexibility
- 6) Referee Inconsistency.

The largest problem caused by a four hour time limit is allocating time to all phases of the tournament. This includes describing the tournament conventions, variant rules, character backgrounds, as well as the dungeon play. I have attempted to expedite the process by publishing variant rules and Tournament scoring in the Bulletin. For some reason only a few players brought their rules. We will be using the same rules for all future 6x6 tournaments. Learn them well and you will be at an advantage, in particular the Manna and spellcasting rules that seem to confuse new players.

Still the design must allocate at least 30 minutes for "settling in". Fast that it is important to estimate the length of each encounter. I estimate in 10 minute increments. The important part is to schedule encounters that allow each of the six characters to "shine". Combat is especially time consuming.

Fast the minimum encounters. I like to throw in a series of combats and a finale. They occupy alot of time, plus they let a particularly skilled party bragging rights when they progress farther than other groups. The absolute worst case is for the party to finish the adventure in less than four hours. Then they have time to badger the referee and they feel they were somehow cheated.

The second problem is the fact that the players come in cold. We stress the ability to play any class, sex, or race. Therefore the players must be given characters of various origins that they have never seen before. Because the players only have four hours to work with, characters must be designed both flamboyant and unique. The absolute worst situation is to have a pair of fighters with almost identical statistics. They have to compete with each other directly. Rather make each character different, with his or her own unique contribution to the group. I feel it is also important to represent a variety of character classes without resorting to stereotype characters such as the "strong but stupid fighter" or "shifty and malicious thief". At first I attempted to provide character backgrounds, but players treated them as legal documents rather than brief overviews. In one example a player argued his case for a characters actions as a lawyer would, referring to specific context.

As a result, I now have each referee give general descriptions of the characters. This also has an impact on Referee Inconsistency (see below).

Although I design characters to be different, they must have equal "impact". We have avoided Cavaliers because of their ability to dominate a party. As no one is perfect, I have learned as well. Westeron's Brother Toxin was a weak character. He had few moments to dominate the encounter, and his motives were not as clear as the others. Coppercon's Venom, while clear to the referees was misunderstood by two players. Obviously there is no logical reason for any of our freed asylum inmates to continue on the quest, but to quit the party was too extreme in my view. I did not hear many complaints from Realitycon, but Shaggy was not as colorful as Mondo or the others. Additionally, magic items have to be balanced. I will never allow an offensive wand such as fireball, lightning bolt or frost. One player blasting every monster in sight does not allow the rest of the party much to do. Every strength should be limited in use.

Player balance refers to interaction between the party. One player should not be able to commit the party to a combat deadly enough to kill the rest of the party, yet survive it themselves. A party should not have direct conflict amongst party members.

However conflicting goals are in fact preferred. The Brother Babel who drove his party to his murder was a bizarre case where he refused to compromise. The Hoss who tempered the rash acts of his comrades was good to party dynamic. The key is player interaction that is flexible. A Dwarf that kills Half-orcs on sight isn't flexible, a female who distrusts men is.

Referee Flexibility deals mostly with background information and contingencies. There simply is not enough time to deal with a party that goes the wrong direction on a road into town. Random encounters, players who look for a thieves guild that doesn't exist, and other distractions simply cannot be handled by a tournament referee. Therefore I design my adventure as a series of linked encounters. The party miraculously arrives at the next encounter without conflict, delivered at the door per say. How they got there is almost never as important as what they do once they get there.

What is important is to give the referees enough material to play NPCs and traps to full effect. Every moment the referee spends looking for descriptions in the DMG is wasted time. Any extra description should cover likely situations such as the Guardian Naga cave.

Referee Inconsistency is the reasons I developed the 6x6 format. In tournament play it is neither possible nor fair to measure one group against another. Aside from random players filling out a full group, the fact that each referee is different makes each party work to a different standard. Every referee has different experience dealing with specific monsters and specific spell effects. Each referee also has a different "kill desire".

Based on the above, I design dungeons that allow, even encourage referees to freelance. Lyman Hampton tends to skip combats, while Chuck Kraver will bend most rules before killing off a character. Paul Brown can always be counted on to play heavy on intrigue, fasttalk and deceit. John Kenally is more than willing to let the party walk to thier deaths, while I in particular like to coax the party into fighting the deadliest available encounter. Regardless of which referee you get in a 6x6, you have as good a chance as anyone of advancing to the next round. Your competition is seated around the same table as you are.

As you have seen, Tournament Dungeons are very different from regular adventures. They tend to be brief, almost in an outline form. The most detail will be in the character sheets, which should contain saving throws, attack matrices and as much information as possible. The players should not have to look up any tables or charts, as that is when most conflicts occur.

I look at encounters at needing a minimum of 3 options for the party. Magic doors that require the fire opal from the dragon statue in the temple room behind the secret door do not work. Make sure that the party has at least three ways of solving the encounter. Preferably there will be always be a superior solution that use the characters special abilities, a moderate solution requires that the group apply some common sense, and a stupid solution that wounds the group but gets them through anyways. Also do not balk when the players come up with some method the designer never thought of using.

Additionally I design encounters to do the following: Roleplaying encounters such as the town in the Jabberwock and the first Temple in the Reptile Cult. Killing encounters like the Insect Demon and the Hydra designed to tempt the party into a stupid encounter. Quick encounters with one very simple solution and many other time consuming solutions. And Grande Finale encounters designed to finish out the four hour clock.

I hope this helps players to understand the concepts of tournament play. Roleplaying is the key, stay in character and you will make it though to the next round.

Deke Young
Author of the 6x6 dungeons.

Attention all those aspiring to be kings or emperors. Match your wits with others as ambitious as yourself, and stay in the comfort and convenience of your own home. How? Play by Mail Diplomacy! This classic game of cunning and deceit is now made better by adding more intrigue and mystery. No longer can a player watch his ally communicate with their common foe, potentially setting you up for a stab in the back. To top it off, the cost is only a postage stamp, or even a local phone call! Turns will occur every two weeks, with retreats and builds occurring as necessary every one week. Players communicate by mail or phone between turns, but beware the player who fails to submit orders by the deadline. The resolution of orders, player and gamemaster commentaries, player listings, and deadlines for next turn are printed in The World Report, and mailed to every player. Every game is contained herein, and players may feel free to play in several games at once. Furthermore, players may assume personas for use in The Peanut Gallery, the general commentary and editorial section. Many are the players who have used this to cause their enemies demise. For example, King of Luxembourg order the 1st Lux to airborne drop into Paris. Naturally no such unit exists, but the humor is well taken. Use this section for meaningful messages also. Anyone interested in participating in this grand endeavor should contact me at the following address:

The World Report
c/o Robert Placer
10230 N. 32nd Ln. #193
Phoenix, Az. 85051
(602) 942 4215

Please feel free to use the answering machine if I am unavailable. First move is planned around Halloween, exact date to be released soon. Join anytime, as positions are always opening up. So prepare to do battle over summit table and battlefield, as you match wits with others of great ambition.

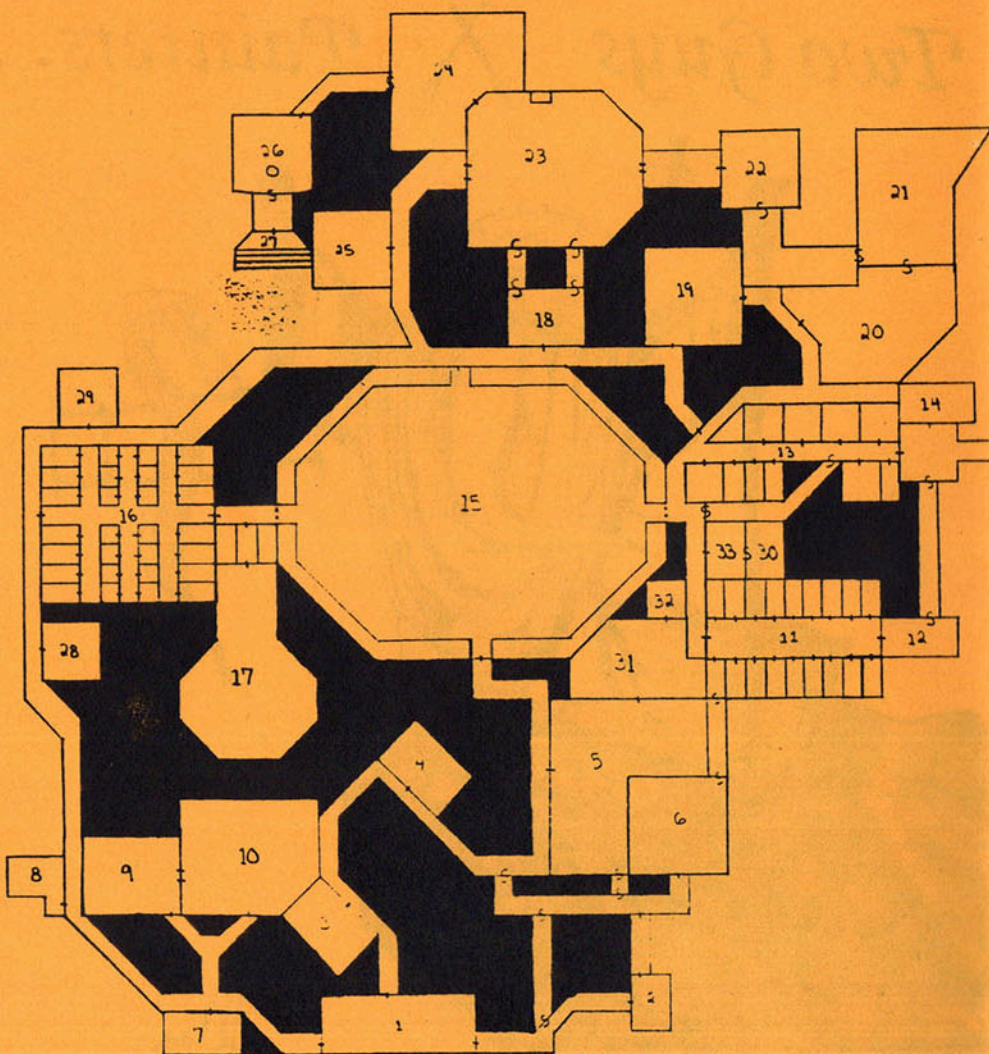
As an avid Diplomacy player, and the gamemaster of the above PBM Diplomacy, I find it only reasonable to introduce myself (and Deke wants space filled). My name is Robert Placer and I have been gaming since August 14, 1977. It was then that I played my first game of AB&D. As the years and games wore on, I found myself playing more strategy games, and less role-playing games. Then I played my first Diplomacy game. I was hooked. The game involves no luck, and overly large amounts of cunning, deception, and strategy. I cannot say I am a master, not hardly, as I just had my head handed to me by several first-timers just a few hours ago. A word to those who participated in that game on Sat. Oct 15th. You all did exceptionally well, and I truly enjoyed playing with some most challenging opponents. Well, a few years ago, I joined my first Play-by-Mail game. Naturally, it was a game of Diplomacy. The added wondering caused by not knowing if your so-called allies were wheeling and dealing with the enemy made for some much more devious stabs. After participating in two more PBM's, I tried to run one of my own. Well I'll be honest, it flopped. I never realized that a game as simple to learn as this could be so complex to run. My second attempt was successful, but contained none of the extra features found in today's World Report. It was from those days in Florida that I got the idea for The Peanut Gallery. To see the original commentary, see the note in the above article about Army Luxembourg, and you will understand why I added this section. Truthfully, I get more enjoyment from here than any other section. Finally, there is Touche! This is a new section added to denote exceptional play by any player(s). Usually a well-timed stab is looked upon highly, thus the name of the section. So, if you play, or are interested in playing Diplomacy, and doing so in the most challenging way possible, please contact me in the near future at the above listed address or phone number, and I will sign you up immediately. I look forward to watching many exciting games!

Two Guys X Painters...



Cover Art by: J. A. Giunta

Story by: J. A. Giunta



THE FANG OF THE SERPENT

This adventure is very difficult, for use with four to eight players of 7th to 12th level. Players will need a well-planned strategy. The use of brawn and lack of brain will only end in disaster for the group.

The adventure takes place mainly in a well-fortified castle, and one underground no less. While players might think to enlist in the services of Lord Darfest, hoping to slay the Dragonlord, such an event would not come about. The castle guard are well-trained and disciplined. Such attempts would end in combat.

There are three basic routes the group may take, which will be listed after the player background. As DM you must remember the castle is underground; lighting may become a problem in certain areas of the adventure. Make sure the group brings a sufficient supply of torches.

NOTE: This is NOT a hack and slash module. Much thinking and planning must be made before any decisions are made.

Player Background

The group will begin approaching the remains of Sarinth, a small kingdom of the Forgotten Realms. A battle, recently fought, had decimated all around. Broken war machines, as well as bodies, lay strewn about, covering the fields in disarray. The group will be questioned by four guardsmen (2nd level fighters, class A) patrolling the town. The guards are wounded slightly and in a poor state. They will ask the group to join their King, as they were instructed to bring any sign of hope to the attention of their liege.

If the group of young hopefuls agree to join the King, the guards will lead them. If the group opts to wander, they will find nothing but destruction. They will learn from the peasants, however, that an army had come from a castle in the sky. One particular young boy would have searched the area of the fallen castle and found an entrance through a horse stables.

The castle the group is led to is burnt beyond recognition of stone, Dragons having left their trademark of destruction all about. Walls have been crushed underfoot, and bodies have been burnt into the ground. Where once tapestries and goblets of gold decorated the entrance to the castle, there was now no more than ashes and puddles of melted gold. The group then enters the King's study, where he awaits with his advisor and mage.

As far as the group can tell, according to what is learned from the two, the information is as follows: Fourteen days ago a flying citadel appeared above Sarinth. All spoke of doom as panic ran through the peasants like wildfire. The citadel floated above the town for ten days, watching as peasants fled or killed themselves for fear of being killed. The citadel then plummeted to the ground, sending earth and rock everywhere. The citadel became buried beneath the earth. The King sent men to investigate, but they were wiped out.

The citadel and army are under the control of one known as Darfest. With warriors and Dragons, Darfest easily crushed the town and castle, taking Princess Gadiel, the King's daughter. It is Darfest's plan to awaken all dragons in the land from their slumber. Casting a spell from his ancient tome requires what he now possesses: the life-force of virgin nobility. After all of Dragonkind have been awakened, Darfest will control them all with the Fang of the Serpent, a mystical artifact that allows him to subdue any normal Dragon with no effort. The Fang was acquired from the fallen body of the Ruler of the Nine Hells. Darfest is a powerful warrior.

The King offers any supplies the group needs, even suggesting that they gain entrance into the castle by bringing a cart of food as a sign of good will. The castle is no more than two days ride, though entering the underground stronghold is entirely different. The group will have three basic routes to take: 1) Kill the princess, 2) Rescue the princess or 3) Destroy Darfest.

Stress caution and thought.

Class	Hits	AC	Armor	Encounter Stats	
				Weapon	Dmg
A	2-20	5	leather	short sword	d6
B	6-30	4	leather	long sword	d8
C	8-40	3	chain	long sword	d8
D	10-50	2	chain	halberd	d10
E	14-60	1	plate	halberd	d10
F	18-70	0	plate	2-handed sword	d12
G	20-75	-1	plate	2-hnd swrd+!	d12
F	25-80	-2	plate+1	Grt Swrd+1	d12+34

Random Encounter Table

Encounter	Class	Die Roll
Guards 1-4	A	1
Guards 1-4	B	2-3
Guards 1-4	C	4
Guards 1-4	D	5-6
Guards 1-4	E	7-8
Guards 1-4	F	9
Guards 2-3	A	0

The hallways are wide enough to allow two-handed weapons, but remind the players how difficult it is to wield such weapons with torches or lanterns. Lanterns thrown in haste to wield a weapon could result in a nasty fire.

The Underground Citadel

1. Entrance Hall 80'x30'

This is the main entrance to the underground castle. Four guards, class A, remain in the room at all times. Their job is to interview any wishing entrance, as people from the crushed town of Sarynth are expected, having no choice but to accept Darfest and his minions as a part of their lives from now on. Trades and gifts are being awaited and will be handled differently than those offering their skill with arms or spells.

Those wishing to trade items or gifts will be told how to find whatever room corresponds to their items, ie. a group with barrels of ale will either be told to take their merchandise to the kitchen or will be relieved of their goods, secretly, for the guards (who will then allow the group to wander freely, provided they stay out of trouble and don't touch anything they should not.)

Those offering themselves as swordsmen or wizards will be taken to the arena by an armed escort of guards from rooms 2 and 3. Once there, they need prove themselves in combat. If they manage to survive, without killing their quarry, they will be hired on at 1gp a week and placed under the care of a guard in room 7.

2. Guards Room 20'x30'

This is an average living quarters for the guards. Large weapon racks line the walls and a bronze bell rests beside one. This room holds eight guardsmen, though only one is in the room at the time. A 7th level fighter, class C, he wields a 2-hnd swrd+1. The bronze bell, if used, will summon the guards in the immediate area. Such bells are in every guards room and worn by every guard, though in smaller version.

3. Guards Room 20'x30'

Same as room 2, though two men and an elf are inside. The two men, 8th level anti-paladins (class F), wield Unholy long-swords+2 (+5 against creatures of Good alignment). The elf, a 6th level mage, depends heavily upon his spells but may use his Dragontooth dagger (+3 weapon, +5 on saves vs. Dragonbreath, allows wielder to breathe as a Dragon of the same level 1/day).

The men inside will question the group as to why they entered. If the answer is sufficient, no melee will occur. If the group, however, enters with weapons drawn, combat will occur immediately. This applies to all guards rooms, room 2 as the exception.

4. Guards Room 20'x30'

Same as room 2, but all six men are present. Three are Class D, level 8 archers; two are 7th level crossbowmen, class F; the sixth is a 9th level monk, class F for quick reference. All weapons are +1, and each carries a leather pouch with 50gp.

5. Chapel

This L-shaped room is lavishly furnished with tapestries of war and magic. Two great statues stand at each end of the room, and an altar stands between them. One statue, a marble warrior, will become a 10th level fighter who wields a sword of stone (d20 dmg) if touched. The sword requires a strength of 19 to wield. The second statue, a female cleric of ebony, wears a necklace of strangulation (jewel encrusted to disguise its identity), and she will come to life (9th lvl) if touched. The cleric wields a stone mace (d12+d6 dmg), strength of 18 needed to wield, and will cast spells as a cleric of the same level. Both have an AC of -2.

The occupants in rooms 31, 32 and 33 will join if the battle can be heard from that distance.

6. Guards Room 50'x50'

This room is much larger than room 2 and houses 15 warriors. Eight of the men are in the room at the time, class B, while the rest patrol the corridors. Footlockers sit at the end of each bed. Roll fifteen random magic items. Each footlocker will hold one item, which the fighters may opt to use during battle (if they can reach their lockers). The weapons rack against the north wall moves to reveal a secret door.

7. Guards Room 20'x40' (Intelligence)

Six beds fill this room, and it is used to house Darfest's own collection of spies. These intelligence gatherers are not all present, but a 12th level warrior sits by one of the beds. Three of the spies/assassins are present and heard the group coming down the hall. Usinf a ring, potion and scroll, all three are now invisible and await with poisoned daggers+1. The warrior, class F, uses a trident+3 and will question the group while the invisible spies place themselves in positions for attack.

8. Guards Room 20'x30'

This room, unlike the others, is filled with smoke from some strange plant the six guards (class D, lvl 6) are smoking. The six are playing cards and will ask the group to join if they feel there is money to be won. A total of 1000gp litters the table, more than any one of them is willing to kill for. Beware those who lose!

9. Kitchen 40'x50'

The smell of food in here is like that of a refuse dump. Cabinets and counter-tops fill the room, a large fire pit in the center of the room sporting a good-sized kettle filled with grub. A large, rotund man with a rolling pin+3 (d10) questions the group and protects his food with his life. No seconds!

10. Dining Hall 60'x70'

Twelve 30' long tables fill what could have been a death-trap. If this room had been filled with guards, the group would have been decimated for the pure thrill of it. No outsiders are allowed in the dining area. As it is, the ten class B fighters are angry enough. The 6th lvl guards will only call for help if the group enters with weapons drawn or if the battle is at a loss.

11. Horse Stalls 30'x45'

This whole area reeks of manure, though the refuse is cleaned twice a day by some unfortunate group of class A guards (d10 in all). The floors are very slick, a dexterity roll is required every three rounds to remain standing, and those who fall will take d6 dmg. The eighteen warhorses in here are in perfect condition, though they will allow none save those in the armor of Darfest's men to ride them. Treat the horses as class B fighters if they need attack (bite/kick).

12. Supply Room 20'x40'

This room holds all the necessary equipment for the horses. Food, saddles, etc., fill the room. Two giants rat guard a pouch of dust behind some hay stacks. The dust, Dust of sneezing and choking, will be of use in another room.

13. Caged Collection 25'x60'

The stink of manure in here is unavoidable. The floors are as slick as in the stables, some penalty applying. In here are Darfest's collection of mystical creatures. All doors are locked from the outside, and most cells are empty. The cells hold:

- 1) a Chimera - guarding a jeweled key worth 100pp
- 2) a Giant Bear - with a great desire for food. If the group does not feed the creature, it will settle for them
- 3) three Wererats - will try to convince the party to free them, as they are normal humans being poorly treated. If the group tries to leave without them, they will transform and attack
- 4) two Minotaurs - honorable warriors, class E, who desire the chance to avenge themselves upon their captor.
- 5) an ugly Troll - by far the ugliest Troll ever created, its long more than eight inches long and four wide. A class D creature that will be affected with double the affect from the Dust in room 12. He guards a small wooden box (which contains a Ring of Protection +4). The ring is too small for his disgusting fingers

13a. Exit 15'x15'

This exit is used for the horsea in room 11.

14. Supply Room 20'x40'

This room holds the food store for the caged creatures. The meat in here may be cleansed by fire but would be no better than adding wine to sludge, as far as taste is concerned. An Iron stone is hidden among the sawdust.

15. Arena 200'x150'

This place is used to increase or test skills. The place is now occupied by three very large Dragons: a Red, Blue and Green. The Dragons are the mounts of the three lords in conference with Darfest. They are adult Dragons with the knowledge of ancient. If the group should somehow acquire armor from Darfest's guards, the Dragons will not attack. As long as they feel they would threaten the talks between their masters and Darfest, they will not harm the group.

16. Prison Cells 40'x45'

Rows of cells fill the prison, and wails and moans can be heard from the starving souls chained up. Any prisoners freed will help the group in any way they can, though they are in no condition to fight until they have rested.

17. Torture Chamber 50'x35'

The first chamber is an air-tight room, designed to keep the screams and wails silent from passersby. Five prisoners, male and female, are being tortured by two Frost barbarians using peculiar methods. Frostbite, lvl 10(class F), wields a +3 battleaxe and wears leather+3. Ice-Hacker wears +2 studded leather and wields a +3 war spear and great sword+2. Due to strength, both have a +3 to hit, +6 dmg.

Any rescued prisoners will be too weak or damaged to fight. A chest of cursed gold lies under a table meant to stretch a person to an uncomfortable size. The gold has a Geas spell cast on it. Any who touch it will be uncontrollably taking themselves to room 23.

18. Elite Guards Room 15'x20'

This room is not unlike room 2, though it is more lavishly designed. The weapons hanging on the wall are of finer craftsmanship, and the five men in the room are quite familiar with their uses.

One of the five is the Captain of the Guard, Dagbarr. He wears chainmail+3 and wields the Black Knight - a long sword of pure black with +3 bonus, +5 vs. good. Due to his strength, he has a bonus of +2 to hit, +3 dmg. The other guards wear +2 chainmail and wield +2 longswords. They are 9th level fighters, while Dagbarr is 10th. The weapons on the rack contain many magical ones, DM's discretion.

19. Forge 25'x25'

The hammering, firepit, and equipment hanging along the walls shows this to be a forge. The over-sized man working a steel rod orders his four assistants as he plunges the rod into a bucket of water. The smith wears a golden horn, as opposed to the bronze and brass worn by the guard, worth 200gp. If he senses any danger, he and his assistants will fight until guards can come to their aid.

The smith(7th lvl) wears +2leather and wields a +3 Hammer of Stunning. When he strikes the ground, all opponents must save vs. paralyzation or be stunned for d6 rounds. Due to his strength, he has a bonus of +3 to hit, +5dmg. His four assistants will use crossbows+2 and long swords+3. They wear leather+1 and are 4th lvl fighter/beserkers.

20. Armory 30'x40'

This immense room is used to store all of the weapons and armor used in the great battles that were and are to be. Among the piles is a suit of platemail+3, chainmail+2 and leather+2. There are two +2 axes, five +2 daggers and a +2 2-hnd sword.

21. Treasure Room 20'x35'

The door to this room is locked. The only way to unlock the door is to use the jeweled key in the caged collection. If the door is broken down, a wall of Force will appear to take its place, a keyhole plainly visible. The first stone in the floor in front of the door is protected by a Glyph of Warding. Anyone touching it will be shocked for d12+d10 points of damage.

The room holds the largest pile of gold ever seen in the lands, and atop it a Giant Red Dragon Darfest had subdued. The coins in the pile add up to 40,000pp / 500,000gp / 1,000,000sp / and 4,000,000cp. The Dragon has an AC of -5, 125 hits and can cast spells as that of an ancient Dragon. The four chests behind the Red may be opened after it is destroyed or incapacitated.

Chest #1: This chest is protected by blades in the lid that chop downward for 3d8 pts of dmg. The chest contains 6,000pp / 6 rndm potions / and a Wand of Wonder.

Chest #2: is protected with an acid trap. Sticky green liquid will squirt any who stand directly in front of the chest. The acid will do 3d6 pts of dmg for 2 rounds, 2d4 the next 2 rounds and d4-1 as the affects wear off. Simple water will wash away the acid after the first touching of skin. The acid supply is large enough to squirt 3 people. The chest contains 20,000gp / d4 rndm magic items / and d6 rndm scrolls. A hidden bottom holds a Wand of Paralyzation and d20 gems worth 100gp each.

Chest #3: is protected by poison needles. If a save vs. poison fails, the victim takes d4 pts of dmg per round until dead. There are d8 rndm magic items and a blackened key inside.

Chest #4: is locked. If the blackened key in chest #3 is used, the chest will explode, causing d20 pts of dmg to all in a 20' radius. The chest is Wizard Locked (9th lvl). The chest contains: 20,000pp / 4d20 precious gems / d12 magic items / d10 potions / d6 scrolls / and a dagger+4, +6 vs. opposite alignments. If the chest explodes, all of the contents except the dagger will be destroyed. (DM may opt to make a special saving throw for the random magic items)

Within the piles of coins, buried under the weight of treasure, rests d20 undead clerics. The random number is the number of clerics (treat as Ghouls) that arise from the coins in the first round. Every round afterward, d6 will arise, until a maximum of twenty is achieved. Once twenty have been reached, no more will appear. (Total includes those killed) If at any time there are more than ten clerics alive, they will attempt to raise the Dragon from the dead (5% chance / cleric present). If they succeed, treat the Dragon as it was before, but its talons and teeth do d20+10 dmg per attack. Any wounds inflicted by the Dragon will result in disease and skin rot, d4 dmg / additional round the disease is present. The Dragon will crumble at zero HP, taking the clerics with it.

22. Treasure Room 20'x20'

Lit by wall sconces, the room appears plain and abandoned. Three wooden chests, however, sit in the center of the room. Guarding the room is a beastly Troll (treat as class F) wearing a Ring of Fimundion, allowing him to shrink to the size of sprite when worn. He hides by the side of the door, jumping out at the group when it is opened. The Troll wields a jagged sickle+4, d12+4 pts of dmg, and may Cause Fear with the weapon 3 times/day. The Troll is intent on fighting to the death to protect its treasure but will use the d4 Healing potions hidden behind the chests if battle becomes too much. Two of the chests are locked and contain nothing. The third is protected by poison needles, d12 dmg if dave fails (d6 needles), and contains: 1,000pp / d4 Rings of Protection+1 / d4-1 Rings of Protection+2 / d6 scrolls of Protection from Evil.

23. Throne Room 35'x40'

The plush carpet, rich tapestries and fine ornaments in this room will immediately overcome the group with a sense of wealth. Their attention, however, will soon be drawn to the three Dragonlords in plate mail standing before some monstrous creation upon a golden throne. The three Dragonlords wear armor colors corresponding to their mounts: Red, Blue and Green. The three speak of offering their entire armies to Darfest's cause. The man on the throne, Darfest, wears full plate (midnight black) and a helm with horns the size of a small man. The some fourteen foot tall Demon/Dragon will immediately draw his wicked great sword (as black as his armor), and he will demand the group's surrender.

All four have every intention of fighting to the death but are not beyond calling for assistance. All guards within the citadel may be telepathically summoned by Darfest, as can the Dragonmounts of the lords. The Dragonlords have an AC of -6, and all have a strength bonus of +4 to hit +6 on dmg. Each may attack with Dragonbreath corresponding to their color, doing dmg as a normal Dragon. Each has 50+3d20 HP and fights as a 12th level fighter. Each has the ability to cast spells as either 9th level magic-user, 8th level druid or 9th level illusionist (DM's choice).

Darfest wears a magical Ring of Spell Turning, a special ring that makes him immune to all magical attacks (other than weaponry). His Dragon-plate armor gives him an AC of -10, and his magic girdle gives him a strength above his already unusual one. His mystic great sword gives him a +5 to hit, +8 vs. good (2d12+d10 dmg). He attacks as a 17th lvl fighter with bonuses totalling +9 to hit, +18 dmg. In addition, he has the ability to cast spells as a 20th lvl magic-user, with spells corresponding. At all times during battle, Darfest will single out the most powerful player and work them down.

If the group should manage to destroy the Dragons and guards before reaching Darfest, none will come to his aid (assuming he needs it). The Lord of Dragons will then become ethereal and eventually vanish. Darfest will return to the Abyss, promising his adversaries of his return. There is no treasure in the room, other than the +3 2-hnd swords the Dragonlords carried, and the golden throne (worth 75,000gp). The tapestries and ornaments are worth money, but no sane person would buy such accursed things.

24. Lord Darfest's Chamber 35'x35'

Darfest is obviously a wealthy person, by the looks of his chambers. A large bed fills the north end of the room, golden tapestries hang from the walls, and from the bed to the door is the skin of an enormous bear (its head the size of a man). The weapons rack on the east wall is filled with magic weapons of various sorts (DM's choice), but under the rack lies a pile of rags. There is no way to reach the rack without stepping into the rags, which holds a sleeping baby Dragon.

The baby Red will scream and wail if it does not recognize the armor the group is wearing (as Darfest's men) and even then will be suspicious. The Dragon will attack or call for help if it senses danger. Hidden in the west wall, behind a tapestry, is a hole in the wall containing a Horn of Blasting.

25. Elite Guards Room 20'x20'

This room is an average room, though the twenty bunks make it seem cramped. No other furniture is in here. The twenty men are all 11th lvl fighters, class F, and constantly patrol the corridors. No less than six will be in here at any time.

26. Laboratory 20'x20'

Work tables, beakers and vials form the Dragonlord's small workshop. The walls are lined with thick leather-bound books and scrolls of unimport cover the floor. In the center of the room, drawing all direct attention, is a podium of light. Atop the podium appears to be the Fang of the Serpent. It is not. Though the podium reeks of magic and evil, it does no more than shock any touching it for d12 pts of dmg, leaving the person with an 'unclean' feeling. The fang and the podium are permanent illusions that cannot be destroyed or dispelled. The books along the walls contain some spells, all the DM's choice.

27. Entrance to Dragon Occult

This room is the beginning of the second adventure. There is a note upon the door to the entrance. It reads: Lord Darfest, we of the Dragon occult feel you incapable of carrying out our wishes. We have taken the female to the lower regions, where she will be properly sacrificed and on time.

Silks line the floor as if a struggle had occurred. Chants echo up from the endless stairwell that leads down into darkness. The Dragonclaw Clerics will sacrifice the princess in three days.

28. & 29. Guards Room 15'x15'

These two rooms are ordinary guards quarters, housing eight class A guards. Their main duties are to patrol the corridors and keep watch over the dungeon cells.

30. Altar Room 15'x10'

The only objects in this room are an altar of pure ebony and atop it a black hood, axe and a vial of wine. The executioners hood (a creature from Monster Manual II) will attack if worn. The only way to rid the victim of the mask is to decapitate or intoxicate the hood with the wine, whichever is preferable to the group.

31. Sorcery School 20'x35'

Ten apprentice wizards are being taught in here by a 6th lvl mage. Any entering the room will be accosted by the four burly guards, class E, who on either end of the doorway. The wizard wears a Ring of Lightning (casts as 10th lvl spell), and a Robe of Protection+2. His AC is 4 and has 30 HP. The apprentices are to be treated as 1st lvl magic-users.

32. Wizards Chamber 10'x10'

The 6th lvl mage sleeps in this plain room, having no more than a cot and a desk. This is more than the apprentices receive, having just the cold floor of the classroom, but such things 'build character'. The magic-user's spellbook, containing all of his spells, is in here, along with a few trinkets of unimport.

33. Crazy Cleric's Room 15'x10'

Residing in this room is the wackiest cleric to walk the land. Allowed to stay in the citadel by Darfest (for amusement only), the cleric wanders the hallways aimlessly, healing anything in his way. He seems to have an inexhaustible supply of Cure Light Wounds spells. Such a man must be 25th lvl at least! Beware to those who anger him, though. The group is more than likely to run into the bug-eyes, balding cleric more than once in the adventure. His sidekick, a small demon about a handspan, has a nasty habit of saying rude things or making obscene gestures to any the cleric meets, and the little creature will go so far as to try and urinate on one of the group.

NOTE: This entire room and character is optional and may be deleted if the DM wishes it so. It is meant merely as a humorous relief from hack and slash.

SWORD STORIES: THE BEGINNING

Epilogue

The council chamber in the Circle of Towers was by no means a sight to still the heart. It was, however, one of the largest within the five towers. A great hearth kept the room free from chill and dark and occasionally cast eerie shadows upon the tapestries that adorned the walls. No windows were built into this room of secrecy and decisions of import, and yet the salty breeze from the Endless Sea filled each breath of the five that now sat in discussion.

The Great Circle, sometimes called the Staff-Bearers, were seated around the oaken table in accordance to station. There was a great tension in the air, and all knew what topic would be discussed before the formalities of recording the day and those in attendance.

At the head of the oval-shaped table sat Andulai the White, his gray eyes, white hair and robes more than accounting for his title and station. Andulai was known as a stern leader with a firm hand, and rumors of an outrageous proposal by the old wizard had more than the apprentices worried.

Daram the Red, a mage whose power was second only to Andulai, watched his old friend with intent. Andulai felt those cool blue eyes surveying him and thought of the calm, precise reasoning that must be occurring in that white-blond haired head. Daram, being a High Elf, had lived much longer than the White Wizard, and Andulai counted on his wisdom more often than Daram would like to admit.

Seated to Daram's right was Khelvin the Blue. Khelvin seemed to be the only one unaffected by the tense atmosphere. A smile was forever fixed upon the rotund man's features, and his iron-gray hair shook slightly as he laughed at some inner joke.

Across from the jovial mass of blue robes sat Jordhain the Black, a Dark Elf who seemed to hold the light of the fire at bay. His visage remained covered by the cowl of his robes, but any who stood before him could feel those deep violet eyes scrutinizing and calculating. Jordhain was reputed to be sly and devious, but none were more loyal than the Drow.

To Jordhain's right, Andulai's left, sat Calimai the Green. The Durawai was a mage by every standard and had a chest that would make a veteran warrior envious. His heritage had given him the size and muscle that the impatient and forceful attitude he had become known for, but had also given him the ability to master the Art. His decision greatly benefited the Great Circle.

Andulai felt the growing impatience of the others and motioned for the apprentice who had been recording in a tome to leave. When the five were alone, he leaned forward and rested a hand on the table's surface.

"We've all felt it and know it can be ignored no longer," Andulai said slowly, his eyes touching each of the others.

"You speak as if it were an unnatural occurrence," Jordhain replied in his native tongue. Andulai met Jordhain's unmoving gaze, anticipating some sort of resistance from the Drow, and was interrupted before he could speak.

"Whether or not the growing sense of evil in the land is natural," Daram began, "is not the issue. If a flower is destroyed by a weed, do we destroy the weed or allow it to grow and wipe out an entire garden because it is natural to do so?" The High Elf's words were as calm as always, and Jordhain hated them. The Drow, however, had learned to control his instinctive responses long ago and would strike Daram.

Khelvin gently cleared his throat and look to Jordhain with a thin-lipped smile. "We understand the need for good and evil, light and day, for there would be no existence for one without the other. But there must be a balance," he reasoned.

Calimai leaned in closer, an outburst hanging on his lips, but was quickly silenced by Andulai. "Not now, friend," he said so only Calimai could hear. Andulai then turned back to Jordhain. "Will you at least hear my proposal?"

"I am always willing to listen," Jordhain responded, his use of common speech sounding almost facetious.

Andulai smiled and stood, his robes falling to cover his form. "Then I ask of you to open your ears and your minds, for what I have to say may be called...drastic. What I propose will change the world as we know it, and all practitioners of the Art will be affected greatly.

"We know Bakron grows stronger everyday." This statement caused stirring and shifting in seats. Any subject concerning Bakron would not be taken lightly. "We have seen the growing number of Orcs and Goblins throughout the lands. They increase in number, spawned from the Black Lands in Gods know what way!"

Calimai reached unconsciously for the handle of his longsword, its scabbard as green as the robes he donned. "We know of this already!" Calimai was usually the first to lose his patience but is always silenced by Andulai's matching anger.

"And does your proposal include a solution to these growing prob-," Khelvin began but noticed Jordhain turn his attention at the mention of 'problems'. "Ahem! I mean, concerns."

Andulai seemed annoyed at being interrupted a second time but could not look at Khelvin for too long without losing his composure. "Yes, my friend. A solution that will prevent any further, uh, concerns," he replied with a smile.

Daram smiled also and added, "Hopefully some of our more current concerns as well." Even Calimai smiled at that. Jordhain was apparently the only unamused participant of the discussion.

After Andulai felt he had given sufficient time for a chuckle or two, he continued with his proposal. "What I wish to do is form a Wizards Guild, a uniform body of practitioners." Andulai paused, expecting immediate rebukes and refusals. When none were forthcoming, Andulai accounted the others' responses to complete shock.

"I cannot begin to count the number of practitioners of the Art," Andulai added, resuming his proposal before another tried to take the floor, "who use their learned abilities with no care for the consequences of their actions.

"What I propose to do is offer the teaching of greater magic to those who will devote themselves to the Art, as we have. Those who will not comply will be labeled renegades and will be hunted down to stand trial for their crimes."

Daram listened to Andulai's proposal and observed it from several views before questioning. When Andulai paused a second time, Daram took the opportunity to find out a little more about how the Wizards Guild would be formed. "Are you saying that we should limit the use of magic to mages only? That all others would be hunted down and killed for not complying with laws we will prescribe?"

"Sounds reasonable to me," Jordhain commented, sarcasm evident in his voice. Andulai paced the floor and spoke of his proposal with fervor. "All I am saying is if one wishes to devote himself to the learning of magic, he may come to us. Those who practice magic with evil intent are weak-willed. We would be able to test those who come to us and prevent them from causing harm."

"Brilliant!" Khelvin clapped his hands together and showed his approval with a wide smile.

"And what of those who fail this Test you propose?" Jordhain was fond of the idea as well, but would not be part of a senseless plot to rid the world of all its darkness. A balance must be maintained.

"Those who fail should die," Calimai added without feeling.

"And so they will," Andulai said in answer to Jordhain's question. "It will prevent too many coming too soon. It will ensure that none will come until they feel they are ready."

"This will take much time," Daram said with a smile. Time to an Elf was irrelevant, and the fact that Daram pointed out how long it would take to organize such a guild struck Andulai, as well as himself, as humorous.

"We will do all we can to speed things along," the White Wizard chuckled and took his seat once more. "Notices to all known practitioners will be sent out on the morrow. All who do not comply will be known as renegades within a fortnight."

"We number one hundred at present, not including ourselves," Calimai said with enthusiasm. "I will ready the apprentices for the hunt immediately." The Green Wizard stood to leave but was held back by Andulai's venerable hand.

"You must know how to recognize a Guild member and a renegade." Andulai reached into one of the handfuls of pockets within his robes and pulled out a silver pendant. Andulai held a miniature hand made of silver and charged with the magic of The Great Circle. "Members will wear one of these, always."

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STAFF EDITORIAL

How You Can Help

The Arizona Gaming Society is an organization dedicated to promoting gatherings and game events by and for gamers from across Arizona. The AGS works on the principal that with a little effort from every member, a lot of fun can be had by every member.

You can make a big difference by helping out in any or all of the following ways:

1) IF YOU ARE NOT ALREADY AN AGS MEMBER - JOIN THE AGS.

Membership is only \$10.00 per year and includes 12 monthly issues of AGS bulletin, timely news and information about Arizona gaming events, and priority registration at AGS sponsored game events.

2) TELL YOUR FRIENDS ABOUT THE AGS

Every friend you encourage to join the AGS means a stronger gaming community in Arizona and a stronger organization to support and enhance your recreation as a gamer.

3) SPREAD THE WORD AT YOUR SCHOOL, GAME GROUP, AND LOCAL HOBBY STORE.

You can get flyers for any upcoming gaming con or event simply by calling Deke Young at 967-3447. We will mail you as many flyers as you need and with minimal effort you can spread the word to hundreds of people in your area of Arizona.

4) MAKE YOUR VOICE HEARD - ATTEND AGS WEEKLY GATHERINGS.

The AGS meets weekly on the second floor of the ASU memorial union, Saturdays, from 2:00 till closing time. These meetings are for gaming and to plan future AGS events. For those who live too far from ASU we are looking to organize weekly meetings at other locations in Phoenix and around the state.

5) BE A PART OF RUNNING AGS CONVENTIONS AND EVENTS.

Game masters are always needed at AGS conventions and at the weekly AGS meetings. AGS conventions also always need people to help out as convention staff. Contact Deke Young at 967-3447 to coordinate how you can help out in putting on AGS events.

6) KEEP IN TOUCH

If you ever have an idea on how the AGS can do more to be of greater benefit to you and other gamers, do not hesitate to call or write. The AGS is your organization - so call the shots by letting staff know what you want done.

RULES TO MONSTER MASH #4

The Monster Mash is a mass combat AD&D event involving anywhere up to a hundred or more player characters. The challenge assault the monster defended castle and survive long enough to defeat whoever sits upon the castle throne. Each player is allotted 1,000,000 experience points to buy levels and equip themselves with magic items. Rules for outfitting a character are as follows:

1. Each player gets exactly 1,000,000 experience points. Each character also has 80 attribute points to allot to the 6 primary characteristics. Every 10% past 18 in an attribute costs 1 point. 18/00 strength or 19 dex thus cost 28 points. Remember their are minimum stat requirements for particular character classes.

2. Players may take minimum stats for classes that require more than 80 attribute points.

3. No psionics, no Ninja-fu (Oriental Adventures)

4. To buy Normal items subtract their cost in gold as listed in the DMG from the experience points that you have to spend. Up to 5 magical items may be purchased at 3 times their cost in gold. 3 potions count as 1 magical item. 20 magical arrows count as a magic item, but a bow would be a separate item.

5. Artifacts cost 5 times their gold point cost and have no additional powers. A player may buy 1 wish at 100,000 points. The ring, scroll or whatever cost is separate.

The following is a GOOD wish, "I wish the river of lava was turned to stone." It alters a single item and is not contingent on something else.

The following is a BOGUS wish, "I wish nothing can hurt the party in any way shape or form in the future." It affects multiple items, and interacts with other forces.

Wishes may bring back to life no more than 1 character. Wishes will not effect time in any way. Wishes are nice, but don't expect a Wish to carry you to victory. The Monster Mash DM's are nasty horrible people that like to interpret wishes in the worst possible ways unless you keep them reasonable. 'Nuff said

6. Magic Items with charges or uses will have average amounts. A wand will have 90 charges (100-1d20). Dust of Appearance will have 28 applications (5d10). Swords do not have intelligence or special abilities.

7. Girdles of Strength cost as follows.

SIR of 19	52500 experience
SIR of 20	60000 experience
SIR of 21	67500 experience
SIR of 22	75000 experience
SIR of 23	82500 experience
SIR of 24	90000 experience

8. Books that raise stats or levels are not allowed. You can have gauntlets of ogre power but not a manual of gainful exercise.

9. Artifacts are granted on a first-come first-serve basis.

10. Players will have modified hit points per level, with FULL constitution bonuses per level of experience.

Barbarians	receive 10 hit points/level until 8 14 afterwards
Cavaliers	receive 8 hit points/level until 10 13 afterwards
Fighters	receive 8 hit points/level until 9 12 afterwards
Rangers	receive 6 hit points/level until 11 12 afterwards
Clerics	receive 6 hit points/level until 9 12 afterwards
Druids	receive 6 hit points/level until 14
Thieves	receive 5 hit points/level until 10 12 afterwards
Assassins	receive 5 hit points/level until 15
Bards	receive 5 hit points/level until 10 11 afterwards
Mages	receive 3 hit points/level until 11 11 afterwards
Illusionists	receive 3 hit points/level until 10 11 afterwards
Monks	receive 3 hit points/level until 17

Remember that cavaliers get 13 hit points at first level
Rangers and monks get a bonus die at first level
Bards do not get a hit die at first level

Examples:

A 5th level fighter with a 10 con will have $5 \times 8 \text{ level} = 40$ hit points. An 11th level fighter with a 18 con will have $9 \times 8 \text{ level} + 6$ for extra levels $+4 \text{ level for con bonus} = 72 + 6 + 4 = 122$ hit points. Losing levels will lose hit points in the same manner.

11. You must have a lead miniature, or else you will be put in Randy Lindway's group.

12. There will be 8 players per group. You may enroll in the contest as a group with your friends. Otherwise we will place you in with another group that has less than eight people.

13. Terrain choices are the plains of death, hills of death, fields of death, caves of death, swamps of death and whatever form of death we think off next.

14. No precast spells.

15. No Cubes of Force or "anything" type items.

16. Referees decisions are final, arguments only makes them more lethal.

17. The lowest possible armor class is AC -10.

18. Applicable Texts. Only material drawn from the texts below will be allowed in the Monster Mash. If a text is not listed below then rules from that book may not be used:

Players Handbook
Dungeon Masters Guide
Unearthed Arcana
Monster Manual
Monster Manual II
Fiend Folio
Deities and Demigods
Manual of the Planes

19. "You die, the girl dies, everybody dies." (Even Lyman).

FORTRESS AMERICA VARIANT RULES

1. The players shall break themselves down into groups of four.
2. Each player shall roll 4d10.
3. The player with the highest roll shall bid first.
4. Each player shall bid for the position he/she wishes to play. The Minimum bid is one.
5. In the case of a bid for an invader, the number represents both the number of victory points subtracted from his total, and the number of free partisans awarded to the America player.
6. In the case of a bid for America, the number represents the number of units America must remove from the board.
7. Each player will bid for a position and a number. If no other player bids for that position he is granted that position. If two or more players bid on the same position they continue to bid, raising the number each time.
8. Once three positions have been determined, the fourth player must play the remaining position. If that position is America, he receives partisan units equal to the smallest invader bid. These partisan units may not be placed with other units. If that position is an invader there is no adjustment.
9. Any player who bid for an invader now subtracts his bid from his victory total.
10. A player who bids for America removes that many units from the board.
11. At the end of each American turn, each invader adds the number of cities he controls to his victory total (1 point each).
12. At the end of each invaders turn, he adds the number of American units he destroyed to his victory total (1 point each).
13. At the end of turn 8 if the American player has 13 or more cities, he wins.
14. If the American player has less than 12 cities, he has lost. The invaders each have one additional turn to gain victory points.
15. The invaders get 3 points for each resource territory, 5 points for each laser tower, and 10 points for each city owned at games end.
16. Partisans who attack invader units without any regular American units roll d8 on the attack. Two or more partisans may attack together and roll d8 on the attack.
17. If the game is not completed in 4 hours, a referee will decide the winner. The referees decision is final. It is in your best interest to finish the game in 4 hours.

AXIS AND ALLIED VARIANT RULES

1. The players shall break down into teams of two or more players.
2. Teams will be matched randomly by the referee.
3. There will be a coin flip to determine the first bid.
4. Each team shall bid to play the Allies. The bid shall be the number of IPC's given to the Axis. The minimum bid is 1.
5. The second team shall then either accept the Axis bid or raise the bid for the Allies.
6. The extra IPC's given to Axis may either be used to purchase units immediately, or added to the treasury of their choice. Units purchased with these bonus IPC's at the beginning of the game may be placed in any controlled territory.
7. Second edition rules shall be used.
8. At the end of three hours, the referees will adjudicate the winner. The decision of the referees are final.
9. Heavy Bomber technology yields two dice instead of three.
10. Conquest of a capital weighs heavily in victory determination. In addition the following point system is used by the referee.
 - A) THE AXIS MUST SCORE AT LEAST FIVE POINTS TO WIN. THREE POINTS OR LESS IS AN ALLIED VICTORY. FOUR POINTS WILL BE ADJUDICATED AS EITHER A DRAW OR VICTORY WILL BE OTHERWISE DETERMINED. THE AXIS IS AWARDED BETWEEN 0 and 2 POINTS IN EACH OF FOUR CATEGORIES.
 - B) JAPAN'S POSITION RELATIVE TO AMERICA.
 - Threatens American Mainland (2 points)
 - Japan Secure from American threat. (1 point)
 - Japan faces imminent American threat. (0 points)
 - C) JAPAN'S POSITION RELATIVE TO THE ASIAN CONTINENT AND THE PACIFIC ISLANDS.
 - Vast majority of Asian continent and the Pacific Islands is under Axis control. (2 points)
 - Japan has significant and secure presence in Asian continent & in the Pacific Islands (1 point).
 - Weak or greatly threatened Asian theatre and few islands held (0 points)
 - D) GERMAN POSITION RELATIVE TO RUSSIA.
 - Has conquered Moscow. (2 points)
 - Holds and may produce units in Karelia (1 Point).
 - No significant Russian Holdings (0 points)
 - E) GERMAN POSITION RELATIVE TO AFRICA AND THE WESTERN FRONT.
 - Has equal or majority African presence AND European continent is almost assuredly safe from allied invasion. (2 points)
 - 1 of the above conditions is not met. (1 point)
 - Neither of the above conditions are met (0 points)

SHOGUN VARIANT RULES

1. The players will be assigned to boards randomly be the referee.
2. At the end of each turn, each player shall total the number of territories he/she controls and the strengths of his Daimios. These points are added to his victory point total.
3. Any player who kills another Daimio in battle gains 10 victory points.
4. Any player who kills another Daimio with the Ninja gains 5 victory points.
5. If at the end of a turn any player has more than 150 points, the player with the most points is the winner.
6. If there is no winner after 2 hours and thirty minutes, the player with the highest amount of points is the winner.
7. In case of a tie the player owning the lake wins.

RISK VARIANT RULES

1. No more than 10 armies per territory.
2. No more than 1/2 of a players reinforcements may be placed in a single territory (round up).
3. All units may move TWO territories at the end of the turn.
4. The number of armies gained by turning in cards escalates on a personal basis. (your first set is worth 3, YOUR second set is worth 5, Your third set is worth 8, etc.)
5. Players may wish to write down treaties. Any player who violates a WRITTEN treaty immediately forfeits one risk card to the betrayed player.
6. If you already have 10 armies in a territory, you do not get additional armies for turning in that specific card in a risk set. Normally the player receives two bonus armies for each specific risk card.
7. At the beginning of every turn, the amount of reinforcements from territories and continents is added to the players Victory point total.
8. At the end of each turn, the number of territories you control is added to your victory point total.
9. The first person to attain 150 victory points wins. If at the end of two hours no player has won, the player with the most points is the winner. If at the end of a round more than one player has more than 150 points, then the player with the most points is the winner.
10. Venezuela is connected to Eastern Australia.
11. Western United States is connected to Japan.
12. Eastern United States is connected to Great Britain.
13. If the attacker has 4 more armies than the defender, then he rolls one d8 and two d6.
14. If the attacker has 7 more armies than the defender, then he rolls two d8 and one d6.
15. If the defender loses a territory and has that territory's risk card, he gives that card to the attacker.
16. Players roll 3d6 to determine who places armies first. After placement, players reroll 3d6 to determine who moves first.

DOUBLE BLIND DIPLOMACY

1. There is a referee in addition to the players.
2. The referee shall maintain the board, properties and money.
3. Each player shall conduct his business with the referee privately.
4. Players will know only of their own status (board position, property holdings, etc.)
5. Players may if desired converse with other players to conduct deals. They are not obligated to divulge their holdings. They are not obligated to tell the truth.
6. All deals will be transacted in the presence of the referee, during one of the players turn.
7. The referee will not advise the players on their transactions. He is only there to verify ownership. However, no deal may be made which nets one player less than he might otherwise receive by mortgaging the involved property to the bank.
8. "Insurance" deals may not cost a player more than 50% of the current rent for each property block insured against.

DOUBLE BLIND DIPLOMACY

1. There is an Eighth player, the referee.
2. All orders will be given to the referee.
3. The referee will determine the outcome of the orders. The orders will NOT be disclosed to the players.
4. In the event of a retreat, the referee will consult the player.
5. The referee will list the players forces, the provinces those forces occupy, and the adjacent provinces his forces are capable of entering the following turn.
6. The referee will also list any foreign units in his original borders.
7. During Spring turns, the referee shall list any foreign units occupying that players supply centers.
8. During Fall turns, the referee shall list any foreign units that have conquered that players supply centers. [
9. If any player controls 15 supply centers, the player with the most supply centers is the winner.
10. The Referee shall determine a turn limit before play begins. If no player has accumulated 15 supply centers by that time, the player with the most supply centers is the winner.
11. In the case of a tie, the first tiebreaker is number of foreign (not initially neutral) supply centers. For Germany, Belgium is a neutral supply center while Paris is a foreign supply center.
12. The second tiebreaker is the number of supply centers belonging to different foreign nations. If player A holds supply centers from Italy, Austria-Hungary and Turkey, while Player B holds supply centers from Russia and France, Player A is the winner.
13. Fifteen (15) minutes are allocated to diplomacy prior to order writing for the first turn. Ten (10) minutes of diplomacy are allocated prior to order writing for each subsequent turn.

TITAN: game review

Titan, by Avalon Hill, has always been one of my favorites. It is both easy to learn and impossible to master. A player can build up a tremendous position, yet still be eliminated as quickly by any other player. The various terrain makes it complex enough for the hard core gamer, without an overly complicated combat system. A colorful mapboard with large bold counters makes for a finishing touch on a great game.

The goal of the game is to own the sole surviving Titan. But the Titan is only one counter in a game with dozens of available creatures. There are other "lords", Angels and Arch-angels who join your forces as you grow in power. Powerful "demi-lords", Warlocks and Guardians can be found in the Tower lands. Initially your Legions, the maneuver elements on the masterboard, are commanded by your Titan and an Angel. Each turn your Legions traverse the lands, searching for monsters to recruit into your forces. At first your troops consist of Centaurs, Ogres and Gargoyles, but soon your ranks will swell with Giants, Dragons and Rehe-moths. But what do you do with all these creatures? Why attack other players of course.

The crux decisions of the game involve when to send your Legions on a quest of death and destruction. All combats are final. Battle continues until one side or another are eliminated. Terrain is critical. Gorgons are powerful creatures in the Brush and Jungle, but are outclassed in the Desert or Tundra. Numbers are always important, as a Legion with 6 creatures will inevitably defeat a force of 3. But if a particular legion contains an enemy Titan, the risk might be worth the taking.

Titan is a very versatile game. From 2 to 6 players can play, and there is virtually no set-up time. Combat takes place on separate "battleboards", one for each terrain type, allowing the game to be played on any size table. Although everyone starts with equal forces, the recruitment process is different every game. There is no set pattern to victory. Rather you must evaluate your position each turn to determine the most logical course.

If the game has a fault, it is that the movement rules are hard to understand at first. However, any veteran of a half a dozen games can quickly scan the board to see the movement options. First games are slow due to the confusing movement, but an average game can be played in 2-3 hours. For additional spice, throw in the variant rules.

A critical factor is mustering troops for your legions. The base creatures (Ogres, Centaurs, and Gargoyles) are necessary to recruit tougher creatures. Once your legions pick up the medium monsters (Minotaurs, Warbears and Gorgons) you have the option to go on the attack. The problem is that any casualties incurred in battle will lower your ability to recruit troops.

It is important to decide when to attack. I try to develop two types of Legions; Breeder legions that work towards mustering more powerful creatures, and Hunter/Killer legions filled with medium range beasts to attack other players. Rangers and Gorgons are notorious for this strategy.

Terrain is very important, with creatures native to the terrain at advantage. Desert and Jungle are particularly crippling to non native troops. Combat is triggered when one player moves his Legion onto another player's Legion. One of my favorite tactics is to build a Legion full of desert creatures (Lions, Griffons and Hydrae) and clog up the board. This forces other players to attack me where I am the strongest.

Titan is a game every gamer can enjoy. My Titan game has been well used through the years.

-Deke Young

1. Any player who attacks or successfully defends draws a card from the battle deck (a regular deck of cards.)
2. No more than one card may be played per movement turn. No more than one card may be used per battle.
3. Cards never effect lords in combat.
4. Battle cards cannot be used in Titan battles unless initiated by the Titan player, in which case both may use battle cards.
5. Once used, battle cards go into the discard pile. If by some chance the battle deck is exhausted, the discard deck is reshuffled.
6. Generally spades affect combat, clubs affect rangestriking, hearts enhance muster, and diamonds alter movement of legions.

- A Spades- All creatures +1 skill
- K Spades- All creatures +2 strength
- Q Spades- All one type +1 skill
- J Spades- All one type +2 strength
- 10 Spades- One creature +1 skill and +2 strength
- 9 Spades- All creatures native to terrain.
- 8 Spades- All one type native to terrain.
- 7 Spades- Lions are 6-4
- 6 Spades- Cyclops are 10-3
- 5 Spades- Trolls are 9-3
- 4 Spades- Centaurs are 5-4
- 3 Spades- Gargoyles are 4-5
- 2 Spades- Ogres are 7-3

- A Clubs- All creatures +2 skill while rangestriking
- K Clubs- All creatures +4 strength while rangestriking
- Q Clubs- 1 type +2 skill while rangestriking
- J Clubs- 1 type +4 strength while rangestriking
- 10 Clubs- 1 creature +2 skill and +4 strength while rangestriking
- 9 Clubs- All creatures native while rangestriking
- 8 Clubs- 1 type native while rangestriking
- 7 Clubs- All creatures bonus rangestriking
- 6 Clubs- 1 type bonus rangestriking
- 5 Clubs- 1 creature bonus rangestriking
- 4 Clubs- Minotaurs are 6-5 while rangestriking
- 3 Clubs- Rangers are 6-5 while rangestriking
- 2 Clubs- Gorgons are 8-4 while rangestriking

- A Hearts- Double Muster anywhere
- K Hearts- Bonus Warlock or Guardian in Tower
- Q Hearts- Need 1 less to muster
- J Hearts- Double Muster in Tundra or Mountains
- 10 Hearts- Double Muster in Swamp or Desert
- 9 Hearts- Double Muster in Hills or Woods
- 8 Hearts- Double Muster in Jungle
- 7 Hearts- Double Muster in Marsh
- 6 Hearts- Double Muster in Plains
- 5 Hearts- Double Muster in Brush
- 4 Hearts- Bonus Centuar in Plains
- 3 Hearts- Bonus Ogre in Marsh
- 2 Hearts- Bonus Gargoyle in Brush

- A Diamonds- Teleport to Tower
- K Diamonds- Move all Legions 6
- Q Diamonds- Move all Legions 1
- J Diamonds- Move one Legion up to 10
- 10 Diamonds- Teleport to Mountain or Tundra
- 9 Diamonds- Teleport to Desert or Swamp
- 8 Diamonds- Teleport to Hills or Woods
- 7 Diamonds- Teleport to Jungle
- 6 Diamonds- Teleport to Plains or Marsh
- 5 Diamonds- Teleport to Brush
- 4 Diamonds- Ignore a Block
- 3 Diamonds- Move Backwards against triple arrows 1 hex
- 2 Diamonds- Reroll Die

ANNOUNCEMENTS

AGS East Meeting Dates:

- 15 OCT - Room 222 (Mohave) Battlefield Mars, 1830, Illuminati
 22 OCT - Room 222 (Mohave) Axis and Allies, Fortress America, Shogun
 29 OCT - Room 222 (Mohave) open date
 5 NOV - Room 217 (Coconino) Introduction to SQUAD LEADER
 12 NOV - Room 217 (Coconino) open date

Meetings are held at Arizona State University Memorial Union
 Saturdays from 2:00 PM until closing.
 Call Deke Young for more information at 967-3447.

Cutting Edge Games is looking for a competent programmer to work on a
 royalty basis. Contact Randy at 968-0242.

Rob Placer is looking for Diplomacy players. Call 942 4215 for more
 details. See his article on page 14 as well.

(Lots of space here, if you want to list your club meeting, events
 or any other newsworthy ideas, send them to the bulletin!)

ADVERTISEMENT RATES

The following are rates for advertisement in the Arizona Gaming
 Societies monthly Bulletin. There are 2 options for advertisement.

1) Regular advertisement in the Bulletin is \$10.00 per half page
 per 100 circulation. As of 1 October 1988 our circulation is 200. This
 represents a dime per reader. Advertisements should be in 5" wide by 4"
 tall format, copy ready. Advertisements will be retained by the
 Bulletin for use in future issues.

2) Flyers can be inserted at a cost of \$0.12 per flyer. These will
 be inserted in the middle of the bulletin and stapled shut. Flyers not
 provided by the advertisers will be subject to printing costs. We are
 presently using Uni-print in Tempe for the Bulletin, call them for
 prices and paper selections. Opus Graphics is especially qualified to
 produce your ad as they are familiar with the bulletin's production.

The A.G.S. Bulletin will deliver your advertisement to your best
 target group, convention gamers in Arizona. Since its inception in July
 the A.G.S. bulletin has grown steadily, providing up to date gaming
 news, variant rules used at conventions, and reviews of convention
 gaming events. Starting with October's Issue #4, we will add a
 role playing module. Starting with December's Issue #6 we will include a
 8 page microgame. Issue #4 is expected to be 40 pages, with Issue six
 expanded to possibly 60 pages.

I am committed to improving the value of the A.G.S. Bulletin. Any
 information essential to an Arizona gamer will be presented in the
 Bulletin. The A.G.S. will be sponsoring a minimum of three major gaming
 conventions per year, with a variety of one day mini-cons.
 Advertisement in the convention programs will also be available, at the
 same rates as the Bulletin.

Any questions will be quickly answered by calling Editor Deke
 Young at 967-3447. With the continued support of Arizona's gaming
 community, the A.G.S. Bulletin will continue to expand, becoming the
 key source of information to Arizona gamers.

Group functions or special events that are newsworthy may be
 placed in the Announcements section for no cost. All submissions should
 be typed and submitted the 27th prior to the printing month. I reserve
 the right to include announcements on a space available basis.

Deke Young
 Editor

CLASSIFIED ADS

The following are AGS members, their phone numbers, the games that they are looking to play

Abbreviations: FA-Fortress America / AAA Axis and Allies / Titan SHO Shogun / MRG Milton Bradley Games / SL-Squad Leader / BT-Battletech SFB Star Fleet Battles / CHAM- Champions / COC-Call of Cuthulu TRAV-Traveller / PAR-Paranoia / TAL-Talisman / TMNT Ninja Turtles We will print more abbreviations as they are used.

Please use common courtesy when calling (not after 11pm)

Deke Young 967-3447 Evenings -SL, SFB and some roleplaying.

Mike Stotts 375-1628 -RPGs on Fri, Sat. Want to write, playtest.

John Flevech 973-8029 -Looking for players in a new & exciting world.

George H Holmes 940-6393 -AD&D, Battletech, Mechwarrior Battletech.

Jeff Weltsch 846-5410 -Squad Leader and other board games.

Rich Sherman 831-6893 -SL, SFB, MBG, Avalon Hill and GDW board games.

William Becker 831-2496 4pm-8pm -PAR, BT, AD&D.

Rick Schader 993-6417 - SFB, AD&D, Diplomacy, Traveller.

F. J. Shultz 486-8064 -West Side, games every day. AD&D, A&A, Traveller

Greg Bowman 848-4981 - eves. AD&D, BT, Star Trek, Gurps

Alex Moore 878-0930 - Games whenever, AD&D, Warhammer

Mark St. Cyr 962-4043 - N.F, Wkends. SFB, AD&D, Tactics II

Jon Liming 926-9508 eves- AD&D on weekends

Pat Malone 997-5858 - Need players for "Quest of the Dragonslayer"

John Rodgers 899-5507 WkEnd: AD&D 3rdR1c PZL PAR etc. Eve: CarWars

Lisa Stallings 979-7354 (not after 9:00 PM) play RPG's

Brent Eubanks 840-6198 Palladium, Heroes Unlimited, Gurps

Lyman Hampton 242-5660 plays almost everything, almost anytime.

John Buck 898-9590

Jon Keneally 973-2494

There seems to be some confusion on the classified. If you are an AGS member, and would like to be listed, send in your classified (maximum of 70 characters including name & phone) and it will be listed here.

If your name is listed and you would like it removed, drop us a note to that effect.

WE'RE LOOKING FOR A FEW GOOD MEN



Roaming Panther Game Co. New and used games, Dungeons & Dragons, Battletech, Robotech, Middle Earth, Miniatures, Microarmor, paint, dice and gaming accessories.

ROAMING PANTHER GAME CO. Alma School at Guadelupe (Behind Taco Bell) 820-2083

Bring in Ad for 10% Off

ARIZONA GAMING SOCIETY MEMBERSHIP FORM

NAME _____ 1 year \$10.00
ADDRESS _____ 2 years \$19.00
CITY _____ STATE _____ ZIP CODE _____
PHONE _____ AGE _____ YEARS GAMING _____

GAMES YOU PLAY _____

GAMES YOU REFEREE _____

Classified ad (max 65 characters) _____

Make checks payable to the ARIZONA GAMING SOCIETY, do NOT send cash. Mail to: Arizona Gaming Society P.O.Box 27576 Tempe Arizona 85282



LEPRECON in 1989

THEY'RE BACK! Yes, those good people of the original Games & Diversions crew are back at Leprecon at last! After running great gaming areas at NASFIC in 1987 and WESTERCON in 1988, we return to LEPRECON in 1989, bringing you the best in gaming, including:

GAME CHECKOUT
 LOTS OF TOURNAMENTS, with
 LOTS OF PRIZES
 MINIATURES PAINTING CONTEST
 USED GAME AUCTION
 DOOR PRIZES
 OPEN GAMING
 SPECIAL GUEST, and
 SPECIAL EVENTS

And we're going to kick it off with a special deal for gamers only! For a limited time, you can purchase a full convention membership for only \$15.00 - that's NOT just a gaming pass, no, that's a membership to the entire convention for the full three days, at \$5.00 less than memberships are currently costing. What a deal!

This deal is available until November 24, 1988, but only with this flier. You must send in this flier (no xeroxes) with your \$15.00 (checks made out to Leprecon Inc.) to:

LEPRECON 15 / Memberships
 PO Box 26665
 Tempe, Arizona 85282

LEPRECON 15 APRIL 14-16, 1989 Phoenix Hyatt Regency

Guests:

RICHARD HESCOX - Artist
 CHELSEA QUINN YARBRO
 - Author
 SUE THING - Fan

with Panels, Art Show, Dealer's Room, Demonstrations, Parties, Movies, Japanimation, Gaming, Computers, and lots of Surprises!

Membership information:

Name _____

Address _____

City _____ State _____

Zip _____ Phone _____



ARIZONA GAMING
SOCIETY

GAME MASTERS SERIES

MINI-CON

Saturday Oct. 22ND 10AM - 11 PM

AXIS & ALLIES

FORTRESS AMERICA

SHOGUN

A.S.U. MEMORIAL UNION Room 222

NO ENTRY FEE CALL DEKE YOUNG FOR

MORE INFORMATION AT 967-3447