

The Strategic Review

MILITARY MINIATURES * GAMES * SWORDS & SORCERY

WINTER 1975

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Vol. 1, No. 4

SR GOES BI-MONTHLY NEXT ISSUE!

TSR NEWS & EDITORIAL

Once upon a time we thought that the ideal job would be running a wargame firm, for then we would be able to spend so much time enjoying our hobby (space for snickering by those who run wargame companies). Well, we certainly spend lots of time, but it isn't wargaming! We love it, but there is just too much to do each day. Neither Brian nor I have any time for normal correspondence, and those who have written letters have our apologies (see *MAPPING THE DUNGEONS* if you have submitted D&D material). The fact of the matter is that we are not even keeping up with the work that should be done. This issue of *SR* is a bit late. *BLACKMOOR* is late, *CLASSIC WARFARE* is late, and some design projects are not as far along as we had hoped. Thanks to you good people TSR is growing and expanding at an astounding rate, and certain delays are thereby unavoidable, but steps are being taken to build TSR into a more efficient organization. Brian and I are limiting our activities somewhat, and by the time you are reading this we will have added no less than two, and possibly three, persons to our staff:

TIM KASK has joined TSR as periodicals Editor, so expect to see some improvements and changes in *SR* next issue. Of course, Tim will also do some design work, shipping, floor sweeping, etc. just as the rest of us must do. To let you know how well Tim fits in with our organization, he even waits for half time during football games to call with various business matters — thus assuring that he'll get through to us!

TERRY KUNTZ, currently hard at work on the final draft of the "Robin Hood" rules (which some readers viewed at GenCon), has assumed the position of Service Manager, and he will get stuck with just about everything which otherwise interferes with the work flow supposedly issuing from the rest of us. Terry will be the one responsible for all the rules interpretations requested, so get mad at him from now on.

DAVE ARNESON will be coming down from St. Paul soon to join our regular design staff. His function will be to help us co-ordinate our efforts with free-lance designers, handle various research projects, and produce material like a grist mill (Crack! Snap! Work faster there, Dave!).

With Tim's first issue may be the introductory paragraphs about each of us which many readers have requested, but that's now up to your New Kindly Editor, so I'll shut up. To give Tim a warm welcome it would be nice to send in lots of material for *SR* . . .

There are also many other plots afoot hearabouts (and if you have been to hearabouts you'll know just how hard it is to get anything afoot in the small space and confused atmosphere at 330 Center St.). There isn't much point in naming off the titles, for release dates are still up in the air, but we have some goodies, including an abstract game by one of the best-known swords & sorcery authors.

PUBLISHERS STATEMENT

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Change of Address should be sent as soon as possible and in any event not less than two weeks prior to the first day of April, July, October and January, as applicable.

There will soon be miniatures produced for *EMPIRE OF THE PETAL THRONE*, but which manufacturer will produce them has not yet been decided. We will announce it next issue. Also, Professor Barker and Dave Arneson are finalizing a booklet containing miniatures rules and TOE's to use with these figures, so be prepared! *EMPIRE*' is enjoying a huge popularity, and there is much more to come.

Finally, there has been no submission of any reviews of Arnold Hendrick's rules, so we can publish nothing this issue. Now, I think that's a break for all you lucky folks, but then I am not known for my sweet disposition and disinterested viewpoint. Greater frequency will give plenty of opportunity for reviews if any of you care to submit them.

Gary Gyax

MAPPING THE DUNGEONS

MiniFigs "Swords & Sorcery" range is perfect for those who wish to recreate a "Conan" atmosphere in their D&D campaigns. The range contains a thief, tavernkeeper, merchant, and so forth. In addition, the following "nationalities" correspond nicely to the listed "Hyborian" types:

Nordscand = Vanaheim, Asgard, Hyperborea
Southland Grasslands Kingdom = Shem (and possibly Koth)
Beaklands = Cimmeria
Caravan Crossroads = Zamora
Corsair Freebooters = Argos (also pirates)
Black Kingdoms = Kush, Darfar, Punt, Zembabwei
Gloom Kingdom = Stygia
Western Kingdoms (Provincial) = Gunderland
Western Kingdoms = Aquilonia/Pointan
Western Midlands Kingdoms = Nemedra (and possibly Brythunia, Ophir, and Corinthia)
Wild Black Tribes = Black Kingdoms
Woodlands Savage = Pict
Eastern Steppes Nomad = Hyrkanian
Eastern Free City State = Khoraja and Khauran
Kingdom of the Hinds = Vehdhya
Eastern Empire = Turan

Any figure not mentioned above can easily be placed in the picture if you are familiar with R.E. Howard's epic series . . . Contact MiniFigs, Box P, Pine Plains, NY 12567.

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Editor — E. Gary Gyax
Associate Editor — Brian Blume
AFV Editor — Mike Reese

Advertising rates upon request.

Any readers try our D&D goodies at Origins I, CITEK, or GenCon? If so, we'd like to know how we could improve such tournaments, as another convention season will soon roll around. We noticed at all three of the above named events that not less than a quarter of the conventioners were there to get in some D&D gaming — made us feel good.

Heaps of material have been received, and we do plan to publish most of it. Here's how: Some will eventually be aired here in **SR**. We are also seriously considering the production of a D&D supplement authored by "DUNGEONS & DRAGONS ENTHUSIASTS EVERYWHERE", edited by Gygax, Arneson, and possible Kuntz also, for that will be a big job. Each contribution would be credited to the appropriate author, and contributors would receive several free copies of the booklet. Bear with us, and meanwhile keep on sending in all that excellent work! Even though there isn't any way we can acknowledge it, it is greatly appreciated.

An announcement of "The First Annual Convention for DUNGEONS & DRAGONS Enthusiasts" has been received. DunDraConI is slated for 27-29 February. For details write to 386 Alcatraz, Oakland, CA 94618.

D&D oriented magazines:

ALARUMS & EXCURSIONS, 714 S. Serrano, L.A., CA 90005. \$1.00 should get you a sample issue by 3rd class mail.

KRANOR-RILL, 1545 Breton Rd. SE, E. Grand Rapids, MI 49506. 50 cents should get you a sample

Greg Costikyan, 1675 York Ave., NY 10028, publisher of GIG0 (scifigenzine) and URF DURFAL (dippy variant zine) is planning a D&D fanzine. Write Greg for details. TSR appreciates his checking with us first for permission, and we hope you'll support him.

Scott Rosenberg, 182-31 Radnor Rd., Jamaica, NY 11432, publishes the Dippy fanzine THE POCKET ARMENIAN. Scott says that he'll be publishing an irregular D&D fanzine. Drop him a line for more information.

As an aside we must mention that GREAT PLAINS GAME PLAYERS NEWSLETTER, Box 137, Vermillion, SD 57069, generally carries a fair amount of D&D related material, and Len Lakofka has been sneaking in some interesting items in his Dippy 'zine LIAISONS DANGEREUSES (644 W. Briar Pl., Chicago, IL 60657). #61 contained about 6 pages on spells for table top battles, GPGPN goes for \$3/12 issues; LD \$2/10 issues.

Speaking of Dippy, Lew Pulsipher has a "Dying Earth" variant which looks fun (and evidently had the help of the staunch D&D master Scott Rich in working out the spells used in the game. I'm not sure how Lew is distributing the rules, or if he'll be running games of the variant, but Scott Rich will handle both ends, I think.

And speaking of Scott Rich, his KAM-PAIN game and connected 'zine RUMOR are most interesting — trouble is that Scott is too busy to take in more players (or so he claims, so you'll have to pressure him . . .). The writing in RUMOR is surprisingly good, and I'd like to see whoever is doing it put pen to paper and whip up a fantasy novel. Send Scott a shiny new 50 cent piece for a sample of the goods he offers if you are interested.

DUNGEONMASTER LISTING

- Rob Blau, 604 Crestwood Drive, Alexandria, VA 22302
- Brian Collins, 898 Carolina St., San Francisco, CA 94107.
- Dave Cox, Illinois Central College, POB 2400 E. Peoria, IL 61611.
- Lee W. Dowd III, 2116 14th St., Chehalis, WA 98532.
- Bill Hartley, 804 8th St., SE, Medicine Hat, Alta, CANADA, T1A 1M8
- John Hendron, 3305 Phillips Ave., Stiger, IL 60475.
- Rob Kuntz, 334 Madison St., Lake Geneva, WI 53147.
- Jim Lawson, Room 556 Henday Hall, Lister Hall, 116th St & 87 Ave., Edmonton, Alta., CANADA
- Alan Lucien, 8524 Noel Dr., Orangevale, CA 95622.
- Len Scensny, 734 Lawnview Ct., Rochester, MI 48063.
- Brad Stock, 156 Lighthorse Dr., Chesterfield, MO 63017.
- Bruce Schlickbernd, 6194 E. 6th St., Long Beach, CA 90803.
- John Van De Graaf, 37343 Glenbrook, Mt. Clemens, MI 48080.
- Paul Wood, 24613 Harmon, St. Clair Shores, MI 48080.
- Kim R. Young, 1524 Brownleigh Rd. #16, Dayton, OH.

If you wish to be listed as a Dungeonmaster, taken off the list, or we have somehow screwed up just drop a post card letting us know. Be sure that the card contains only that information pertinent to the above, for otherwise it might go into some other file (or on top of Gygax's desk which is the same as consigning something to the lowest floor of the nethermost hell).

CASTLE & CRUSADE

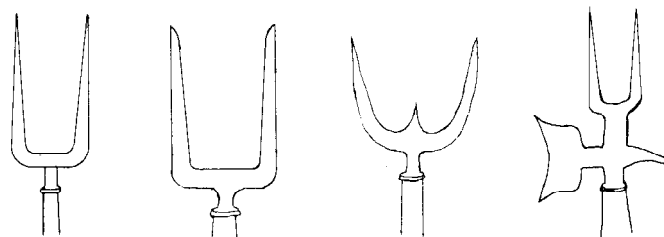
A FEW MORE WORDS ON MEDIEVAL POLE ARMS

by Gary Gygax

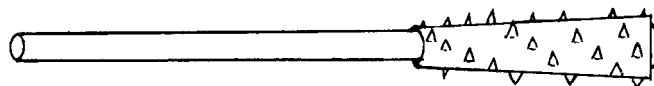
There was such a wide variety of pole arms used during the Middle Ages, and a wide variation within each specific class, that a really exhaustive treatment is just not possible here. However, to answer a few questions asked, and to touch on a few points which the article on pole arms in **SR #2** omitted, I offer the following additional information:

Couteaux de Breches should be treated as Glaives, a **Scorpion** is a form of Bill-Guisarme, a **Bohemian Ear-Spoon** is a form of Partisan, treat a **Korseke** as a Spetum, and a **Chauves Souris** is a Ranseur. The **Bec-de-Corbin**, by the way, corresponds to a Lucern Hammer only with reagr to its effect on plate armor, with or without shield, for its thrust and hook sections were not as well developed. Its general usage was by two plate-armored knights "having it out" afoot on the field of honor. For this reason it can be generally ignored as unlikely in other combat situations. Finally, **Ranson**, **Rhonca**, **Roncic**, and **Runka** are all variations of the name Ranseur.

The **Military Fork** was ignored purposely, for it did not fit into the general catagory of pole arms as well as the others. It was basically a double spear which effectively held the opponent (typically horsed) at a distance if either of the tines failed to wound or kill him, and this (of course) either dismounted him or at least prevented him from delivering a blow in return. I do not consider weapons with a fork end to necessarily be Military Forks. There are examples of Halberds with fork ends, but they are just that, Halberds. To claim otherwise is to fly in the face of common sense. One would not very logically call every pole that ended with a long sharp point a spear, and the same must apply to the nonneclature of Military Forks. Examples of this weapon are given below.



Holy Water Sprinklers are Morning Stars, and they seldom were over three or four feet in length. A notable exception is that found in Japan where this was actually a pole arm. I have seen several pictures and one figure which show these weapons as being of unusual length by European standards. While one was about five feet overall, the other two were at least six feet. The one shown being wielded by the figure in the statue grouping had a haft of about four feet and a head of some two and one-half-feet in length. The latter is sketched below.



CHAINMAIL WEAPONS ADDITIONS

Steve Marsh sent in an interesting discussion of the Japanese **Jo** stick (about the size of a cane or walking stick), its larger cousin, the **Bo** stick (slightly smaller and lighter than a quarter staff) as compared to the quarter staff.

Simple sticks were commonly utilized as weapons by the Medieval peasants in all lands, and with training often used to great effect. I have modified Steve's matrix a bit, and I do not agree that the **Jo** stick would operate at any greater efficiency against a sword as compared to a battle axe, but I hope that subsequent discussion from readers will allow further details to be given here.

Weapon	Factor*	Armor	Class							
Jo Stick	4/2	9	8	7	6	5	4	3	2	
Bo Stick	5/5	5	8	6	9	10	12	-	-	
Quarterstaff	8/4	6	7	5	8	9	11	12	-	
		7	7	6	8	8	10	12	-	

*length/speed as compared to weapon factor of CHAINMAIL

PANZER WARFARE: ADDITIONAL UNIT ORGANIZATIONS

by Brian Blume

Division Type	Battalion Type	No. of Bn's (& Type of Year)	Figure in Bn.	Number of Figures in Bn.
Russia:				
Anti-Tank Brigade	Anti-Tank	6	Medium (76mm)	
Rocket Brigade	Rocket	6	Rocket	3
SP Artillery Regiment	Anti-Aircraft	1	Light (37mm)	4
Artillery Division	SP Artillery	1	Medium or Heavy	4
	Artillery	3	Heavy Mortar	9
	Artillery	3	Light	6
	Artillery	3	Medium	6
	Artillery	2	Heavy	6
Anti-Aircraft Division	AntiAir	3	Light (37mm)	4
	Anti-Air	1	Heavy (85mm)	4
Cavalry Corps	Cavalry	9	Cavalry	16
	Tank	6	Medium	4
	Recon	1	Cavalry	10
	Engineer	4	Engineer	4
	Artillery	4	Light	5
	Artillery	4	Heavy Mortar	5
	Artillery	1	Rocket	3
	Assault Gun	1	Medium	4
	Anti-tank	4	Medium (45mm)	3
	Anti-Tank	3	Heavy (76mm)	3
	Anti-Aircraft	4	Light (37mm)	3
Italy:				
Armored	Infantry	4	Infantry	10
	Tank	3	Medium	8
	SP Artillery	3	Light	4
	Recon	1	Armored Car	8
	SP Anti-Tank	1	Medium	6
	Anti-Tank	2	Medium	6
	Anti-Aircraft	2	Light	6
	Engineer Co.	1	Engineer	3
Infantry	Infantry	6	Infantry	12
	Artillery	1	Medium Mortar	6
	Artillery	3	Medium	3
	Anti-Tank	1	Medium	6
	Engineer Co.	1	Engineer	4
	Anti-Aircraft	1	Light	2
Armored Brigade	Tank	3	Light	8
	Tank	1	Medium	8
USA:				
Infantry	Infantry	9	Infantry	12
	Anti-Tank	2	Medium (57mm)	5
	SP Gun	1(1944)	Medium (105)	4
	Engineer	1	Engineer	12
	Artillery	1	Heavy (155)	3
	Artillery	1 (to 1944)	Howitzer (105)	4
	Artillery	3	Medium	3
	Recon	1	AC	10
	(Any of the following units may be attached)			
	Anti-aircraft			4-9
	Tank		Medium or light	10
	Anti-tank		Tank Destroyer	7

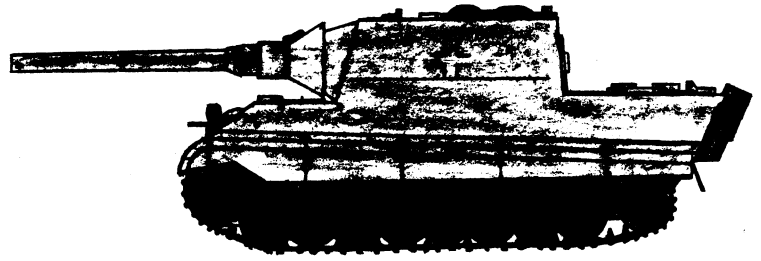


Illustration by Mike Nelson

THE STRATEGISTS CLUB

Space being at a premium this issue (as usual) this column will be kept as short as possible. The SC Awards Banquet was great fun, and we managed to squeeze in 58 people! Next year we will try to get a place where we can seat at least 80. Awards were voted as follows, Bob Burman winning the ballot drawing and reaping the \$20 gift certificate:

- BEST NEW GAME OF 1974: DUNGEONS & DRAGONS
- OUTSTANDING DESIGNER: GYGAX & ARNESON
- OUTSTANDING WRITER: JOHN LUNDSTROM
- OUTSTANDING WARGAME MAGAZINE: WARGAMER'S DIGEST
- BEST MINIATURE FIGURE RELEASE: CUSTOM-CAST "FANTASTIQUES"

No award was made for the S&S novel due to the proliferation of novels named, and the category will probably be dropped. Honorable mentions went to S&T and GENERAL in the wargame magazine category, and to Hinchliffe's "Mars" and MiniFigs "Alexander Nevsky" in the figures category.

Last issues poll has been running exactly in order given, except 6. is slightly ahead of 4. We will still be happy to count your vote, so get it in. We will not ask any questions this issue — time you got a break!

The LGTSA will possibly be meeting one day each week at Fazio's Restaurant here in LG, and SC members are welcome to come by for a game or two. For details call us at 414-248-3625. If and when TSR manages to get a shop the same invitation will be extended to SC members with regard to special facilities reserved for them and LGTSA members — we're working on that aspect and will keep you up to date.

The Strategists Club is open to any subscriber. Dues are \$1.00 per year. For your money you get an additional 25 cent discount on discount coupons, the chance to play-test if you list your name and qualifications with us, and the opportunity to vote in the SC Awards and attend the banquet. In addition you may vote in the various polls which we run in this column. Send in your dollar if you are interested, and those who are members should get ready to do the same, as a large number of memberships will expire with this issue.

THE EXCITING GAME OF FANTASTIC ADVENTURE

Dungeon! Is the game which allows players to become Elves, Heroes, Superheroes, and Wizards in quest of the fabulous treasures hidden in the dark labyrinths of the dungeons... but each must first combat and defeat the fearsome monsters that guard the treasures! There are Goblins, Werewolves, Giants, and Dragons among the passages and chambers of the dungeons — YOU will have to face them in order to win.

For 1 to 12 players, DUNGEON! contains a large 24" x 30" game map; 186 monster, treasure, and wizards' spell cards; 12 playing pawns; dice and complete rules booklet — All beautifully packaged in a bookshelf sized box. Available for only \$12.50 direct from TSR Games, POB 756, Lake Geneva, WI 53147.

THE ARMORY

TRACTICS WEAPON/VEHICLE GUN CHANGES

by Mike Reese

PULL OUT 6a:

Pz IIN carries the 75/L24

SG III142 carries the 75/L24

SG III142/1 SPECIAL. 75/L42 119 built. 75/L30 model built in small numbers.

PULL OUT 6b:

Pz IVD carries 75/L24

Pz IVF2 carries 75/L42

PULL OUT 6c:

AC 232 SPECIAL. Model AC 233 carries 75/L24

AC 234/3 carries 75/L24

Hft 250/8 carries 75/L24

Hft 251/9 carries 75/L24

PULL OUT 6e:

No change

PULL OUT 6g & h:

T34/76a carries 75/L40

T34/76b and c carry 75/L42

KV-1 carries 75/L40

KV-1a, b, and c carry 75/L42

SU-76 carries 75/L42

T28c carries 75/L24

T30 carries 75/L24

Char B1 carries a 75/L24

PULL OUT 7:

75mm Lt 1C 18 is a 75/L24

American 75mm Pack Howitzer is a 75/L24

The Soviet 76.2mm Howitzer is a 75/L24

The Soviet Model 1939 76.2mm gun is a 75/L40 (actual caliber 76.2/L41)

The Soviet Model 1942 76.2mm gun is a 75/L42 (actual caliber 76.2/L54)

BELOW IS A GENERAL LIST OF WEAPONS AND VEHICLES CARRYING THEM.

- 75L24 CHAR B1 and B1 bis
Soviet 76.2/L16 Howitzer
USA 75mm pack Howitzer and M8 assault gun
German 75mm infantry Howitzer
Mark III/N, Mark IV/A-F1, SG III/142, 250/8, 251/9, 233 (8 rad), 234/3
- 75L30 Lee and Grant early models. SG III/142/ later model, SEM 75/18
- 75L40 Soviet 76.2 L30, 76.2 L40 field Howitzer, USA M4 Sherman, Grant & Lee later models, Halftrack M3 GMC, USA 75mm Field Howitzer, Great Britain Churchill VII (all models with 75), Cromwell VII (all models with 75), French 75.
- 75L42 Soviet 7.62L41 and L54, German 75/L43 and 76.2 Pak 36r, SCIII, Pz IVF2-G
- 75L50 SGIII/142/1, Panzerjager IV/48, Panzer IV/H-K, Pak 40, Marder I, II, III, Hetzer, Comet
- 75/L60 British 77mm, USA 3" towed AT gun, in M10 and M18, M4A3E8, M4 Sherman (76), British 77 is in Comet.
- 75/L70 Panzerjager IV/L70, Panther, Firefly, 17 pdr. (British).

WARGAMING WORLD

We reported briefly on Gen Con elsewhere. Origins I was a fine event indeed, and we are happy to learn that there will be another next year (and TSR, with Dungeons in hand, will be there). CITE/DIPCON in Chicago was lots of fun too — especially to see how D&D is making inroads amongst Dippy buffs. Watching the progress of the Dippy tournament was quite exciting, and if any reader has a chance to attend such a DIPLOMACY convention he shouldn't miss it. Most of the cons are all over for the year, but WINTERCON, 6 & 7 December, in Detroit may interest you. For information contact Bill Somers, 1654 Chandler, Lincoln Park, MI 48146.

A new game company is getting set to emerge if there is sufficient interest in its possible first offering, THE SIEGE OF PORT ARTHUR, 1904. From promotional material at hand it appears that the designers have come up with a number of interesting concepts. If you would be interested in obtaining such a game send an inquiry to: Strife Games Co., 3447 N. Pacific Ave., Chicago, IL 60634. Tell them you're interested, and when the game is released you'll be entitled to a \$1.00 discount according to the flyer they circulate!

Mission Wargames Club, 898 Carolina St., San Francisco, CA 94107, announces that they intend to begin publishing a wargame 'zine entitled WEST COAST WARGAMER. No price was given, so you will have to inquire direct about that. It will reportedly have 10 pages, color covers, and be printed offset on 8½ X 11".

Magazines received: THE AMERICAN WARGAMER, Rod Burr, 345 Broadway, Pawtucket, RI 02660, \$4/year. The July issue seems to be suffering the pangs of changing editors, with material omitted, but the articles and information are good. Anyone interested in a national wargaming organization need look no further than the AWA — and I am certain that the organization can use some wholehearted support. EL CONQUISTADOR is back in publication! Carrying Dippy games and articles of general gaming interest, it goes at \$5/year from Viking Systems, Lock Box 2788, Chicago, IL 60690. THE SPACE GAMER, Box 15346, Austin, TX 78761 sells at \$3/six issues (\$4/six after the 1st of the year). It is a digest-sized offset featuring all sorts of space wargames (what a surprise . . .) and shows some promise. THE GAMESLETTER is a super-zine for those of us who are total game freaks. It is packed full of all sorts of stuff pertaining to games, and the cost is low. 25 cents for a sample, or \$2/10 issues from Don Miller, 12315 Judson Rd., Wheaton, MD 20906. (Don requests an article on D&D for the WSFA JOURNAL, and if time permits we'll cook up some broth for same. . .) THE MIXUMAXU GAZETTE, c/o Robert Bryan Lipton, Box 1962, Lafayette College, Easton, PA 18042, 1/5 issues — a Dippy zine with interesting content. GINNUNGAGAP, c/o Michael Friedman, 76 Halyard Road, North Woodmere, NY 11581, \$1.25 for 10 issues! — another Dippy 'zine which could use a few subbers, so why not send your quarters, and then proceed to deluge the publisher with poison pen letters (which are meat and drink to Dippy publishers everywhere and guaranteed to make them happy men).

There is much other material at hand, but we are about out of space, so everything else will have to wait until next issue. And don't forget that the next issue will be along about 1 December due to the new bi-monthly schedule!

GENCON VIII IN BRIEF

Yes, fans, another GenCon has come and gone, and we are almost recovered from the whole affair. We are also beginning preliminary work on GenCon IX, but that will wait until next issue. Nearly 1,600 gamers were there for the three days — happily engaging in the 40 or so miniatures games played, the Avalon Hill AFRIKA KORPS and TSR DUNGEON! boardgame tournaments, and various and sundry other games. Chicago and Milwaukee newspapers covered the event, and it was televised by Channel 4, Milwaukee. The St. Louis **Post Dispatch** had a team covering GenCon also, but we aren't certain yet what will be (or has been) published there regarding the con'. Of course there were lots of exhibitors there — well over a dozen — showing all sorts of new miniature figures, games and so forth. All indicators point towards a highly satisfactory affair by everyone's standards. This time we had a door prize form which asked quite a few questions about the ways to improve the convention, and we hope that we will be able to act on all major areas when setting up GenCon IX. If you came this year we heartily thank you, and we hope that you'll come back next year; to those who didn't make it all we can say is that you shouldn't miss another!

THE DRAGON IS COMING!
THE DRAGON IS COMING!

ILLUSIONISTS!

GENERALLY APPEARING AS A NEW CLASS FOR DUNGEONS & DRAGONS

By Peter Aronson

Illusionists are a sub-class of magic-users who, as the name implies, employ illusion and similar powers. Their prime requisite is dual, in that they must have both a good **intelligence** and a **dexterity** of not less than 15 as a high degree of manual conjuration is involved when they cast their spells. Although severely limited in the number of magical items they can employ, Illusionists make up for this restriction by the power of their magic.

ILLUSIONISTS SPELLS

1st Level

1. Phantasmal Forces
2. Light
3. Wall of Fog
4. Darkness
5. Change Self
6. Gaze Reflection
7. Hypnotism
8. Detect Invisible

3rd Level

1. Invisibility 10' Range
2. Fear
3. Spectral Forces
4. Continual Light
5. Continual Darkness
6. Paralyzation
7. Non-Detection
8. Hallucinatory Terrain

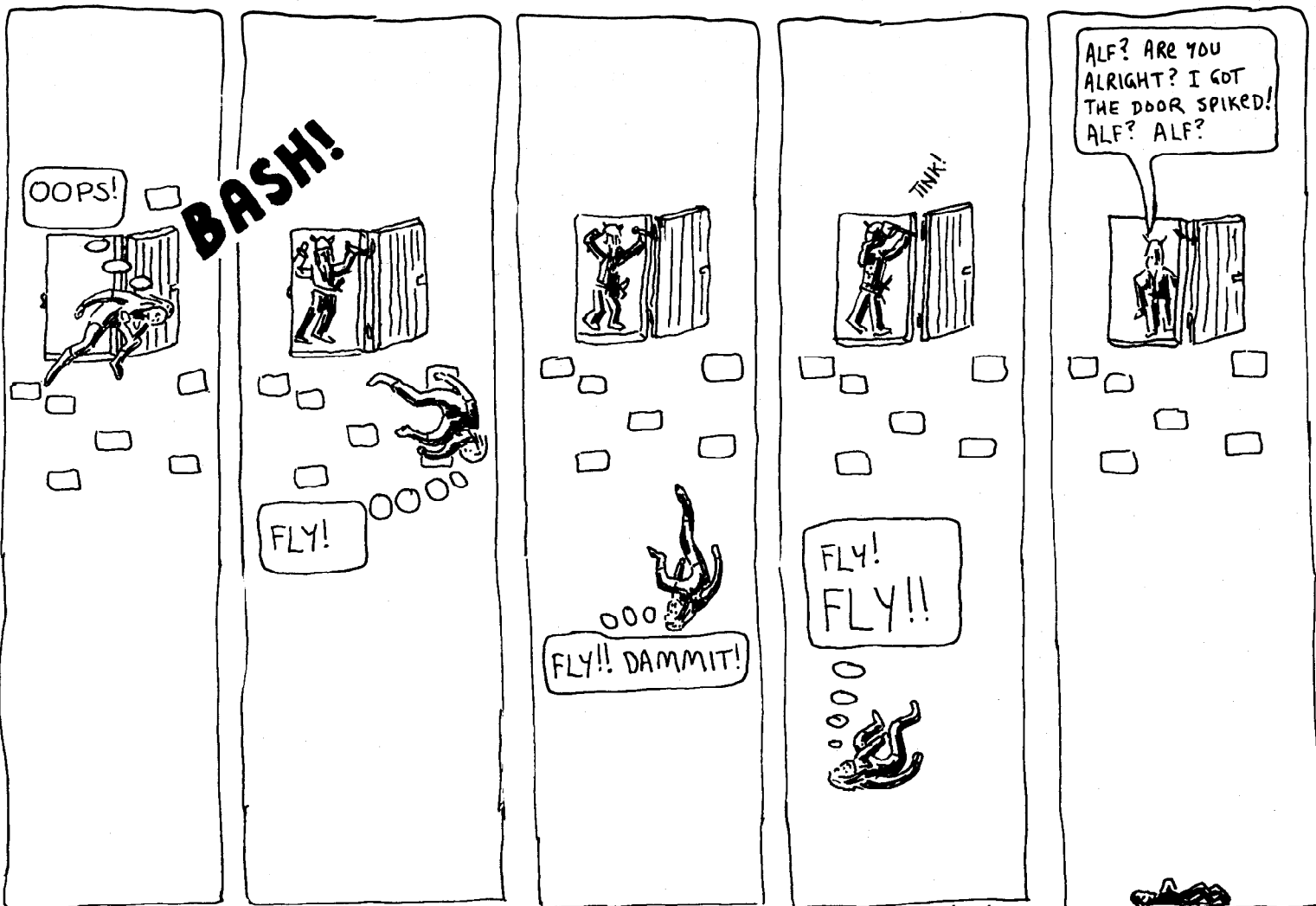
2nd Level

1. Imp. Phantasmal Forces
2. Invisibility
3. Fog
4. Blindness
5. Hypnotic Pattern
6. Misdetection
7. Detect Magic
8. Deafness

4th Level

1. Improved Invisibility
2. Massmorph
3. Shadow Monsters
4. Shadow Magic
5. Minor Creation
6. Emotions
7. Confusion
8. 1st Level Magic-User Spells

Level	Experience Points	Number of Spells & Level				
		1	2	3	4	5
Minor Trickster	0	1	-	-	-	-
Trickster	3000	2	-	-	-	-
Master Trickster	6000	3	-	-	-	-
Cabalist	12000	4	1	-	-	-
Visionist	25000	4	3	-	-	-
Phantasmist	50000	4	4	1	-	-
Apparitionist	75000	4	4	2	-	-
Spellbinder	110000	4	4	3	1	-
Illusionist	175000	5	4	4	2	1
Illusionist, 10th	350000	5	5	4	3	2
Illusionist, 11th	525000	5	5	4	4	3
Illusionist, 12th	700000	5	5	5	4	4
Illusionist, 13th	875000	5	5	5	5	5



MARC MILLER, with thanks to LOREN WISEMAN

5th Level

1. Projected Image
2. Summon Shadow
3. Major Creation
4. Chaos
5. 2nd Level Magic User Spells
6. Demi-Shadow Monsters
7. Demi-Shadow Magic
8. Create Spectres

Note: Imp. = Improved.

Items that Illusionists can use:

Illusionists Scrolls (or those with Magic-User Spells otherwise employable by this class);
 Crystal Balls (not with ESP or Clairaudience)
 Fear Wand
 Paralyzation Wand
 Illusion Wand
 Magic Detection Wand

ILLUSIONIST SPELLS EXPLANATION:**1st Level**

1. **Phantasmal Forces:** Same as Magic Users.
2. **Light:** Same as Clerics.
3. **Wall of Fog:** An opaque wall of fog with the same dimensions as a Wall of Fire, but with no other effect than blocking vision. Range 16".
4. **Darkness:** Same as Anticlerics.
5. **Change Self:** An illusion spell that can make the user appear to a creature of the same general size and shape. i.e. a human could make himself look like a Gnoll, but not a Wyvern. Duration: the Level of user + 10 + roll of a 6-sided die.
6. **Gaze Reflection:** A spell that simply acts as a perfect mirror, reflecting the gaze of a Balailisk or Medusea as if a mirror was in front of their eyes. Range 8". Duration: 1 turn.
7. **Hypnotism:** Acts like a Charm person spell with a +2 chance of success, it is necessary for the subject to look the Illusionist in the eyes. Range 8".
8. **Detect Invisible:** Same as Magic-Users.

2nd Level

1. **Improved Phantasmal Forces:** Same as regular Phantasmal Forces but the Illusionist can move while employing the spell. Also the illusion will last up to 3 turns after the Illusionist has stopped concentrating.
2. **Invisibility:** Same as Magic Users.
3. **Fog:** A cloud of opaque fog that acts like a Cloudkill except that it has no effect but to obstruct vision.
4. **Blindness:** A spell that if it succeeds will cause the object to become blind until the spell is dispelled or removed by the caster. Range 12".
5. **Misdirection:** A spell that if it succeeds can cause a detect spell to malfunction (Detect Good, Evil, Magic, etc.). Its chance of success is determined in the same way as Dispell Magic.
6. **Hypnotic Pattern:** A pattern that the Illusionist projects in front of him that will hold motionless staring at the pattern anybody that it catches. It can catch 4-24 1st level types, 3-18 2nd level types, 2-12 3rd or 4th level types, 1-6 5th, or 6th level types. The effect will last as long as the Illusionist concentrates + 3 + the roll of a 6-sided die (4-9) turns afterwards. Range 12".
7. **Detect Magic:** Same as Magic Users.
8. **Deafness:** Same as Blindness but affects hearing.

3rd Level

1. **Invisibility 10' Range:** Same as Magic Users.
2. **Fear:** A spell that projects a field not unlike that produced by a Fear Wand. It will affect 4-40 1st level types, 3-30 second level types, 2-20 3rd level types, 1-10 4th level types, 1-6 5th level types, 1-4 6th level types. Range 18".

3. **Spectral Forces:** Similar to Improved Phantasmal Forces, but includes sound, smell and temperature illusions, also these are not destroyed by touch and they last up to 5 turns after the Illusionist has stopped concentrating.
4. **Continual Light:** Same as Clerics.
5. **Continual Darkness:** Same as Anticlerics.
6. **Paralyzation:** A spell that paralyzes twice as many hit dice as the Illusionists level, lasts until dispelled or the Illusionist removes it. Range 18".
7. **Nondetection:** A spell that prevents Detection spells from working against the Illusionist using it. It also acts like an Amulet vs. ESP and Crystal Balls. Duration 2 times the level of the Illusionist.
8. **Hallucinatory Terrain:** Same as Magic Users.

4th Level

1. **Improved Invisibility:** Same as Invisibility. 10' range, but allows you to attack while using it.
2. **Massmorph:** Same as Magic Users.
3. **Shadow Monsters:** This spell allows the Illusionist to create semi-real monsters that have 1/5 the hit dice of the original (note: fractions are handled thusly: 1/5 over, nothing; 2/5, +1; 3/5, +2; 4/5, +2). The armor class of the creatures is automatically 9. The creatures do not get special abilities, such as turning to stone, draining life levels, doing more than one die damage when hitting, or breath weapons unless their victim believes that they are the real creatures. The Illusionist can raise his level in hit dice of shadow monsters. Such monsters take double damage from silver.
4. **Shadow Magic:** This spell allows using of semi-real offensive spells that have the following effects. Lightning Bolts and Fire Balls, one hit die for every 4 levels; Wall of Fire or Ice, 1 or 2 points of damage; Death Spell, 1-8 1st level types. However, if the target should believe that the spell used against it is the real one, then it has full normal effect Range and Duration are the same as the spell being mimicked.
5. **Minor Creation:** Creation of Djinn style materials up to wood in hardness, the maximum that can be created in a day is 100 gold pieces times level of Illusionist weight. The materials will last 4 + level of Illusionist + any bonus or penalty for hardness the referee cares to add days.
6. **Emotions:** A spell that projects various emotions as in Fear. The emotions that can be projected are: Fear, as described earlier, Battle Lust that makes men fight as Berserkers, which can be countered by Fear (however, if Fear is thrown first, Battle Lust does not counter it), Deprivation, which can cause men to desert and lowers morale by 75%, Bravado which can cause immunity from Fear, Bravado which can counter Deprivation, Hate can be used but its interpretation by the subject is variable: 1, 2, hate any enemy around; 3, 4, hate each other; 5, 6, 7, hate both; 8, hate selves; 9, 10, hate caster. A person under the influence of a hate spell will attack whoever the die roll says. If hates self, then commits suicide. Range 18". Duration as long as Illusionist concentrates.
7. **Confusion:** Same as Magic-Users.
8. **1st Level Magic-Users Spells:** This allows the Illusionist to use all 1st level Magic Users spells.

5th Level

1. **Projected Image:** Same as Magic Users.
2. **Summon Shadow:** A spell similar to Invisible Stalker except the creature summoned is a Shadow. (one Shadow for every level above 5th the Illusionist has attained)
3. **Major Creation:** Gives user full Djinn creation powers, up to 300 times level of Illusionist gold pieces weight per day materials created.
4. **Chaos:** A spell that affects an area 3" X 3", confusing the entire area. A creature caught in an area hit by the spell is automatically confused until it leaves; however high level fighters and high Illusionists are not affected. Range 12"; duration: as long as the Illusionist concentrates.
5. **2nd Level Magic Spells:** Same as 1st level Magic Users spells but with 2nd level spells.
6. **Demi-Shadow Monsters:** Same as Shadow Magic, but the monsters are 2/5 the hit dice of the original, and the armour class is 8. The amount summoned is now a maximum of 1-1/2 times the level of the Illusionist in hit dice.
7. **Demi-Shadow Magic:** Same as Shadow Magic but the damage is doubled.
8. **Create Spectres:** If a person is killed, this spell can be used to cause him to become a spectre with hit dice equal to half the killed character's level rounded up. A character must have been at least 2nd level to be raised as a spectre. The spectre is raised with its mind and memory intact. It does not come under the control of the raiser; it still retains its alignment. A spectre can only be raised 24 + 6 times the level of the Illusionist turns after death.

TSOLYANI NAMES WITHOUT TEARS

by M. A. R. Barker

Illustration by the author from *Empire of the Petal Throne*



"A High Priest of Durrilamish preparing to offer up sacrifice." He has removed his grey corpse-like face paint as a sign that he now stands before the Reality of Evil, and he has put on the "Drymial," the surcoat of special devotion and sacrifice."

I hope I may be pardoned for inserting a bit of autobiography, but it will serve to provide a background for what follows below. I began my "wargames" in much the usual way: a little army of World War I toy soldiers lovingly assembled from the magic arsenals of the dime stores. My parents' emphasis upon classical fairy stories, history, and literature rather spoiled my interest in the realities of present-day warfare, however, and this was reinforced by such books as J. A. Hammerton's *Wonders of the Past* (a marvellous set of books for a child — if you want him/her to grow up to be an ancient history freak!). All of this was further influenced by such films as "Thief of Baghdad," and, before I was consciously aware of it, Tsolyanu seems to have emerged.

I have no really conscious recollection of this development. I remember telling my skeptical playmates that those rifles and bayonets were to be spears and swords, and that artillery piece was to be a mangonel from now on. There were very few mediaeval or ancient miniature figures in those days, and I still remember my joy at seeing the first plate-armoured knight at a Woolworth's toy counter. Somehow, a bit from here and a piece from there, Tsolyanu grew and developed content; her hostile neighbour to the west, Mu'ugalavya, was added by a playmate, and Salarvyta to the southeast soon followed. The rest, like Topsy, "just grew." Sometime in my early teens I began to use woodcarvings of my figures

rather than "store-bought" troops, and this went on until I had several hundred of these by the time I completed high school. During this period I also became interested in the ancient civilisations of Central America and in ancient Egypt, and elements from these cultures kept creeping into the mythsos.

Again, I cannot recall how the Tsolyani language first appeared. When I was quite small our neighbours were Basques, and their children had a built-in secret language in which to exchange confidences — and thus exclude the rest of us, the outsiders. My interest in ancient Egypt led me to take out Sir E. A. Wallis Budge's *First Steps in Egyptian Hieroglyphics* (much to the total astonishment of the local librarian) before my twelfth birthday, and my parents were shortly forced to provide a copy of this book for me as a gift on that occasion — and were subsequently "hit" for further books on every such holiday thereafter.

High school Spanish and university anthropology and linguistics added further dimensions to this, but the first little grammar of Tsolyani was written while I was in high school, and the language has not been changed substantially since. A grammar of Yan Koryani was indeed written later, together with notes of Mu'ugalavyani and Livyani. Some remarks about the intricacies of Salarvyani also were inserted into one of my histories of Tekumel, but the 217 verb conjugations kept me from ever writing a grammar of it. My subsequent studies, travel, and research have not done much to change any of these languages. I have written a grammar, dictionary, and texts of Klamath, an American Indian language of Oregon; four books on Urdu, one of the major languages of India-Pakistan; and a two volume course on Baluchi — plus studying umpteen others and teaching some of them — yet Tsolyani continues to develop along its own individual lines as before.

Unfortunately for players in my "Empire of the Petal Throne" campaign, the very intricacy of the Tsolyani mythsos creates a real stumbling block. The names are difficult enough and alien enough to give anybody palpitations of the tongue! Several would-be referees have handed me a list of non-player characters and pleaded, "Give me the names for these people!" Others have simply abandoned all hope and labelled their characters with such nicely connotative nicknames as "Xerox," "Abilene," "Hashish," etc.

It is thus worthwhile to discuss the make-up of Tsolyani names and then to provide a means of generating them with a minimum of effort. These won't be "real" Tsolyani names, of course, and they won't mean anything in the language. Like English, Tsolyani uses many personal names which lack meaning in the present language: e.g., how many know what "John," "Philip," "William," or "Robert" mean without looking them up in an etymological dictionary? These names are traditional in our culture, and a boy may be named "Philip" without his parents knowing or caring whether he is a "lover of horses" or not.

Tsolyani names may consist of four elements: (a) a personal name (usually meaningless): e.g. Tlekku, Harsan, Ke'el; (b) a family name; (c) a clan name; and (d) a possible city or regional name.

Personal names are mostly traditional and meaningless. The family name is used if the character is from a noble or prestigious family; it usually has "hi-" (of) prefixed to it: e.g. hiMiridla (of the Miridla family). The clan name is not often used as a name, per se, but one is almost always asked about one's clan upon first meeting. These names do have meaning, and I have translated them into English rather than give their Tsolyani equivalents: e.g. "the Clan of Sea Blue," "the Sunburst Clan," "the Bent Bough Clan," "the Reed Clan," etc. The origins of this system are lost back in the time of the First Imperium, but some clans are considered "noble" clans, while others are traditionally merchants, craftsmen, priests, etc., etc. These are numerous, and it would be difficult to give a definitive list of all of the clans now found in the Empire.

The "locational name" usually consists of the name of a city, province, or region with "-i-" added if the name ends in a consonant, and "-yani" added if it ends in a vowel. Thus, Vrayani (of the island of Vra), Jakallayani (of the city of Jakalla), etc. There are some exceptions, of course, and these present a minor problem: e.g. Tsolyani, rather than Tsolyanyani, which one might expect from the name of the country, Tsolyanu. Most of these locational names are also used to denote the language of the place as well: e.g. Tsolyani is both a person from Tsolyanu and also the name of the language spoken there (cf. English "Russia" and "Russian").

The following rules are set up to aid players and referees in the generation of Tsolyani-sounding personal names.

(1) The basic "shape" of the name is determined by rolling percentile dice against the following table. "C" = "Consonant," and "V" = "Vowel."

PATTERN	PERCENTILE DICE SCORE
VCV	1- 10
VCVC	11- 20
VCVCV	21- 30
CVC	31- 40
CVCV	41- 70
CVCVC	71- 90
CVCVCV	91- 95
CVCVCVC	96- 100

Note that the glottal stop, " ' ", is not included in the name-initial consonants since it is assumed to be present in VCV, VCVC, and VCVCV. I.e. these names begin with a vowel, but the glottal stop is assumed to be present before that vowel. Thus, a name like Avan is really 'Avan.

(2) Determination is made for name-initial and name-medial consonant clusters (e.g. "rs" in Harsan). Note that word-final consonant clusters do NOT occur at all in Tsolyani; names like "Milt" or "Robert" cannot occur because the language permits only one consonant at the end of a word. Tsolyani does have the possibility of two consonants at the beginning of a word and the possibility of two and a maximum of three consonants together in the middle of a word. For each word-initial or word-medial "C" in the result obtained from (1) above, roll percentile dice again against the following table:

PATTERN	PERCENTILE DICE SCORE
C (single consonant)	1- 50
CC (two consonants)	51- 95
CCC (three consonants)	96- 100

(3) Any word-initial or word-medial SINGLE consonant can now be determined as follows:

(a) Roll a 6-sided die; 1-2 = Group I; 3-4 = Group II; 5-6 = Group III

(b) Roll a 10-sided die against the lists of consonants in the Group found to determine which the consonant is. Groups are:

ROLL	GROUP I	GROUP II	GROUP III
1	p	dh	w
2	b	ch	ts
3	m	l	tl
4	f	y	s
5	v	k	sh
6	w	g	z
7	t	kh	zh or ss ¹
8	d	gh or ¹	r
9	n	q	l
10	th	h	hl

Note: this table is based upon phonetics rather than English "letters." Thus, "th, dh, ch kh, gh, ng, ts, tl, sh, zh, ss, hl" are each representations of ONE SOUND, and they count as ONE CONSONANT each.

¹The sounds "gh, ' , zh, ss" are relatively rare in Tsolyani. If one of these is found, roll a 6-sided die to determine which it is: 1-3 = "gh" or "zh"; 4-6 = the glottal stop or "ss."

(4) If a final consonant is indicated by (1), roll a 10-sided die against the following table to determine which it is:

ROLL	CONSONANT	ROLL	CONSONANT
1	m	6	kh
2	n	7	k
3	ng	8	s
4	r	9	hl
5	l	10	tl or sh

Note: Word-final consonants are rather uncommon in Tsolyani. Statistically, the most frequent is "l", followed by "n" and "m", with "r" next, and the others being quite rare. No examples are found of consonants other than those on the above list; e.g. one cannot have a final "-d" in Tsolyani.

(5) If a word-initial "CC" is indicated by (1), the **first** consonant is rolled for as under (3); the **second** consonant of the group is rolled for against the following table, using a 10-sided die:

ROLL	CONSONANT	ROLL	CONSONANT
1	m	6	y
2	n	7	s
3	ng	8	sh
4	r	9	ss
5	l	10	j (or other)

Note: This list only approximates Tsolyani word-initial consonant clusters, of course. Actually, "mr," "ms," "dl," "tr," and a few others are extremely common, while "j" occurs as a second member only in "nj."

(6) If a word-medial "CC" is indicated by (1), each of the two consonants is rolled for against the table given under (3) above. In fact there are some restrictions upon occurrences, but these would be too complex to insert here.

(7) If a word-medial "CCC" is indicated, the first and second consonants are found from (3), while the third is determined from the table given under (5). If a **word-initial** "CCC" is indicated by (1), roll again; there are no word-initial three consonant clusters in Tsolyani; i.e. one can never have "str" as in English "street."

(9) Each vowel of the name is found by rolling a 10-sided die against the following table:

ROLL	VOWEL	ROLL	VOWEL
1	i	6	e
2	a	7	au
3	o	8	ai
4	u	9	oi
5	y (u)	10	other diphthong ¹

1 1 1

¹Aside from the three diphthongs recognized in the script ("au, ai, oi"), one may find "ai," "au," "ua," "ue," "ae" and a few other less common ones. If a roll of 10 is made, thus, a 6-sided die is rolled **twice** to determine the two members of the diphthong: "i" = 1, "a" = 2, "o" = 3, "u" = 4, "y" = 5, and "e" = 6.

Once a name has been determined, the referee can place the word-stress ("accent") wherever he finds it easiest to pronounce. Once it has been placed, however, it should always be stressed on that syllable: e.g. Harsan should always be HAR-san, and never Har-SAN.

The foregoing will provide players with the means of naming their characters with a name pronounceable by the Tsolyani. Naturally, if the results seem difficult or unpleasant to the ear, one is free to roll again — or just switch a consonant or vowel around here and there. There is also no real harm in allowing a player to use a familiar English word, of course, and the object of the tables given above is simply to provide players and referees with the chance of having a name which will fit into the culture and the mythos. A really foreign-sounding name for a player character does fit into the game as it is presently written: all players are assumed to be barbarians from the great southern continent who somehow are washed ashore at Jakalla, and a name like "Pfumph" would sound equally comical to Tsolyani ears as "William," "Mark," or "Mary." Names for non-player character Tsolyani should sound "real," however, and the tables given here can be used for these with reasonable success.

This solves only a part of the problem, of course, since many referees and player characters may encounter persons from other nations of Tekumel, and languages differ widely — too much so to be characterized in detail here. Only an outstanding characteristic or two may be noted: e.g. Mu'ugalavyani prefers the glottalised vowel ("i'i", "a'a," "u'u," etc.) and uses "ish--" as the ending for male nouns and "-a" for feminine names. Livyani has even fewer consonant clusters than Tsolyani, but more consonants are permitted at the ends of words; the male suffix is "-az," the feminine is "-ab" or "-eb," and the inanimate is "ok." Salarvyani has a welter of doubled consonants (e.g. "kk") and consonant clusters of three and even four members; there are no special endings in that language for names. Yan Koryani tends towards monosyllabic names but with horrendous consonant clusters at the beginning and end: e.g. Pjekf, Srmudg, etc. The characteristics of these and other languages of Tekumel can be described as needed.

An example of the use of the tables given here may be appropriate:

- (1) Roll of 88: the name is of the CVCVC pattern.
- (2) First C: roll of 57: there is a word-initial CC cluster.
Second C: roll of 78: there is a word-medial CC cluster.
- (3) First consonant in the name: roll of 2 = Group I; roll of 7 = "l."
First consonant of second cluster: roll of 6 = Group III; roll of 6 = "z."
- (4) Final consonant of name: roll of 5 = "l."
- (5) Second consonant of word-initial cluster: roll of 4 = "r."
- (6) Second consonant of word-medial cluster: roll of 4 = Group II; roll of 5 = "k."
- (7) First V: roll of 2 = "a."
Second V: roll of 6 = "e."

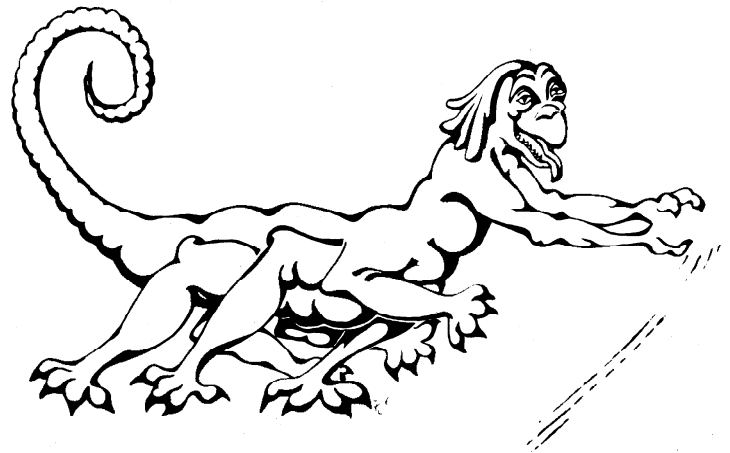
The character's name is Trazkel. (The insertion of the " " is arbitrary.) Although this is not one of the traditional Tsoyuni personal names, it would not sound foreign or odd to a Tsoyuni ear, and it thus fits nicely into the myths.

C O N S O N A N T S								
ENGLISH	INITIAL	MEDIAL	FINAL		ENGLISH	INITIAL	MEDIAL	FINAL
P					Ch			
B					J			
M					Y			
F					K			
V					G			
W					Kh			
T					Gh			
D					Q			
N					H			
Th					Ng			
Dh					.			

C O N S O N A N T S								
ENGLISH	INITIAL	MEDIAL	FINAL		ENGLISH	INITIAL	MEDIAL	FINAL
Ts					Zh			
Tl					Ss			
S					R			
Sh					L			
Z					Hi			

V O W E L S									
ENGLISH	INITIAL	MED-FIN	ENGLISH	INITIAL	MED-FIN	ENGLISH	INITIAL	MED-FIN	
I			U			Au			
A			Y			Ai			
O			E			Oi			
1			7			10			10,000
2			8			100			Period
3			9			1,000			Comma
									Interrogation Mark
									Quotation Mark
									Double "ll"

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Lawful clerics of the 15th level or above are able to fashion these creatures. Once sculpted (in-man-like form) the cleric must use a Raise Dead, Animate Object and Commune Spells to bring it into being as a golem. The costs of vestments of the cleric preparing the clay golem will be 12,000 plus 5,000 to 50,000 additional gold pieces. It can be commanded only by the Lawful cleric who created the golem, and it functions in all respects as a 12-dice earth elemental unless otherwise stated. Damage done to the golem is permanent, and cannot be restored in any fashion. There is additionally a 1% chance for each turn it is commanded to action that it will become chaotic and begin attacking any and all life forms it meets, moving towards the nearest and progressing on from there until destroyed.

Type	Defensive Capability	Offensive Capability	Hit Points	Movement
Clay	Affected only by blunt +1 magic weapons, and spells have no effect except for Move Earth which will drive the golem back 12", rounds after the first and Disintegrate which will prevent all movement by the golem for 1 turn.	Attacks as a 12-dice earth elemental, the golem is able to drive maximum of 3 melee rounds after the first round of combat.	50	7"

MIGHTY MAGIC MISCELLENY

NEW MAGICAL ITEMS FOR DUNGEONS & DRAGONS

"IOUN" STONES

Seeing that we offer so many new monsters herein we thought it only fair to occasionally include unusual, extraordinary, and useful new magical goodies also. FLASHING SWORDS! #1 (Dell, 1973) contained four excellent swords & sorcery yarns, including "Morreion" by Jack Vance. In this tale there was a magical item of highly unusual value — IOUN stones. Mr. Vance was kind enough to allow us to enlarge somewhat upon his creations and list them as a D&D "Miscellaneous Magic" item.

IOUN STONES

Color	Shape	Use
incandescent blue	sphere	adds 1 level to spell ability
scarlet & blue	sphere	adds 1 factor to intelligence
deep red	sphere	adds 1 factor to strength
pink	ellipsoid	adds 1 factor to constitution
pink & green	ellipsoid	absorbs spells up to 4th lvl.*
pale green	ellipsoid	absorbs spells 5th-8th lvl.**
pale lavender	spindle	sustains person w/o food & water
pearly white	prism	repairs 1 pt. damage/turn
clear	prism	stores 2-12 spell levels

* after absorbing from 10-40 spell levels the stone will burn-out and turn a lusterless gray and can never be restored.

** after absorbing from 20-80 spell levels the stone will burn-out and turn a lusterless gray and can never be restored.

IOUN stones trail and circle their owner. They have a saving throw equal to that of +3 magic armor. They can be grasped or netted so as to separate them from their owner. If they are more than three feet from their owner they no longer function for him, and to function they must be free in any event so as to trail and circle. It is recommended that this item be very rare and difficult to obtain. If some are discovered random selection as to type is suggested. Roll a 20-sided die for each IOUN stone; 1-9 are as shown, and 10-20 are used-up stones of no value.



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GALLERY OF GUNFIGHTERS



Part II: John "DOC" Holliday (a/k/a Tom McKey)

John Henry Holliday, the man who some say helped put sixteen men in the ground, was born about 1851 in Griffin, Georgia. During the late 1860's, Holliday studied to become a dentist, although historians disagree as to whether he attended college in Baltimore or served an apprenticeship under a practicing dentist in Georgia. About this time, he contacted a form of tuberculosis (commonly called "consumption" or "lung fever" in those days).

Holliday left Georgia because of his ailment (and there are persistent stories that he killed one or more men in Georgia) in 1873 and moved to Dallas, Texas where he practiced dentistry with another man. There Doc became disillusioned with the world as he saw it (again, possibly because of his lung condition) and took to heavy drinking and gambling, practicing dentistry only when he needed more money to gamble. He became quite proficient with cards and could both use and detect all the tricks of the trade. His reputation for fearlessness started to build during his stay in Dallas, when he traded shots with a saloon owner. Some say he killed a soldier in Jacksboro, Texas. He wound up in Fort Griffin, Texas, in 1877, where he met Wyatt Earp. Allegedly, he killed a man in a knife fight over a card game, and escaped when his mistress set fire to the building where he was being held.

From Fort Griffin, Doc eventually moved on to Dodge City, Kansas. On the way, he became involved in a knife fight with a gambler in Denver, and severely cut him up. In 1878, Doc set up a dentistry practice in Dodge, to earn more money to gamble. There he formed his famous friendship with Wyatt Earp, then a Deputy City Marshall, by coming to Wyatt's rescue. Earp had been cornered by an angry group of Texans, and was in a tight spot, when Doc appeared. A cowboy behind Wyatt was drawing his gun when Doc called out a warning and wounded the backshooter. Doc and Wyatt then proceeded to bluff their way through the situation with no additional shooting, and a friendship for life was formed.

When Holliday left Dodge he moved to Las Vegas, New Mexico, then as rough a town as any in the west. The move was, typically, not without its share of adventures, and Doc is said to have shot a gambler in Colorado on the way. In Las Vegas (1879), Doc operated a saloon with another man and was soon involved in one or possibly two shootings. Allegedly Doc wounded a gambler in one of the battles. The other fight shows the development of Doc's "philosophy" at this point in time. Doc was now living one day at a time. He had practically no fear of death because he expected to die soon from either Tuberculosis or lead poisoning (the lead being administered the hard way). A man named Gordon, who had a grudge against Holliday's saloon operation, decided it was time to shoot the place up. He approached the saloon and fired several shots into it. Holliday then stepped from the saloon and killed Gordon.

By 1880, Doc had moved to join Wyatt Earp in Tombstone, Arizona, where he finally achieved the reputation of one of the most dangerous gunslingers alive. Doc made many enemies from diverse sources. Doc was quite temperamental and had a bad temper when under the influence of alcohol, which was a lot of the time. He trusted no man save Wyatt Earp and would gladly have swindled an acquaintance if given the chance. However, he was a man of his word, and once his word was given, it was kept. He had one fight in the Oriental Saloon in which he shot the owner and a bartender. Doc was indicted, but nothing came of the charges.

If conditions had been right, THE classic gunfight in the history of the west might have occurred in Tombstone. Doc was standing with Wyatt outside a saloon when they were approached by John Ringo, considered by many to be the deadliest man in the southwest. Ringo and Earp had been feuding since the Earp party had arrived in town, and now Ringo had decided to have it out with Wyatt. Ringo challenged Wyatt to step out into the street. Earp, who was running for office in town at that time, realized that a shootout wouldn't help his campaign, so he told Ringo to forget it and walked into the saloon. Ringo, still spoiling for a fight, then challenged Holliday, and the game dentist replied, "Any time". Then, so the story goes, Ringo pulled a handkerchief from his breast pocket and extended to Doc saying that he should take the other end and that all they needed was three feet. Doc took a corner and both men squared off to draw. At that range, and considering the lightning speed of both men, one, and possibly both, would probably have died in the next split second if the town mayor hadn't broken them up. Ringo and Holliday almost shot it out on a second occasion, but were broken up by a deputy. Doc had been bad-mouthing Ringo, and Ringo had tracked him down and called him out.

Doc was also involved in the gunfight at the OK Corral (this is elaborated on in TSR's **BOOT HILL** rules), where three men were killed by Holliday, Wyatt Earp and Earp's brothers, Virgil and Morgan. The feud which led to the battle ended only after Virgil Earp was crippled, Morgan Earp killed and three or more of the Earps' enemies lay dead. Wyatt and Doc then fled Tombstone (they were wanted, perhaps unjustly, for the killings) and went to Colorado in 1882.

There Holliday went on his own again, and in 1884 he was in Leadville. By this time his TB was becoming acute. His five foot ten inch frame was so thin that he had the appearance of a walking corpse. Doc wounded a man and was acquitted of the shooting. He died on November 8, 1887 and his last words were, "This is funny." Indeed it was, because the famed dentist/gunfighter had died in bed of TB and alcoholism and not of gunshot wounds.

The following ratings are based on a scale of 01-100 and are compatible with TSR's **BOOT HILL** rules. High numbers are better except in the Gambler Rating, where a low number is best.

Doc Holliday

Speed	98
Gun Accuracy	96
Throwing Accuracy	89
Bravery	98
Strength	02
Experience	11
Gambler Rating	10

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