

ceived as a magazine dealing with all sorts of wargame subjects, but popular demand has made it into an almost wholly fantasy-oriented publication (and the name is thus quite inappropriate!). We had originally thought to switch most of the fantastic material into a new publication to be entitled **THE DRAGON** and make the content of **SR** of a more historical nature. This would be a disservice to our **SR** readers as it now stands, for the magazine has grown to its current size due to its reputation as **the** fantasy 'zine. Therefore, we are changing the name of **SR** to **THE DRAGON**, a name more indicative of its content; and there will continue to be more and better articles therein, all of primarily fantasy-oriented nature, although some science fiction or other type of wargaming may slip in occasionally. Your eager subscription to our publication has given us the message loud and clear. You want a 'zine dealing with fantasy wargaming, and that is what you shall have. Tim Kask is hard at work now to make certain that **THE DRAGON** will deliver fantasy, swords & sorcery, science fiction, and related material to you in spades.

What I am asking of you is this: If you are interested in historical wargaming, miniature or board, support **TSR's** effort to give you what you want there. This can be done by subscribing to our new 'zine, **LITTLE WARS** (or by purchasing it from your local hobby shop if the proprietor is wise enough to carry it), tell your friends about it, and after you have it in hand write to us. **LITTLE WARS** wishes to establish a regular letter column with interesting letters which tell about local wargames and wargaming or have some form of information which will be of interest to fellow hobbyists. We are also interested in receiving good miniatures articles, battle reports, game strategies, and so forth. We are depending on you in more ways than one. Similarly, **THE DRAGON** is still interested in all sorts of fantasy related material from its readers, so keep it coming in! The schedule of payments for published material found elsewhere in this issue applies to both **LITTLE WARS** and **THE DRAGON**. The money isn't great, but it is about all we can afford, and it is another way for us to thank you for your past support and future help.

Now, put down your saws . . . I'll shut up until next issue.

— Gary Gyax

[Editor's Note: More information on these magazines is in **IN THE CAULDRON**, p. 2.]



Creature Features

The Denebian Slime Devil

Number Appearing—	1-4
Armor Class —	not applicable
Move —	12"
Hit Dice —	not applicable
Lair	—
Treasure	—
Magic resistance —	90%

This creature takes the form of whatever its victim finds most repulsive, or at the referee's option, a large, shambling, smelly, oozing, hunk of anthropomorphic swamp gunk. It will fall in love with the first human type (including Dwarves, elves and hobbits) it sees, and will follow the unfortunate soul until death, either its own, or its victim's. (If its victim dies, it will attach itself to the next human type it sees)

DSD's are tireless trackers, and can seep through small cracks, pinholes, and all porous materials, but not through metal, glazed pottery or well fitted masonry.

A DSD will never voluntarily do anything that will separate it from its victim. One struck by a weapon (magical or normal) will split into 1-4 replicas of itself, each then attaching itself to the nearest free human type.

DSD's have a negative charisma, and will cause any non-player character or creature to flee in sickened repulsion (50% chance) or attack the victim in anger for having such a repulsive creature brought into its proximity.

DSDs may be killed/dispelled by any means the referee finds entertaining. A few examples:

- Telling it that its mother wants it.
- Calling it a cute, lovable little devil, and smothering it with kisses.
- Sealing it into a specially constructed tower (by means of a passwall) along with its victim (by means of phantasmal forces)
- Having a wino (non-player hireling) breathe upon it.

NOTE: Each of these methods worked only once. Effects of spells, etc., are up to the referee.

A final word: DSD's do nothing to aid a character. If their victim is attacked, they will stand aside, wringing their hands (or whatever) and moaning, in their distinctive, high pitched, nasal whine, "Oh my! Oh dear! This is terrible! Oh, I can't look! Oh dear!"

New Monster

Catoblepas

Semi-Intelligent Beast
Very Rare

Number Appearing	1-3
Armor Class	7
Move	6"
Hit Dice	6 + 2

Tail = 1-6 pts. + base 75%
Chance of stunning (if hit)
Modified by -5% per level of victim
Gaze = Death Spell
no saving throw

This totally loathesome creature has absolutely no redeeming features. It is larger than a full grown water buffalo, with a head uglier than that of a wart hog, possessed of a long, snakelike tail capable of amazingly swift attacks. Further, it lumbers on legs like those of a hippopotamus, while its horrid head is perched on the end of a long, thin and very weak neck. It is assumed that these bizarre characteristics are a result of genetic modification necessitated by its choice of habitat: swamps & marshes. The gaze of the hideous face of this beast is the equivalent of a Death Spell, with no saving throw. Complete surprise means you automatically met the gaze; anything else is at the discretion of the DM. The weak neck has only a 25% chance of raising the head high enough on the first turn, with an additional 15% each additional turn, provided both parties stand still. If trying to follow quick movements, or shambling in pursuit, it has only a 10% chance of fixing its gaze.