

Fourth Annual Strategists Club Awards for "Creativity in Wargaming"

Outstanding Game - 1977

Air War - SPI
Imperium - Conflict Games
Ogre - Metagaming
Squad Leader - AH
Traveller - GDW
Victory In the Pacific - AH
War of the Ring - SPI

Outstanding Professional

Wargaming Publication - 1977
CAMPAIGN
Fire & Movement
LITTLE WARS
Strategy & Tactics
THE DRAGON
The General

Outstanding Game Design - 1977

Air War - David Isby
Citadel - Frank Chadwick
Imperium - Marc Miller
Squad Leader - John Hill & Don Greenwood
Traveller - Marc Miller
Warlord - Robert Williams
War of the Ring - Howard Barasch & Richard Berg

Outstanding Miniature Figure Series - 1977

American Civil War (15mm) - Grenadier
Carolingians, Franks & Moors (25mm) - MiniFigs
Dungeons & Dragons (25mm) - MiniFigs
Hoplites - "Classical Ancient" (25mm) - Ral Partha
Modern Micro Armor (11285) - GHQ
World Conquerors - "The Mongols and their Allies" (25mm) - Ral Partha

Outstanding Miniatures Rules - 1977

Chivalry & Sorcery - Fantasy Games Unlimited
Cordite & Steel - TSR Hobbies, Inc.
The Emerald Tablet - Creative Wargames Workshop
Modern Armor - TSR
Legions of the Petal Throne - TSR

FANTASY GAMING HALL OF FAME

"In recognition of their contributions to fantasy gaming." Please vote for one in each category. Present members are: REH, ERB, H.P. Lovecraft, JRRT, C.S. Lewis, Roger Zelazny, Andre Norton and Fritz Leiber. Do not vote for any of them.

Posthumous

Lord Dunsanay
A. Merritt
Fletcher Pratt
Clark Ashton Smith
Jules Verne
Stanley Weinbaum

Living Authors

Poul Anderson
Leigh Brackett
Terry Brooks
Lin Carter
L. Sprague deCamp
Stephen R. Donaldson
Philip Jose Farmer
Gardner F. Fox
John Jakes
Katherine Kurtz
Ursula K. LeGuin
Michael Moorcock
Emil Pataja
Fred Saberhagen
Margaret St. Clair
Jack Vance

How to, and Who, May Vote:

Anyone reading this in any of the fine magazines running it is eligible to vote, but only once. To that end, you must include your name and address somewhere on the ballot. This must be done, as it is our only method of preventing ballot stuffing; failure to do so will invalidate the ballot. DO NOT SEND IN THIS BALLOT! DO NOT PHOTOCOPY THIS FORM! All votes must be cast on a postcard or 3 x 5 notecard. Simply list your choices in numerical order. ONLY ONE CHOICE IN EACH CATEGORY. Ballots must not accompany any order or other correspondence with TSR Hobbies or TSR Periodicals; they must be sent separately. We recommend a postcard.

Mail all ballots to:
"SC" Awards
c/o THE DRAGON
POB 110
Lake Geneva, WI 53147

All ballots must be
postmarked no later
than 28 July 1978

Letters to the Editor

A Rebuttal to "The Cthulhu Mythos Revisited" by Gerald Guinn

Well, when one gets into religious controversy the first thing one discovers is that the scriptures are themselves self-contradictory or are subject to varying interpretations. Now here is Gerald Guinn, self styled High Priest in the Service of Nyarlathotep objecting to the interpretation given to the Cthulhu Mythos in *D&D* (*The Dragon*, May 1978, page 22).

Mr. Guinn makes a number of specific complaints, and readers should refer to his letter for his entire argument, but I am happy to comment on some of his allegations, as summarized below.

Guinn claims:

1. That Ubbo-Sathla, not Azathoth, is the center of the Universe. And yet:

"Til neither time nor matter stretched before me But only Chaos, without form or place. Here the vast Lord of All in darkness muttered Things he had dreamed but could not understand."

"Azathoth," from *The Fungi from Yuggoth*

and

"the boundless daemon Sultan Azathoth, . . . which blasphemes and bubbles at the centre of all infinity . . ."

from "Dream Quest of Unknown Kadath"

It is true that Clark Ashton Smith's Hyperborean sorcerer Eibon makes some contradictory statements about Ubbo-Sathla, but with all due respect to MU Eibon, he must be considered a secondary source.

Many of Lovecraft's friends wrote stories using the Cthulhu Mythos and as a result there are various versions of the more important events therein. Our article draws most heavily on Lovecraft's own works and the work of Mythos Scholars Frances T. Laney, "The Cthulhu Mythology: A Glossary," published in *Beyond the Wall of Sleep*, and Lin Carter, "H.P. Lovecraft: The Gods" published in *The Shattered Room and Other Pieces*. Both of these books from Arkham House.

2. A major power of Cthulhu is the projection to sensitive minds of nightmare and madness. Certainly true, I would hope anyone using the god in his game would read "The Call of Cthulhu" and get some idea how fearsome he really is. In an early version of "the Gods" I said "if Cthulhu breaks out of R'lyeh, everyone in the world must make a saving throw or go insane." I later reduced this as being a bit too gross.

3. Guinn objects to the various hit point assignments given to the Lovecraftian Gods and races. This is too arbitrary a subject to justify serious conten-

tion. Any appropriate hit point assignment can be used by the DM. One of my concerns in writing up the gods was that players encountering them in a game might well want to call upon Zeus or Thor or Ra for help and the gods should be scaled to make this a reasonable confrontation.

4. Guinn maintains "the Elder Sign . . . cannot control Cthulhu in R'lyeh." I quote the *Necronomicon*. "In the land of Yhe as in great R'lyeh . . . it shall have power, but even as the stars wane . . . so wanes the power . . . of the five pointed star stone."

Derleth's "The House on Curwen Street"

5. "If Alhazred was eaten alive in Damascus what is he doing in the Nameless city as an intact zombie . . .?"
My description of Alhazred's fate is taken from H.P. Lovecraft's "History and Chronology of the *Necronomicon*." I know Derleth had him reappear in a later story, but Lovecraft's account is probably the definitive one. Prof. Shrewsbury (in Derleth's story) says "Legend has it that he was snatched by an invisible monster in broad daylight and devoured horribly before a great audience; this is the story of the twelfth century biographer Ebn Khallikan, hands down; but it is more than possible that the devouring was an illusion . . ." in "The Keeper of the Key," the story referred to by Guinn above. Ah, in a dispute like this, who is to know what is illusion and what is reality?

6. "An Arabic volume of the *Necronomicon* . . . does exist." I know various authors have reported so, but again, to quote Lovecraft's "History and Chronology of the *Necronomicon*" "1050 . . . Arabic text now lost."

7. "Try Primordial Ones instead of Old Ones from the Mountains of Madness. Using Old Ones twice is not only redundant of another creature (the Great Old Ones) but confusing." I agree, but Lovecraft uses Old Ones throughout most of the story.

8. "Instead of Shaggoths, these creatures are known as Shoggoths." You are right, Mr. Guinn, although Laney's "Cthulhu Mythology: A Glossary," gives both spellings. If you are going to complain about how to spell words not intended (in the first place) for the human tongue, may I point out that in your letter you have consistently misspelled August Derleth's first name?

9. "If . . . Lovecraft . . . Derleth . . . or Howard saw your use, they'd roll over in their graves." If you listen very carefully over HPL's grave, Mr. Guinn, the sound you hear is not rolling, it is hearty laughter!

Sincerely,

J. Eric Holmes

Ed. Note: J. Eric Holmes, an author in his own right (Mahars of Pellucidar is my favorite Pellucidar novel - written by J. E. H.), was co-author of the original article.