



## D&D®, AD&D® AND GAMING

by ©Gary Gygax

Adventures of the cerebral type have been with us for as long as mankind has told tales around campfires. Role playing is at least as old as this too, if one considers early religious or quasi-religious rites. Both advanced in form during the Golden Age of Greece, assuming forms which are close to those of today. How modern-era adventure games came into being is connected to all of this, for they owe their existence to *D&D*, a fact which cannot be disputed. Fantasy wargaming began before adventure gaming. In fact it began before *CHAINMAIL*. Tony Bath of England was conducting table top battles roughly based on the "Hyborean Age" of Robert E. Howard's *Conan* years before the "Fantasy Supplement" of *CHAINMAIL* was published. Similarly, role playing has been common in wargaming for years—decades, I suspect, when one considers the length of time that hobby has been pursued in England. I can personally recall being part of the nationwide game which was conceived by "The AdHoc Committee for the Re-Institution of WWII". The group was based in Stanford University, and this writer was given the role of the Chinese Communist commander, while my friend, Don Kaye, was the Chinese Nationalist leader, and our associate, Terry Stafford of Chicago, was the British Far East Squadron Commander. Interesting and differing roles, but all involving thousands, or millions, of men to be commanded.

Our own local group, the Lake Geneva Tactical Studies Association, became involved in one-to-one gaming about 1970. Mike Reese and Leon Tucker, both strong proponents of WWII miniatures gaming, and Jeff Perren and I with our medieval miniatures, provided the group with many hours of enjoyment around the large sand table which reposed in the basement of my home. At various times our number commanded a squad or more infantry, bands of marauding Vikings, a key bunker, a troop of Mongolian light horse, a platoon of AFVs, and so on. Some of these roles lasted for a single game or two, some included large scale map movement and the many engagements which constitute a campaign. Late in 1972 these roles were extended to include superheroes and wizards, as the special fantasy section of what was to become *CHAINMAIL* was play-tested. Magic-users defended their strongholds from invading armies, heroes met trolls, and magic items of great power were sought for on the same sand table which had formerly hosted Normans, Britain English and tanks in Normandy. These games were certainly adventures, and role playing was involved, yet what was played could by no means be called either *D&D* or adventure gaming.

When Dave Ameson, already a member of the *International Federation of Wargaming*, joined the *Castle & Crusade Society*, he began playing in our loosely organized campaign game. Now most of the action therein was conducted by the LGTSA, using my sand table, other members of the society coming for visits to my place to join in from time to time. Dave had a large group in the Twin Cities, and they desired to do their own thing. Dave, an expert at running campaign games, began to develop his own "Fief" as a setting for medieval fantasy campaign gaming, reporting these games to the head of the *C&C Society*. Using *CHAINMAIL*'s "Fantasy Supplement" and the "Man-To-Man" rules of the same work, Dave made some interesting innovations: First, he gave his fellows more or less individual roles to play—after all, "Blackmoor"

## Over \$500 To Be Awarded At GenCon Wargame Figure Painting Competition

A new competition will be inaugurated at this year's GenCon, scheduled for Aug. 16-19. Sponsored by TSR Periodicals and The Dungeon Hobby Shop, the competition is for painted wargame figures.

Over \$500 in prizes will be awarded in a total of seven categories. The competition will be divided into two size classifications, with each of these further divided by period. The two size classes are *Micro Scale* and *Regular*. Micro Scale is to consist of all micro-sized armor and other types, such as spaceships (Grenadier and Valiant, for example), naval vessels (CinC 1/2400, GHQ *Micronauts*, Valiant *Fighting Sail*, *Superior*, Waterline, etc. i.e., any scale smaller than 1/200, inclusive) and airplanes. The Micro Scale class is further divided into two categories: *Unit* and *diorama*. *Unit* is defined as a militarily definable and recognizable organization. (This definition applies only to this class; unit is defined differently in other categories.) The minimum number of figures in this class is five, and the maximum is forty.

*Dioramas* are limited only in base size—15" X 15".

The *Regular* class consists of 15mm, 20mm, 25mm, and 30mm figures. This class is further divided into two categories; Historical and Fantasy & Science Fiction. The *Historical* category is further divided into two sub-classes—*Unit* and *Diorama*. The minimum number of figures represented must be a viable unit on the wargame table. Unit size is limited to one battalion of foot or horse, or one battery of cannon or siege equipment. The maximum number of actual figures must be justified by an existing, commercially available set of rules governing the period. Diorama limitations apply as above, 15" X 15", maximum.

The Fantasy & Science Fiction Category is also divided, this time into three sub-classes: *Unit*, *Diorama* and *Monster*. *Unit* is defined as at least five, but no more than 40, figures in a plausible organization. The diorama restrictions are the same as previous categories. The monster sub-class is limited to five figures or less. (Some may qualify as both Unit and Monster, but may only be entered in one.)

If you wish to enter, you need only show up at the appointed times. There will be a \$1 entry fee per entry. We will provide secure storage prior to the actual judging. You must package your entries for safety from incidental damage — we will provide security and a place to store them in *your packing*. The actual judging period is the only time that all entries will be on full display, and we will do everything we are capable of doing in an effort to protect your property. The results are scheduled (remember that we are talking about an event some six months away) to be announced shortly after lunch on Sat., the 19th. The actual judging will be occurring during lunch. We would like to place the winners on display for the rest of Saturday.

There are a total of seven classes and sub-classes: Micro-Scale Unit; Micro-Scale Diorama, Historical Unit, Historical Diorama, Fantasy & SF Unit, Fantasy & SF Diorama and Fantasy Monster. Each of the seven class winners will receive an engraved plaque and a year's sub to the TSR Periodical of their choice. In addition, there will be two BIG prizes: *Best of Show* and *Sweepstakes Award*. *Best of Show* will go to the best diorama in the entire competition, the *Sweepstakes Award* will go to the best unit entered in the competition. These two awards also merit plaques, along with \$250 in gift certificates. *Best of Show* will receive a \$150 G.C. from the Dungeon Hobby Shop, while the *Sweepstakes Award* merits a \$100 G.C. from The Dungeon. The Dungeon is the most complete wargame hobby shop in the midwest, and also carries an extensive line of trains and equipment, and capable of fulfilling any gamers' dreams. Their mailorder service is extensive and efficient.

was just a small section bordering on the "Great Kingdom", and there weren't all that many heroes and wizards and men-at-arms to parcel out. Then, Dave decided that he would allow progression of expertise for his players, success in games meaning that the hero would gain the ability of five, rather than but four men, eventually gaining the exalted status of superhero; similarly, wizards would gain more spells if they proved successful in their endeavors. Lastly, following *CHAINMAIL*'s advice to use paper and pencil for underground activity such as mining during campaign game sieges, and taking a page out of the works of Howard and Burroughs *et al*, he brought the focus of fantasy miniatures play to the dungeon setting.

*CHAINMAIL* had proved to be highly successful primarily due to its pioneering concepts in fantasy and individual gaming concepts—the tail end of the work which wagged the rest. Dave Arneson expanded upon these areas, and when he and I got together, the ideas necessary to create *D&D* were engendered. After a brief visit, Dave returned home, and within a few days I had a copy of his campaign notes. A few weeks of play-testing swelled the ranks of the LGTSA to a score or more of avid players, and the form of *D&D* began to take shape. If you ever meet someone who claims to have played the game since 1973, you can believe him or her, for by the spring of that year I had completed the manuscript for the "Original" version of *D&D*, and copies were handed out but in order to stop the late night and early morning phone calls asking weird questions about clerics or monsters or whatever.

By the time *DUNGEONS & DRAGONS* was published (January, 1974) there were already hundreds of players, and the major parts of what was to become *GREYHAWK* were written and in use too. Adventures, role playing, games, and fantasy all reach back into the dawn of history. Adventure gaming dates only to 1973-74 and *D&D*. In 1974 only slightly more than 1,000 copies of the game had been sold. Today far more than that are sold each month. *D&D* has many competitors, and every manufacturer of miniature figures offers a wide range of fantasy figures. Ads in gaming and hobby trade publications stress fantasy games and figures more often than any other subject. Adventure gaming has come a long way, and *D&D* began it all.

*D&D* is the leading adventure game, it is the most influential, and the most imitated. Since its inception it has been added to through special supplemental works (*GREYHAWK*, *BLACKMOOR*, *ELDRITCH WIZARDRY*, and *GODS, DEMI-GODS & HEROES*), augmented by miniatures rules (*SWORDS & SPELLS*), and complimented by a host of specially approved and licensed products from firms such as Judges Guild and Miniature Figurines. *D&D* has been edited (by the eminent J. Eric Holmes) to provide an introductory package, and the contents of that offering have recently been expanded to include a beginning module. Despite all of this activity, the game has remained pretty much as it was when it was first introduced in 1974, although there is now far more to it.

*ADVANCED DUNGEONS & DRAGONS* is a different game. Readers please take note! It is neither an expansion nor a revision of the old game, it is a new game. A number of letters have come to me, the writers expressing their surprise at or voicing their disapproval of this fact. John Mansfield, in *SIGNAL*, cautions his readers to be aware that an ongoing *D&D* campaign cannot be switched to *AD&D* without major work or actual scrapping of the old game and beginning a fresh effort. To prevent any further misunderstandings, it is necessary that all adventure gaming fans be absolutely aware that there is no similarity (perhaps even less) between *D&D* and *AD&D* than there is between *D&D* and its various imitators produced by competing publishers.

Just as *D&D* was the instrument which made adventure gaming what it is today, it is envisioned that *AD&D* will shape the future of fantasy adventure gaming. Where *D&D* is a very loose, open framework around which highly imaginative Dungeon Masters can construct what amounts to a set of rules and game of their own choosing, *AD&D* is a much tighter and more structured game system. The target audience to which we thought *D&D* would appeal was principally the same as that of historical wargames in general and military miniatures in particular. *D&D* was hurriedly compiled, assuming that readers would be familiar with medieval and ancient history, wargaming, military miniatures, etc. It was aimed at males. Within a few months it became apparent to us that our basic assumptions might be a bit off target. In another year it became

## Fifth Annual Strategists Club Awards for "Creativity in Wargaming"

### 1 Outstanding Game of 1978

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

### 2 Outstanding Game Design of 1978

**Assault on Crete (AH)** von Borries & Reed  
**Cross of Iron (AH)** Greenwood & Hill  
**The Next War (SPI)** Dunnigan & Herman  
**Operation Crusader (GDW)** Chadwick  
**Source of the Nile (DG)** Wesely & Maker

### 3 Outstanding Miniatures Rules of 1978

**Bireme & Galley (FGU)**  
**Fire & Steel (GDW)**  
**Gamma World (TSR)**  
**Runequest (Chaosium)**

### 4 Outstanding Miniature Figure Line of 1978

**Ancient 15's - Grenadier**  
**Fantasy & Collectors Series 25mm - Ral Partha**  
**Lord of the Rings - Heritage**  
**Modern Micro Fleet 1/2400 - Cin C**  
**Space Squadrons - Grenadier**  
**World of Fantasy - Martian Metals**  
**Valley of the Four Winds - Mini Figs**

### 5 Outstanding Professional Wargaming Publication of 1978

**The Dragon (TSR Periodicals)**  
**Fire & Movement (Baron Publ.)**  
**The General (AH)**  
**Strategy & Tactics (SPI)**  
**White Dwarf (Games Workshop)**

### 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. 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.

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

**All ballots must be  
postmarked no later  
than 31 July 1979**

abundantly clear to us that we were so far off as to be laughable. At least we had the right subject material and the right general approach, so two out of three and all that. . .

Because *D&D* allowed such freedom, because the work itself said so, because the initial batch of DMs were so imaginative and creative, because the rules were incomplete, vague and often ambiguous, *D&D* has turned into a non-game. That is, there is so much variation between the way the game is played from region to region, state to state, area to area, and even from group to group within a metropolitan district, there is no continuity and little agreement as to just what the game is and how best to play it. Without destroying the imagination and individual creativity which go into a campaign, *AD&D* rectifies the shortcomings of *D&D*. There are few grey areas in *AD&D*, and there will be no question in the mind of participants as to what the game is and is all about. There is form and structure to *AD&D*, and any variation of these integral portions of the game will obviously make it something else. The work addresses itself to a broad audience of hundreds of thousands of people—wargamers, game hobbyists, science fiction and fantasy fans, those who have never read fantasy fiction or played strategy games, young and old, male and female.

*AD&D* will eventually consist of *DUNGEON MASTERS GUIDE*, *PLAYERS HANDBOOK*, *GODS, DEMI-GODS & HEROES*, and *MONSTER MANUAL* and undoubtedly one or two additional volumes of creatures with which to fill fantasy worlds. These books, together with a broad range of modules and various playing aids, will provide enthusiasts with everything they need to create and maintain an enjoyable, exciting, fresh, and ever-challenging campaign. Readers are encouraged to differentiate their campaigns, calling them *AD&D* if they are so. While *D&D* campaigns can be those which feature comic book spells, 43rd level balrogs as player characters, and include a plethora of trash from various and sundry sources, *AD&D* cannot be so composed. Either a DM runs an *AD&D* campaign, or else it is something else. This is clearly stated within the work, and it is a mandate which will be unchanging, even if *AD&D* undergoes change at some future date. While DMs are free to allow many unique features to become a part of their campaign—special magic items, new monsters, different spells, unusual settings—and while they can have free rein in devising the features and facts pertaining to the various planes which surround the Prime Material, it is understood they must adhere to the form of *AD&D*. Otherwise what they referee is a variant adventure game. DMs still create an entire milieu, populate it and give it history and meaning. Players still develop personae and adventure in realms of the strange and fantastic, performing deeds of derring-do, but this all follows a master plan.

The advantages of such a game are obvious. Because the integral features are known and immutable, there can be no debate as to what is correct. A meaningful dialog can be carried on between DMs, regardless of what region they play in. Players can move from one *AD&D* campaign to another and know at the very least the basic precepts of the game—that magic-users will not wield swords, that fighters don't have instant death to give or take with critical hits or double damage, that strange classes of characters do not rule the campaign, that the various deities will not be constantly popping in and out of the game at the beck and call of player characters, etc. *AD&D* will suffer no such abuses, and DMs who allow them must realize this up front. The best feature of a game which offers real form, however, is that it will more readily lend itself to actual improvement—not change, but true improvement. Once everybody is actually playing a game which is basically the same from campaign to campaign, any flaws or shortcomings of the basic systems and/or rules will become apparent. With *D&D*, arguments regarding some rule are lost due to the differences in play and the wide variety of solutions proposed—most of which reflect the propensities of local groups reacting to some variant system which their DM uses in his or her campaign in the first place. With *AD&D*, such aberrations will be excluded, and a broad base can be used to determine what is actually needed and desired.

Obtaining the opinions of the majority of *AD&D* players will be a difficult task. This is a certainty. If there are now more than a quarter million *D&D/AD&D* players (and this is likely a conservative estimate) less than 10% are actively in touch with the "hard core" of hobby gaming. Most of these players are only vaguely aware that Gary Gygax

had anything to do with *D&D*. Only a relative handful read *THE DRAGON*, and fewer still have any idea that there are other magazines which deal with the game. Frankly speaking, they don't care, either. They play *D&D* or *AD&D* as leisure recreation. These are games to fill spare time, more or less avidly pursued according to the individual temperament of the individuals involved. To this majority, games are a diversion, not a way of life. A pastime, not something to be taken seriously.

*D&D* initiated a tradition of fun and enjoyment in hobby gaming. It was never meant to be taken seriously. *AD&D* is done in the same mold. It is not serious. It simulates absolutely nothing. It does not pretend to offer any realism. Games are for fun, and *AD&D* is a game. It certainly provides a vehicle which can be captivating, and a pastime in which one can easily become immersed, but is nonetheless **only a game**. The bulk of participants echo this attitude. TSR will be hard put to obtain meaningful random survey data from these individuals simply because they are involved in playing the game, not in writing about it or reading about it outside the playing materials proper. There are, of course, a number of ways to surmount the problem, and you can count that steps will be taken to do so—the first is actually in progress now, involving an increase in readership of this magazine, for *DRAGON* has always been the major vehicle for *D&D* and *AD&D*, and it will remain so in the foreseeable future.

Conformity to a more rigid set of rules also provides a better platform from which to launch major tournaments as well. Brian Blume recently established a regular invitational meet for *AD&D* "master players" (in which this writer placed a rather abysmal 10th out of 18 entries, but what the hell, it was good while it lasted-). The "Invitational" will certainly grow, and TSR is now considering how best to establish an annual or semi-annual "Open" tournament for *AD&D* players to compete for enjoyment, considerable prize awards, recognition, and a chance to play in the "Masters" event. There is no reason not to expect these events, and any others of similar nature sponsored by TSR, to grow and become truly exceptional opportunities in the years to come. Good things are certainly in store for *AD&D* players everywhere! Not only will *AD&D* retain its pre-eminent position in adventure gaming, but it will advance it considerably in the future. More variety, more approaches to play, more forms of the game, and more fun are in store.

*D&D* will always be with us, and that is a good thing. The *D&D* system allows the highly talented, individualistic, and imaginative hobbyist a vehicle for devising an adventure game form which is tailored to him or her and his or her group. One can take great liberties with the game and not be questioned. Likewise, the complicated and "realistic" imitators of the *D&D* system will always find a following amongst hobby gamers, for there will be those who seek to make adventure gaming a serious undertaking, a way of life, to which all of their thought and energy is directed with fanatical devotion. *ADVANCE DUNGEONS & DRAGONS*, with its clearer and easier approach, is bound to gain more support, for most people *play* games, not *live* them—and if they can live them while enjoying play, so much the better. This is, of course, what *AD&D* aims to provide. So far it seems we have done it

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Judges Guild has been invited to use this column to comment on their own unique contributions to *D&D* and soon to *AD&D* also). I hope that next issue you will be able to see what Bob Bledsaw, Chuck Anshell, and company have to say. Meantime, all of you who have in the past made contributions to the game, or would like to have input in the future, are reminded that you have a standing invitation to submit material for publication in this column. Articles must be in manuscript form, of course. Be certain to send them to me directly, c/o *THE DRAGON*.

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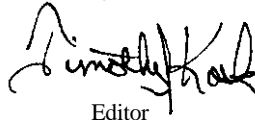
For those of you who wondered why I took certain amateur publishing efforts to task, it was because they were highly insulting to *TSR*, *D&D*, this magazine, and myself. That sort of invitation is not likely to go unanswered by me. It does not seem reasonable that returning the same sorts of compliments they bestowed upon *TSR et al*, should give rise to

*Continued on page 39*

*Rumbles, cont. from pg. 1*

guarantee that every letter sent will be published; the one letter I mentioned is the only printable one out of the grand total of five that we received.

Joe Orłowski is no longer with TSR Periodicals, much to our regret. He has transferred to TSR Hobbies, Inc., to become fulltime GenCon Coordinator and Convention Director. I would like to thank Joe publicly for the fine job he has done in the past, particularly while I was recovering from my surgery last winter. Had it not been for his yeoman efforts, Periodicals might well have floundered. We wish him well in his new position.



Editor

AND NOW, A FEW WORDS FROM THE NEW KID ON THE BLOCK. . .

"Gee, three weeks ago I couldn't even spell ~~editor~~ editor, and now I am one!"

Well, my first half-a-rumble. As the Kindly Editor (my boss) said earlier, I'm Gary Jaquet (henceforth to be known as "Jake" — we already have one Gary around here). Some of you already know me, as I've been hanging around the game world for some years now. Actually, I got into board games in high school back in the 60's, but when D&D appeared in '74, I was hooked for good. Oddly enough, it was that period in my life that has put me where I am today, here in *The Dragon* offices.

I was minding my own business, attending Southern Illinois University at Carbondale, Illinois, majoring in journalism. One day I stopped in at one of my regular haunts, the Downstairs Arcade pinball arcade. There behind the counter was a bearded, slightly balding man rolling strangely shaped dice and making notations on graph paper. Being the curious being that I am, I asked what he was doing. That was it! I had to have a set of D&D rule books right away. And, if you haven't guessed by now, the man behind the counter was none other than Tim Kask. Tim and I developed a fast friendship and from then on, most any evening you could find us both, along with a few other crazies, at Tim's house, exploring dungeons.

Tim graduated in '75 and went straight to Lake Geneva to be editor of the old Strategic Review, and eventually *The Dragon*. I graduated in '76, and with the extreme lack of jobs in the journalism field at the time, started working construction. In the past three years, however, my interest in gaming has, if anything, increased. I free-lanced a few articles for *The Dragon*, started attending all the cons in Lake Geneva, wound up co-authoring TSR's *Gamma World*, and, surprise, surprise, got offered the job of assistant editor of *The Dragon*.

It took me about three seconds to make the decision.

After three years of working in the elements, carrying things that weigh more than I do, and just generally wasting away in Peoria, Illinois, it almost seems immoral to be paid for sitting in my own office, working at a trade I spent seven years preparing for in college, and dealing with a subject I enjoy as recreation. From watching a clock to see how much longer it would be till I got to go home, I

*Sorcerer's Scroll, cont. from pg. 30*

any comment at all—save perhaps from those on the receiving end. There are also a couple of other points which should be mentioned. Those who read what was said noted that I mentioned two offerings by name. This in itself, and despite the generally bad things said, was actually a favor, the old axiom about the superiority of being attacked rather than being ignored coming into play. It is true. Coupled with the comparison to early amateur press efforts in wargaming, it offers these publications, and all the other amateur efforts, a chance to show the whole hobby just how wrong and stupid I am by publishing material of superior quality which does not resort to invective, character assassination, libel, slander, or various and sundry cheap shots, relying rather on honest efforts at quality contents to interest readers. *DUNGEONEER* took this approach in the first place, and it has done well. Perhaps other publishers will take a page from their journal and turn things around in the amateur adventure gaming press. If so, I'll be among the first to give congratulations, in print! Meanwhile, I have had the misfortune to view a so-called professional fantasy gaming oriented magazine's first issue; this contained mostly numerous boring commentaries by some folks who are trying hard to make a name for themselves in gaming, principally by insulting the leaders in the hobby. This is regrettable but understandable when one is dealing with amateurs; it is deplorable in a professional magazine. Even though it is the house organ of an aspiring publisher, such journalism cannot succeed for long. That sort of work will have to change quickly or the magazine won't see many issues.

So much for this issue's SORCERER'S SCROLL. Here's to the fun of gaming, win or lose!

now find myself worrying that I don't have enough time each day to do all the things I want to see in the next issue of the magazine. Quite a change.

At any rate (how 'bout 18½%?), I find myself filling Joe Orłowski's shoes (or at least one of them) as he moves on to become GenCon Co-ordinator full time. My duties as assistant editor, in addition to all the editorial/lay-out/paste-up/production responsibilities Tim and I share together, will include subscriptions and circulation. With this transfer, unfortunately, there are bound to be a few delays/foul-ups. Joe is doing his best to touch all the bases with me before he leaves the magazine entirely, but, if he forgets to tell me there are two address change cards back in the bottom of the left hand filing cabinet, I may not find them for a few days. So please bear with me. Full and fair restitution will be given to any problems incurred during this transition period. The impossible just takes a little longer.

You'll start seeing a few changes in *The Dragon* with this issue, new features, columns, etc., and as the summer progresses, there will be more. Tim and I have been talking about the magazine for the last three years, and now we have the opportunity to work on it together. We both have great expectations.

Keep those cards and letters comin' folks. See you next month.



Assistant Editor

*Party Formation, cont. from pg. 37*

add or delete items as desired, but remember that those shown are chosen to maintain a low key of power.

1. *Feather falling ring*
2. *Warmth ring*
3. *Water walking ring*
4. *Wand of Negation*
5. *Wand of Wonder*
6. *Bag of holding (500 pound capacity)*
7. *Boat, folding (small rowboat)*
8. *Brooch of shielding*
9. *Cloak and boots of Elvenkind*
10. *Javelin of lightning, pair*
11. *Javelin of wounding, pair*
12. *Necklace of adaptation*
13. *Robe of useful items — SEE BELOW*
14. *Rope of climbing*
15. *Trident of warning*
16. *Wings of flying or boots of levitation*

*Items On A Robe Of Useful Items (Select 7-12)*

BONFIRE, small  
 CASK, 1-3 = water, 4-5 = wine, 6 = brandy (3 gallon capacity)  
 CALTROP, six  
 CROWBAR, 4' tempered iron  
 DAGGER, silver  
 DOG, WAR  
 DOOR, standard size, oak with iron bindings and bar  
 GEM, 100 gold piece value  
 LADDER, 12' long  
 LANTERN, bullseye  
 Mallet & STAKES  
 MEAT, haunch of roast mutton, venison, etc.  
 MONEY, stack of 50 silver coins  
 MULE, pack  
 OAK TREE, 30' high, large  
 OWL, GIANT  
 PICK, standard digging  
 POLE, 10'  
 ROOSTER  
 ROPE, 50' coil  
 SHOVEL  
 TORCH, flaming  
 WASP NEST, normal, about 200 wasps

When you are thoroughly familiar with this system, you will be able to ready a party of players for an adventure with a minimum amount of time and effort on your part, and do so with relative assurance that they will be about right for the area they will adventure in. Your comments on this system will be appreciated.