

Q: WHAT DO YOU CALL A 25th LEVEL WIZARD?

A: Whatever he wants.

by Brian Blume

Is your **D&D®** game (or whatever role playing game you play) lacking that certain something? Are your players duly impressed when they encounter the local wizard? Below is a do-it-yourself titles kit which is guaranteed to impress any player with the splendor and might of your non-player characters.

Simply consult the following chart. Choose one item from column one, one from column two, one from column three, one from column four, one

from column five, insert the person's name after column five, add one item from column six, one from column seven and add a few descriptive words. For example, consider Rogor, the 20th level Paladin. His title might be: The Captain General, His All Triumphant Magnificence, The Duke Rogor, The Colossal, Destroyer of Evil.

It is also possible to delete certain columns, and to embellish others. For example, delete column one and column five, and embellish others. For example, delete column one and column five, and embellish columns three and seven. Thus we have His Most Glorious, Sublime, Superior Excellency Rogor the Splendid, Victor of the Fields of Kor, Slaughterer of the Minions of Evil and Lion of Mondra. Let your imagination run wild.

1	2	3	4	5
The Lord Protector, Marshall, General, Admiral, Viceroy, Chancellor, Chamberlain, Lord Mayor, Captain, Governor, Captain General, Guildmaster	His (Most) (ever) (All)	(Distinguished) (Sage) (Puissant) (Omnipotent) (Excellent) (Supreme) (Eminent) (Glorious) (Illustrious) (Majestic) (Sublime) (Brilliant) (Radiant) (Grand) (Splendid) (Munificent) (Magificent) (Noble) (Superior)	(Peerless) (Matchless) (Incomparable) (Devout) (Reknown) (August) (Heroic) (Exalted) (Marvelous) (Miraculous) (Wondrous) (Stupendous) (Amazing) (Astonishing) (Chivalrous) (Just) (Resolute) (Triumphant)	Illustriousness, Immensity, Sagacity, Puissance, Omnipotence, Potency, Greatness, Excellency, Supremacy, Eminence, Majesty, Sublimity, Brilliancy, Radiance, Primacy, Grandeur, Splendor, Sufficiency, Grace,
			Honor, Munificence, Magnificence, Highness, Piety, Lordship,	The Crown Prince. . . King. . . Prince . . . Duke. . . Archduke. . . Marquis. . . Grand Duke. . . Earl. . . Count. . . Viscount . . . Baron. . . Baronet. . . Sir. . . Emperor. . . Lord. . .
6				
The Incomparable, Distinguished, Superior, Greater, Peerless, Matchless, Devout, Silient, Loyal, Insurgent, Reknown, Glorious Illustrious, Honorable, Splendid, Brilliant, Proud, August,	Herioc, Elite, Superlative, Exalted, Grave, Honorable Unsurpassed, Marvelous, Miraculous Wondrous, Mysterious, Stupendous, Amazing, Astounding, Colossal, Adroit, Adept, Deft,	Clever, Shrewd, Powerful, Irresistible Invincible Invulnerable, Bloodletter, Strangler, Poisoner, Deadly, Crusader, Belligerent, Chivalrous, Just, Contnetious, Perverse, Unyielding, Resolute,	Determined, Relentless, Triumphant, Usurper, Terrible	Slaughterer of. . Strength of. . . Protector of. . . Subduer of. . . Subjugator of. . . Commander of. Queller of. . . Silencer of. . . Slayer of. . . Dispatcher of. . . Butcher of. . . Decimator of. . . Immolator of. . . Fighter of. . . Victor over. . . Champion of. . . Master of. . . Dominator of. . .
				Killer of. . . Destroyer of. . . Lord of... Murderer of. . . Vanquisher of. . . Enslaver of. . . Hero of. . . Lion of. . . Peer of. . . Keeper of. . . Guardian of. . . Scourge of. . . Terror of. . . Horror of. . . Light of. . . Sword of. . . Hammer of. . . Scythe of. . .

Game Review: THE DRAGONLORDS

THE DRAGONLORDS

Designed by Scott Bizar and Adam Gruen
Fantasy Games Unlimited
Box 182
Roslyn, NY 11576
\$11.00

Without implying any criticism, *THE DRAGONLORDS* is the *BLITZKRIEG* of fantasy board-gaming. It presents a straightforward situation of territorial conquest and uncomplicated mechanics which make for a playable game that embodies enough variability to avoid becoming stereotyped or repetitious.

In physical quality, the components are utilitarian rather than elegant. The rules are bound in booklet form but are set in non-justified type. The counters are die-cut, but unit types are differentiated by rather

detailed drawings that are not readily distinguished due to small size and somewhat muddy printing. The map is unmounted, printed in black on buff matte stock, with blue, green and brown for rivers, swamps, forests and mountains. Several charts are provided, printed on slick card stock and everything is packed in a zip-lock bag. An added nice touch is the provision of about half a dozen 3" x 5" zip-lock bags for counter storage.

The board represents a peninsula isolated from the mainland by an impenetrable mountain range along one map edge. The peninsula contains two large and three small countries. The two players represent the wizards who rule the large countries, and their object is to gain control of the whole map. To do this, they have their own powers as wizards and the services of troops which they hire. Money for this comes from control of castles, making territorial expansion a profitable operation.

Before the start of the game, each player chooses which kind of wizard he will be: Sorcerer, Enchanter, Conjuror, Illusionist or Necromancer. There are no major differences among these types. Every wizard can, with enough proficiency, perform 25 or 26 of the 33 spells provided, plus create money. Each one does lack some powers the others have, and for most spells held in common, the degree of difficulty varies from type to type. A wizard cannot perform any spell whose difficulty level is higher than his own "Magick Level", and the greater the difference between those levels, the less chance there is of the spells he can do backfiring or not working. Advancement in Magick Level is accomplished only by defeating the other wizard in combat or spending three turns in one's own castle studying (i.e., no movement or spell casting allowed). The spells themselves are considered "Battle" (tactical

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