

Dungeons And Dragons

Mike MacKinnon

Last weekend, 21 adventurous people took part in the first annual Railhead Advanced Dungeons and Dragons tournament. After two days of intensive gaming, one person, Allen Roulston, emerged the overall winner and slinked away with a \$20 gift certificate from the Railhead. Aelose Selby explained that the queen and a \$10 gift certificate went to S.E. Hildebrandt. Honourable mention goes to Jamie Taylor, Andy Hains, Pete Fanjoy and Shawn Donaldson.

These six people, in other words the people who lived through the first round, showed what their swords were made of. A tournament is different from a regular dungeon campaign. One doesn't kill everything that moves. (D and D Law: If it moves kill it. If it doesn't move, steal it and if you can't steal it, then eat it).

A tournament is won through finesse, trickery, personal bravery, deceit and good ideas. Mr. Roulston exhibited all of these traits during his run for the Crown. He successfully convinced most of the members of his party that he was a Gnome Illusionist. His Queen had required a service of him, to gain possession of a mystical magic crown for her.

D and D began as an idea in the early 70's. The first rules were nothing more than three small soft backed books which quickly wore out from use. The success. Only a few copies were printed and most were Queen had required a service of him, to gain possession of a mystical magic crown for her.



NOT ONLY IS IT A OVERCOAT BUT IT PROTECTS ME FROM BECOMING CHEESECAKE



DON'T LET IT BOTHER YOU. LOTS OF FIGHTERS HAVE SWORDS THAT ARE SMARTER THAN THEY ARE.

Nick the Greek

Eventually the game, along with its supplements (Greyhawk, Blackmoor) was in need of a revamping. Their solution was to come out with three hardcover books. The Players Handbook, the Dungeon Masters Guide and the Monster Manual. These books solved two problems at once. The old books and they separated all the rules. The players handbook contained all the different character classes, such as your basic fighter and subclasses Paladin (your basic knight) and Ranger (woody type). Then comes the magic-user, the Illusionist, the Cleric, Thief, Druid, Assassin and your basic martial arts type. Each of these classes is fully described, their abilities, way of life and what weapons they can use. Several of the classes, such as Magic-Users and Druids involve the use of spells.

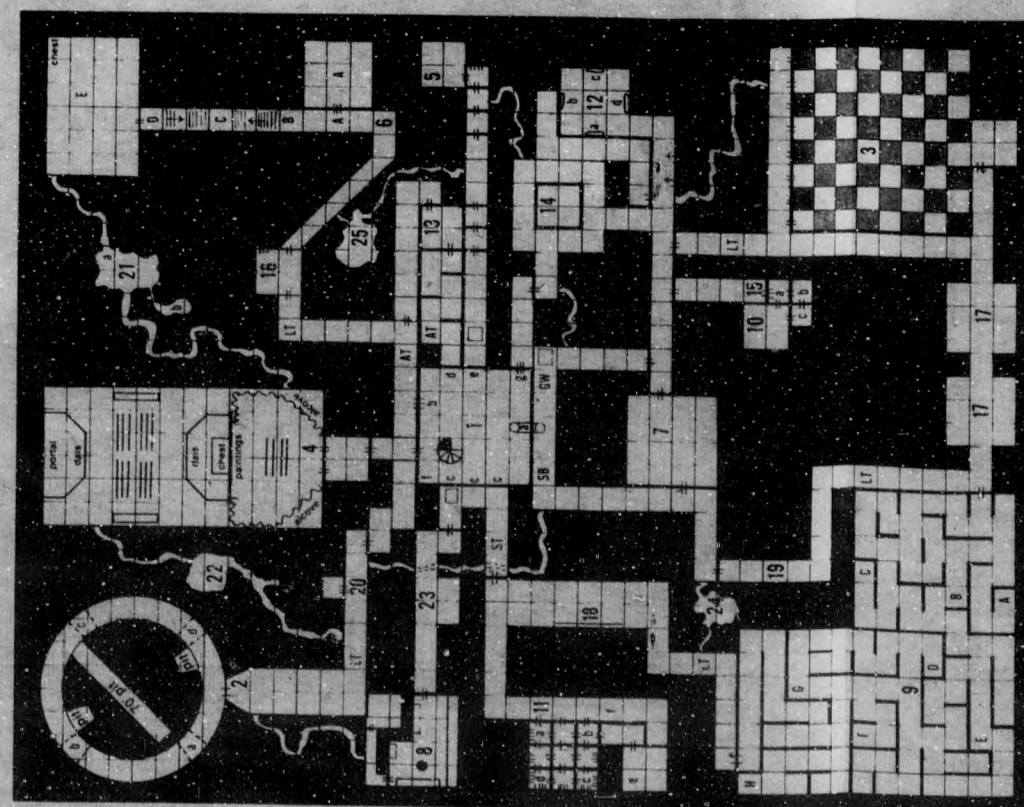
Much of the Players Handbook is devoted to these spells. Each class has specific spells for their own use. They range from lowly spells such as a light spell to high level ones such as the dreaded death spell. Also pointed out are the basic differences between the various races, such as elves and hobbits. Hobbits are short, pudgy, have hairy feet (see Al Roulston) and like wine. Elves are thus, fair and live for about 1000 years.

The Monster manual is merely a collection of many of the monsters from legend and folklore converted to D and D terms. There is the famed fire breathing Dragon, the Medusa and the Vampire. The Dungeon Masters guide in the book that makes the game. It contains the battle charts, lists of the standard magic items and their powers. It even includes tables for mental illness and the height of ones character.

The character is the most important part of the game. Each character is made up of six basic attributes. Strength, intelligence, Wisdom, Constitution, Dexterity and Charisma. These attributes are represented by numbers ranging from 3 to 18 (3 six sided dice). These attributes dictate which class one can be. A magic user needs a high intelligence, a fighter needs strength and a monk needs a good dexterity. One then outfits his character with equipment appropriate to his class. The character then ventures out into the world to gain fame and fortune in a world only the imagination can conceive.



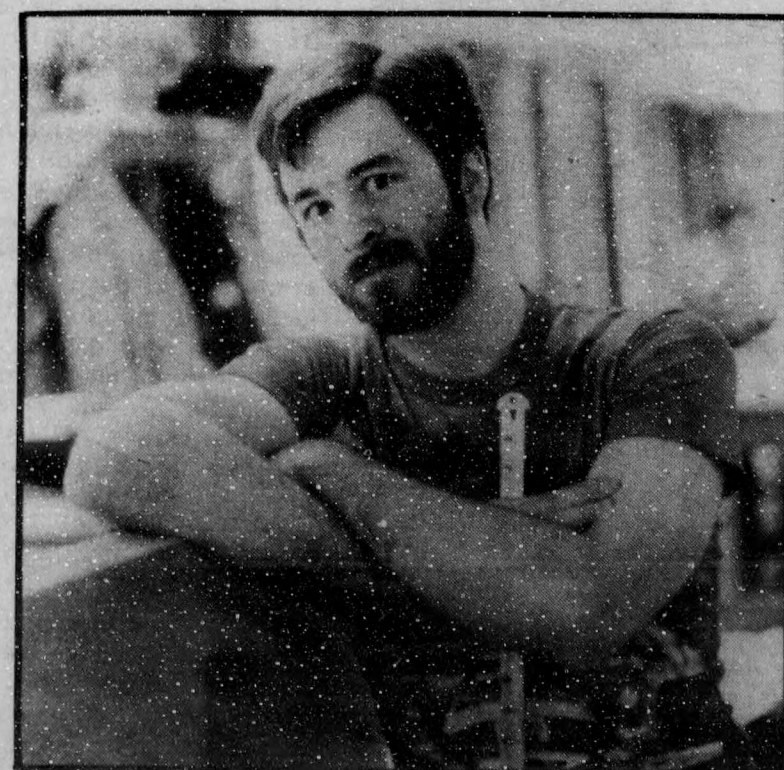
I THINK WE'RE IN TROUBLE GUYS!



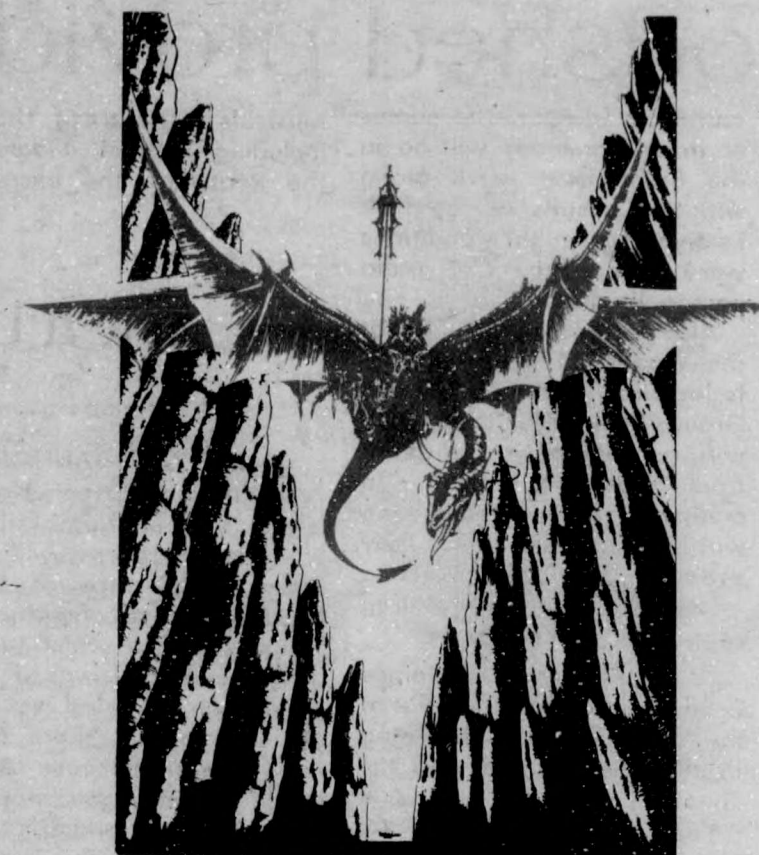
Map Legend

Legend
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A Typical D and D character		
Name: Ja! Hairn	Wisdom 8 Constitution 16 Dexterity 15 Charisma 14	50' rope Belladonna Wolfbane silver mirror cloak back pack 10 sacks (large) 20 quarrels spikes tinderbox
Class: Fighter	Armour class: Plate Armour and shield = AC 2	Magic
Race: Human	Proficient Weapons	Ring of invisibility
Sex: M	Long sword Crossbow Spear	magic sword: Flame Tongue
Handedness: Right	Possessions	
Experience: 62,327 Level: 4 Hit Point: 34	4 flashes of oil lantern	
Strength 17 Intelligence 15		



T. Allen Roulston "The Killer Gnome"



The Anti-Paladin