



With apologies to the guy who does the intro for The Lone Ranger TV show, we hereby invite you to "return with us now to those thrilling days of yesteryear." Sit tall in the saddle, get a few friends together, and take a shot at THE TAMING OF BRIMSTONE, the first adventure we've ever published for the BOOT HILL™ game and the first announced winner in our Module Design Contest. At first glance, Brimstone might seem like a nice enough little place — but wait till you get to know it!

For those of you who prefer spells and swords to six-guns and saddlebags, we've got Brimstone surrounded with a heaping helping of AD&D™ material. The longest and one of the strongest articles is Ronald Hall's detailed presentation of something he calls the Attack Priority system. It isn't very often that someone comes up with a variation on the AD&D melee combat system that's both sensible and simple to use, but we think this is just such an article — and we hope all you sword-swingers out there agree.

Just to prove he's not neutral on the subject of druids, Gary Gygax has conjured up a collection of official new spells for that class in this issue's edition of From the *Sorcerer's Scroll*. You'll also find more of EGG's *Deities & Demigods* of *Greyhawk* inside, plus a quartet of personalities who are not quite deities — and not quite like anything you've ever seen before — in *Greyhawk's World*. (I wonder what would happen if Murlynd found his way to Brimstone?)

One of the commandments of AD&D gaming, as we see it, is the time-honored "Always give a monster an even break." Our latest treatise on that topic is Bruce Humphrey's "Mind of the monster," some well-chosen words for DMs on how intelligence and personality should affect the "play" of monsters, just as for the characters those monsters fight.

We tried to cover the Astral Plane as completely as we thought possible with Roger Moore's excellent article back in issue #67 — but I guess we should have expected our diligent readers to think of some things we didn't. Well, that's just what happened, and the result is a special "astral edition" of our *Sage Advice* column, wherein Roger offers some answers and observations (and some plain old excuses) that go even further toward nailing down the definition of an adventuring environment that's awfully hard to get a handle on.

For a real change of pace from magic as we know it in the AD&D world, try this month's fiction piece, "The Blink of a Wizard's Eye." And the next time you have an absolutely rotten day, you can take heart in the knowledge that it's not *your* fault. . . . — KM



Plea for psionics

Dear Editor:

In all the Issues of DRAGON I have collected, I cannot recall ever seeing an article dedicated to the use of psionics in an AD&D setting. I know I'm not alone when I say that I'm greatly interested in learning more about the effects and limitations of psionics.

Would it be possible to have one of your talented staff research and write an article on psionics? I eagerly look forward to seeing such an undertaking, and in particular the answers to these questions: If a demon or devil is psionically killed on the Prime Material Plane, is he still just banished to his own plane? And, can a psionic creature or character get a "free shot" on the first assault upon a similar character, using Table IV. B. (Psionic Attack Upon Defenseless Psionic), or does the opponent's defense go up immediately prior to the initial attack?

Brett A. Rock
Dunstable, Mass.

Yes, Brett, we should do something with psionics; no, it probably wouldn't be possible for our talented staff members to do it, because their talents are being used in other ways already. It's a subject that does indeed deserve attention — and as soon as someone sends in a manuscript on psionics that we can use, we'll pset the record pstraight. — KM

Misleading movie

Dear Editor:

After seeing "Mazes and Monsters" on nationwide television, I wonder what in the world people think gamers do in the backs of gaming shops, in schools, and at conventions.

I have never heard of role-playing games going so far as to act out an entire dungeon adventure. Occasionally, my DM will ask me to explain how my character would do something, and I may have to demonstrate — but never to the point of endangering anyone.

I explained to my parents, friends, and relatives what the D&D game is about, and they know that gaming will not lead me to the life of a "crazed killer in New York" as the movie depicted. I believe that D&D is a great pastime and a great way of self-expression. Gamers know what D&D is really like.

Marc C. Matthews
Knoxville, Tenn.

More miniatures

Dear Editor:

I am very interested in miniature figures. I (and maybe other readers interested in the same topic) would like to see more pictures of

painted figures as in issues #63 and #68. Maybe some other figure painters would want to send in pictures of their miniatures, and you could set aside a page or two to display them. I would also like to see more figure reviews in future issues.

Michael Blum
Farmington Hills, Mich.

Without meaning to sound mysterious, Michael, I can say that we've made some definite arrangements to print some more full-color photos of miniatures within the next issue or two. And if you saw last month's magazine, you know we're resurrecting our figure review column, now being prepared by expert evaluator Kim Eastland.

Setting aside even just a page or two for figure photos isn't as easy as it may seem; sometimes an article will end up running longer than we estimate, and pages get taken up that we would have liked to use for other things. We ran out of room in this issue and couldn't give you another "Figure Feature" right away — but the column will return next month, and we hope we won't have to miss an issue again. — KM

Translation and design opportunity

Is Japanese your first language? Are you fluent in English as well? Is Japanese history well known to you? Are you a student of mythology of the Far East? Do you play D&D® and AD&D™ games regularly?

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