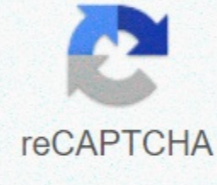




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Terminator 2 | The World of Thieves | Timemaster | Top Secrets | Travellers | People 8 | Tunnels & Trolls | Dusk: 2000 | Criminals & Vigilantes | Warhammer | Whispering Dome | Willow | Magic | Ysgarth | CAMPAIGN BUILDING | RPG MAGAZINE | Avalanche Press | Avalon Hill | Bard | Chaosium | Columbia Games | Dream Pod 9 | Unlimited Fantasy Games (FGU) | FASA | Flying Buffalo | Game Designer Workshop (GDW) | GameLord | Science Games | Game Workshop | Judge Guild | Leading Edge Games | Mayfair Games | Metagaming | Pacesetter | Palladium | SPI | Steve Jackson Games | Tri Tac | TSR | Victory Games | West End Games | White Wolf | Witch Beach | Yaquinto Publications | | Back home | What's New | Contact WaynesBooks.com | When creators dream of an imaginary world, they can go both ways. They can build their world from a series of curated ideas, and then adjust these pieces together into a logical and consistent way. In fantasy games, these creators worry about how magic affects society and culture, and then end up with a world like Glorantha or Tekumel. Dave Hargrave's campaign world in Arduin was not built. It To create Arduin, Hargrave took every fantastic element he dreamed of or liked and piled it into one work of love. If Tekumel is a museum, with treasures for contemplation, then Arduin is a horde of dragons, with everything sparking piled up Wall. Dave Hargrave is depicted in the 31st edition of Different Worlds Inspired by Greyhawk and Blackmoor supplements, Hargrave prints his house rules, legends, and suggestions in a little brown book named after his world, The Arduin Grimoire. In 1977, his unofficial supplement for Dungeons & Dragons debuted at California's DunDraCon II convention. The book's success led to sequels Welcome to Skull Tower (1978) and The Runes of Doom (1978). In looking back at the trilogy, Ryk Spoor calls Arduin one of the most concentrated essences of role-playing pleasure ever made. Jonathan Tweet, D&D's lead designer the third edition, calling Arduin the coolest RPG book ever. Sometime in 1979, I found the series on the shelves of The Hobby Chest in Skokie, Illinois. The pages are full of fresh ideas. The author suggests a strange pair of science and fantasy. He tore up the D&D rules and offers wild changes. Everything seems a little subversive. I became fascinated. I haven't found a game book that proves fun to read. At first I thumbed my thumbs through the books randomly, found gems, then I switched to page one and read. (Because of the random organization of books, both reading commands feel the same way.) As Hargrave wandered through Arduin's story and the wisdom of free-related RPGs, I learned three lessons. Fantasy gives freedom to imagination. Arduin's ad from The Dragon 6th edition, April 1977 When D&D audience exploding, in the days before Appendix N, the experience of most new players with fantasy began with Tolkien and ended with several impersonators. The kind of fantasy-science found in say, Jack Vance, seems wrong. For us, Hargrave preaches a bigger imaginary playground. At the heart of fantasy games is the lack of total limitations on the scope of the game, both in its content and in its appeal to people of all ages, races, occupations or whatever, Hargrave wrote. So don't limit the game by excluding aliens or other types of characters or monsters. If they don't match what you feel is what the game is all about the game, don't just say 'NO!', whittle at them a little until they fit in. (Vol. II, p.99) Evidence of his creative abandon appears everywhere, from multiversal trading companies to descriptions of 21 hells in the world. For example, hellish's 17th plane features blasted futuristic cities and a space port under a blue-black sky, with no moon. Most of the vegetation is petrified. The most common occupant of this is The Black Wind, a shadow shifting fog, illuminated by crackling blue lighting bolts. Wind and attack psychically, take over the body, and forever make it foreign. Hargrave welcomes different types of characters. Don't be a small player in a small world, embrace the whole Alternity and give different kinds of opportunities. I think you will find that your game world will be it's more fun if you do. (Twenty years later, Dave Hargrave's portmanteau Alternity, of alternate immortality, would become the name of the Wizards of the Coast RPG.) That rule belongs to the player. Jonathan Tweet noted the weakness of Hargrave's rules. Arduin's system is usually unbalanced and often very complicated. However, some mechanics will match the modern game. For example, it offers rules for touch attacks and a hit point system that resembles the fourth edition. But specific rules hardly matter. Hargrave encourages players to have their rules and games, to play around, to play. On presenting his magic system, Hargrave advises readers to take whatever I like, using an old established fantasy game system... and collect whatever you like in the magic system. Who knows, it might end up with a good system so people will want to publish your fantasy world. (Vol. I, p.30) Details make the game world come to life. In an era when cutting-edge setting design consisted of wilderness survival maps and multiple meeting tables, Hargrave opened up the world with details that rivaled any setting that came later. According to Ryk Spoor, One of the strongest and most powerfully interesting parts of arduin's series is that, in and around the mechanics of the game, statistics for demons and items and spells, Dave Hargrave deicets the story and clues of the world of his campaign, giving us a look at the life of a world that does not exist, but ... Maybe... Could be, somewhere else. The impact of Arduin on today's gamers, three lessons arduin looks banal. New games seek freshness by colliding genres, so cowboys meet the undead, magic meets cyberpunk, and so on. Endless arrangement books lend detail to the building of the world. When the designers of the fifth edition explained their hesitation to change the published rules, they said the rules belonged to the players now. Arduin's Phraints seems to have become dark sun's Thr-Kreen. After reading the books in 2008, James Maliszewski pondered that most of Arduin produced a resounding 'meh', largely because his better ideas were easy to accept and put into the game. He concluded, It is almost impossible to read the Arduin Trilogy now and see his ideas as original as they once were. True, but in 1978, Arduin's lessons shattered barriers that would never stand again. Gary Gygax versus The Arduin Grimoire In the 70s, Gary Gygax hated the products that drove his coat and D&D. The man has 6 children to feed! Arduin aped a little, brown books and ripped up D&D rules, so grimoires get a certain ire. In Dungeon Master's Guide (1979), Gary adds grimoire (p.155) as a dig at The Arduin Grimoire. Read and eliminate 1 intelligence and 2 wisdom. On The Dragon page, Gary attacks spell points, critical blows, and more which Hargrave offers as an improvement. TSR issued a termination and termination letter to Hargrave, who responded by blanking out references to D&D. Splices my printing in the mention of other popular systems and old fantasy game systems established where D&D Mentioned. Hargrave calls Arduin a completely different game, though it misses the important rules that readers should find esewhere (in D&D). The rules section is labeled as a change or revision to an unnamed game (still D&D). Over the years, Hargrave created the lost rules necessary to create a stand-alone game. But no one cares about the rules. Dave Hargrave never realized that the rules hardly mattered. The discovery of the fever is important. Arduin's lessons are important—and they change role-playing. Related: For an affectionate and funny tour of the first Arduin Grimoire, read Arduin Grimoire's cover to cover from the first post at the bottom of the page. Emperors Choice Games offers Arduin products for sale. The original trilogy now appears in one volume, although the price seems high for anyone but a passionate student of RPG history. History.

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