The Strategic Review

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SR GOES BI-MONTHLY NEXT ISSUE!

TSR NEWS & EDITORIAL

Once upon a time we thought that the ideal job would be running a wargame firm, for then we would be able to spend so much time enjoying our hobby (space for snickering by those who run wargame companies). Well, we certainly spend lots of time, but it isn't wargaming! We love it, but there is just too much to do each day. Neither Brian nor I have any time for normal correspondence, and those who have written letters have our apologies (see MAPPING THE DUNGEONS if you have submitted D&D material). The fact of the matter is that we are not even keeping up with the work that should be done. This, issue if **SR** is a bit late. BLACKMOOR is late, CLASSIC WARFARE is late, and some design projects are not as far along as we had hoped. Thanks to you good people TSR is growing and expanding at an astounding rate, and certain delays are thereby unavoidable, but steps are being taken to build TSR into a more efficient organization. Brian and I are limiting our activities somewhat, and by the time you are reading this we will have added no leass than two, and possibly three, persons to our staff:

TIM KASK has joined TSR as periodicals Editor, so expect to see some improvements and changes in **SR** next issue. Of course, Tim will also do some design work, shipping, floor sweeping, etc. just as the rest of us must do. To let you know how well Tim fits in with our organization, he even waits for half time during football games to call with various business matters — thus assuring that he'll get through to us!

TERRY KUNTZ, currently hard at work on the final draft of the "Robin Hood" rules (which some readers viewed at GenCon), has assumed the position of Service Manager, and he will get stuck with just about everything which otherwise interferes with the work flow supposedly issuing from the rest of us. Terry will be the one responsible for all the rules interpretations requested, so get mad at him from now on.

DAVE ARNESON will be coming down from St. Paul soon to join our regular design staff. His function will be to help us co-ordinate our efforts with free-lance designers, handle various research projects, and produce material like a grist mill (Crack! Snap! Work faster there, Dave!).

With Tim's first issue may be the introductory paragraphs about each of us which many readers have requested, but that's now up to your New Kindly Editor, so I'll shut up. To give Tim a warm welcome it would be nice to send in lots of material for **SR** . . .

There are also many other plots afoot hearabouts (and if you have been to hereabouts you'll know just how hard it is to get anything afoot in the small space and confused atmosphere at 330 Center St.). There isn't much point in naming off the titles, for release dates are are still up in the air, but we have some goodies, including an abstract game by one of the best-known swords & sorcery authors. There will soon be miniatures produced for EMPIRE OF THE PETAL THRONE, but which manufacturer will produce them has not yet been decided. We will announce it next issue. Also, Professor Barker and Dave Arneson are finalizing a booklet containing miniatures rules and TOE's to use with these figures, so be prepared! EMPIRE' is enjoying a huge populatiry, and there is much more to come.

Finally, there has been no submission of any reviews of Arnold Hendrick's rules, so we can publish nothing this issue. Now, I think that's a break for all you lucky folks, but then I am not known for my sweet disposition and disinterested viewpoint. Greater frequency will give plenty of opportunity for reviews if any of you care to submit them.

Gary Gygax

MAPPING THE DUNGEONS

MiniFigs "Swords & Sorcery" range is perfect for those who wish to recreate a "Conan" atmosphere in their D&D campaigns. The range contains a thief, tavernkeeper, merchant, and so forth. In addition, the following "nationalities" correspond nicely to the listed "Hyborian" types:

Nordscand = Vanaheim, Asgard, Hyperborea
Southland Grasslands Kingdom = Shem (and possibly Koth)
Bleaklands = Cimmeria
Caravan Crossroads = Zamora
Corsair Freebooters = Argos (also pirates)
Black Kingdoms = Kush, Darfar, Punt, Zembabwei
Gloom Kingdom = Stygia
Western Kingdoms (Provincial) = Gunderland
Western Kingdoms = Aquilonia/Pointan
Western Midlands Kingdoms = Nemedia (and possibly Brythunia, Ophir. and Corinthia)
Wild Black Tribes = Black Kingdoms
Woodlands Savage = Pict
Eastern Steppes Nomad = Hyrkanian
Eastern Free City State = Khoraja and Khauran
Kingdom of the Hinds = Vehdhya
Eastern Empire = Turan

Any figure not mentioned above can easily be placed in the picture if you are familiar with R.E. Howard's epic series . . . Contact MiniFigs, Box P, Pine Plains, NY 12567.

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TSOLYANI NAMES WITHOUT TEARS

by M. A. R. Barker

Illustration by the author from Empire of the Petal Throne

"A High Priest of Durritlamish preparing to offer up sacrifice." He has removed his grey corpse-like face paint as a sign that he now stands before the Reality of Evil, and he has put on the "Drymial," the surcoat of special devotion and sacrifice."

I hope I may be pardoned for inserting a bit of autobiography, but it will serve to provide a background for what follows below. I began my "wargames" in much the usual way: a little army of World War I toy soldiers lovingly assembled from the magic arsenals of the dime stores. My parents' emphasis upon classical fairy stories, history, and literature rather spoiled my interest in the realities of present-day warfare, however, and this was reinforced by such books as J. A. Hammerton's **Wonders of the Past** (a marvellous set of books for a child — if you want him/her to grow up to be an ancient history freak!). All of this was further influenced by such films as "Thief of Baghdad," and, before I was consciously aware of it, Tsolyanu seems to have emerged.

I have no really conscious recollection of this development. I remember telling my skeptical playmates that those rifles and bayonets were to be spears and swords, and that artillery piece was to be a mangonel from now on. There were very few mediaeval or ancient miniature figures in those days, and I still remember my joy at seeing the first plate-armoured knight at a Woolworth's toy counter. Somehow, a bit from here and a piece from there, Tsolyanu grew and developed content; her hostile neighbour to the west, Mu'ugalavya, was added by a playmate, and Salarvya to the southeast soon followed. The rest, like Topsy, "just grew." Sometime in my early teens I began to use woodcarvings of my figures rather than "store-bought" troops, and this went on until I had several hundred of these by the time I completed high school. During this period I also became interested in the ancient civilisations of Central America and in ancient Egypt, and elements from these cultures kept creeping into the mythos.

Again, I cannot recall how the Tsolyani language first appeared. When I was quite small our neighbours were Basques, and their children had a built-in secret language in which to exchange confidences — and thus exclude the rest of us, the outsiders. My interest in ancient Egypt led me to take out Sir E. A. Wallis Budge's **First Steps in Egyptian** Hieroglyphics (much to the total astonishment of the local librarian) before my twelfth birthday, and my parents were shortly forced to provide a copy of this book for me as a gift on that occasion — and were subsequently "hit" for further books on every such holiday thereafter.

High school Spanish and university anthropology and linguistics added further dimensions to this, but the first little grammar of Tsolyani was written while I was in high school, and the language has not been changed substantially since. A grammar of Yan Koryani was indeed written later, together with notes of Mu'ugalavyani and Livyani. Some remarks about the intricacies of Salarvyani also were inserted into one of my histories of Tekumel, but the 217 verb conjugations kept me from ever writing a grammar of it. My subsequent studies, travel, and research have not done much to change any of these languages. I have written a grammar, dictionary, and texts of Klamath, an American Indian language of Oregon; four books on Urdu, one of the major languages of India-Pakistan; and a two volume course on Baluchi — plus studying umpteen others and teaching some of them — yet Tsolyani continues to develop along its own individual lines as before.

Unfortunately for players in my "Empire of the Petal Throne" campaign, the very intricacy of the Tsolyani mythos creates a real stumbling block. The names are difficult enough and alien enough to give anybody palpitations of the tongue! Several would-be referees have handed me a list of non-player characters and pleaded, "Give me the names for these people!" Others have simply abandoned all hope and labelled their characters with such nicely connotative nicknames as "Xerox," "Abilene," "Hashish," etc.

It is thus worthwhile to discuss the make-up of Tsolyani names and then to provide a means of generating them with a minimum of effort. These won't be "real" Tsolyani names, of course, and they won't mean anything in the language. Like English, Tsolyani uses many personal names which lack meaning in the present language: e.g., how many know what "John," "Philip," "William," or "Robert" mean without looking them up in an etymological dictionary? These names are traditional in our culture, and a boy may be named "Philip" without his parents knowing or caring whether he is a "lover of horses" or not.

Tsolyani names may consist of four elements: (a) a personal name (usually meaningless): e.g. Tlekku, Harsan, Ke'el; (b) a family name; (c) a clan name; and (d) a possible city or regional name.

Personal names are mostly traditional and meaningless. The family name is used if the character is from a noble or prestigious family; it usually has "hi-" (of) prefixed to it: e.g. hiMiridla (of the Miridla family). The clan name is not often used as a name, per se, but one is almost always asked about one's clan upon first meeting. These names do have meaning, and I have translated them into English rather than give their Tsolyani equivalents: e.g. "the Clan of Sea Blue," "the Sunburst Clan," "the Bent Bough Clan," "the Reed Clan," etc. The origins of this system are lost back in the time of the First Imperium, but some clans are considered "noble" clans, while others are traditionally merchants, craftsmen, priests, etc., etc. These are numerous, and it would be difficult to give a definitive list of all of the clans now found in the Empire.

The "locational name" usually consists of the name of a city, province, or region with "-i-- added if the name ends in a consonant, and "-yani" added if it ends in a vowel. Thus, Vrayani (of the island of Vra), Jakallayani (of the city of Jakalla), etc. There are some exceptions, of course, and these present a minor problem: e.g. Tsolyani, rather than Tsolyanuyani, which one might expect from the name of the country, Tsolyanu. Most of these locational names are also used to denote the language of the place as well: e.g. Tsolyani is both a person from Tsolyanu and also the name of the language spoken there (cf. English "Russia" and "Russian").

The following rules are set up to aid players and referees in the generation of Tsolyani-sounding personal names.

(1) The basic "shape" of the name is determined by rolling percentile dice against the following table. "C" = "Consonant," and "V" = "Vowel."

PATTERN	PERCENTILE DICE SCORE
VCV	1- 10
VCVC	11- 20
VCVCV	21- 30
CVC	31- 40
CVCV	41- 70
CVCVC	71- 90
CVCVCV	91- 95
CVCVCVC	96- 100

Note that the glottal stop, " ' ", is not included in the name-initial consonants since it is assumed to be present in VCV, VCVC, and VCVCV. I.e. these names begin with a vowel, but the glottal stop is assumed to be present before that vowel. Thus, a name like Avan is really 'Avan.

(2) Determination is made for name-initial and name-medial consonant clusters (e.g. "rs" in Harsan). Note that word-final consonant clusters do NOT occur at all in Tsolyani; names like **"Milt"** or **"Robert"** cannot occur because the language permits only one consonant at the end of a word. Tsolyani does have the possibility of two consonants at the beginning of a word and the possibility of two and a maximum of three consonants together in the middle of a word. For each word-initial or word-medial "C" in the result obtained from (1) above, roll percentile dice again against the following table:

PATTERN	PERCENTILE DICE SCORE
C (single consonant)	1- 50
CC (two consonants)	51- 95
CCC (three consonants)	96- 100

(3) Any word-initial or word-medial SINGLE consonant can now be determined as follows:

(a) Roll a 6-sided die; 1-2 = Group I; 3-4 = Group II; 5-6 = Group III

(b) Roll a lo-sided die against the lists of consonants in the Group found to determine which the consonant is. Groups are:

ROLL	GROUP I	GROUP II	GROUP III
1	p	dh	w
2	b	ch	ts
3	m	l	tl
4	f	y	s
5	V	k	sh
6	w	g	z
7	t	kh	zh or ss[1]
8	d	gh or'[1]	r
9	n	q	l
10	th	h	hl

Note: this table is based upon phonetics rather than English "letters." Thus, "th, dh, ch kh, gh, ng, ts, tl, sh, zh, ss, hl" are each representations of ONE SOUND, and they count as ONE CONSONANT each.

[1]The sounds "gh, ', zh, ss" are relatively rare in Tsolyani. If one of these is found, roll a 6-sided die to determine which it is: 1-3 = "gh" or "zh"; 4-6 = the glottal stop or "ss."

(4) If a final consonant is indicated by (1), roll a 10-sided die against the following table to determine which it is:

ROLL	CONSONANT	ROLL	CONSONANT
1	m	6	kh
2	n	7	k
3	ng	8	s
4	r	9	hl
5	l	10	tl or sh

Note: Word-final consonants are rather uncommon in Tsolyani. Statistically, the most frequent is "l", followed by "n" and "m", with "r" next, and the others being quite rare. No examples are found of consonants other than those on the above list; e.g. one cannot have a final "-d" in Tsolyani.

(5) If a word-initial "CC" is indicated by (l), the **first** consonant is rolled for as under (3); the **second** consonant of the group is rolled for against the following table, using a 10-sided die:

ROLL	CONSONANT	ROLL	CONSONANT
1	m	6	y
2	n	7	s
3	ng	8	sh
4	r	9	ss
5	l	10	j (or other)

Note: This list only approximates Tsolyani word-initial consonant clusters, of course. Actually, "mr," "ms," "dl," "tr," and a few others are extremely common, while "j" occurs as a second member only in "nj."

(6) If a word-medial "CC" is indicated by (1), each of the two consonants is rolled for against the table given under (3) above. In fact there are some restrictions upon occurrences, but these would be too complex to insert here.

(7) If a word-medial "CCC" is indicated, the first and second consonants are found from (3), while the third is determined from the table given under (5). If a **word-initial** "CCC" is indicated by (1), roll again; there are no word-initial three consonant clusters in Tsolyani; i.e. one can never have "str" as in English "street."

(9) Each vowel of the name is found by rolling a lo-sided die against the following table:

ROLL	VOWEL	ROLL	VOWEL
1	i	6	e
2	a	7	au
3	o	8	ai
4	u	9	01
5	y (u)	10	other diphthong[1]

1 1 1

[1]Aside from the three diphthongs recognized in the script ("au, ai, oi"), one may find "ai," "au," "ua," "ue," "ae" and a few other less common ones. If a roll of 10 is made, thus, a 6-sided die is rolled **twice** to determine the two members of the diphthong: "i" = 1, "a" =2, "o" = 3, "u" = 4, "y" = 5, and "e" = 6.

Once a name has been determined, the referee can place the word-stress ("accent") wherever he finds it easiest to pronounce. Once it has been placed, however, it should always be stressed on that syllable: e.g. Harsan should always be HARsan, and never Har-SAN.

The foregoing will provide players with the means of naming their characters with a name pronounceable by the Tsolyani. Naturally, if the results seem difficult or unpleasant to the ear, one is free to roll again — or just switch a consonant or vowel around here and there. There is also no real harm in allowing a player to use a familiar English word, of course, and the object of the tables given above is simply to provide players and referees with the chance of having a name which will fit into the culture and the mythos. A really foreign-sounding name for a player character does fit into the game as it is presently written: all players are assumed to be barbarians from the great southern continent who somehow are washed ashore at Jakalla, and a name like "Pfumph" would sound equally comical to Tsolyani ears as "William," "Mark," or "Mary." Names for non-player character Tsolyani should sound "real," however, and the tables given here can be used for these with reasonable success.

This solves only a part of the problem, of course, since many referees and player characters may encounter persons from other nations of Tekumel, and languages differ widely — too much so to be characterized in detail here. Only an outstanding characteristic or two may be noted: e.g. Mu'ugalavyani prefers the glottalised vowel ("i'i", "a'a," "u'u," etc.) and uses "ish-- as the ending for male nouns and "-a" for feminine names. Livyani has even fewer consonant clusters than Tsolyani, but more consonants are permitted at the ends of words; the male suffix is "-az," the feminine is "-ab" or "-eb," and the inanimate is "ok." Salarvyani has a welter of doubled consonants (e.g. "kk") and consonant clusters of three and even four members; there are no special endings in that language for names. Yan Koryani tends towards monosyllabic names but with horrendous consonant clusters at the beginning and end: e.g. Pjekf, Srmudg, etc. The characteristics of these and other languages of Tekumel can be described as needed.

An example of the use of the tables given here may be appropriate:

(1) Roll of 88: the name is of the CVCVC pattern.

(2) First C: roll of 57: there is a word-initial CC cluster.
Second C: roll of 78: there is a word-medial CC cluster.

(3) First consonant in the name: roll of 2 = Group I; roll of 7 = "t."
First consonant of second cluster: roll of 6 = Group III; roll of 6 = "z."

(4) Final consonant of name: roll of 5 = "1."

(5) Second consonant of word-initial cluster: roll of 4 = "r."

(6) Second consonant of word-medial cluster: roll of 4 = Group II; roll of 5 = "k."

(7) First V: roll of 2 = "a."
Second V: roll of 6 = "e."

The character's name is Trazkel. (The insertion of the " " is arbitrary.) Although this is not one of the traditional Tsolyani personal names, it would not sound foreign or odd to a Tsolyani ear, and it thus fits nicely into the mythos.

CONSONANTS

ENGLISH	INITIAL	MEDIAL	FINAL	ENGLISH	INITIAL	MEDIAL	FINAL
P				Ch			
B				J			
M				Y			
F				K			
V				G			
W				Kh			
T				Gh			
D				Q			
N				H			
Th				Ng			
Dh				'	–		

CONSONANTS

ENGLISH	INITIAL	MEDIAL	FINAL	ENGLISH	INITIAL	MEDIAL	FINAL
Ts				Zh			
Tl				Ss			
S				R			
Sh				L			
Z				Hl			

VOWELS

ENGLISH	INITIAL	MED-FIN	ENGLISH	INITIAL	MED-FIN	ENGLISH	INITIAL	MED-FIN
I			U			Au		
A			Y			Ai		
O			E			Oi		

1		4		7		10		10,000		Interrogation Mark	
2		5		8		100		Period		Quotation Mark	
3		6		9		1,000		Comma		Double "ll"	

THE DRAGON IS COMING!
THE DRAGON IS COMING!

Empire of the Petal Throne

Tekumel, an alien planet where a cosmic cataclysm stranded human and extra-terrestrial beings. A hostile world of poisonous flora and fauna, with intelligent and vengeful races! Mankind and its allies must battle for survival with nothing save medieval technology, but "magic" aids them . . . and there are also certain supernatural powers which may intervene.

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