

How did *Quag Keep* come about? Well, in a sense it started with Sputnik. Once there were very few book-length tales of fantasy fiction, save those which appeared in the serials of pulp magazines. Jules Verne and H. G. Wells scratched at the barriers, and the highly imaginative art that loomed gaudy-bright on drugstore magazine racks caught the eyes of readers hungry for fantastic plots and unending action.

When Sputnik went into orbit, science fiction and fantasy became more respectable. Readers wanted books about wonders, about damsels with streaming hair racing across a Martian landscape and seven-foot-tall land-based lobsters. Gaming and game-related books became a part of that.

Then miniatures came on the scene. There have always been those who, from childhood on, craved miniatures—houses, ships, castles, towns for the more ambitious and deep of pocket. Wood, wax, paper, clay. And for the gamers, metal.

One of my very good memories is the coming of *Dungeons & Dragons*. Unable to attend many of the conventions, I listened with keen interest to tales of the games. Then, unexpectedly, I was granted the honor of watching a master game run by the first and foremost in the field. Gary Gygax himself! Further, I had the chance to view the gems of Donald Woolheim, his prized military miniatures.

One could just imagine what would happen if someone, desiring to role-play, could become the mage or the swordswoman represented by the miniature one held in one's hand.

And what if you were trapped within a dragon-world in that form? Rules to be followed, yes. An element of luck, yes. Need the proper weapon for a duel? Toss and roll and see if the dice bring you what you need the most.

What if and if.

And what if a roll of the dice would make that all so?

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