
Abyss

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Editor:David F. Nalle

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EDITOR'S INTRODUCTION

We have some interesting material in this issue, though it is not quite full at the time of my writing this. As you may notice there are several changes in our format with this issue. Some of these, I think will add a great deal to the magazine.

First, we have added four pages, so that we now have 20 pages over all, and 18 of text. This increase in size puts us at the maximum weight we can send for 15¢ a copy. We should stay at 20 pages from now on, I hope.

The second major change is the addition of artwork. The various pen and ink sketches in this issue, including the unicorn on the cover are by a fine artist who I discovered. This artist is myself. I am in the process of teaching myself to draw, and these are my more successful efforts to date. I will be looking for art from others for the magazine. It should be as good as or better than the work in this issue. Line drawings in black ink are preferred, unless you want to pay the printing costs.

On another subject. This issue is scheduled for release at ORIGINS '80, where I hope to gain a few new subscribers and get the magazine spread around a bit better. If any who read this are at the convention, which will be at Widener College, in Chester PA, from the 27th to 29th of June, I would like to meet you. I will be running a limited membership adventure at the convention, probably on Saturday night.

I will also be at UNICON here in DC in July, where I will also be running a dungeon. You're welcome at it as well.

Of note coming up in this issue are Steven Warbles piece on Rowmen, The article on Radiation by Richard Osterero. The rest of the material is as good as usual, and well worth reading.

One unfortunate comment I must make is this; the postal rates are going up. So when they do, so will the cost of ABYSS. The rise should be to 20¢, so the price will go up about 5¢ an issue. This will probably be with #9 or #10. #9 should be out near the end of August or the beginning of September. #10 should be out this fall.



THE BOWMAN CHARACTER CLASS

STEVEN D. WARBLE

A Bowman is not your average jerk who barely knows which end of the bow to let go of. Rather, he is a master archer who has trained since infancy with the bow alone. They are excellent scouts, skirmishers, and hunters.

Prime Requisite: An average of Eyesight (EYE) and Dexterity (DEX) of 15+, and an intelligence of 12+. If EYE is not used, just use DEX.

Race: They may be any race. Elves using the longbow and dwarves with crossbows +10% on EP.

Armor: May use any type, but with penalties to hit according to type, as found on the table below.

ARMOR TYPE	MINUS TO HIT
None/Natural	0
Furs/Cloth	-1
Leather	-2
Scale/Chain	-4
Half Plate	-6
Full Plate	-10

Chance to Hit: With bows and crossbows; Average of EYE and DEX subtracted from twenty. This is their mark to hit a target, any target. It is not a bonus. They hit as do Magic Users with daggers.

Hit Points: They roll one die type below fighters (i.e. D8 instead of D10), up to a maximum of D10 per level.

Levels: These are found on the table below, as are spells, bonuses, and abilities. After the 12th level new levels are at intervals of 500,000 EP. Levels over 12 count only towards Ranger/Thief abilities, Mana Points, and Hit Points.

LEVEL	EXPERIENCE	+TO HIT	+ON DAMAGE	SPELLS	ABILITIES	SHOTS PER TURN (Bow/XBow)
1	0	0	+1	-	1	1/2
2	2500	+1	+1	-	-	1/2
3	5000	+1	+1	A	-	2/1
4	11000	+2	+1	-	2	2/1
5	22000	+2	+2	-	-	2/1
6	44000	+2	+2	B	-	3/1 1/2
7	80000	+2	+2	-	3,4	3/1 1/2
8	160000	+3	+3	-	-	4/2
9	350000	+3	+3	C	5	4/2
10	700000	+4	+3	-	6	4/2
11	1500000	+5	+4	D	-	5/2 1/2
12	3000000	+6	+5	E	7	6/3

Weapon Usage: They may use bows as Fighters of their own level, daggers as MUs of their own level, and all other weapons as MUs six levels lower than themselves.

SPELL USAGE

Mana Points = INT + Level

Spells: A-True Aim: +1 to hit, +1 on damage. Cost: 4MP

B-Strong Bow: double range. Cost: 4MP

C-Volley: Produces 106 extra arrows. Roll normal to hit. Cost: 10MP

D-Flamebow: Shoots an arrow of magic flame doing double damage. Cost: 20MP

E-Mage Arrow: Fires 106 arrows from the Bowman's unarmed hand as if he had a bow. Cost: 20MP

CONVERSION TO CHIVALRY AND SORCERY

Combat: Compute PCF with bows as if the bowman was a "Sergeant". With Daggers treat them as Men-at-Arms. With others treat them as "other man" fighters.

FAMILIARS IN FANTASY ADVENTURE GAMES

RICK BAIRD

It is traditional in European history for witches and sorcerers to be accompanied by a familiar, granted to them by the powers of darkness. These beings generally subsist by draining a pint or less of their master's blood once a day, leaving the so-called "witch mark" where they bite. In return they have some natural powers which they use to aid their master.

All familiars have one power in common. They add to their master's chance of success when casting spells by a percentage equal to 2 times their master's level. In YR, this would be plus 2 times his level on Magic Index.

Familiars are of unfamiliar appearance. They are normally an amalgam of aspects of many different animals. They possess the abilities of those parts of the animals they resemble. Thus cat-eyes would grant night vision, and bat ears would give sonar.

Familiars are basically lesser demons, below even imps. As such, they are affected by certain appropriate spells. Their alignment is usually Neutral/Evil or Chaotic/Evil, and they are usually tricky or mischievous towards their earthly master, though they will perform those duties which the powers of darkness have ordered them to. Their prime loyalty is to evil, not to any human. There are, however, occasional exceptions, for example Adrian Cole's character Eifloq.

Physical attributes are found on tables I through IX. Roll on them in that order. Table one gives the basic body on which the familiar is built. The rest modify that form. Table X gives the magical powers. For table X roll 1D6+1 for the number of powers. Familiars usually have intelligence in the low-human range, from 5 to 10.

<u>I:Basic Body</u>	<u>1D100</u>	<u>II:Wings</u>	<u>1D100</u>	<u>III:Head</u>	<u>1D100</u>
Man	01	As Original	20	As Original	15
Monkey	12	Bat	50	Human Skull	20
Lizard	17	Hawk	70	Monkey	25
Rat	30	Dove	80	Lizard	30
Cat	45	None	00	Rat Skull	35
Snake	47			Rat	40
Squid	48			Cat	48
Wolf	55			Snake	55
Otter	65			Wolf	60
Eagle	67			Otter	66
Buzzard	80			Eagle	70
Hawk	82			Buzzard	78
Pig	90			Dog	84
Deer	91			Pig	92
Fish	93			Rat	00
Octopus	96				
Bat	00				
<u>IV:Forelegs</u>	<u>1D100</u>	<u>V:Hindlegs</u>	<u>1D100</u>	<u>VI:Body Covering</u>	<u>1D100</u>
Human Hands	15	Monkey Paws	15	Fur	20
Monkey Paws	30	Rat Claws	20	Scales	30
Rats Claws	40	Cat Paws	30	Hide	45
Cats Paws	50	Tentacles	32	Bristles	60
Tentacles	55	Wolf Paws	38	Shell	65
Wolfs Paws	60	Eagle Claws	43	Chitin	70
Vulture Claws	65	Vulture Claws	48	As Original	90
Pigs Hooves	70	Pig Hooves	60	Plain Skin	00
Deers Hooves	75	Deer Hooves	70		
None	83	Human Feet	73		
As Original	00	Lizard Claws	80		
		None	88		
		As Forelegs	95		
		As Original	00		

VII:Ears	1D100	VIII:Eyes	1D100	IX:Tail	1D100
Bat	20	Cat	40	Cat	15
Human	30	Snake	50	Bird	25
Wolf	50	Human	60	Lizard	40
Snake	55	Eagle	80	Monkey	65
Antennae	60	Buzzard	85	Snake	80
Monkey	75	As Original	95	None	90
Cat	85	None	00	As Original	00
None	90				
As Original	00				

X:Magical Powers(1D6+1)	1D100
Invisibility	03
Move Silent	12
Hide in Shadows	22
See in Dark	29
Infravision	35
X-Ray Vision	37
Farsee	43
Assimilate/Passwall	48
Speak languages	59
Telepathy	64
Mind Read	68
Detect Traps	72
Find Hidden	76
Super-Hearing	84
Find Herbs	00

An example of a rolled familiar is this. I roll I:24, II:63, III:04, IV:97, V:28, VI:16 VII:75, VIII:82, IX:52, X:4-73,21,92,66.

The result of these rolls is a rat with hawk wings, the hindlegs of a cat, the ears of a monkey, a buzzard's red eyes, and the prehensile tail of a monkey. It is lightly furred as well. It has the power to Find Herb Hide in Shadows, Find Hidden Things, and Read Minds.

Familiars who cannot speak or use telepath will communicate by signs and limited empathy. They can generally make their desires known.

The DM should feel free to adjust a Familiar as he sees fit when a player's mage asks for one.

To acquire a familiar it is necessary to make a pact of some sort with the devil, a popular thing for Witches and Sorcerers to do. This is a good way of gaining various types of power.

FANZINE REVIEWS

BILL HEDGES

QUICK QUINCY GAZETTE #14: This is the latest issue of Howard Mahler's very irregularly produced fanzine. It is 20 8½ x 5½ reduced pages. Some 80% of the material is by the editor. #14 is not as good as many of the past issues have been. There are a few articles of note, especially a fine one on Religious Relics. There are some nice magic swords. A closing article by Cecil Nurse called "How to Keep Control" starts out well, dealing with dishonest players, but declines quite swiftly. It is available from Howard C. Mahler, 7-16 Leggett Place, Whitestone, NY, 11357. 1/\$1,00, 4/\$2.00.

CYMNESORA #1: This is a new fanzine from the D&D wing of the Bergen County SF Society. It is 22 8½ x 11 pages. It is edited by Salvatore D. Capaldo. This issue contains 8 articles. Of greatest note are ones on character development, on Arteficer PCs, and some interesting new monsters. It shows good potential. There is also some good amateur art. It is available from CYMNESORA, P.O. Box 65, Paramus, NJ, 07652. 1/\$.75, 8/\$3.50.

WYRM'S FOOTNOTES #8: This is an increasingly professional looking magazine from the Chaosium. It is 32 8½ x 11 pages. It deals almost exclusively with RuneQuest. The format is similar to DIFFERENT WORLDS. There is some fair cartoon art, but this magazine is not for consumption by those who are not deeply into RQ and Glornatha. Order from The Chaosium, Inc., P.O.Box 6320, Albany, CA, 94706. 1/\$2.25, 4/\$8.00.

STATIC HIT POINT SYSTEM

STEVE PARISH

The following table is for determining the hit points for any character of any class. There is no logical reason why a difference should be made for class. It requires that a weight be established for the character. Many rule systems include these, or use the one in the last issue of ABYSS.

In addition to the hit points given on the chart each character gets the following in addition, depending on class, or as a cleric if you want to stay with logic. Fighters:Level x3. Clerics:Level x 2. Magic Users:Level x1. This is added to the amount found on the table.

HIT POINT CHART

Constitution	Weight														
	20	40	60	80	100	120	140	160	180	200	220	240	260	280	300
2	1	1	1	1	1	2	2	2	2	3	3	3	3	4	4
4	1	1	2	2	3	3	4	3	5	5	6	6	7	7	8
6	1	2	2	3	4	5	6	6	7	8	9	10	10	11	12
8	1	2	3	4	5	6	7	8	10	11	12	13	14	15	16
10	2	3	4	5	6	8	9	11	12	13	15	16	17	19	20
12	2	3	5	6	7	10	11	13	14	16	18	19	21	22	24
14	2	4	6	7	8	11	13	15	17	19	21	22	24	26	28
16	2	4	6	8	9	13	15	17	19	21	23	26	28	30	32
18	2	5	7	10	11	14	17	19	22	24	26	29	31	34	36
20	3	5	8	11	12	16	19	21	24	27	29	32	35	37	40
22	3	6	9	12	13	18	21	23	26	29	32	35	38	41	44
24	3	6	10	13	16	19	22	26	29	32	35	38	42	45	48

An alternative system for handling levels is to move the character up one space on the weight table for every two experience levels. This is the way I recommend for handling levels. Under this system, a 6th level who had a CON of 14 and weighed 170lbs would have 22HP, as opposes to 28 in AD&D. This system is intended for use with the YR 300% hit location system, so you might increase the figures as is appropriate to your system.

RADIATION DAMAGE IN ROLE PLAYING GAMES

RICHARD OSTORERO

Many Fantasy and Science Fiction Role Playing universes have some kind of holocaust in their history. In most cases, this widespread devastation is caused by nuclear devices which either exploded or malfunctioned in some way to release radioactive material into the environment, creating the possibility of injury to characters from exposure to radiation. Many Game Masters who run radiation in their world have no idea of the effects of real radiation on living things. A realistic system of running radiological damage is needed.

For persons unfamiliar with physics, I will begin with some definitions. "Radiation" is defined as the transfer of energy through space. For the purpose of this article, the word refers to the energy emanating from those materials which undergo radioactive decay. Such materials are said to be radioactive. Some kinds of radiation can penetrate great volumes of matter. Other kinds have little penetrating ability. Penetrating or "hard" radiation is of the most concern to us, because those particular kinds of radiation are most harmful to living things. For this article we will discuss this penetrating radiation which comes from the outside of the living organism.

EFFECTS ON LIVING THINGS(or, how much is safe?)

The recent nuclear accident at Three Mile Island has brought public attention to the question of how much radiation is safe. There is no ready answer to this question, because radiation does its damage in a totally random fashion, on a sub-microscopic level. The primary effect is to randomly break down molecules in its path through an organic body. These broken down molecules, or ions are chemically unstable, and will react with other molecules. In short, radiation upsets the chemical balances of the body by altering the chemical reactions we know as life functions.

HOW CAN THIS DAMAGE BE MEASURED?

The damage done by radiation is directly proportional to the energy which is deposited by the particle as it moves through the body. Therefore, a unit which measures intensity can also measure the biological effect of the radiation. A unit known as the "Rem" is the measure of biological damage done by one Roentgen of penetrating Gamma Radiation. Since the Roentgen is a unit of radiation intensity, we can use the Rem to describe not only the dose a character receives, but also the intensity of the radiation field in Rems of exposure per unit of time.

EFFECTS ON ORGANISMS

Ionization is the microscopic effect of radiation. The macroscopic, visible effects vary with the dose received and the period of time over

which the dose was recieved. Over a period of fifty years, a dose of fifty rems has little effect on an organism, other than to slightly increase the chances of genetic mutation and cancer, because of the body's ability to repair itself. The same fifty rems, if recieved in the span of one hour would have a much greater effect on the body chemistry of an organism, in addition to increased probability of genetic damages in the form of birth-defects and cancer.

To give a feel for radiation intensity and the dosages to which we are exposed with little adverse effect in our normal life, a table follows:

ACTIVITY	DOSE
Chest X-Ray	100 Millirems (1/10 Rem)
Flouroscope Examination	3-15 Rems
Annual Average Dose	250 Millirems
2,000 mile flight in plane	1-10 Millirems

As you can see, we all recieve radiation from our environment. This radiation is termed "background" radiation, and bears little significance to the average person. For the most part, in Role Playing Games and in reality, the thing to worry about is relatively massive doses of raditation, in the area of hundreds of rems. Such exposures have definate effects on an organism, as illustrated below. These exposures are assumed to be taken in short periods of time, usually 2 hours or less.

DOSE	RESULT
25 Rem	No discernable damage
50 Rem	Slight changes in body chemistry
100 Rem	Slight nausea, possible vomiting
250 Rem	As above, but with increased severity
500 Rem	Extreme versions of the above. Some may die in 2-4 Mo.
750 Rem	Most are incapacitated. Death is likely in 2-4 weeks.
1000 Rem	Immediate incapacitation. Death in a few days.

Note that radiation itself rarely causes death. Death usually comes from a reduced resistance to disease which results in an inability to fight off an otherwise minor infection. Radiation weakens the body such that bacteria can finish the organism off. Genetic damage is quite unpredictable. Genetic damage can occur at levels which produce little somatic damage.

Armed with the above information, one can run a realistic encounter with radiation. Exact damage done by radiation will vary with the game system. To aid other Game Masters in finding a suitable method of running such an encounter, I will present my system for running such an encounter. I remind all that this data is, in general, accurate, and can be adapted to any game system.

Example:Two brave adventurers enter an abandoned nuclear power plant to look for treasure. They spend 48 hours in an average radiation field of 10 Rems per hour.

Find total exposure and probable effects. The best way to approach this example is to calculate the total dose. The total dose is equal to the dose rate in rems per unit of time, multiplied by the time spent in the radiation area. 10 Rems times 48 hours. Thus, the dosage is 480 Rems. Consulting the table, the two characters should soon suffer extreme radiation sickness with a slight chance of death.

In addition to the effects given on the table, I run a possibility of permanent lowering of the character's constitution to reflect his greater susceptibility to disease and a somewhat increased rate of aging which has been found in cases of extreme exposure to radiation. I multiply the Constitution of the character by five and subtract a tenth of the total dosage in Rems. Rolling that number or lower on 1D100 saves from a lowering of Constitution. If the save is not made, the lowering is 106 per 200 rems of radiation recieved.

I hope this article helps to clarify radiation as a possible encounter in Role Playing Games. The systems which I presented are relatively consistent with reality on Earth, and can be adjusted to suit your universe. Try this system to merge reality and fantasy in your campaign.

SKILL POINT SYSTEM REVISED

DAVE NALLE

In ABYSS #4, some issues ago, I wrote up a Skill Point System to be used in the 2nd edition of the Ysarth Rules this summer. Since then we have gone over the system and decided on some revisions. I will give these here. A number of skills and skill areas have been added to the system. Some of these are described in the next article, by Glenn Moore.

The main modification is in the number of points assigned and the method of assigning them. The number of SKP/Level which a character has are found on the table below. The character receives that number of SKP each level.

Another modification, or expansion concerns magic, and is covered in my article on the subject, which comes after Glenn's and completes this skillful triumverate.

WIS	SOC (CHA if you don't use SOC)																					
	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
3	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
6	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
9	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24		
12	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24			
15	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24				
18	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24					
21	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24						
24	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24							

An example of the use of this table is this. For example a 6th level with 12 SOC and 15 WIS would have 60 SKP, while under the original system he would have had only 28. Or, a 3rd level with a 8 SOC and a 10 WIS would have 24, as opposed to 10. In general, there is a rough doubling of SKP. At higher levels, for example, a 14th level with two 12s, it would be 126 SKP as opposed to 111, clearly a

bit of levelling off. The reason for the increase in SKP is the expansion of the system to other skills than weapons, including thievery and magic.

NEW SKILLS

GLENN MOORE

These are some new skills, including a number of non-combative skills. These are for the new, expanded YR Skill System. Another new skill aspect, magic is handled in the next article.

There is one major change in the general system. In the new system, learning a skill area is no longer possible in general. Learning each skill reduces that character's minus in the general area, each skill learned in an area reduces the general minus by 1. The general minus with unfamiliar skills is 10.

Also, skills are no longer treated as plusses in the same way. They are treated as levels of ability. Each expenditure of the requisite skill points in a skill is equal to one level with it. This is important as will come clear when it is fitted in with the article on the new YR combat system which is presented after these skill articles.

Areas are the things not indented. Each Skill Level gives 1 off the minus in that area; and also 1 bonus towards learning the other skills in that area. This will be made clear by the examples at the end.

COST IN SKP/LEVEL OF SKILL

Club Weapons	
Cudgel	2
War Hammer	4
Quarterstaff	6
Mace	3
Singlestick	5
Axe Type Weapons	
Hand Axe	3
Battle Axe	4
Double Axe	5
Halberd	5
Thrusting Weapons	
Spear	4
Pike	5
Rapier	7
Edged Weapons	
Dagger	5
Epee	7

COST IN SKP/LEVEL OF SKILL

Edged Weapons Continued	
Short Sword	5
Broad Sword	6
Bastard Sword	7
Two-Hand Sword	8
Archery	
Short Bow	6
Horse Bow	8
Long Bow	8
Cross Bow	7
Riding	
General Riding(must be learned first)	6
Mounted Combat	8
Mounted Archery	10
Lance Charge	8
Throwing Weapons	
Bolo	9
Sling	9
Pilum	8
Javelin	8
Throwing Knife	10
Dart	7
Throwing Hammer	8
Throwing Axe	8
Atlatl	9
Articulated Weapons	
Morningstar	8
Flail	10
Shield Use	
Buckler	9
Round	8
Chevron	7
Legionaire	6
Florentine Skills	
Rapier and Dagger	10
Dagger and Dagger	8
Rapier and Rapier	12
Thief Skills	
Picking Pockets	10
Palming Items	8
Cutting Purses	6
Rifling pack	7
Searching room	5
Concealing item	9
Self Defense	
Dodging	6
Parrying with hand	10
Parrying with foot	15
Unarmed Combat	
Punch	2
Hand Chop	7
Foot Kick	9
Double Hand Chop	9
Flying Kick	11
Double Foot Kick	13
Head Butt	8
Assasin Combat Skills	
Backstrike/Kill	8
Backstrike/Subdual	10
Garotte	11
Saping	9
Thief/Assasin Movement Skills	
Open Door Silently	4
Move Silent	7
Ambush	8
Infiltration	10
Trailing/Observation	9
Tracking	9
Climbing	6

COST IN SKP/LEVEL OF SKILL

Other Thief/Assasin Skills

Forgery	10
Disguise	8
Lock Picking	9

SINGLE SKILL CLASSES

Swimming	5
Conning/Bribery	8
Sewing	7
Setting Traps & Snares	6

Some final notes. First, the chance of success with Thief/Assasin type skills, for the most part is 5x the characters level with that skill, as a percentile roll, modified according to conditions.

Thieves and Assassins can borrow skills from each other's exclusive skill groups. However, the costs are doubled in such cases.

Examples will help to elucidate this system. Jonbrak, a Fighter of level 10 has 90 SKP, which he wishes to invest in appropriate areas. The breakdown of his skill distribution is as follows:

SKILL	SKILL LEVEL	TOTAL COST	CREDIT
Double Axe	5	25	5 on Axes
Broad Sword	2	12	2 on Swords
Bastard Sword	2	10	2 on Swords
2Hand Sword	2	8	2 on Swords
General Riding	2	12	2 on Riding
Long Bow	1	8	1 on Bows
Mounted Archery	1	8	1 on Riding
Mounted Combat	1	5	1 on Riding
		<u>88</u>	

This example makes clear some very important points about the system. First, skills cannot be unlearned, or reduced intentionally. Second, the credit system does not work backward. If a skill is learned at a certain cost, it continues at that cost no matter how many other skills from the same group he may have. Referring to the example, this indicates that, as the skills are listed in order of their acquisition, the credit for Two hand sword does not apply to Bastard sword cost or broadsword. In the same way, the Mounted Combat Credit does not apply to Mounted Archery.

Another possible aspect of the skill system is to assign levels to various languages in your campaign, as skills to be learned, with credits within groups of related languages, and with dialects.

MAGIC/SKILL SYSTEM

DAVID NALLE

The prime components of this system are Spell Points, Fatigue Points, and Magic Index. Also important, of course is the number of spell levels which each character may have.

Each magic using character may learn a number of spell levels which is equal to the number of Skill Points which he invests in magic. Thus if a character has 50 SKP, but only invests 20 in magic he may only learn a number of spells whose levels total up to 20.

The number of skill points invested in magic is also important in finding magic index, that thing which determines the chance of fumbling a spell. Base magic index is equal to Dexterity + Voice + Prime Requisite. Added to this is the number of skill points devoted to magic. This is use as a percent to roll against. If the roll is above the MI, the MU has fumbled the spell. Clearly it is important to invest SKP in magic.

Spell points, from which an amount equal to the level of each spell cast may be subtracted are equal to the mage's talent times his level. The cost of the spell, equal to the level can also be subtracted from Fatigue Points, which are equal to 2 times the characters Constitution, and are regenerative with rest, to a limited degree, and completely with sleep. Thus, a character can throw an unlimited number of low level spells, provided they are well spaced, and can save his SP for high level spells.

It is important to note that YR spells are 1.7 times the level of AD&D spells, and of lower power than their counterparts, so this system may need to be adjusted for another system, so that MUs do not become too powerful

Also important is level modification. This is the aspect of the system which keeps mages from throwing spells too far over their level. Each level over the caster's subtracts 5% from the magic index, and each level below his adds 5%. Thus a 6th level casting a 11th level spell would be minus 25% on his MI, or casting a 4th level spell he would be +10%.

An example is necessary here to illuminate things. Chlothan, a 8th level Mage has the following characteristics:INT:15, CON:13,TAL:14,DEX:9, VOL:17. Thus,BMI=41, SP=112, FP=26. His WIS=13, and SOC=9, thus he has 72 SKP. He chooses to devote 60SKP to magic, saving 14 for other skills. This gives him an MI of 101, and 60 levels of spells which he can pick up. Spells of his own level or lower, he will not fumble, and higher level spells he still has a fair chance with. He will probably have about 10 spells, averaging 6th level, so he could cast 4 average spells on his FP before collapsing, or 18 on his SP.

Spell Points are not regenerated until a character goes up a level, at which time they return fully, as is appropriate to the new level. None are carried over.

SKILL BASED COMBAT SYSTEM

CARL JONES

This is a very simple system for combat linked to the YR skill system as it has been detailed here. There are a number of aspects which develop it. They are given below. Adaptation to AD&D will be attempted at the end.

Defense Class(DC)=This is ability to dodge blows and evade attacks. It is equal to DEX/6 + AGI/3.

Size Class(SC)=This is equal to the cube root of the character's weight. For convenience, consult this abbreviated table:

WEIGHT	SC
91-	4
166-	5
274-	6
421-	7

armor type can absorb its number in points of damage. It also has a deflective ability against point and edge weapons. This value called the Deflection Bonus(DB) is also given.

ARMOR TYPE	AC	DB
None	0	0
Cloth	1	1
Leather	2	1
Cuirbroilli	3	2
Studded Leather	4	2
Scalemail	5	3
Chain/Ring	6	3
Light Plate	7	4
Heavy Plate	8	4

Natural Bonuses(NB)-These are the pluses given in almost any system, according to characteristics, to hit a target

Defensive Skill Bonuses(DSB)-These are any pluses on DC gained from such defensive abilities as parrying and dodging.

Weapon Skill Level(WSL)-This is the level of skill proficiency with a given weapon as developed through the investment of SKP.

AR=WSL+NB. Each different weapon which the character uses has its own AR.

DR=DC+DSB-SC. There is only one DR per character, but the DDR is also used against point and edge weapons. DDR=DR+DB.

To hit the player rolls on the table below against the mark given by comparing AR and DR.

Defender	Attacker																															
	AR																															
DR	0	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	0	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30
0	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
2	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
4	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
6	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	-2
8	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	-1
10	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
12	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
14	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2
16	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3
18	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4
20	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5
22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6
24	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7
26	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8
28	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9
30	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10

After hitting, damage is first done to the armor and then to the body, except in the case of clubs, which damage the armor for one point, and do the remainder to the flesh, and points, which lose one point from their damage, and do the rest to the flesh without noticeable damage to the armor.

Adapting it to AD&D is not difficult. Just use 10-the AC in place of DC on DR. However, this is not really adequate, or worth the effort.

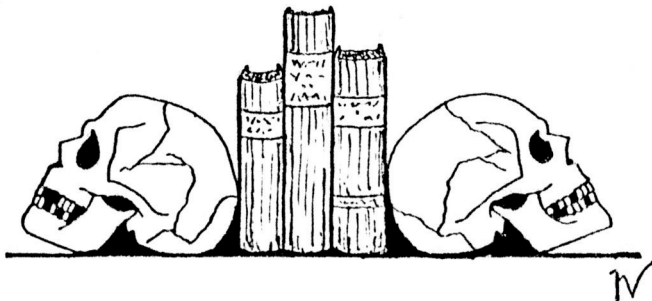
SPELL CASTING TIME DETERMINATION

QUINN AVERY

The concept of casting spells with no limit on how quickly they can be shot off is one which is prevalent in many FRPing systems and in many campaigns and playing styles. It is one of the gross fallacies of FRPing as it is established now, and one of the things which leads to the outrageous power of some spell casting types. Some spells should take longer to cast than others, and this should not be determined merely by the spell's level or an arbitrary assignment. It should be determined from the type of spell and its complexity. The table below shows a logical method of finding the casting time for most spells.

SPELL TYPE	CASTING TIME
Curing/Healing/Wounding/Missile/FOD/Rays	Square Root of Level/2
Raise Dead/Summoning	Square Root of Level x 7
Enchantment/Protection	Square Root of Level
Mind Type Spells/Illusions	Square Root of Level/3
Creation/Alteration/Shapechanging	Square Root of Level x 3

This assumes YR spell levels, but will work with AD&D or other systems, especially T&T. Examples of most types of spells are fairly clear.



EPIC MAJESTY---ADVENTURE ON THE GRAND SCALE

CLANCY O'HATCH

Too many are the Fantasy Adventure campaigns which are mired in mundanity both in system, playing style, and campaign design. This depression of imagination and shackling by convention is one of the things which keeps DMs with good potential from ever rising to glorious achievements.

Adventures played on a petty scale can be diverting and temporarily stimulating for their mild divergence from normal life, but true Fantasy Adventuring comes with the graduation of players and their campaign onto the scale of great deeds, deeds of which bards in their world will sing for centuries.

Passing the barrier between dull, traditional dungeon delving and nation striding epic is a matter of maturity. To have a successful campaign on the level of legend, the players must be willing to accept the responsibility of that level of play. Those who would have the power of an Atlas must be willing to bear the burden of the sky. In such a campaign, the players must drop the gold-hungry burgher attitude of the average FRPer and seek for higher aims goals of achievement which test the limits of the characters and challenge the inventiveness of the DM. There are several factors necessary to create an epic campaign. It is possible for these to grow up in a mundane campaign, and bring it to completeness. The factors are these:

1: The DM must have a fully developed, logical campaign on all of the possible levels of play. The world should be run with equal logic.

2: The players must be willing to trust the DM and accept his word as law.

3: The players must have learned to totally assume a character, and must develop different personalities for each character, shedding their own prejudices and preferences, giving the characters a life of their own.

4: The players should learn and understand the position of their characters in their society and time.

5: To bring this all to epic scale, the characters should be made strong by powerful motivations and characterizations. Some of the best motivations are external, such as love and loyalty, or equally powerful internal forces such as pride and greed.

6: The DM must be able to think on a cosmic scale, and deal with almost unimaginable powers.

The result of these powers is true Epic Fantasy, with ultimate Evil and Good, and full interaction between Player Characters and NPCs. It demands a lot of work by both players and DM, but is well worth the struggle and effort. The outcome of this is the spirit which moves in the last words of the 8th century Danish king, Regnar Lodbrok:

"Cease my strain! I hear them call,
Who bid me hence to Odin's hall!
High seated in their blessed abodes,
I soon shall quaff the cup of gods;
The hours of life have glided by,
I fall! but laughing will I die!"

In an epic campaign, one of the aims of noble heroes should be a heroes death, and later revelling in an appropriate warriors heaven. Other equal powers of faith and emotion should move other types of characters.

By no means do I recommend that players create identically molded characters of cardboard virtues and vices. Rather, they should throw themselves heart and soul into the greatest parts of Fantasy Adventuring, the exploits which try the limits of valor and villainy, and make the very thrones of the gods.

NEW MONSTERS

PAUL SANTOS

SHARK MAN

YR AC:6 AD&D AC:4 Attacks:2 Claws for 1D8 each
YR DR:6/9 HD:8D12 1 Bite for 3D8 +5
YR AR:8 ST:7

These are 7 foot tall, humanoids, however, above their arms, they taper into the head of a shark. They have shark skin, webbed feet, and are amphibious. They are not known for their great intellect. They don't use or need weapons.

ELEPHANT MAN

YR AC:4 AD&D AC:7 Attacks:2 Hand-held Weapons
 YR DR:4/6 HD:12D10 Trunk for 2D8 constriction
 YR AR:8 ST:6 2 Tusks for 1D8 each

These are similar to the shark men, though they are very heavy set. They are basically 7 to 9 feet tall, with dwarf like bodies, supporting the head of an elephant. Winged variations also occur. They use their trunks to tangle weapons and trip foes.

RED PURSUER

YR AC:7 AD&D AC:3 Attacks:2 Claws for 1D8
 YR DR:6/10 HD:3D8 1 Bite for 1D10
 YR AR:7 ST:5

These fearsome nightmare-beasts are 5 foot tall, gnarled red humanoids, with limited powers of teleportation, flight, and invisibility. They only appear when summoned with the appropriate spell. They can be ordered to pursue any being, and each night at midnight they will attack him, attempting to kill him. If they are slain, they return the next night, resurrected. Only one can be sent at a given victim. What makes them so formidable is that once they are slain with a spell or a type of weapon, no spells of the same sort as the one used, or weapons of the same design may be used again by that person with any effect on the creature. Thus if he is slain with a mace the first night, from then on, maces wielded by his quarry will do him no damage.

DEATHFLYER

YR AC:15 AD&D AC:0 Attacks:2 Claws for 1D20 each
 YR DR:5/13 HD:20D12 1 Fireball Breath for 4D6
 YR AR:12 ST:6

These are huge android dragons with scales made of silver and gold-plated metallic alloys of great strength. They can breathe balls of fire, up to 10 a day, and have very large claws. They can also fly. They have built in saddles in which may ride appropriate beings. They are very large combat beasts/vehicles of the same origin as the Battlebeasts.

GAWKS

YR AC:2 AD&D AC:8 Attacks:2 Feeble paws for 1D3
 YR DR:3/4 HD:2D6
 YR AR:3 ST:14

These are small humanoid creatures of little intelligence who travel around in herds. They mouths and eyes are constantly wide open, as if in amazement. Their main pastime is to latch onto an adventuring party, and then the whole herd will follow it around, gawking, and emitting Oohs and Aahs at the appropriate moments in the action. They are very persistent, and if they were a bit smarter, they would very much like to be human. They are harmless and will not attack unless under great physical duress.

IBATHENE

YR AC:15+3 AD&D AC:2 Attacks:2 Claws for 3D12 each
 YR DR:5/14 HD:10D20 1 Mouth for 5D10
 YR AR:10 ST:8 1 Tail for 3D8

This is a huge lizard armored in chromatically colored bone exoskeleton, with huge teeth, claws and a barbed tail. It has a single eye on a stalk. It is possible to climb up on it and attack the eye, its most vulnerable spot, as it is quite slow. The eye, however, is very dextrous, unlike the rest of the huge beast, and has a DR when attacked alone of 18.

GIANT BUTTERFLIES

YR AC:0 AD&D AC:8 Attacks:1 Probiscus for 1D3 +1D6 drain/CR
 YR DR:8 HD:2D4
 YR AR:4 ST:12

These are beautiful (save versus charm) butterflies, which travel in swarms. However, they like to land on people and suck their bodies dry of blood with their long probosci. The butterflies are about 1/2 a foot long with a foot wingspan. They are attracted to light, and will swarm around torch bearers. They do not, however always fly into the light source, preferring a safe distance.

EXILES FROM HELL

DAVE NALLE

The world which men of earth call "Hell" was created to house the race of Demons which the forces of Good imprisoned there, after casting them from the sanctity of heaven. There these rebels against God found a more suitable plane in which to make their home.

Within the hierarchy of Demons were many strong-willed beings, who vied for power over their forbidding home. Sathanas, greatest among them in Evil and power was acknowledged king, but within the forces of his followers there was a faction, lead by Duke Zaedukrom, which did not approve of the rule of the Lord of Evil, and refused to answer to his authority, or the laws of the society which he had built.

In time, this minority, lead by Zaedukrom, and his lieutenant, Vathlak, became more vocal, and then broke into open rebellion, trying to bring anarchy to Pandemonium. They failed, and were in turn cast out, exiled from hell to the Great Abyss on the world of Ysgarth, where they could thrive, but were imprisoned by a magical barrier called "The Veil", created to keep evil from the world by the Archaeurges, a group of pre-human, demi-god mages.

In the Abyss the Demons were free, with Zaedukrom as their nominal leader. From their new home, they worked slowly through minions too unimportant to be barred by The Veil. They strove to corrupt the people on both sides of the Abyss, spreading their taint through every black heart and warped mind. The Veil weakened with time, and the Demons gained the ability to venture out of the Abyss for very short periods to visit their followers and spread Evil through the world.

Speaking the name of one of the Demons would rouse him, and they might answer the summons to the woe of the name-speaker. Only the power which remained in the Veil restrained their wills.

Here are described the leaders of these fiends, their powers, abilities and attributes. Rule mechanics are up to you, as fits your campaign.

ZAEDUKROM THE EYELFSS

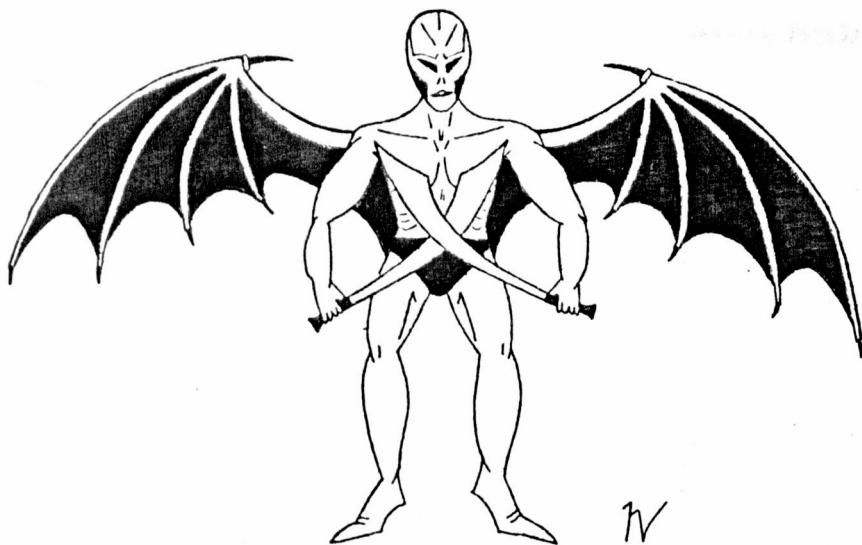
This being, formerly a Duke of Hell rules the Abyss. He is blind, having no eyes, or even eye sockets. He has never known sight. This colors his outlook on the world, and he takes pleasure in punishing the innocents who he captures by tearing their eyes out. Those who have suffered blinding at his hands and been released are revered for their bravery, should they survive the trauma. He appears as a 7 foot tall man, with all black skin, and no eyes, of course. He can see after a fashion, with a sonar sense similar to that possessed by bats. He actually can see better than most humans, with far greater range. He has unusually large, horned hands. He is very good at climbing, and scaling cliffs. He has magical powers equivalent to a 20th level mage specializing in sorcery, and fights as a 25th level fighter. He is extremely alienated from his fellow beings, but is capable of commanding respect and obedience. He is very even tempered, but has a mean streak as wide as the Abyss. He is very intelligent. He has powers of Telepathy and mind control as well.



IV

ARAKITASH SOUL STEALER

This is the only demon who surpasses Zaedukrom in cruelty. He lives on a spire in the Abyss. He is a collector of souls, in the traditional demon vein, but has the ability to draw them out of their owners bodies, leaving little more than zombies behind. He has exceptional powers of Telepathy and mind control. In his tower on the Abyss he keeps hundreds of human slaves, which he tortures and experiments on. His hobby, to which most of his efforts are devoted, is the development of new and unusual poisons, which he can administer with his hollow claws. He is a tall, thin, yellow-skinned human, capable of passing for a true man. He has clawed hands, which can carry a total of ten different poisons. He is totally bald. He is a level 15 Assassin, a level 15 fighter, and a level 10 Physician. He has a great bent towards inhuman cruelty. He survives on souls which he sucks from those who are evil enough to be within his grasp, but not evil enough to be useful in other ways. He needs one or two souls a day. Without souls, he goes into a state similar to suspended animation.



VATHLAK OF THE VOID

Vathlak is the military leader of the Abyss, leader of the "Dark Warriors" the soldiers of the Abyss. He is a winged humanoid with grey skin and black wings, and uses two scimitars in battle. He is very strong, and totally loyal to Zaedukrom. He is pictured above. He is not an exceptionally intelligent being. He has some common magical powers, but he is primarily a 20th level fighter. He has very good eyesight and hearing

SALSTAVAR THE IRON BARD

This is a really unusual being. He is an eight foot tall, blue skinned man, but his right hand ends in a steel-strung harp, and his left is a huge claw. He is actually relatively friendly towards humans, and has the ability to leave the Abyss far more readily than any other demon. His harp has 6 strings with the following powers: Shatter Weapons, Stun, Sleep, Charm, Cause Pain, and Kill. He may try to help out humans, and even protect them from other demons. He wanders about the edges of the Abyss, trying to keep men from being grabbed by Vathlak and taken to Zaedukrom for blinding. He is a 15th level fighter and a 20th level Bard.

CHRODAG THE WISE

This is the bookkeeper of the Abyss, who monitors all activity in and near it. He is highly intelligent and very wise, and has great mental powers. He keeps track of those souls who enter the Abyss. He is not totally hostile to humanity, but is not as friendly as Salstavar. He appears as a short, broad old human man. He is a level 15 scribe, a level 10 fighter, and a level 15 Mystic.

RED NARAUK

This is a demon of fire. He has power over all aspects of flame. He does not have a physical body, but can create a human form for himself out of fire or smoke. He is very cautious in his actions, and very devious. He trusts no one, and is very deceptive. He is not the most reliable of all demons. He has the powers of a 30th level Pyromancer and a 10th level Fighter. He may or may not be hostile to humans, depending on his mood at the time.

HIRDINAR, LORD OF THE SILENT HORROR

This is one of the two pseudo-deities, considered demons, and worshipped by the Elves of the north Abyss. He is the evil side of a demon pair with Celorodar. He has the ability to cause mortal, lethal fear, and moves totally silently. He is rarely seen outside of the Abyss, and not often there. He has numerous agents among the Elvish races. He is not much liked by the true Demons of the Abyss.

CELORODAR, LORD OF THE SILVER PEAKS

This demon-deity, worshipped by the Elves of the North Abyss is relative good, compared to Hirdinar. He dwells in the mountains between the Abyss and the Elf Kingdoms. He is seen rarely also. He appears as an Eagle-winged, white haired, white skinned man. He is served by Witherwings.

These demons are described here abstractly so that individual DMs may adapt them as they see fit to their campaigns. This article may be followed by a feature on the Archaeurges and the creation of the Abyss.

NEW MAGIC ITEMS

STEVE PARISH

AMULET OF THE VENGEFUL HANDS-This relocates all damage which the wearer takes in his wrists. The severed hands come alive, and pursue the wearer of the amulet. The hands have the ability to go invisible, once they have been severed. They will attempt to cut off other hands which will become like them. They will also try to kill their original owner and take the amulet from him. They will hide invisibly on people and while doing so can extend the wrist relocation to the person who is carrying them. The amulet cannot be removed except by the severed hands, after the wearer is dead.

STAR LANCE-This is an item from Adrian Cole's "Dream Lords" trilogy. It is a 4 foot long lance, which has a sword like blade and a rotatable haft. It can be charged by exposure to the sun, and will either glow for burning damage, or fire a heat ray. Each hour in the sun brings a charge of 5 points. Each turn using it as a heat rod, doing 2D6 a blow costs 1 charge. Each heat ray for 4D12 costs 4 charges. It will not hold more than 50 charges.

STATUE OF STORGOS-This is a statue of the lost god Storgos. It is four feet high, and made of green jade. It has a sale value of 4,000 GP. It has a very valuable magical power as well. Anyone who is carrying it gets +1, or +5% on all rolls. Unfortunately it weighs 200 pounds.

GOLDEN CHALICE OF TEZCAT-This large golden chalice is a rare artefact. If human blood is dropped into it it will be converted to gold at a rate of 100 GP per pint.

NEW HYDROMANCER SPELLS

TAM CHANG

BLINDING SPRAY-This causes a highly diffuse spray of water which blinds 1D3 targets, though they get a saving throw. Level 1.

MIST-This creates a mist of 5 degrees, and five levels. They do different amounts of restriction to visibility. The higher the level, the more sight is restricted. Mist-Level 1, Heavy Mist-2, Light Fog-4, Heavy Fog-6, Soup-9. Soup is virtually opaque.

PIERCING SPRAY-This is a microscopic water spray which pierces skin, and unless a save is made causes death in 1D20 minutes, quite painfully. Level 11.

WATER BOLT-This is the Hydromancer equivalent of Fireball. It causes a ball of water to hit a target doing 1D6 per level of the caster. It is a 7th level spell.

HYPER-HYDRATION-This swells the target up, doubling the amount of water in his body. It is very uncomfortable, and effectively doubles his weight. He is slowed down, and must save against fainting, and then against hernia. It is level 5. There is a saving throw.

These water spells must be thrown near a body of water. There is a delay before they take effect in CR. The formula to find the delay is:

(Distance(ft) to nearest body of water/Casters Level)20CR

MORE NEW MONSTERS

JON SCHULLER

ROADILE

YR AC:8 AD&D AC:3 Attacks:2 Claws for 1D12 each
 YR DR:8/12 HD:15D8 1 Bite for 3D8
 YR AR:11 ST:8 1 Constriction for 2D20

This is a truly fearsome monster. It is a mutated cross between a Boa-constrictor and a crocodile. It has a 6 legged Boa body, and a crocodile head. They live in rivers and attack passers by on the shore. They are lethal

PRETA

YR AC:0 AD&D AC:8 Attacks:2 Claws for 1D6 each
 YR DR:4/4 HD:5D8 1 Belch fire for 3D6
 YR AR:5 ST:12

These are a new sort of undead. They resemble zombies, but this will be a big surprise to players. They can belch fire for up to 20 feet from their mouth. It is similar to napalm, and will do 1D6 per CR for 1D4 CR after it first hits.

DAITYA

YR AC:8 AD&D AC:2 Attacks:2 Claws for 1D12 each
 YR DR:6/10 HD:10D12 1 Fire Breath for 2D12
 YR AR:10 ST:6

This is a small black dragon in appearance, and can easily be mistaken for such. However. It cannot be damaged by any weapon save one made from the bones of a holy man. A genuine holy man, i.e. a L/G Cleric of level 6 or better. Use this monster to pull a switch on an over-confident high-level party.

ICE MANTA

YR AC:6 AD&D AC:4 Attacks:1 Sting for 3D12
 YR DR:4/7 HD:17D8 2 Wing Spurs for 1D10
 YR AR:9 ST:8 1 Bite for 1D8

These are the product of the Weirdlings, or White Wizards, a race of pre-human Magic Users. They are giant grey mantas who can float above the ground. They are not very intelligent, but they are well conditioned. They can cause snow to be disturbed into a blizzard like storm, if it is present, by the motion of their wings. Their main attack is their sting. They live in polar regions. They are carnivorous. They sleep on the ice or snow, and it is hard to spot them. Persons have been known to walk onto their backs unknowingly, and unfortunately.

SAND MANTA

YR AC:8 AD&D AC:3 Attacks:1 Sting for 4D10
 YR DR:4/8 HD:20D8 2 Wing Spurs for 1D12
 YR AR:10 ST:7 1 Bite for 1D10

This creature is bred from the same stock as the above, but for very different conditions. It is sand colored, with rough skin, somewhat larger than the Ice Manta. It can stir up a sand storm with the motion of its wings. Both species are native to the world of Uttgart.



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ABYSS QUARTERLY

This top-flight magazine of Fantasy Role Playing and Adventure Gaming is published roughly quarterly. It features fiction, articles, and rule variants. Articles deal with all major FRP systems, including RENEQUEST, ARDUIN GRIMOIRE, DUNGEONS AND DRAGONS, TUNNELS AND TROLLS, CHIVALRY AND SORCERY, TRAVELLER, AND SPACE QUEST. Featured writers include Dave Nalle, Lew Bryson, Tom Curtin, Ronald Pehr, David Dyche, Bob Ellis, and David Dunham.

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Submissions with SASE are welcomed. The editor is David F. Nalle.

WYRDWORLD ADVENTURE SERIES

#1: *Kahldath the Messiah*: This is an adventure for medium levels, and an introduction to the world of WYRDWORLD. It lasts 4 to 8 hours, and is quite easy to run. It is based around an attempt to assassinate a rebel messiah on the orders of Zhoral, high-priest of Ahriman in the city of Carzal. \$3

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#4: *The Eye of Ba'al*: With luck, this will be out in late June or early July.

MINI-SYSTEM #1: WERES

This is a small booklet which goes into detail on the running of Were creatures as both Player Characters and NPCs. It goes into exhaustive detail on the nature and characteristics of 51 different were creatures. It is a small booklet with reduced type. \$1

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