

Abys

12

APRIL, 1981

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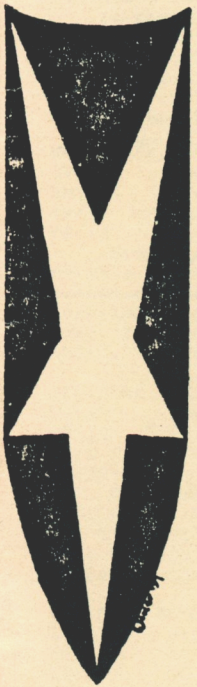
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EDITORIAL

DAVE NALLE

It seems as if each new issue of ABYSS comes crowding on the one before, ever closer together, pushing us towards a bi-monthly, or even a monthly schedule.

This issue is like that. Because of MINI-CON this issue has to be out by the end of March, even though the last issue was out in early February. This is because of the Mini-Adventure which we need to run at MINI-CON for the team D&D tournament.

On other matters, we are continuing with our new format of Special Features and Regular Columns. Some of the regular columns which we featured last issue may not remain totally regular. For example, THE ARTS ARCANE, and BACKGROUNDING may alternate issues, depending on the press of other, higher priority material.

I also want to urge you readers out there to consider sending in some articles, or if art is your field, art. As it is now, a few writers and artists, albeit very fine ones, are supplying most of the material each issue. I'm getting tired of pestering people for articles. If you've got some good ideas, send something in. We are glad to take very short bits. Send us a brief piece.

RAGNAROK ENTERPRISES has a bit of news. We will be sponsoring and running four events at GENCON EAST, a giant convention which is being planned for July 23rd-26th, in Cherry Hill, NJ. We will be running an NYR demonstration, a D&D Variant Dungeon/Tournament, a Challenge Dungeon, and a set of 5 1 hour seminars on Character Class Role-Playing. The seminars will be on Fighters, Clerics, Mages, Assassins & Thieves, and Unusual/Eccentric Classes. I urge all of you to find a registration form in any of the large circulation FRP magazines, and sign up for some of our events.

Enough of this mindless meandering. I'll leave you to carry on and enjoy this issue. As ever, comments on anything in these pages is welcome and carefully considered.

Dave Nalle
Lancaster PA
April 1981

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FILLING THE PENTACLE

DAVE NALLE

This issue we'll have a bit of a change from the last few. Instead of the usual fearsome demons bulging with power I'd like to present a few lesser Demons and choice Imps.

FRASHEK, IMP OF FIRE

LVL:8 ST:6 Attacks:Breathe Fire for 3D8 Located
 HP:60 AC:3 or Immolate for 1D12 overall
 AR:12 WR:85
 DR:15

Frashek is a major imp of flame, typical of his breed. He is 4ft tall, tough and wiry, with bronzish skin, pointed ears, and red eyes. He can do all of the standard impish things, such as teleport, possess, and go invisible. His special powers involve flame. He can breathe fire or immolate. In addition, he can put out fires, or light them at will. He can also control the level and intensity of flame.

LABROAG, IMP OF TEMPTATION

LVL:7 ST:7 Attacks:None Physical
 HP:50 AC:0
 AR:8 WR:80
 DR:12

Labroag appears as a 3ft tall, pink-skinned, very fat cherub. He can fly, teleport, possess, and go invisible. His realm of power is the fleshly pleasures, especially eating and sloth. He has the power to make people ravenously hungry and glutinous, with a minus 5 save, or lazy and indolent with a -3 save. Those possessed by Labroag become lazy and glutinous, and behave in a petulant and childish manner.

GRONDALAK, DEMON GUARDIAN

LVL:14 ST:3 Attacks:2 Claws for 3D12
 HP:125 AC:8 1 Bite for 1D10
 AR:15 WR:150
 DR:13

Grondalak is a demon who specializes in guarding people and treasures. He is a 8ft tall, scaled humanoid with claws and fangs. He has 5 eyes, in a ring around his skull for full visibility in 360 degrees. He cannot be surprised, and never rests. In addition to his physical attacks he can teleport, fly, and go invisible. He also has the power of casting a -7 hold spell. He is not incredibly bright.

SELISTAR, IMP OF FEAR

LVL:5 ST:5 Attacks:2 Claws for 1D8 each
 HP:30 AC:0
 AR:5 WR:60
 DR:20

Selistar appears as a 2ft tall humanoid with clawed hands and a horribly ugly face. He has the usual imp powers, but also the power to cause any who see his face to be paralysed with fear at a -3 save. He can also make his body invisible, and leave his face visible. Those he possesses have horrible facial contortions, and go mad with fear.

DEMYANE, DEMON OF DARKNESS

LVL:16 ST:2 Attacks:2 Claws 4D6
 HP:145 AC:12 1 Tail 1D8
 AR:18 WR:200
 DR:20

Demyane appears as a 10ft tall black humanoid with black bat-wings and glowing red-eyes. He has magical powers of: move silently, assimilate with darkness, create darkness, fear, teleport, fly, immune to sleep and stoning, immune to fear. AR and DR x1.5 in darkness. Blows from claws drain 1 from CON and 1D20FP each. CON loss returns in 1D8 days. All slain become damned and under his control. He will take them to hell.

DROMIKAK, DEMON ASSASSIN

LVL:18 ST:0 Attacks: Paralytic fear in his presence, plus:
 HP:150 AC:8 2 Long Knives for 2D10+5, point or edge,
 AR:20 WR:300 both with -8 paralyzing poison.
 DR:25

Dromikak appears as a tall, thin, grey-skinned, cloaked humanoid. He is a master assassin, and almost of the level of the demon nobility. He attacks with two poison daggers, and always has his level-his target's level times 12% of getting backstrike for 5 times damage. He moves silently, can go invisible at 55th level, teleports, and can never be surprised. He is the equivalent of an 18th level fighter/assassin. He cannot be summoned in a pentacle, as these are automatically dispelled in his presence, no matter what their level. He will only obey sorcerer's with WR(SI) of 400 or more. His presence causes paralytic fear, unless he suppresses this effect. He can see invisible up to 100th level, and can hit any of the half-planes. His services do not come cheap!

Well, we seem to have covered a good range of demon types from the lowliest imps to the mightiest of the prime demons. These should help any sorcerer deal with the more mundane aspects of his craft.

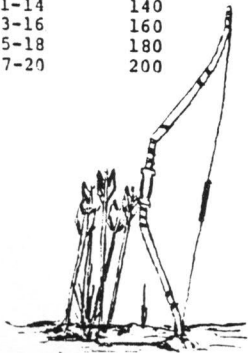
A NEW ARCHERY SYSTEM

JON SCHULLER

This is a simple modification system suitable to the NYR and most other FRPping systems where bows are used. It is designed in specific reference to the Kymric or Welsh longbow, and basically it indicates the modification to damage and chance to hit as determined by the distance of the target. This will be expressed in terms of the NYR, but if you look at the Damage Class system in ABYSS #11 you should be able to adjust it to any system.

The pull of the bow in pounds indicates the range of damage classes which it can convey in damage. If you are using a bow of a given pull the damage class of the arrow will be your DC if it is in the assigned range, or else the top DC if your is above the range. If your DC is below the range of the bow, you cannot pull it. The table to the left shows the pulls and DC ranges.

DC RANGE	PULL (LBS)
1-4	40
3-6	60
5-8	80
7-10	100
9-12	120
11-14	140
13-16	160
15-18	180
17-20	200



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The table given here below shows the effects of distance in yards on AR(Attack Rating), and on DC. Both decrease with distance.

RANGE (YDS)	AR-	DC-
10	0	0
20	-1	0
30	-2	0
40	-3	-1
50	-4	-1
60	-5	-1
70	-6	-2
80	-7	-2
90	-8	-2
100	-9	-3
110	-10	-3
120	-11	-4
130	-12	-4
140	-13	-5
150	-14	-5
160	-15	-6
170	-16	-7
180	-17	-8
190	-18	-10
200	-19	-12

GUESS WHAT'S COMING TO DINNER

ENVELOPER
 NYR AR:10 HT:8' (di)
 NYR DR:12 WT:25
 NYR AC:0 HP:10
 D&D AC:3 ST:11
 Level:5 AL:N/N/P

Attacks: Envelope: save -3 vs. suffocation
 Suck Blood: -2D20 FP, -1 CON
 Poison: -3 save vs. sleep

This is a creature which resembles nothing quite so much as a cellophane pancake. It is a transparent, flexible disk, which can float on breezes, or attach itself to walls and roofs. Its favorite attack is to drop on a victim from some height, enveloping him. The victim will suffocate in CON/3 CR if it is not removed by a sleep spell or some other means. They are strong, and can pin a man's arms to his sides. They also suck blood with spikes on their rims, as shown above. There is a save against the suffocation. (Glenn Moore)

MORTAR-TOAD

NYR AR:15 HT:4' Attacks: 1 Exploding Fireball for 5D12
 NYR DR:5 WT:125
 NYR AC:4 HP:25
 D&D AC:6 ST:10
 Level:6 AL:N/N/N

These are giant, not very active toads. They can leap up to 50ft, and their only attack is their breath weapon. They open their huge mouths and croak, and from the mouth is fired a large, ball of flaming magma. It will explode on impact, doing the given damage as an explosion in a 15ft radius. (Dave Nalle)

MNEMON

NYR AR:5 HT:7' Attacks: None Physical
 NYR DR:0 WT:800
 NYR AC:16 HP:100
 D&D AC:0 ST:7
 Level:14 AL:N/E/P

This is a race of rare and dangerous creatures. They are immensely fat, thick-skinned, hairless humanoids. They are very ugly, and have four arms. They rarely move at all. Their four spindly arms are used to feed and to cast spells. They can use up to four spells simultaneously. All of their spells are mental/psychic in nature. They have a natural missile deflection ability which raises their DR against missiles of all kinds by 15. They feel almost no pain, are telepathic, and speak rarely. They like to torture humans. Their spells are: Charm/Mind Control(-3), Fear(-5), Slow (-7), Death(-1), Feeblemind(-1), Sleep(-4), and Paralysis(-6). (Jon Schuller)

VORTAX

NYR AR:20 HT:10' Attacks: 2 Wing-Claws for 1D8+4
 NYR DR:30 WT:200 1 Bite for 2D12
 NYR AC:5 HP:70 Buffet for 3D20 overall
 D&D AC:-2 ST:6
 Level:17 AL:C/E/A

This appears as a large, bat-winged creature with an elongated human head and fangs. Instead of a tail it has a whirlwind, which it creates in a process similar to that of a jet, which it uses for propulsion. They move quite fast, and can use the whirlwind as a weapon. They are of limited intelligence. (Steve Parish)

BRONZE AUTOMATA

NYR AR:10 HT:8' Attacks: 2 Flamethrowers for 3D8+5 each
 NYR DR:3 WT:1000
 NYR AC:10 HP:150
 D&D AC:0 ST:5
 Level:12 AL:N/N/N

This looks just like a bronze golem with its arms chopped off and hollow. However, those hollow arms are flamethrowers with 2D20+5 charges of flame each. The flame does overall damage, and can be a very nasty surprise for a party of adventurers. In hand to hand it is located in a single area, which is struck and flamed directly. (Dave Nalle)

BACKGROUNDING: THE NOBLEST OF STEEDS

JON SCHULLER

Norse mythology abounds with fantastic creatures. Some of these can be fitted well into any campaign, and add a particularly interesting flavor. Perhaps the best example of this type of mythological creature is the Great Horse. A number of magical super-horses appear in the sagas and myths. In

addition to Sleipnir and the other great horses of the Aesir, there are some lesser mounts which could be lent out to heroes and other mortals on occasion as a sign of favor.

There are three main horses of semi-divine nature. These are Skinfaxe, the horse of light, Hrimfaxe, the horse of darkness, and the three twin horses of the sun, Alsvin, Alsvith, and Arvak. Giving these out as companions to suitable adventurers can prove a novel and interesting substitute for dull and repetitive magic items.

SKINFAXE

This horse appears as a slightly larger than normal horse, about 20 hands high. It is pure white, and almost shines with an inner light. It can run at a movement rate of 250ft/CR, or walks at 75ft/CR. It can also leap up to a mile 5 times a day. Those who see it in battle have to save -3 against being blinded for 1D8 hours. Any who enter combat with it or its rider are at a disadvantage as their AR is halved. The rider is protected from any light-based attack, and the horse creates constant light in darkness. His hooves strike for 2D20+5 each, and he is battle trained. He has 200 HP. He has full human intelligence, but cannot speak. His AR is 25, his DR is 40.

HRIMFAXE

Hrimfaxe is jet black. He is 20 hands high, walks at 70, and Runs at 210. He can leap up to a mile 3 times a day. He can create total darkness in a 50ft radius, can see in the dark, and can lower the temperature in a 50ft radius by up to 50 degrees fahrenheit. All who see him must save against fear. He attacks with hooves for 2D12+10 each, and with freezing breath for 3D20 overall. The rider is protected against any fear or darkness attack, and can see in the dark. He is battle trained, and fully intelligent, though he cannot speak. He has 250 HP, an AR of 20 and a DR of 25.

ALSVIN, ALSVITH, AND ARVAK

These three horses are identical golden steeds. They stand 18 high, and glow with light, though less brightly than Skinfaxe. They walk at 60 and run at 180. Their riders are protected from heat and flame. They can raise the temperature in a 25ft radius by up to 30 degrees. Their hooves strike for 3D8+5, and they breathe fire for 3D12. They are battle trained, fully intelligent, and don't speak. They have 150 HP each, ARs of 15 and DRs of 25.

These five horses are just a sample of the creatures available in the Norse mythos. They will join with a suitable warrior as a companion and an equal. They will slay anyone who tries to control or dominate them. All of the horses are immune to most magic and magical attacks, though this does not extend to the rider. The movement of a normal horse is about 40-120ft/CR. A normal horse is 16 hands high.

USING MINIATURES WITH THE NYR

CARL JONES

The New Ysgarth Rules include little information on the effects of those limitations which become apparent with the use of miniatures on the various ratings used in combat. Here I will attempt to solve that problem.

There are various restrictions on the use of a weapon because of the limited space in which it is being used. To determine the actual restrictions it is necessary to know the area in question (this is clear in any miniatures battle), the length of the weapon, and to establish the relationship between the two. Naturally none of these restrictions having to do with swing area effect point weapons, such as spears and rapiers. Given to the left are some popular weapons and their lengths.

WEAPON	LENGTH	LENGTH
Dagger		1ft
Mace/Shortsword/Sling		2ft
Broadsword/Battle Axe/Bolo		3ft
Morningstar/Great Axe		4ft
Bastard Sword/Staff		5ft
Great Sword		6ft
Flail/Halberd		8ft



Using these weapon lengths we can then establish a list of various combat radii (the distance the warrior has between him and the nearest obstacle to his swing, either to his left or right, or both, including other people). For example, going single-file down a 4ft wide corridor there would be a Combat Radius of 2ft. Standing 2 abreast at double arms length would give a radius of about 5ft. Given below are the various radii and their effect on the weapons given above.

COMBAT RADIUS	EFFECT ON WEAPONS
0-2ft	1-3ft Weapons $\frac{1}{4}$, 4-8ft weapons $\frac{1}{2}$
3ft	1ft Weapons full, 2-4ft weapons $\frac{1}{4}$, 5-8ft weapons $\frac{1}{2}$
4ft	1-2ft Weapons full, 3-5ft Weapons $\frac{1}{4}$, 6-8ft $\frac{1}{2}$
5ft	1-3ft Weapons full, 4-6ft Weapons $\frac{1}{4}$, 8ft Weapons $\frac{1}{2}$
6ft	1-4ft Weapons full, 5-6ft Weapons $\frac{1}{4}$, 8ft Weapons $\frac{1}{2}$
7ft	1-5ft Weapons full, 6-8ft Weapons $\frac{1}{4}$
8ft	1-6ft Weapons full, 8ft Weapons $\frac{1}{4}$
9ft	1-6ft Weapons full, 8ft Weapons $\frac{1}{2}$
10ft	All Weapons full

What this

What this chart means is that those weapons indicated are reduced by the indicated factor in that situation. This reduction is in AR and DC both. For example, a Great Sword, a 6ft weapon would have $\frac{1}{4}$ AR and Damage in a 3ft Combat Radius, $\frac{1}{2}$ at 5ft, and full at 8ft.

One additional note. If the roof is lower than the character's height plus 2ft plus the weapon length, and his AR and DR are already reduced, halve them again, as he cannot get an over the head swing.

This covers combat in enclosed areas. Miniature rules are easy to develop for other situations, when they become clear. Movement and the like is clearly covered in the NYR.

THE ONLY GOOD HOBBIT...
(Off Polarion, Part IV)

LEW BRYSON

The long room on the second floor of the Inn of the Stunned Cow was silent except for the occasional rustling of bedclothes as one of the five adventurers settled into a less uncomfortable position. Unferth lay on the straw mattress and thought upon the expedition and his mates. They had lost their original ship in a battle which brought them a new ship, and so they were no worse off there. Things had really clicked when they had landed and met three poofter-inclined Ogre-Magi. It was then that Unferth realized the group's potential. The impulsive bloodthirstyness of Mithrandir, the powerful and carefree fusion of Implotius and his weirdsword Mimir, Alroy's mindless precision with his knives, his own skillful leadership, even Talos' skill for making enemies over-confident, everything worked to make them a flexible, potent, and fast-moving force. This looked like a perfect opportunity to sack a town, without taking any losses. Odin's ankles but it was great to be a Viking!

Mithrandir was thinking, as usual. Maybe Unferth thought he had made an impression on him by bawling him out in front of the others, but he'd see. Tomorrow, Mithrandir was going to track down the little hobbit bastard that had called him a jerk and make steaks out of him. Or maybe chops, hobbit chops. Yes, yes...and he chuckled himself to sleep.

This place is great, Implotius mused to himself. There's beer, food, beds, and best of all there was an oxcart in the stables. Implotius was the best ox-skinner in the multiverse, and tomorrow he'd be the Mad Greek, rumbuling down the streets, leaning out of his ox-drawn chariot and cutting down anyone foolish enough to stand in his way. Once more before he dozed off he looked over to where Talos' hand lay in the basin of warm water he'd placed there. He laughed softly as he pictured the Nordic's wet embaradment in the morning.

Morning came before dawn in a series of loud gurgles from Mithrandir who was trying to breathe around a dagger which was in his throat. It was a hobbit, he knew it, he'd skin the little bastard, he'd---The wizard kicked once more, convulsively, and expired. The others were on their feet, with weapons in hand, looking frantically for the killer. They heard a slam under Mithrandir's bed, and a search revealed a hobbit-sized trapdoor.

"He must be in the building. Alroy, stay here and guard the trapdoor. Kill anything that comes through it. Talos, Implotius, come with me!" Unferth rapped out the orders and strode from the room, Talos and the Greek were close behind while Alroy took his post in drooling silence.

They ran down the stairs and entered the common room. Unferth went to the bar and pounded with a mailed fist. "Innkeeper! FRONT AND CENTER!" he bellowed as two mugs bounced off the bar. The door to the kitchen crashed open as the innkeeper scurried in, his shirt-sleeves folded up past his elbows and a pail of steaming water in his hands. He sat the pail on a stool, thrust both forearms into it, and as he began to scrub them industriously, he looked up and said, "Breakfast gentlemen, a mug of small beer?" Talos stared at him. "What the Hel are you doing?"

"Oh, just washing up. I was laying the fire when you called, and had soot all over my arms. What'll it be sirs?" grinned the hobbit as he panted a bit and examined his nails.

Mimir flashed blue across the bar as Implotius used the sword to point out some fresh blood spots on the hobbit's tunic. He gave the hobbit a questioning look as he jabbed at the spots.

"Hey, its already got blood on it, don't put a hole in it yet," squealed the hobbit, pushing away the sword. "All right, so I was butchering a pig! Izzat a crime? Now put the tool away, huh?"

Implotius sheepishly put Mimir in its scabbard and looked around the common room. There was no sign of trapdoors, or business, as the place was deserted.

The hobbit, noticing a distinct lack of innkeeper directed interest, turned back to his fingernails. "Uh-oh, a hangnail." He pulled out a dagger as Unferth turned to ask him a question. Both saw the blood-stained blade at the same time. "Whoops," said the hobbit, and threw the dagger at Unferth. It went wide as the Viking hauled out his Spatha and vaulted over the bar to meet the hot water thrown in his face.

"You damned Biggers! I'll kill you all!" The hobbit screamed and dove for a trapdoor under the bar. Talos came over the bar just in time to see the door slam shut. The Greek was right behind him, and the three of them fell on the floor, smashing a keg of beer which flowed around them.

"Get off me! Get off you fools!" Unferth struggled to get up as Talos and Implotius drank what they could from the stove-in keg. The noise brought a young hobbit maiden into the room.

"Sirs, stop this! You cannot fight here, I shall call my father!" She began beating the three men with a broom.

"Hey, cut that out! Your dad already lammed out, and your all in a lot of trouble!" Unferth grabbed the broom and walloped the girl with it. "Your father killed our commrade, and we're going to trim his neck a bit."

"Oh, no, please sirs! I can help your friend! Please do not kill my father!" The girl laid on the floor and cried as Talos looked at Unferth, "How do you help a dead man?" he asked.

Unferth kicked the weeping hobbit. "Hey, what do you mean, help? He's dead!"

"You need but pour the waters of the fountain on him and he will live. Oh, please sirs, don't kill my father, you can't kill him, please, burble blurp..." Her babbling continued as Unferth dropped her in the half-full beer barrel. "Let's go!" he called as he raced to the door. The other two were slow to follow. Implotius wondered why Unferth had ruined a perfectly good half-keg of beer, and Talos noticed for the first time the wet front of his breeches.

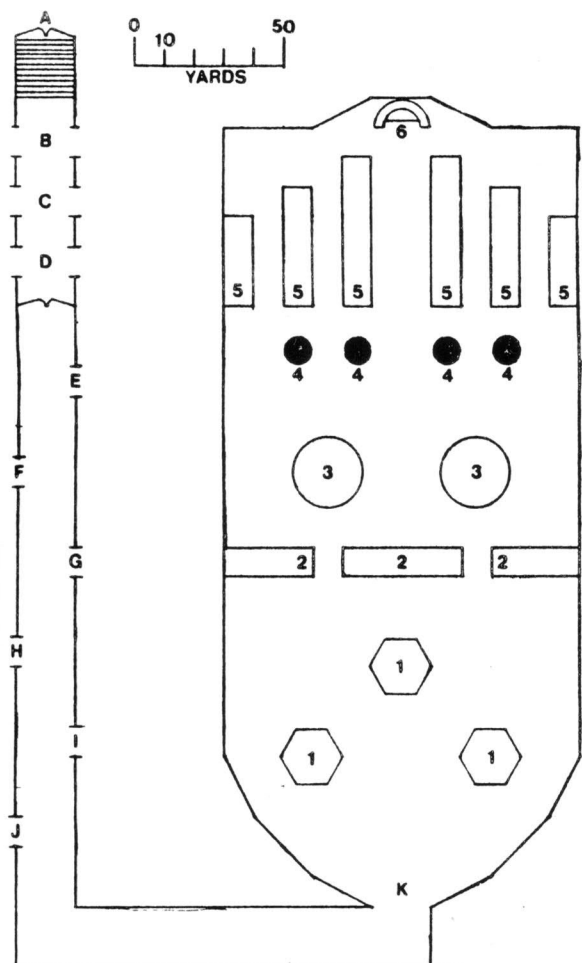
They brought the miracle-water back to the room where Alroy still sat looking at the trapdoor in rapt fascination. They poured the water on the wizard's body, and as they watched, the wound healed and he began to breathe. His eyes and mouth shot open. "Where is he? I'll kill the little monster! Hey...I'm not dead! What is this?" His eyes were wide with amazement.

"Don't fight it. The hobbit that runs this place is the one that cashed your chips." Unferth looked around, appraising the surroundings. "And you know, I think this place would cover the wergeld nicely. Let's go down and meet our new employees."

The group toddled down the stairs, a momentarily cowed Mithrandir in the rear. Implotius looked around the common room. It was still deserted, but a splashing sound came from behind the bar. He smiled, leaped over it, and shortly the beer-soaked hobbit came sailing across the room to land with a

THE TRIAL OF PTAH

Time: 2½ Hours
 Level: 7 to 9
 Designer: Dave Nalle



INTRODUCTION

The party for this adventure should be made up of mostly fighters, preferably ones who worship a god of the Egyptian mythology. The purpose of the adventure is to put these characters to a test of their skill, wit and abilities. If any are brought who are not fighters they should at least have some fighting ability to get by. Magical powers will not be a hindrance.

The characters who are picked for the adventure are summoned to the temple of Ptah. There they are told that they are to undergo a test of their skill to find out which one will become the "Chosen One", destined to become the champion on Earth of the Egyptian Gods. They are also told that the winning of the trial will require their minds as well as their brawn, and that those who fail the test will gain honor in the afterlife, but will not return to this world.

They are then taken to a secret room in the back of the temple. They are shown to the "Gate of the Million Spheres," which is their route to the test.

It is recommended that no more than 8 and no fewer than 4 characters be brought on this adventure.

A: The Gate of the Million Spheres-This is a double door 30yds high and 20yds wide. It is covered with intricate, interwoven circles. It leads to the path of Ptah, which the party must traverse successfully to reach the end of the test. The steps beyond the gate lead to a long corridor. From its center, looking down it, it seems to be uninterrupted, but from any angle, shimmering silver gates can be seen across the corridor at B, C, & D.

B: Here the corridor seems to end in a shimmering silver gate. Through the gate is a clearing in a wood. A path stretches away to the right, about 5ft wide. There is thick brush to the left. The area in front of the gate is grassy, and 10 yards into the clearing is another silver gate, beyond which the corridor seems to continue. Coming down the path into the clearing is a black horse bearing a man in heavy plate armor painted black. If the party enters the clearing he will challenge them to meet him in single combat in a hollow, echoing voice. If they meet him one by one he will dismount to fight. If not he will charge them with his lance.

BLACK KNIGHT

MYR AR:18 HT:5'10"
 MYR DR:10 WT:185
 MYR AC:14 HP:65
 D&D AC:-5 ST:6
 Level:15 AL:C/N/A

Attacks: Lance Charge for 3D20(P)
 or Flail in Hand to Hand for 3D10(C)

This Black Knight has his DR halved while on horseback. He will only attack mounted if the walking members of the party refuse to fight him fairly one-to-one. He will try to stop them from getting to the other gate.

C: After the corridor continues for 10 yards, there is another silver gate. Beyond this one is a room. The room has flagstones for a floor, and stone walls are visible far off. The apparent dimensions are 1000 yards square, with a roof so high as to be invisible. The walls are too far away for any doors to be seen. To the left of the gate is a glass cylinder 100 yards high and 50 yards in diameter. It seems to be filled with a black liquid. Next to the cylinder is a large gong with a hammer attached to it. 10 yards beyond the entry gate is another gate through which a bit of the corridor can be seen. If the gong is struck, the glass cylinder will shatter. Black smoke will pour out of it, congealing into the form of the monstrous demon Sadjetzak, who will attack the party.

SADJETZAK

NYR AR:25	HT:13'	Attacks: 2 Claws for 3D12+5
NYR DR:15	WT:5000	Breathe Flame 5DR
NYR AC:16	HP:175	
D&D AC:-7	ST:2	
Level:20	AL:C/E/A	

The demon is a very tall humanoid, with black skin, and somewhat asian looking features. He has large claws, and breathes fire. He causes an automatic fear save, and is immune to fire, light, and darkness based attacks. His fire is magical, and will bypass fire protections.

D: This gate lets out onto a mountain road, and it is night. There are chill winds blowing, but the gate back into the corridor is visible a scant 10 yards ahead on the road. To the right is a sheer drop, to the left, a sheer wall of cliff. The road is 10yds wide. With a flap of wings 3 Night-Flyers drop down the cliff to do a dive attack on the party. They continue with standard attacks, trying to drive their victims off the cliff.

NIGHT-FLYER

NYR AR:13	HT:40"	Attacks: 2 Claws for 1D8
NYR DR:18	WT:25	1 Bite for 1D12
NYR AC:3	HP:15	
D&D AC:3	ST:11	
Level:8	AL:N/N/N	

These are large, winged felines who live in mountain areas and attack primarily by night. In a diving attack they get double damage, and they usually use this as their initial attack.

After passing this pair of gates the party sees a double door ahead of them. It is not locked or barred, and opens easily. Beyond the door is a long corridor. The lettered openings on right and left are shimmering gates similar to the previous ones, but open in two directions, so that passing through them puts the passer on the appropriate plane, but they can be walked back through to the corridor. However, they phase. They are open one way, then they stay that way for 5CR before being open in the other direction for 5CR. Thus the party may get trapped on the far side of the gate for several CR before it opens the route back.

E: This gate allows passage into a rocky field which is strewn with bones and rusted armor. An ancient man in a white robe is standing about 10 yards from the gate. He holds a silver rod in his hand, which has a white-glowing tip. It is the Rod of Annihilation. He says, "Let the greatest come forward and receive his reward." If anyone comes forward he will touch them with the tip of his staff. He will then disappear. He has no physical substance to speak of, so cannot be attacked. Any magical or physical attacks will be turned and he will counter-attack with the rod. The rod alone is real.

ROD OF ANNIHILATION-This is a silver rod with a white-glowing tip. Whatever the tip touches will glow white and then be consumed and destroyed. This effect has a -5 save, and will spread to an adjacent area or object on the second CR. That area has a -3 save. When it moves on the next area has a -1 save, the one after that has a normal save, and the effect will not spread more than four areas. This can be quite fatal. Each use takes 1 charge. It has 1D4+1 charges total. It may work slowly with large creatures or objects.

F: This gate opens on to a campsite in the mountains which has been recently vacated. There are burnt human bones in the fire. There are no monsters or dangers here, except that the gate is malfunctioning, and there is a chance of 25% per person who uses it that he will be sent to room E, G, H, or I instead of F. This effect takes place both entering and leaving by the gate.

G: This is a 30x30ft stone chamber. Standing in it is a Priest of Anhur. The door is set to admit only Warriors, and only one at a time. He will take any who enter in single combat to the death.

PRIEST OF ANHUR

NYR AR:15	HT:5'6"	Attacks: 2 Hands with Sestus for 2D8+5(E)
NYR DR:20	WT:135	1 Kick for 3D6+3(C)
NYR AC:1	HP:50	
D&D AC:1	ST:8	
Level:13	AL:L/N/A	

This Priest is an accomplished martial artist. He can attack with both hands, which are in clawed gauntlets, and also kick with one foot, each CR. His left Sestus has a -3 Paralysis poison on its claws. The right has a normal death poison on the claws. He will not kill any who are incapacitated. He will just expel them.

H: This gate opens on a room with a long stone table with a number of chairs equal to the number of people in the party. Once the whole party is through the door becomes impassable until the following events have taken place. If a character sits in any of the seats, a glass containing a black liquid will appear in front of him. He will then hear the voice of his god saying "Drink this poison and join me forever in the afterlife." 10 minutes after they have entered the room a -10 poison gas causing death is released into the chamber. The poison in the glasses is the anti toxin. Those who drink will live, but those who didn't will die painfully. After the gas has been released the door becomes passable again.

I: Beyond this door is a mountain top. Nestled among some rocks is a bird's nest. In it are three eggs which glow with internal light. The door is about 25ft away. If anyone approaches within 10ft, there is a 25% chance per person that the eggs will hatch, releasing phoenixs. They are very valuable if they can be taken unhatched. If the phoenixs hatch they will attack the party.

PHOENIX

NYR AR:10	LN:3'	Attacks: Beak 1D8
NYR DR:13	WT:20	2 Claws 1D12 each
NYR AC:3	HP:25	Plus flame for 3D8 overall
D&D AC:2	ST:5	
Level:10	AL:C/N/A	

These are medium sized, red-gold, glowing birds. They are highly magical in nature, and very valuable if caught. When slain they will burst into flame, turn to ash. They will rise from the ashes to attack again in 1D20 CR.

J: Through this door is a desert. The party can see 4 winged creatures which are circling high above them. These will dive down and attack when 3 or more people are through the door. They are Klakars.

KLAKAR

NYR AR:3	HT:5'	Attacks: 2 Claws for 4D8 each
NYR DR:10	WT:150	
NYR AC:4	HP:40	
D&D AC:3	ST:9	
Level:3	AL:N/E/A	

These are short, broad, winged apes who attack with eagle-like fore-claws for considerable damage. They travel in packs, and eat carrion. They are wildly intelligent.

K: This is the final room, a trial set by Ptah for those who have survived this far. Each of the numbered areas is an obstacle which will produce a monster related to its nature. These monsters will try to block the party from reaching the throne at the back.

1: These are smoking pits 30ft deep. From the smoke each one will produce a Smoke Golem.

SMOKE GOLEM

NYR AR:7	HT:3'	Attacks: 2 Fists for 1D20 each(C)
NYR DR:14	WT:0+	Envelope, -3 save vs. suffocation
NYR AC:0	HP:75	
D&D AC:5	ST:4	
Level:15	AL:N/N/N	

These are humanoid forms of condensed smoke. They are quite hot, and attack with fists, or try to envelope a victim so that he chokes to death.

2: These are walls of flame, 10yds thick. Any passing through them will take 4D20 overall from flame. Imps guard the two passages through the wall. There are 3 flame imps at each.

FLAME IMPS

NYR AR:10	HT:5'	Attacks: Flaming Rapier for 1D3+1D6 Flame(P)
NYR DR:18	WT:100	
NYR AC:3	HP:50	
D&D AC:1	ST:6	
Level:10	AL:N/E/A	

These are short, scaly, grinning humanoids. Their rapiers will keep flaming for another 1D20+5 minutes after the imps have them.

3: These are huge clusters of ice crystals. From each one comes an Ice Golem, two total. They take double damage from flame.

ICE GOLEM

NYR AR:8	HT:9'	Attacks: 2 Scythe Arms for 1D20 + 30% SS(E)
NYR DR:20	WT:500	
NYR AC:0	HP:100	
D&D AC:3	ST:5	
Level:15	AL:N/N/N	

These are mobile, humanoid ice-crystals with sword-like arms of great sharpness. They take double damage from flame.

4: These are giant Stone Golems who will become animate when people come near.

STONE GOLEM

NYR AR:10	HT:14'	Attacks: 2 fists for 3D10+5(C)
NYR DR:3	WT:2000	
NYR AC:0	HP:125	
D&D AC:9	ST:3	
Level:15	AL:N/N/N	

These are large, animate humanoid statues of stone. They are slow but deadly.

5: These are 10ft deep trenches crackling with lightning. Each will produce one pair of Magnons which will attack the party.

MAGNON

NYR AR:12	DI:1'	Attacks: 1 Joint Smash for 5D20(C)
NYR DR:14	WT:150	
NYR AC:0	HP:75	
D&D AC:6	ST:1	
Level:12	AL:N/N/N	

These creatures resemble animate, floating bowling balls. They have a high magnetic charge, and attack in pairs, getting on either side of a target and then slamming together by exerting all of their magnetic force towards each other. They have a 50% chance of deflecting all metallic weapons.

6: This is the throne of Ptah. His image is seated here. He will reward the character who is most successful and most loyal in this adventure with any thing he desires with a value of less than 500K GP, and he will look on that person with favor. Any other survivors will get any boon up to 200K GP in value. The chosen reward will appear magically in front of the quester, and the whole party will be resurrected and teleported to the temple of Ptah, whatever their condition.

thump, still crying, at Mithrandir's feet. The Greek leaned on the bar and waited for the fireworks to start.

"AAAAAARRRGH!! IT'S A HOBBIT!" Mithrandir's entire body managed to convey rage, disgust, hatred, and hidden fear in a manner which could easily have been mistaken for demonic possession by any who did not know him. The four watched with glee as the wizard went wild. "Lightning bolt! No, frying's too good for the vermin. Sword! No, they corrode the blade. NO!" He gave a low chuckle. "The mask, heh-heh, yes, the mask."

Mithrandir reached into his pack and withdrew a pale brown, featureless mask. Grinning with the purest malevolence, he grabbed the hobbit-girl's pony-tail. "Here little hobbit, look what I have for you. A nice mask. You'll be the best masked hobbit at the masquerade, you filth---!!" He clamped the mask down on her face and laughed. He collapsed helplessly giggling, and the mask fell from her face to reveal acne, a massive nose, obscene tatoos, and a thick mustache. Mithrandir looked once and laughed until he was in pain. The hobbit ran from the room, still crying.

Stepping over the mirth-racked Mithrandir, Unferth inspected the inn. He conferred with Talos and drew plans for Implotius, giving instructions for turning the stoutly walled inn into a small, makeshift fortress. He went into the kitchen and gathered all of the workers in the common room. "all right, I'm your new boss. Your old boss quit this morning. Now, this village is really vulnerable to small raiding parties of, say, 5 or 6 men, and I want to do something about it. So you're going to do what I tell you and make this place safe for dictatorship. Got it? Okay, Talos, get 'em to work."

"Well, come on now, hobbits, let's get busy, can't keep Unferth waiting," chided the shapeshifter, wringing his hands. Why did he always get the tough jobs? He'd much rather be standing around, or polishing his armor, or just breathing, which he was really good at. "Here's what we have to do. We need arrow slits there, there, and there, a bigger bolt on the door, and..." He droned on as the Hobbits listened attentively.

Alroy noticed that one was edging away. Focussing in on his waist with the Hawk Helm, he sent a penguin emblazoned knife whistling across the room and pinned the crying halfling to one of the wooden posts by his beltloop. The Hobbit looked back to see what was holding him up. His eyes bulged at the sight of Alroy grinning as he flipped another knife in the air thirty feet away, and fainted. Talos swa-lowed hard, "Right! Let's get back to work!"

As the hobbits toiled reluctantly in the common room, Unferth wandered into the kitchen for some breakfast. He was carving hunks from a leg of mutton as Mithrandir walked in.

"Hey, where's that amulet? The Dharzi Dog one? I want to track that little son of an Otyeugh that put the shiv in my throat. Let's get moving here, huh?" Mithrandir grabbed the mutton and walked out of the kitchen, humming as he chewed hunks of meat. Unferth gasped, shrugged, and walked after him.

Leaving Alroy behind to take care of the hobbits, Implotius and Unferth followed the Dharzi-dog Mithrandir into the hobbit's escape tunnel. "Snuff-whuffle WOOF!" He commented and ran down the passageway, which was well crafted in the hobbit manner. The two men followed. The tunnel was fairly straight and lead to a wooden door. Mithrandir pawed at the door, whining. "There, good doogie, does he want to go outside?" said Unferth as he tried the door. "Ymir's freezing breath, it's locked."

Mithrandir re-appeared as he dumped the amulet. "Locked! We've got to get through, there's a hobbit in there! Stand back!"

As the Greek and Unferth took cover, Mithrandir mu-tered, waved his arms, and shapechanged into a massive land-shark, the dreaded Bulette. He threw himself at the door, snapping and clawing with all four legs in action. The door, the jamb, and about six inches of packed earth around it disappeared in a cloud of debris. The wizard looked around through the Bulette's small eyes and almost fainted. The hobbit's tunnel lead to the store-house of the village moneylender. Unferth and Implotius came through the doorway to the rare sight of a Bulette swimming in gold pieces.

"Frey's codpiece! There must be 100,000 here." Unferth said in reverence of an obvious miracle. "We're rich, or at least well-paid."

Mithrandir returned to his natural form. "Give me that amulet again. We'll find that hobbit, skrag his hide, grab the gold, and clear out of this burg. 20,000 in the clear is enough for me!" He began to reach for the amulet when Implotius put a restraining hand on his arm. He nodded at Unferth, who had a thoughtful expression on his face. Mithrandir acquiesced and they waited.

"The trouble with most Vikings," Unferth began, "is that they never learn to think big. A sacked village is nice, but there are better things. Why did we come here, to this town? Because there is no Empire here, no Imperial troops to give us trouble. The only troops here are the local militia, small forces. The lord of the area is probably lord by right of conquest, and by the Fangs of the 'aanegrim, if he can't hold it, he deserves to lose it! We're going to take this whole village!"

'ithrandir sat in thoughtful silence. Implotius wished for the thousandth time that Vikings spoke the Aegean instead of the North Sea. He was waiting for 'ithrandir to explode, for he assumed that Unferth had lectured him on hobbit-hunting. He almost dislocated his jaw when the wizard started to nod in agreement.

Half an hour and innumerable diagrams later, all three men were in agreement. They decided to leave the gold where it was, and headed back to the inn. The town was almost deserted, and Unferth suddenly remembered why.

"The festival! William Tell! Of Course!" he started to run down the street to the inn, pulling the wizard and Implotius along. "Come on guys, we've got a show to put on!"

Damn Viking's a nut, thought Implotius, must be the climate. Cold weather stunts the brain. But, a leader is a leader, and besides, most of Unferth's ideas were fun.

Later, the five of them set out from the inn riding in the oxcart, with two massive kegs of beer in the back. Alroy knew his lines, Unferth knew the gods were with them, and Implotius had learned two words in the local dialect, "Free Beer." Thus prepared, they rode out to conquer.

THE DRAGON'S HORDE

LIVING MAIL

This is a suit of very flexible, form-fitting chainmail which covers the entire body except the face. It makes the wearer unusually susceptible to insanity, giving him a -10 on the save. It gives him a +7 save versus all other magic. It also regenerates itself at a rate of 3pts/area/CR. It is armor class 6+5. (Jon Schuller)

SPHERE OF SATHROS

This is a 6 inch diameter grey crystal. It has only one power. IT suppresses all magical spells, powers, and effects, including Magic Items and natural abilities, in a 30ft radius sphere. This includes the bearer. It has a limited power supply, and will only last for about 1D20 days. (Dave Nalle)

SERPENTINE SWORD

This is a Two-Handed Broadsword with a serpentine, wavy blade. The metal of the blade oozes poison which causes the area hit to swell up, and the person hit to die in 1D10 minutes. In addition, it gives the bearer protection from hypnosis and mind control, and lets him move silently. It is +4/+4, hits for 2D8, and has 20% Sword of Sharpness. (Tom Moskowitz)

THE GLOVE OF GAIEON

This is a glove of mail designed to fit the right hand of a typical human male. Once put on it cannot be removed. The area which it covers is made practically invulnerable to any magical or physical attacks, though poisons which enter the body in another area will have effect. For each level that the character gains after the glove is put on, it spreads to cover one additional area of the body adjacent to the one it starts in. The order is R Hand, R ForeArm, R Upper Arm, R Chest, L Chest, Abdomen & Neck & L Upper Arm, Groin--Throat & L ForeArm, Thighs--Mouth & L Hand, Calves & Eyes, Feet & Pate. Thus, when the character has advanced ten levels he will be completely covered.



Those areas covered by the armor are under its control. It is motivated by a driving desire to destroy all that is good and wholesome in the world. If the person is completely covered he is completely controlled. (Dave Nalle)

THE CESTUS OF SEVERIUS

This is a magical cestus. The cestus is a weapon which is a clawed glove. This one is for the right hand. It is Armor Class 8+5, and regenerates at a point of armor per CR. It is +5/+5 hits for 1D12, and has a mangling effect of 35%, equivalent to sword of sharpness. If it is not used in an attack, it can be used to block one magical missile, or ray, or to deflect any single normal missile. (Dave Nalle)

SKILLS & TRAINING—SKILL BREAKDOWN

BRIAN MACAFFEE

A rather impressive skill system has been growing in these pages since ABYSS #4. Dave Nalle and Rick Shaw have done some impressive work on building the basic system. I'd like to use this column to refine the system in a new area.

Most of the skills which have been described here in the past and have had costs assigned, have been very general skills, incorporating many lesser skills. For example, Broadsword, which includes thrusts, edge attacks, and several defenses. What I propose is that the different levels of proficiency within a given skill be defined and kept track of. This would be particularly useful in cases of duels and the like. This is definitely and optional system addition.

The way this works is that each skill is divided into several parts, usually 3 to 8 of them. Then, each skill level in that skill as a whole is equal to the skill point cost per level of the skill as distribution skill points. However, these points can be distributed in any way the person wishes. Thus a skill with a cost of 7, and 7 subdivisions could be made 1st level in all areas, or 6 in 1, 1 in another, and 0 in the rest, or any other combination. Thus each character would have particular strengths and weaknesses.

To illustrate this concept I have taken several combat skills for breakdown. This concept is also very applicable to non-combat skills. The skills in question are Broadsword, Quarterstaff, Mace, and Whip.

There are a variety of actions which can be performed with any given weapon. They are of varying degrees of effectiveness. In general any weapon can be classified as Club(C), Edge(E), or Point(P), by defining its medium of damage. Some weapons may have multiple types of attack. When a weapon is used in an attack for which it is not suited the damage which it does is lowered. Using the Damage Class system the damage reduction is shown on the table to the right. It is shown by the type of attack it is intended for and by the type of attack used, as a minus from Damage Class. In addition, weapons can be used defensively. There is a certain attack best suited to each weapon, and a certain defense best suited to each attack type.

WEAPON SUITABILITY	ATTACK MODE USED		
	CLUB	EDGE	POINT
CLUB	=	-1	-3
EDGE	-2	=	-2
POINT	-3	-1	=

This system simplifies the variety of attack and defense modes to three examples of each, one of each suited to each type of damage medium. In addition there are variants of these with certain weapons. Also, some weapons have special abilities and attacks. When learning a weapon, the distribution of DSP indicates what ways the character uses his weapon best. It also indicates what weapons he can best defend against.

The three attacks are with Point, Edge, or Club. It is very unlikely that a single weapon will be effective against all three, or will be able to do significant damage in all three modes. The corresponding defenses are Parry, Block, and Dodge. While one type of defense is effective against its set attack another may not be. For example, parrying a Rapier is highly effective as it is a point weapon, but blocking it is next to impossible.

The four weapons mentioned earlier will do better to illustrate this system fully.

BROADSWORD

This weapon can be used as an edge or a point, but is ineffective as a club. Its possible attacks and defenses are listed below and described.

- Point Attack-This is a point attack as treated in the New Ysgarth Rules. It has full Damage Class. Any levels distributed to this area are added onto the Base Attack Rating of the character with this weapon when using this attack type and this weapon. This supersedes the old AR system for non-distributive skills if this system is adopted. You can't use both.
- Edge Attack-This is a blade attack as in the NYR. It works as above, but is done with the edge. It has full Damage Class.
- Parry Defense-This defense can be used with this weapon. Any distributed levels add onto the Base Defense Rating against point attacks while the weapon is in use. This too supersedes the old NYR system of DR adds, if used.
- Block Defense-This is as above versus edge attack.
- Dodge Defense-This works as above versus Club attack.

To demonstrate the function of this weapon: Mregast the Swordsman has 7 levels of skill in Broadsword for a total of 28 distribution points. He has a BAR of 5 and a BDR of 3. His Damage Class is 7, so the Broadsword which would normally do 1D8 does 1D12 in his hands. He has divided his skills thus: 8 Edge, 5 Point, 7 Block, 5 Parry, and 3 Dodge. Thus, with a DR of 10 he is safest against Edge attacks, and with an AR of 13 he is best with Edge attacks. He is weaker with Point attacks with an AR of only 10, and not very safe against Clubs with a DR of only 6. Under the standard NYR system he would have had an AR of 12 with all attacks, and no bonus on DR unless a separate skill was learned.

QUARTERSTAFF

This is a somewhat more complex weapon with several unique uses. It has a SP cost of 6 to learn.

- Single Club Attack-This is a two-handed smash with the staff, using it as a standard club with a base damage of 1D8. It works as the other examples given in the previous section, with levels distributed added to AR.
- Double Club Attack-This allows the user to strike twice, using the two ends of the club, each for 1D4. Otherwise it is as above.
- Thrust Attack-This attack can be made, a single thrust blow for 1D4, treated as a point attack.
- Block Defense-This is done with the center of the staff and works as the general skill.
- Parry Defense-This can be done with either end of the staff.
- Dodge Defense-This is the same as with Broadsword. It is virtually the same with any weapon. It mostly involves not fouling that particular weapon in the dodge.

MACE

This is a very simple weapon, primarily a club, and not suited to any other form of attack naturally. It costs only 2 SP to learn.

- Club Attack-This is your basic mace-type smash.
- Block Defense-This is a clumsy weapon, and DR benefits from Blocking with this weapon are halved.
- Parry Defense-Benefits from this are also halved.
- Dodge Defense-This works as normal.

WHIP

This is a more complex skill. This is an articulated weapon with a SP cost of 5 per level. It has several unusual attacks in addition to doing damage. It works fully as a point weapon and an edge weapon, though with some unusual properties.

- Edge Attack-This is the Whipping Lash attack. It does only 1D2 damage, but is unusually painful, every fifth cumulative blow causes a pain save against unconsciousness with progressive minusses with each save, assuming the blows are in the same area and on bare flesh.
- Point Attack-This is the main combat attack. It is actually a club attack in the way that damage is taken, though it is used in a manner similar to a point for defense skills. It can be parried. It hits for 1D6.
- Weapon Snare/Disarm-This is the skill of entangling an opponents weapon to disarm him. The weapon has a DR equal to the defenders BDR plus his level of Parry skill with that weapon. The attacker's AR is his BAR plus his level with this skill. If he hits he has his level with this skill times 5% chance of entangling and disarming the opponent.

Leg Snare/Trip-This skill works as the previous one, but to trip the foe and knock him down for 1D3 CR. His DR is BDR plus Dodge, and there is a SL with this skill x 5% chance of success.

Dodge Defense-This is the only defense available with this weapon, as it is not functional for Parrying or Blocking.

This is an unusual and versatile weapon skill, favored by many in the arenas of ancient Rome.

CONCLUSION

A Combat Round is a long period, so it is assumed that the appropriate defenses and one type of attack can both be employed at one time. Thus the character may choose an attack mode, and respond with that appropriate to the attack of his foe. Defenses generally are treated as an increase on DR.

This system is an optional variant to the NYR system, especially for use in duels. There should be more on it in later issues. In no situation should the DR or AR increases from distribution skills be used in addition to the regular increases for knowing the general skill. Only one of the two systems can be used at one time.

REGENERATION REVISITED

GLENN MOORE-

Regeneration in FRPing terms is the natural repairing of physical damage, or a similar function enhanced magically, either augmented, or accelerated. Trolls, Vampires and Weres regenerate magically, and humans regenerate naturally, but at a much slower rate. Different humans regenerate at different rates, a fact easily observable in the real world. Exactly how fast this works, and where it differs from magical regeneration is something which needs to be examined. In the chart below the natural rate of regeneration for a human is indicated. HP are regained at a steady rate, that rate depending on the CON of the subject. Regeneration takes place both in specific areas and overall, both at the same percentage rate. Given below are the percentages regained in the most common time-spans for standard CONS.

CON	WEEK	DAY	HOURLY	TURN
3	1%	--	--	--
4	2%	--	--	--
5	3%	--	--	--
6	5%	1%	--	--
7	8%	1%	--	--
8	12%	2%	--	--
9	17%	2%	--	--
10	23%	3%	--	--
11	31%	4%	--	--
12	40%	6%	--	--
13	51%	7%	--	--
14	64%	9%	--	--
15	79%	11%	--	--
16	96%	14%	--	--
17	100%	16%	1%	--
18	100%	19%	1%	--
19	100%	23%	1%	--
20	100%	27%	1%	--
21	100%	31%	1%	--
22	100%	35%	1%	--
23	100%	41%	2%	--
24	100%	46%	2%	--
25	100%	52%	2%	--
30	100%	90%	4%	1%
35	100%	100%	6%	1%
40	100%	100%	9%	1%
50	100%	100%	17%	3%



As you can see from the chart a natural being, if it had a CON of 50, would regenerate damage at an almost visible rate. Next we must classify the abilities and natures of the two forms of regeneration. Descriptions of Natural and Magical Regeneration follow.

NATURAL REGENERATION

This is the natural regenerative capacity of all natural creatures and some magical ones who are derived from nature. Hit Points are restored at a steady rate overall and in each area where damage has been done. Broken bones will mend in the position where they are set. Severed or totally mangled limbs will either not regenerate or be useless. This will not work after bodily functions have been terminated. Magic can be used to accelerate this type of regeneration, either by raising CON or accelerating time.

MAGICAL REGENERATION

This is the variant form of regeneration featured by Trolls, Weres, and other highly magical creatures. It is generally at a rate of about 10 to 50 percent per hour, though often more. In addition it has several special properties, though all do not apply in every case. Limbs can be re-grown, Bones set automatically, regeneration can take place after death, and all of the regeneration can be localized on a single area at heightened effect. In addition, such creatures if hit by magical, blessed, or perhaps silver weapons regenerate those wounds at only the normal rate for Natural Regeneration.

Thus we have defined somewhat the nebulous area of Regeneration, making clear the division between the natural and the supernatural.

APPRENTICE & ADEPT

DAN CREERY

Last issue we covered the background and organization on a typical guild, and examined the Assassin's Guild. This issue I want to look at the four most powerful Magic User Guilds. The group of Mage Classes called the "High Mages", consists of those practicing the most refined of the arts, Sorcery, Necromancy, Wizardry, and Enchantment. We will examine each guild separately.

THE SORCEPER'S GUILD

This is the guild for those mages adept at summoning demons and similar creatures. Apprenticeships are almost always taken with a single master in his household, and the doings of the guild are secretive. They consider themselves a select body, and interference by outsiders means death. For an Apprentice to achieve Journeyman status he must know the Pentacle of Binding, the Dismissal formula, and the names of at least three Imps. For a Journeyman to become a Master he must have served for at least seven years, know the names of 7 Imos, 3 Lesser Demons, and 1 Greater Demon, and have successfully researched the name of one new Demon. He must also pass an examination by the guild, and be vouched for by the Master who trained him.

Some Sorcerer's engage in a lot of research, and have large households. For example, the Lord Adept Thazaydon has 4 Journeymen and about 10 apprentices under him in training. It is not rare for a Master to keep his Journeymen from advancing so that he can continue to use them as cheap labor. The Guild has a grievance committee to hear complaints of this sort of thing.

THE NECROMANCER'S GUILD

This guild of mages who summon spirits of the dead is almost identical in every respect to that of the Sorcerer's. It is equally secretive and selective, but has different standards for advancement. To advance to Journeyman status an Apprentice must be competent with the Circle of Binding and the Summoning/Dismissal. He must demonstrate this competence. To rise to Master the triangle of Binding must also be known, and a more difficult test must be passed. Death among apprentices to Sorcerers or Necromancers is fairly common.

THE WIZARD'S GUILD

This is the guild for those mages who deal with extra-planal forces and unnatural creations. They are somewhat more open than the previous two guilds, and they do have apprentices to the guild in general, a master of apprentices, and common classes. To become Journeymen, candidates are expected to know a reasonable number of spells, including either a Mass or Density alteration, a Gravity spell, a Force Spell. To reach master they

must know two spells in each of those areas, and a Teleport Spell and a Time spell as well. The guild is fairly powerful and encourages experiments. However, they keep a very tight eye on new developments, limiting many of them to the guild library or research lab.

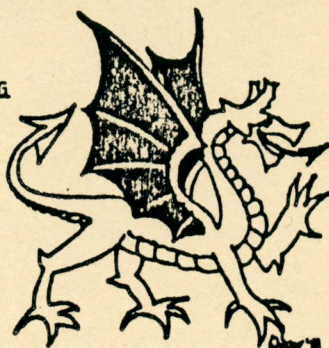
ENCHANTER'S GUILD

The Enchanters deal with alteration and control of things and beings. They are organized along the same lines as the Wizards in almost all respects, except the spells are different. To become a Journeyman a candidate must prove his knowledge of Animation, Charming, Mending, and several other spells of his choice. To become a Master he must also be skilled with the true enchantments, including Binding Magic, at least two Triggers, and several Protection spells.

This concludes the column for this issue. Some of the other mage guilds and some of the common guilds will be presented in the future.

FEEDBACK RESULTS—#11

<u>ARTICLE</u>	<u>PERCENTAGE RATING</u>
SKILLS & TRAINING	78
GUESS	25
FILLING THE PENTACLE	40
THE ARTS ARCANE	65
THE DRAGON'S HORDE	57
APPRENTICE & ADEPT	69
SPELLING	61
BACKGROUNDING	96
ART: Gene Ching	96
Karl Zivek	57
Tom Curtin	71



Best Article: Looking at Swords of Sharpness, Brian MacAfee
 Bardic Magic System, Carl Jones
 Worst Article: Looking at Swords of Sharpness, Brian MacAfee

Several inconcistancies appeared in the results, most notable among these was that Brian MacAfee's Swords of Sharpness article won both best and worst article. Also, it was not made clear that the Best and Worst rating was only for special feature articles, so a few people voted for regular features. Filling the Pentacle did particularly poorly, and Guess What's Coming to Dinner did worse. We may start a policy of dropping any columns which score less than 50 for three consecutive issues. The greatest extremes were on Apprentice and Adept which had a 13 and a 97.

FEEDBACK

Please answer these questions. Rate items on a 1 to 100 scale, and indicate your personal favorite or least favorite article in the appropriate section. Send the response in by June 1st. Respond for this issue.

REGULAR FEATURES (1 to 100)	ART (1 to 100)
Skills & Training _____	Mark Wiker _____
Guess What's Coming to Dinner _____	Gene Ching _____
Filling the Pentacle _____	Karl Zivek _____
The Dragon's Horde _____	
Backgrounding _____	WHAT YOU'D LIKE TO SEE IN ABYSS
Mini Adventure (#4) _____	_____
Apprentice & Adept _____	_____
BEST ARTICLE _____	WORST ARTICLE _____

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