

# abyss 13

JUNE, 1981

## SPECIAL FEATURES

CYMRIC CREATURES.....	Jones & MacAffee	3
DETERMINING STRUCTURAL STRENGTHS.....	Roy Nicol	6
SOME IDEAS ON ALIGNMENT.....	Mike Rakoczy	8
YET ANOTHER CRITICAL AND SWORD OF SHARPNESS SYSTEM.....	Dave Nalle	10
WHAT CAN YOU DO WITH CHIVALRY AND SORCERY?.....	Glenn Moore	14
WHITHER THE MUNCHKIN?.....	Dave Nalle	16

## REGULAR COLUMNS

EDITORIAL NOTES.....	Dave Nalle	1
IN THE SPECULUM.....		3
THE ARTS ARCAINE---BEASTMASTERS.....	Paul Santos	5
FROM VIDAR'S FORGE.....		7
BACKGROUNDING.....	Carl Jones	9
APPRENTICE AND ADEPT; BARDIC SCHOOLS.....	Dave Nalle	12
GUESS WHAT'S COMING TO DINNER.....		15
FILLING THE PENTACLE.....	Dave Nalle	17
FEEDBACK RESULTS AND FEEDBACK.....		18

Artwork by:

Mark Wiker, Frank A. Weaver, Karl Zivek

ABYSS is published six times a year by Ragnarok Enterprises. Subscriptions are six issues for \$5, and 12 issues for \$10. Single copies are \$1 each. Back issues of 7, 8, 9, 11 & 12 are available. Add \$1/copy overseas.

ABYSS welcomes submissions of any Fantasy or Role-Playing material. Payment is in credit for Ragnarok Enterprises products at a rate of .2 cents/word. This will be applied to an ABYSS subscription unless other arrangements are made. All material should be sent to ABYSS, 1402 21st St. NW, Washington, DC, 20036. Artwork is welcome, preferably in ink. We take no responsibility for unsolicited manuscripts. All contents copyright 1981 for the individual contributors.

EDITORIAL NOTES

Well, here we launch another issue. I think that there is some good stuff in this one, and I trust that it will be well recieved. We are still quite interested in submissions of articles or art. We are now officially on a bi-monthly schedule, as was hinted at last issue.

MINI-CON went well, and all is nearing readiness for GENCON EAST. We should be able to make quite an interesting showing.

For any of you who are in the habit of using our Lancaster, PA address, it is no longer valid. Use only the Washington, DC address for any sort of correspondence.

By the time you get this the June issue of THE DRAGON should be out. It is worth looking at. It contains a review of ABYSS, which I hear is quite favorable. It is in a review with a number of other APAs and Fanzines, many of which might be well worth looking into.

That's really about all I have to say about this issue, and its too hot to keep typing when I have nothing to say. Oh yes, note the presence of a new and excellent artist, Frank Weaver, on page 17. We have several more of his sketches on file, all of them are quite excellent. Do send in any comments or suggestions.

Dave Nalle  
Washington, DC  
June, 1981

ABYSS STAFF

Editor/Publisher	Dave Nalle
Art Editor	Karl Zivek
Contributing Editors	Lew Bryson
	Tom Curtin
	Rick Shaw
	Jon Schuller

STORES CARRYING ABYSS

THE WIZARD'S CORNER  
1402 College Dr.  
Saskatoon, Saskatchewan  
CANADA, S7N 0W7

PEGASUS GAMES  
222 W. Gorham  
Madison, WI 53703

STAR REALM  
2448 S. 120th St.  
Omaha, NB 68144

THE DRAGON'S DEN  
Box 390  
San Angelo, TX 76902

DREAM WIZARD'S  
84 Halpine Ct.  
Rockville, MD 20852

LYLE'S HOBBY & CRAFT CENTER  
38 N. Cass Ave.  
Westmont, IL 60559

ART CREDITS

<u>PAGE</u>	<u>ARTIST</u>
FC	Karl Zivek
2	Mark Wiker
5	Karl Zivek
6	Mark Wiker
7	Karl Zivek
8	Karl Zivek
10	Karl Zivek
12	Karl Zivek
13	Karl Zivek
14	Karl Zivek
17	Frank Weaver



IN THE SPECULUM

THE ARDUIN ADVENTURE

It seems that everyone is doing introductory rule-systems these days. The first was TSR with BD&D, that remarkable excrement which is ideal for ruining any good qualities in a beginning Role-Player. Now David Hargrave and his company Grimoire Games have followed this same idea to far happier ends, with "The Arduin Adventure".

AA is a boxed game with an attractive full-color top and nice graphics. It contains a well planned out and attractively executed 64 page rule book, two 20 sided die, 16 blank magic item cards, and 3 character sheets. This includes everything you need to start the game. The cost is only \$9.95.

The actual rules are similar to the rules of the Arduin Grimoire, with a few simplifications and changes. The strongest areas are Character Creation, Magic, and Combat. It is weak on Experience, probably because it is meant as a beginning system. At points the rules are a little sloppy, especially toward the end. Emphasis is placed on the role of the DM and how to build up good role-playing. It also includes a nice sample adventure.

If I were running a D&D campaign and wanted to introduce new players to D&D I would use this system. The system is more believable and more sensible, but close enough to D&D for hard-core types. I'd also recommend it for those just starting a new, beginning campaign. AA is what BD&D should have been. Hargrave has put some real thought into what type of things a new GM needs to know so that his campaign will develop along desirable lines. Order from Grimoire Games, P.O. Box 4363, Berkeley, CA 94704.

THE BEHOLDER

The Role-Playing small press is alive and well in the U.K. "The Beholder" is a mimeographed fanzine from England. Recently it won "Best Games Fanzine" at Games Day '80. Issue 20 is 28 8x5 pages with reduced type. It includes about ten articles, some of them quite interesting. It tends to be almost exclusively AD&D oriented. It is produced by M. Stoner and G. Duke. The usual things are covered, such as monsters and magic items. It is an interesting zine, and at least worth taking a look at. Each issue is 45p, or about one pound overseas. They will only accept checks in pounds. One pound is about \$2.25. Write M. Stoner, 29 Parkway, Dorking, Surrey RH4 1EX.

OGRE

This is a SF/Fantasy and other oddities magazine produced by Andrew Andrews. It is rather nicely done. It is offset printed, 44 pages, and looks very nice. Features in #3 include fiction by Dave Nalle and Tony Russo, movie reviews, interviews, book reviews and a rather basic article on Fantasy Gaming Conventions. On the whole the magazine is quite impressive. It is available on an irregular schedule for \$2 per copy, from Andrew Andrews, PO Box 322, New Holland, PA 17557.

FANTASY NEWSLETTER

This is an ultimately valuable magazine for anyone interested in reading fantastic fiction. It is a very classy 30+ page, offset, 8.5x11, magazine which comes out monthly. It is a varied magazine, with columns for writers by Fritz Leiber and other names, movie reviews by Bill Warren, and all sorts of book reviews. In addition it has a great section previewing upcoming book releases from the big houses and the smaller presses. It is really invaluable to anyone who cruises the bookstores waiting for new releases. It lets you know what you can look forward to. It is well edited by Paul Allen. Subscriptions are \$15 per year. A single copy is \$1.95. Write 1015 W. 36th St., Loveland, CO 80537.

CYMRIC CREATURES

CARL JONES & BRIAN MACAFFEE

When mythologies are examined important aspects are often passed over. For example, when Celtic mythology is looked at, it is invariably that of the Hibernian Celts, or the Irish. Here we will look at the less well known branch, the Cymric Celts, or the Welsh. Here are presented a few of the fantastic denizens of the various Celtic nether-worlds ruled by Cymric gods like Arawn, Havgan, and Gwyn. We hope to explore this mythos further elsewhere.

**ELLYLLON**

NYR AR:12 HT:5'4" Attacks: With chosen weapons. Usually longbow or  
 NYR DR:15 WT:120 Stiletto.  
 NYR AC:3 HP:30  
 D&D AC:4 ST:10  
 Level:8 AL:C/G/N

This is the race of elves from which Tolkein drew those of Middle-Earth. They are similar to humans in most ways, and they live in the woods. They generally prefer to live in the open, or in sod-houses. They move silently and are masters of wood-craft. They are under the patronage of the god Gwyn. They preserve his sacred mounds and hills. Some have magical powers, usually of a druidical, natural, or animal nature. Their society is run on a tribal basis.

**GWRAGEDD**

NYR AR:10 HT:5'10" Attacks:Spear, thrown or thrust.  
 NYR DR:10 WT:130  
 NYR AC:1 HP:35  
 D&D AC:6 ST:9  
 Level:8 AL:C/N/N

This elvish race worships the god Arawn, lord of Annwn. They are mostly water-oriented, inhabiting coastal islands, and the extensive inland waterways of early Celtic Britain. They are tall, thin and pale-skinned. They are expert sailors, especially with small craft. They specialize in water and weather magic. They are expert with spear and staff combat. They tend to stay away from humans, and eat mostly fish. They are solitary, living mostly in small clans on private islands.

**GWYLLION**

NYR AR:15 HT:5'7" Attacks:Longbow or Broadsword  
 NYR DR:12 WT:120  
 NYR AC:4 HP:35  
 D&D AC:4 ST:9  
 Level:8 AL:C/E/N

These are the elves of the mountains. They are dark of hair and pale skinned. They are of average height and build. They move with great agility and are quite temperamental. They live in mountain castles, organized in clans. They are haughty and imperious. They worship Gwyrthur, lord of fire and of the mountains. They are skilled at working metals and stone. They have magical powers of earth, enchantment, fire, and some aspects of air.

**BWBACK**

NYR AR:5 HT:2'8" Attacks:Dagger  
 NYR DR:22 WT:25  
 NYR AC:3 HP:15  
 D&D AC:2 ST:3  
 Level:4 AL:C/N/A

These are small woodland humanoids. They have brown skin, and quite a few magical powers. They hide well, and keep watch on holy places for Gwyn. They are also charged with protecting woodland creatures. They are quite mischievous. They can go invisible, teleport, and read minds. They also have basic nature-oriented magical powers. They dress in earth colors and have dark skin and hair.

**ROANE**

NYR AR:8 HT:4'6" Attacks:claws for 1D6 each  
 NYR DR:12 WT:70  
 NYR AC:1 HP:25  
 D&D AC:6 ST:11  
 Level:5 AL:C/N/N

These are sleek-skinned amphibian humanoids who resemble giant otter-men. They worship Arawn, and live in the misty waterways of his realm. They are friendly and helpful in most cases. They live in schools of adults who jointly raise and protect the children. They can live in salt or fresh water, and swim quite quickly. They can work very limited water magic.

COBLYNAU  
 NYR AR:7 HT:3'10" Attacks:Dagger  
 NYR DR:11 WT:35 or 2 Claws 1D6 each  
 NYR AC:4 HP:20  
 D&D AC:4 ST:10  
 Level:4 AL:C/E/N

This is a race of small, lithe humanoids with leathery skin. They have distinctive body coloring, being blackish-red of hue. They are totally hairless. They live underground, in caves and ravines. They can forge primitive weapons, and like to waylay humans. They tent to shun the light. They can see very well in the dark, and move silently. Some may have very basic earth-oriented magic.

CWN ANNWN  
 NYR AR:15 LN:5' Attacks:Bite for 1D8  
 NYR DR:8 WT:80 2 Claws for 1D10 each  
 NYR AC:3 HP:40  
 D&D AC:5 ST:6  
 Level:8 AL:L/E/N

These are large white hounds with red ears who serve the god Arawn. They are great hunters, especially when the quarry is a man. Just looking on them causes a save against fear. Their howl causes a save against insanity. They are especially fearsome at night and by moonlight, when their powers are doubled. They can track anything, even inter-planally. There is a horn which, when blown will summon from 2-20 of these for one hunt.

These are some of the beings who inhabited the countryside and greylands of ancient Britain. They can fit well into many campaigns if used judiciously in otherworldly situations.



THE ARTS ARCANÉ—BEASTMASTERS

PAUL SANTOS

Heretofore, in D&D and related games, almost all nature related magic has been in the hands of Druid type characters, though there have been a few ridiculously specialized subclasses suggested. Nature is a broad realm for magic, and there is great potential for invention within it. Here I present one aspect of natural magic which can be incorporated into a large class, or run quite well on its own.

Many of the things presented as abilities for this class are skills or pieces of knowledge designed for use with the NYR system. If you use D&D or AD&D, learn the skills given at the level which they are assigned as spells rather than skills. In the NYR Beastmasters would be on table I for Experience Advancement. They can be treated as a sub-class of Enchanters, or their skills can be applied to a Druidical sect. A write-up similar to this one is in the NYR, but without updates and some new ideas.

The Beastmaster works with animals and develops affinities with them. His magic is beast oriented. They generally try to protect animals, and animals try to protect them. Beastmasters train to develop affinities with different breeds of animal. This is a telepathic relationship which allows them to communicate ideas and identify psychically with a breed of creatures. The powers of a Beastmaster generally apply only to those types of animals with which he has developed an affinity. There are over a dozen basic groups for affinity. It costs skill points to develop each affinity, as given below. Each affinity must be learned separately, and includes all creatures within that classification.

<u>AFFINITY</u>	<u>SP COST</u>	<u>AFFINITY</u>	<u>SP COST</u>	<u>AFFINITY</u>	<u>SP COST</u>
Arthropods	2	Equines	6	Ursines	9
Fish	3	Amphibians	6	Saurians	10
Insects	4	Marsupials	7	Felines	11
Bovines	5	Rodents	7	Simians	12
Avians	5	Canines	8		

These affinity classifications are fairly general. Some of them include related classes. There are several extensions of this which could be made, depending on your needs. Once affinity is established, the spells of the class can be used with the affinity animals. A Beastmaster may have any number of affinities. The Skill Point cost to learn spells is equal to their level. The spells which can be used in connection with an affinity are listed below. None of them require any apparatus, and for the most part they involve minimal speech or gestures. Some do require eye contact with the animal.

**LOCATE**-This allows the caster to find a specific specimen or any specimen of his affinity which is within ten miles, and also the number and disposition if several are involved. Level:1, CT:3.

**CONVERSATION**-This allows exchange of information with an affinity animal. The exchange is on a higher level than empathy, allowing specific information to be passed. Level:2, CT:1.

**SUMMONING**-This calls one specimen from an affinity group to the caster. The creature will stay for 10 minutes, and can be called from up to five miles away. Level:3, CT:5.

**HOLD**-This spell immobilizes a single affinity animal for 8CR at up to 50ft. Level:4, CT:1

**TURN**-This repels any affinity animal entering a 30ft radius of the caster for 10 minutes. Level:5, CT:2

**CONTROL**-Each time this is cast it lets the caster control one affinity animal for 1 hour. Level:6, CT:3.

**CONJURE**-This calls up one affinity creature magically from any distance away by teleportation. Level:8, CT:5

**BEASTFORM**-This lets the caster take the shape and attributes of an affinity creature. The actual mass of the new form is the average of that of the caster and the true animal form. He gains all appropriate natural instincts and attributes, but retains his human mind and intellect. Level:10, CT:5

With these and other logical spells which you should be able to derive, you have a novel and realistic magic using class. Generally you would expect a Beastmaster to live in the wild, near the creatures which he studies. They are probably reclusive, and might make a study of other natural magics, such as herb-magic and weather magic.



**DETERMINING STRUCTURAL STRENGTHS**

ROY NICOL

It often happens in an adventure. A magic item, a building, or some other inanimate object is damaged. What the result of this damage is may be of some importance to the adventure, or to the future existence of the item, so it is up to the GM to determine just what it takes to destroy object X. For characters and monsters Hit Points mark damage capacity. Let us assign Stress Capacity as the equivalent of HP for non-living things.

To find the SC of an object there are two key things we need to know. These are the Stress Level of the material it is made of, and the average thickness of it. The SLs of some standard materials are given to the right. Each magical plus adds one to the SL. To determine the thickness, take the average one for roughly round objects, or the thickness away from the largest face. For example, on a sword we would use the depth of the blade. On a stone-head, the diameter.

SL	MATERIAL
1	Mud equivalent
2	Sandstone/Mortar/Plaster
3	Wood
4	Brick/Bone
5	Stone
6	Crystal/Glass/Some Stone
7	Copper/Tin
8	Bronze
9	Iron

The SC thus determined is for the specific area of the object which is struck, or for the whole of small objects. The size of the area damaged would depend on the area of damage of the damaging agent. Thickness should be measured in centimetres.

Using the chart below to compare SL and thickness, the SC of the item can be found. SC is roughly equivalent to HP, therefore damage done by weapons and spells to the object is subtracted directly. A weapon with an SL less than that of the object will do only half damage.

**STRESS CAPACITY**

SL	Thickness (cm)										
	1-	2-	4-	8-	16-	32-	64-	128-	256-	512-	1024-
1	1	2	4	8	16	32	64	128	256	512	1024
2	2	4	8	16	32	64	128	256	512	1024	2048
3	3	6	12	24	48	96	192	384	768	1536	3072
4	4	8	16	32	64	128	256	512	1024	2048	4096
5	5	10	20	40	80	160	320	640	1280	2560	5120
6	6	12	24	48	96	192	384	768	1536	3072	6144
7	7	14	28	56	112	224	448	896	1792	3584	7168
8	8	16	32	64	128	256	512	1024	2048	4096	8192
9	9	18	36	72	144	288	576	1152	2304	4608	9216

An example of the system at work follows. A sword which is 2cm thick, and no plus would have a SC of 18. At the far extreme, a 300cm thick wall of obsidian (SL-6), would have a SC of 1536, and be damn hard to blast through. A typical wooden door, 10cm thick, with an SL of 3, would have a SC of 48.

The spell Mending is the structural equivalent of Cure Wounds, and at the same level. This system can be of great use to DMs, especially when they want to spice up an adventure with a bit of added realism.

**FROM VIDAR'S FORGE**

**URIZEN'S HAMMER OF UNMAKING**

This is a very powerful, artefact level magic item. Its level is estimated at over 500th. It is a smith's hammer, though it can be used as a normal war-hammer in battle. However, the magic of this hammer is designed for destroying, rather than making magic items and other objects. Each strike from the hammer knocks 1D20 off the level of any magic item or artefact under 500th level, with a corresponding decline in power for the artefact. It is charged by being immersed in fire. This will not make it hot to the touch, but each 10 minute turn in a fire is worth 1 charge, which is equal to one strike. No more than three charges may be used in 1 CR. (Jon Schuller)



**THE RING OF VEMDEEZ**

This is a fairly plain ring made of silver and obsidian. When it is put on, the wearer contracts an exceptionally lethal disease called the silver death. However, as long as he wears the ring he is immune to the effects of the disease, though it remains in his body in a dormant condition. The Silver Death is very contagious, merely by proximity to someone who has it. It causes a -7 save against dying from paralysis of the lungs. The victim's skin takes on a slightly silverish hue, and his blood turns black. Thus, if someone wearing the ring takes it off, he will die of the disease quite quickly, with a minus 15 save, and all within a 100ft must also save with the minus improving by one for each ten feet they are away from the victim. (Paul Santon, from Clark Ashton Smith)



**AELISCARP**

This is an unusual weapon forged by Whelan Smith for the Chief Executioner of the Saexwalda. It is called the "Just Sword of the Law", or "Law-Sharp". It has some peculiar properties. It is a double-edged executioner's sword, which normally strikes for 1D8, with no plusses. However, when used against a true criminal or a man-slayer, or against a thief, or anyone of a confirmed evil nature, it is +5/+5, and has 50% Sword of Sharpness. It is particularly good at severing heads and wrists in a formal execution. (Dave Nalle)





**BREDBRAD**

This is a classic chevron-type shield, bearing a very stylized blazon of flames. The shield is +5, made of wood, leather and some metal. In addition, it is totally resistant to all heat and flames, at a very high level. This means that those areas of the bearer covered by the shield will be protected from flame, including magical flame, as long as the shield blocks it. The areas normally covered by this type of shield are the entire Left Arm, the Left Chest, and about half the abdomen and right chest. Under the NYR it can be moved to cover any parts of the body in a range of 200 on the location rolling chart, for example, from the top of the head down, including the Left Arm. The Left Arm must always be included, and the areas must be adjacent. Any disabilities must be taken into account, such as loss of vision when over the eyes, or loss of mobility when over the legs. (Dave Nalle)

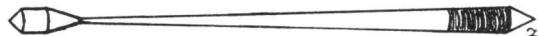
**THE RING OF THE VORTEX**

This is a powerful ring of protection, with limited sentience. All that can be told about it from detection spells is that it can give protection from magic. It is not clear how much or under what conditions. The powers are dormant, until the wearer of the ring is under attack by magic of 10th level or higher. When he is, the ring automatically drains the magical power from all items and spells within 25 yards, except the one being attacked with. This includes those magic items and spells in use by the wearer. The number of levels drained times two equals the percentage magic resistance which the ring gives. The drain will effect any item of 100th level or less, and any spell in the same range. It cannot drain more than 50 total levels at one time, and will draw the same number evenly from each source. (Jon Schuller)



**THE WAND OF ENLIGHTENMENT**

This is a 3 foot long wand of a semi-technological appearance. It has several unique, light-related powers. The use of one charge can make the bulge at the end glow with the light of 3 torches, for 10 minutes. Five charges can make it glow with the light of day for the same time. 10 charges expended in striking can do 1D10 damage. No more than 10 charges per round can be used this way. With 100 charges in it, it can do a final, self-destructing strike, obliterating the target in a ball of light. It charges from the sun at a rate of 1 charge per five minutes of sunlight, up to a maximum of 150 charges. (Tom Moskowitz)



**SOME IDEAS ON ALIGNMENT**

MIKE RAKOCZY

In most FRP campaigns players just pick alignments for their characters and these then persist, regardless of their actions. The Nalle Karma system and the associated adjustment systems, published in "Different Worlds" and the NYR, respectively, takes care of adjusting alignment either upwards or downwards for the deeds of the characters. I'd like to propose a rating system for alignment, taking this into account, which makes it work like a normal characteristic.

To establish alignment you can let the players roll twice on a 3D6, with modifications on 3 and 18, or you can let them pick an alignment and roll from that base to establish the specific number. For this second system, use the

CHOSEN AL	ROLL	little table to the left. Roll for both the Law-Law or Good	21-2D4	Chaos axis, and the Good-Evil axis. Using this roll-Neutral	1D10+5	ing system Law and good have a range of 13-19, Chaos	Chaos or Evil	2D4	or Evil of 2-8, and Neutral of 9-12. The actual
-----------	------	---	--------	---	--------	--	---------------	-----	---

ranges which are classified as specific alignments are given below and to the right. The ranges indicated are the actual

ULTRA-CHAOS	1-2	ULTRA-EVIL
CHAOS	3-6	EVIL
NEUTRAL	7-14	NEUTRAL
LAW	15-18	GOOD
ULTRA-LAW	19-20	ULTRA-GOOD

ones for each alignment. This means that in the rolling system it is barely possible to not get the exact alignment you aim for, though you will definitely come close.

The resulting system means that instead of stating alignment as L/G, or C/N, or some such, each character would have something like 16/17, or 4/12. The "Ultra" ranges given are for modified rolls, or ratings modified by deeds. To Modify alignment by Karma Points and Obedience Points, take the number of points, divide by 100, and subtract them from the alignment.



BACKGROUNDING—LORDS OF THE CYMRIC OTHERWORLD

CARL JONES

The Welsh of the pre-christian and early christian era held many beliefs in strange deities and powers. One of the most potent was in the many magical realms which ajoined their own lands. These otherworlds could be reached at magical points of intersection, but actually existed outside of the real world. Each of these worlds had its own ruler and its own nature. They often took an elemental nature, and the points of joining were usually appropriate to this nature. Here we will present some background on each of these Godlike rulers and their realms, a bit expanded from the mythological sources.

There are two great realms in the myth cycle. These are Annwfn, and Gwibir Vynydd. Each of them embodies certain elements. Oddly enough, each of the realms has two rulers, each one in opposition to his fellow. A battle between the rulers determines the change in the seasons. The two realms are described with their rulers in the following sections.

THE GREY REALM OF ANNWFN

The bards called Annwfn "The Land of Illusion". It is a realm clothed in grey mists, consisting of a myriad small and larger islands separated by small channels and rivers. The border to the land is the river Tawe. It is organized like a normal kingdom, but there are two great rulers, Arawn, and Havgan. These two great leaders meet in combat each year, on Beltaine (May 1), and on Samhain (November 1), the two great festivals of the year. In May, Havgan kills Arawn, and in November the roles are reversed. There are many strange natives of the realm, including a large number of bizarre monsters. Arawn represents winter, and Havgan summer, and the seasons change when the ruler changes.

ARAWN OF THE SILVER TONGUE, WINTER KING OF ANNWFN

Arawn is a tallish, grey-haired man with grey eyes. He is the symbol of the beneficial aspects of winter. He is a great bard and poet. He has powers of illusion at a very high level. He rides a grey horse, and wears grey clothing. He is very persuasive and quite an expert warrior and huntman. His hounds are the dreaded Cwn Annwfn, mentioned in "Cymric Creatures."

HAVGAN THE WHITE, SUMMER KING OF ANNWFN

Havgan is a pale, youthful man with blond hair and brown eyes. He represents the destructive aspects of summer, especially in the earth, such as famine and plague. He has powers over disease and to a limited extent over light. He rides a white horse, and is an excellent warrior. He is not tactful, and has a very abrupt manner.

THE MOUNTAIN REALM OF GWIBIR VYNYDD

In the central mountains of Wales the realm of Gwibir Vynydd is said to lie. This is a rocky realm, snow-bound and deadly in the winter, but ideal for grazing sheep in the summer, when the grasses grow thick and warm breezes blow. On Beltaine and Samhain the two rulers fight to the death. On Beltaine Gwyrthur emerges from his castle on Mt. Tylwyth to seige and slay Gwyn in his castle on Mt. Vandwy. At Samhain this process is reversed. To spice things up, they fight for possession of Creudylad, the Welsh Persephone. The winner gets the girl. The seasons in the mountain regions change with each battle.

GWYN AP NUDD, ESCORT OF THE GRAVE

Gwyn is the dominant member of this pair. He is the god of the grim winter and the mountains. He is also the Lord of Death, as a war and hunt god, he is called "The Hunter of Men". He seeks out those doomed to die with his great hound, Dornmarth, and takes warriors to feast in his hall. He leads his spectral warriors in the Wild Hunt when he seeks damned souls. He is a very powerful god, with powers over weather, cold, darkness, and death. He is a mad god in many ways, and the patron of all berserkers. He is a large man of dark complexion, with black armor and weapons.

GWYRTHUR, LORD OF THE MOUNTAIN SKIES

Gwyrthur is essentially a wind god. He also has lesser powers over nature. He is a fair man with red hair. Generally he is beneficent and calm, but he has a furious temper, verging on a split personality. When calm he can control wind and light. He is very handsome and quite kind. When mad, he has powers related to fire. He can be very destructive, blasting foes with a withering flame. He usually goes unarmed, and unarmored.

**CONCLUSION**

This is a complex, seasonal religious system, which clearly derives from a division in the society between farmer/fishermen of the Welsh lowlands, and hunter/herdsmen of the mountainous highlands. Both cultures are highly dependant on the seasons, so they develop similar mythological rationales for the change of the seasons. Either or both of these myth systems can work well in many campaign situations. This or a similar type of religious belief might work well in a campaign which is largely rural and dependant on the seasons.



**YET ANOTHER CRITICAL AND SWORD OF SHARPNESS SYSTEM**

**DAVE NALLE**

Well, everyone's had their say about Swords of Sharpness, Criticals, and how they should work. Bob Ellis, David Jacobson, Carl Jones, and Brian Mac-Afee have all splattered some ideas on this subject across these pages. Now I want to oppress you with yet another of these systems, which combines some of the best ideas I've seen in these pages and elsewhere into a single coherent system for the unusual blows we call Criticals and Swords of Sharpness.

For the purposes of this system, Criticals and Sword of Sharpness can be considered as having the exactly the same result if they are effective. Thus, if Sword of Sharpness is achieved, or a Critical is rolled, the same tables and rules are consulted to see what happens to the subject of the attack.

Now, a Critical happens when a 20 is rolled on the D20 used to see if you hit, provided a 19 or less is needed as the roll to hit on. To find whether Sword of Sharpness takes place, use the table below, comparing the mark needed to hit on that attack and the %SS on the weapon. The resulting number is the number needed on the D20 in that attack to get Sword of Sharpness.

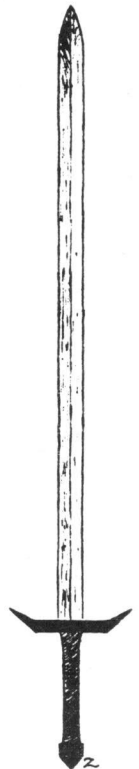
MARK TO HIT	% SWORD OF SHARPNESS									
	05	10	15	20	25	30	35	40	45	50
20	--	--	--	--	--	--	--	--	--	--
19	20	20	20	20	20	20	20	20	20	20
18	20	20	20	20	20	20	20	20	20	20
17	20	20	20	20	20	20	20	19	19	19
16	20	20	20	20	20	20	19	19	19	19
15	20	20	20	20	20	19	19	19	18	18
14	20	20	20	19	19	19	19	18	18	18
13	20	20	20	19	19	19	18	18	17	17
12	20	20	20	19	19	18	18	17	17	17
11	20	20	20	19	19	18	18	17	17	16
10	20	20	19	19	18	18	17	17	16	16
9	20	20	19	19	18	17	17	16	16	15
8	20	20	19	18	18	17	16	16	15	15
7	20	20	19	18	18	17	16	15	15	14
6	20	20	19	18	17	17	16	15	14	14
5	20	19	19	18	17	16	15	15	14	13
4	20	19	18	18	17	16	15	14	14	13
3	20	19	18	17	17	16	15	14	13	12
2	20	19	18	17	16	15	14	13	13	12
1	20	19	18	17	16	15	14	13	12	11
0	20	19	18	17	16	15	14	13	12	11
-1	20	19	18	17	16	14	13	12	11	10
-2	20	19	18	16	15	14	13	12	11	10
-3	20	19	17	16	15	14	13	11	10	9
-4	20	19	17	16	15	14	12	11	10	9
-5	20	18	17	16	15	13	12	11	9	8
-6	20	18	17	16	14	13	12	10	9	8
-7	20	18	17	15	14	13	11	10	8	7
-8	20	18	17	15	14	12	11	9	8	7
-9	20	18	17	15	14	12	11	9	8	6

Using this chart, if a character needs a 15 to hit with a sword which has 35% Sword of Sharpness, and rolls a D20, a 14 or less will miss, 15 to 18 will hit, and 19 or 20 will be a Critical Blow because of the SS effect. For a more extreme example, if a 3 is needed to hit, and the weapon in question has 40% SS, 1-2 is a miss, 3-13 is a normal hit, and 14+ is a Critical Blow.

Obviously, the mark to hit can be found on whatever "To Hit" table you may use in combat.

From here we go on to the actual effects of the Critical, whether of normal or Sword of Sharpness origin.

The one qualification which remains on Sword of Sharpness is in whether it severs a limb or not. As you probably know, normally a SS blow in a limb will sever that limb. This is the simplest part of the svstem. Indeed a SS blow located in a limb should sever it, but only if the percentage of the total body HP in that limb is less than the percentage SS. This assumes the use of an NYR location table. For those of you who don't use one the percentages of HP in major areas are: Pate -15%, Neck-14%, Mouth-10%, Throat-5%, Hand-7%, ForeArm-12%, Upper Arm-18%, Abdomen-45%, Groin-35%, Thigh-38%, Calf-26%, Foot-10%. Thus, a Sword



with 25% SS would get the SS with the proper roll and sever the pate, neck, mouth, throat, hand, forearm, upperarm, and foot, but in the larger areas, the Body Critical chart would have to be consulted. The Body Critical chart is for determining the result of located SS or Critical damage which does not hit in a severable area.

The one special case to be considered is that of the effect on beings who are so large and have so many HP that they cannot be considered under the normal conditions of the system. With such

	HP RANGE	SS DIVISOR
	1-100	1
	101-200	2
	201-300	3
	301-400	4
	401-500	5
	501-600	6

larger creatures, check their HP on the table to the right, and divide the percentage of the SS by the number given, for purposes of determining if it severs. All areas not severed that are not on the Body Critical Chart, such as Pate or Limbs, are broken, or otherwise incapacitated. This means unconsciousness in the pate. Thus, with this system, it is near impossible to SS through the limbs of a 300 HP Dragon, except with 25 or so SS, and then in the hand. One last note. For severing, all Criticals with weapons which are normal are treated as having 25% Sword of Sharpness.

When blows strike in areas with too large a HP percentage to be severed, you are dealing with an incapacitation, or if in one of the areas on the Body Critical Chart, a Body Critical Wound. This chart is below, with the various location areas, the rolls for effect of Body Critical, and the effect for each result. Information is also given for Point of Piercing and Club of Crushing. Limbs are also listed with the difference between Criticals/SS, and the result when the % of the area is higher than the % of the SS.

BODY CRITICAL CHART

		RESULTS				
AREA	SS	ROLL	PP	ROLL	CC	ROLL
Limb	S/I	---	I	---	B & I/B	---
Pate	D/U	75	D/U	50	D/U	85
	M/U	90	M/U	80	M/U	00
	H/U	95	H/U	90		
	F/U	00	F/U	00		
Eye	D	30	D	80	D	25
	E	00		90	E	00
			E	00		
Mouth	D	50	D	90	D	40
	L	65	L	00	S & U	00
	S & U	00				
Throat	T	90	T	30	T	---
	Y	93	Y	40		
	V	00	V	00		
Neck	S	80	Z	---	B & Z	---
	Z	00				
L. Chest	D(Heart)	04	D	04	D	04
	PS	25	PS	25	CL	80
	PD	33	PD	33	B & Z	00
	PL	83	PL	83		
	Z	00	Z	00		
R. Chest	DL	30	DL	30	DL	40
	PD	42	PD	42	PL	90
	PL	82	PL	82	B & Z	00
	Z	00	Z	00		
Abdomen	PC	07	PC	07	PI	60
	PI	65	PI	65	PA	76
	PA	79	PA	79	Z & B	00
	Z	00	Z	00		
Groin	PI	60	PI	75	RI	70
	CA & U	75	CA & U	00	CA & U	00
	Z	00				

EXPLANATION OF TERMS

S: Severed	H: Hypothalamus	T: Trachea	PD: Punctured Diaphragm
I: Incapacitated	P: Pituitary	Y: Thyroid	PL: Punctured Lung
D: Dead Quickly	B: Broken	V: Larynx	C: Crushed for Punctured
U: Unconscious	E: Blindness	PS: Punctured	DL: Damaged Liver
M: Brain Damage	L: Voice Loss	Stomach	PC: Punctured Cortex
PI: Intestine	PA: Appendix	CA: Castration	Z: Severed Spine

CLARIFICATION OF RESULTS

Most of the results given in the BCC are clear enough, but some which involve organs need clarification. These follow.

- M:Determine Brain Damage as seems appropriate, with loss off of characteristics or insanity.
- PI:A punctured intestine means slow, painful, and smelly death.
- H:Loss of the Hypothalmus will result in the loss of control over dispelling urine.
- P:Loss of the Pituitary causes bones and muscles to stop growing, it inhibits healing, results in Thyroid failure, and stops secretion of adreneline.
- L:Voice Loss from severed tongue.
- PA:Punctured or Ruptured Appendix. Inevitable peritonitis and very slow and painful death.
- T:Severed/Crushed Trachea, death from suffocation in 1DS Minutes.
- Y:Loss of Thyroid, resulting in bone degeneration and metabolic breakdown.
- V:Loss of Larynx, loss of voice.
- PS:Punctured Stomach. Slow death if not cured within 1hr.
- CA:Castration is permanent, and results in lessening of male characteristics.
- PD:Punctured Diaphragm. Gradual loss of breath, reduction of CON by 1D6
- PL:Punctured Lung. Save for 3 days, each day vs. Death. Lower CON 2D4+2
- DL:Damaged Liver. Save vs. failure and relatively slow death.
- PC:Punctured Cortex w/ loss of control over blood sugar, water & salt.
- Z:Paralysis from that area down, from severed spine.

CONCLUSION

While this system seems a bit more complex than some, it should work well. A useful companion spell is "Regenerate Organ", which does just that at about 8th level. Try this system out and see if it works for you. If it doesn't, there are plenty of others to choose from.

APPRENTICE & ADEPT; BARDIC SCHOOLS

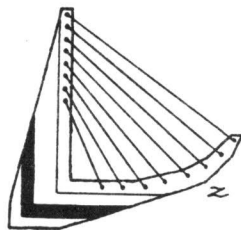
DAVE NALLE

The world of Ysgarth, or at least a major section of it is largely based on Cymric history, tradition, and mythology, although the name of the world is of northern origin. This column has studied the major trade institutions of that world, and how they are generally applicable to other worlds, so that readers can get ideas on how to set up Guilds and the like in their campaigns. This issue, I'd like to look at another aspect of organization, the Bardic Schools, as they have arisen in the world of Ysgarth, based on their Welsh background.

They are a variety of Bard types, three to be specific, divided by nationality. In Kymria, there are the Teuluwr, who have six major schools. In the Gael lands there are only three major schools of Bards. The Vaen tribes to the north have Bards called Skalds, but they do not operate in schools, working rather on a master/apprentice basis. We will look at the nature of Bards and of the different types.

Bards are musicians, singers, and storytellers. At the same time they are a lot more than just that. They have great magical power expressed through their music, nature, and enchantment. They are in effect the priests of music, one of the greater elements. They usually use an instrument and voice together, though there are chanting schools which do not use harp, lyre, or pipe. They feel a duty to the art and the performance, so they often travel abroad, or serve at courts. Styles and practices vary from school to school.

There are six Colleges of Kymric Teuluwr. The most ancient is the College of Caermarden, now at Harddlech, founded by the great Bard Myrddin. Most of the major schools are like this, founded by a major bard of the past, and preserving and expanding his book of tales. Myrddin's book as it survives and has been elaborated is called The Black Book of Caermarden. Generally the Kymric schools are structured like a college. There will be some small group of Master Bards, who supervise all instruction. Chief among these will be the LoreMaster, who keeps the manuscript of the lore. The lowest level are the students, or apprentices, who study to be full bards, either in classes or in the charge of a specific master, depending on the size of the College. There may also be a level of instructors, or journeymen, just below Master status, but above the students.



A Bardic school is generally focused around the work of a major bard of the past, or else it is centered on the maintenance and improvement of a collection of legendary tales. As bards devise new tales, they are used for a while, and if they are well received, they are added to the lore. In most cases a single school will specialise in a specific type of tale, or a group of tales about a single hero. The six main schools are described below.

The School of Myrddin is based in Harddlech, having moved there from Caermarden. It is one of the oldest schools, founded by Myrddin himself. It deals mainly with tales of heroism which deal with magic and struggles between dark magic and nature. Their lore is kept in the Black Book of Caermarden.

The School of Aneurin was formed by Aneurin, and deals mostly with tales of warfare and battle. It is based in Ysbadinongyl, and keeps the lore of the Book of Aneurin(Hanes Aneurin).

The School of Taliesin was formed by the great Warrior-Bard Taliesin. It deals mostly with historical tales and tales of great leaders. It is a fairly old school, established in Arberth. It keeps the lore of the Book of Taliesin (Hanes Taliesin).

The School of Hergest is a fine school founded by Hergest. Their area of study is romance and associated tales, including tales of intrigue and treachery. The school is in Seith Marchwg, and it keeps the Red Book of Hergest(Llyfr Coch Hergest).

The School of Bryn Arien was founded by Llywarch Hen, fairly recently. The book it keeps is a collection called The Triads. It teaches mainly tales of the deeds of great Kymric heroes.

The School of Rhydderch vies with that of Myrddin for most ancient. It was founded by the bard Rhydderch, and it keeps the White Book of Rhydderch (Llyfr Gwyn Rhydderch), which holds tales of the Gods and Men.

Bardic schools vary in size, but they are rarely larger than a hundred members, and can go as low as a half-dozen. A typical size is 20 apprentices, ten Journeymen, and 6 Masters. Schools are generally centralized, with a common meeting, dwelling and boarding place. After completing their studies, young bards usually go out to serve in a local court, or to travel, entertaining and improving their craft. Some will return after they have earned renown, to record their tales and teach.

The schools of the Gael, the northerly cousins of the Kymri are organised along similar lines, though they tend to be slightly smaller. There are four main schools, and a description of each follows.

The School of Amergin was founded before all other schools, by the great Bard Amergin. It keeps the Book of Amergin, and deals mainly with legendary and heroic material. It is in Clondarf.

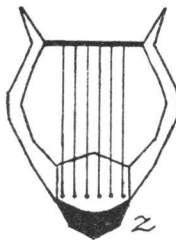
The School of Lecan was founded by Lecan, a student of Amergin. It is in Gwadyff, and keeps tales mainly of nature and animal tales, in the Yellow Book of Lecan.

The School of Ballymote deals with tales of war and battle, in the Book of Ballymote. The founder of the school is not known. It is in Ballymote.

The School of Lismore was also started by an unknown bard, in Lismore. The book of Lismore includes a variety of tales, mostly borrowed, it seems, from other schools.

The structure of the Gael Colleges is basically the same as the structure of the Kymric Colleges. These Colleges are looked on by many as being of less stature than the Kymric ones.

The Skalds of the Vaen tribes and of the Vaen who have settled on the coast in Banchor and other lands on the northern sea, are organised quite a bit differently. The Vaen tradition is mainly oral, so there are no books of lore. In addition, there are no organised schools as such. There are a great many master Skalds, who meet together once a year to hold a Skald-Moot, where lore is compared and apprentices presented for approval. Apprentices are generally taken by the individual Skalds, who are attached to courts, or who wander. When they are considered trained, they are presented to the Skald-Moot, where they are examined by other Skalds and found suitable. Each Skald has his own memorized repertory of tales, which he tries to pass on to his apprentices, who change and embellish them as they see fit. Each Skald also learns his lineage as a Skald, and



many can trade this back for more than a dozen generations.

An event among the Kymri which is similar to the Skald-Moot is the yearly Fisteddfoddau, which is held in Harddlech. This is a partly religious festival where Bards of all sorts meet together to entertain each other, compare tales, hear creivances, and generally plan for the future. It is a very ritualistic and formal occasion.

Bards of whatever type, preserve the tradition of their people, and as that is an important role, they are usually revered, and it is a mark of status to have one in your hall. They are generally paid well, and it is considered very bad luck to strike or abuse one. The Colleges are well connected in the nobility and royal houses, and so have a good amount of power. It is a highly respected profession, and admittance to a college is usually mainly given on merit and talent.

## WHAT CAN YOU DO WITH CHIVALRY & SORCERY?

GLENN MOORE

So, there are all these books from FGU called CHIVALRY & SORCERY. I looked at them and come back bewildered. Its all just too detailed for a FRPping campaign without radically changing the idea of Adventuring. You may even have tried playing. I remember doing that, it was an experience. There was no combat, incredibly pointless encounters, and one hell of a jousting tournament. C&S is just not playable for most FRPers, and most DMs would have a hell of a time convincing their players to convert to it. It is a DMs system, gratifying his likes far more than the likes of his players.

After fooling around with C&S for several years, and buying more of the books as they came out, I figured out what I could do with them in my campaign, and still keep the best aspects of what we already had. C&S is strong in two areas. It is great for ideas and for information. It is weak in execution, play systems, and just about everything else. In spite of all of these drawbacks, it is a must buy for almost anyone who wants to run a serious, advanced FRPping campaign.

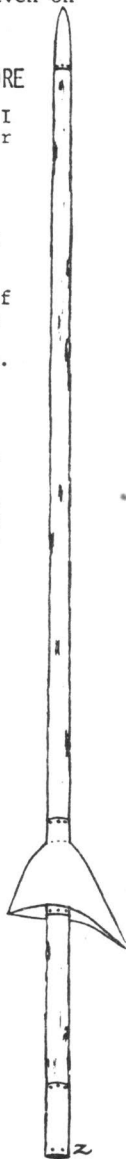
C&S presents some of the finest and most universally applicable ideas in FRPping. Their magic system, while unplayable, shows the way to bringing realism into a campaign, and if adapted properly it is excellent. C&S is also the first attempt at a Chivalric setting which comes close to success. It makes clear to me at least that a Chivalric campaign can work. This idea can also be adapted. The social aspects will work with any game system, and the jousting table can be adapted directly to D&D and other systems, though I must note that the system can be improved immeasurably, as it is rather poorly done.

The other great value of C&S is all those books which FGU has published to go with it. BIVEME & GALLEY, SAURIANS, THE C&S SOURCE-BOOK, and SWORDS & SORCERERS are all brilliant creations. They give more information on how to design a realistic world and realistic situations than all of the other FRPping systems on the market taken together. They are the perfect source material for designing a world in any system. They give complete information on a thousand topics you would never realise were important until you started to design a campaign.

Thus, by bringing in C&S in several areas your campaign can benefit significantly. At an expense of \$40 or so you can add a great deal of depth to your world.

C&S is naturally best suited to those systems closest to it. If you want to draw any charts or systems from it, you are best off if you play D&D, AD&D, AG, or a variant of these systems. If you are just drawing ideas, most other systems will work as well, except for RUNEQUEST, which will not fit with anything.

For too long FRPping has been based in the Conan the Barbarian tradition of adventure. The Chivalric world has been overlooked, because the only good game system around was C&S and no one wanted to convert. This is not necessary. A little ingenuity and a little work can bring all of the good parts of C&S into your system, and let you run a well developed Chivalric world. Even if you are running an non-chivalric medieval world C&S is excellent as a reference work and a source. A great deal of thought has gone into C&S and it is about time that the barrier between it and the rest of FRPping were broken down. C&S can add a lot to any FRPping campaign, and just as a reference work it is well worth its price.



GUESS WHAT'S COMING TO DINNER

**CYAHON**  
 NYR AR:10 HT:7' Attacks:2 Claws for 1D12 each plus poison  
 NYR DR:14 WT:200  
 NYR AC:2 HP:50  
 D&D AC:5 ST:8  
 Level:8 AL:N/N/A

This is a tall blue-skinned, hairless humanoid. Its blood is highly corrosive, doing 1D10 per CR to material or flesh it touches. In addition, it secretes a poison on its claws, which does 1D10 on the first CR after entering the blood, 1D8 the next, and so on until it is done. Each additional blow puncturing the skin starts another series from 1D10. (Jon Schuller)

**DIMENSION DEMON**  
 NYR AR:15 HT:5' Attacks:2 Claws for 3D8 each  
 NYR DR:15 WT:125  
 NYR AC:4 HP:30  
 D&D AC:1 ST:7  
 Level:13 AL:C/N/A

These are short, scaly humanoids with greenish skins. They have one particular magical skill. They can change the dimensional existence of their bodies. In 3 dimensions they are normal creatures, as described above. In 2D they have only height and breadth, without depth, so they are sort of flat. They strike with 30% Sword of Sharpness, and have +5 on DR. In 1D they have bit height or breadth. As lines it is very easy to hide, and they can attack once for 3D10, with either SS or PP of 30%. They can change dimension 10 times each day. Each change makes them the dimension to which they change until they change again. They start out 3D. A favorite ploy is to hide 2D as a mural, up against a wall, and attach from behind when someone passes. They make a pop when they change dimension. (Dave Nalle)

**PHAZON**  
 NYR AR:12 HT:6' Attacks: With Sword  
 NYR DR:15 WT:150  
 NYR AC:3 HP:40  
 D&D AC:2 ST:10  
 Level:7 AL:C/N/A

These are tall, grey-skinned humanoids with normal intellect. They have two related magical abilities. In combat or any attack situation they have 30% or more chance of anticipating an enemy blow. If they want to they can then activate their second ability, which is to enter phase for up to 1CR at a time. This means that they can phase out and evade 30% of the attacks on them. They must wait a CR between phases, and they can phase at will, without knowing a blow is coming. If they have the precognizance, they can still get in their attack before phasing. (Dave Nalle)

**HELL STORM**  
 NYR AR:NA DI:75' Attacks: Lightning for 4D10/CR on Single Target  
 NYR DR:NA WT:0 or Acid Rain for 3D6 overall to all in area/CR  
 NYR AC:NA HP:75(S) or Rain of Slipperiness, high-power lubricant in  
 D&D AC:NA ST:NA whole area  
 Level:18 AL:C/F/A

This is a non-material creature which appears as a small storm cloud. It can only be damaged by wind, and most magic will not affect it. It takes one point of damage per CR for each 10MPH at which the wind is moving, and it can regenerate one point per CR. It is of limited intelligence, and exists only to destroy. It can float at 0 to 500ft. (J. Thomas)

**SAND ELEMENTAL**  
 NYR AR:15 HT:6'5" Attacks: 2 Sand Blasts for 3D6 each  
 NYR DR:13 WT:250  
 NYR AC:0 HP:80  
 D&D AC:6 ST:11  
 Level:10 AL:N/N/N

This creature is made of desert sand, and hides very well in sandy regions, as he can collapse his highly fluid body and just lie there. He looks like a whirlwind of sand when moving or attacking. The attacks are highly corrosive, as is the elemental's body itself, which does 1D6 structural damage to any

weapons which touch it. It automatically lowers all armor which it touches by 3. They can attack as a sand-swirl for 4D8 overall, or with the sandblasts, in their human form, which is that of a golden-skinned, bald, knobby man. They are of moderate intelligence. (Jon Schuller)

## WHITHER THE MUNCHKIN?

DAVE NALLE

They're out there all over the place. In the APAs writers have taken to calling them "Munchkins", and the "Horde". Fantasy Role Playing is being over-run by a new generation of players ranging in age from 7 to 70, and no matter what their chronological age, they all have a playing maturity age of 11 or so.

There was a time when FRPping was a sort of elite movement, when only the brightest, most imaginative kids and adults took to it. Work or school was not enough for these early FRPers, and they turned to other pursuits. In time, D&D was too limited for them and they went on to other Role Playing Games, and to developing their own systems.

Today D&D has taken so great a hold on the market and on the popular imagination that more and more people are playing, and fewer and fewer of them are going beyond the limits of AD&D. The result of this is the creation of a mass of D&D players who are less imaginative, less open-minded, and less mature in their playing style.

Naturally a wave of protest has arisen against these new players, and it is hard for me not to appreciate the sentiment. Munchkins can be of any age or temperament, and contrary to what seems likely, they can be very experienced players, at least in years.

How do you spot a Munchkin? There are several quick ways to spot a real Munchkin. They are generally characterised by strict adherence to AD&D, a clear unwillingness to adapt, total non-characterisation of characters, hack-and-slash mentality. There are other indications, such as a tendency to very high or low power campaigns, and little regard for the DM.

I must note that all new players are not Munchkins. Only those, new or old, who are closed-minded, and put little thought into their playing, whatever their chosen style.

How do you deal with a Munchkin? There are many situations where you may have to deal with a Munchkin. Very few people can bear to just tell someone to "fuck off", so we have to spot a way to deal with this menace and render it harmless, or even beneficial. There are three situations in which Munchkins are a clear danger. These are when you start a campaign, when new people want to join your campaign, or when you join or assume leadership of a new campaign which is already in existence.

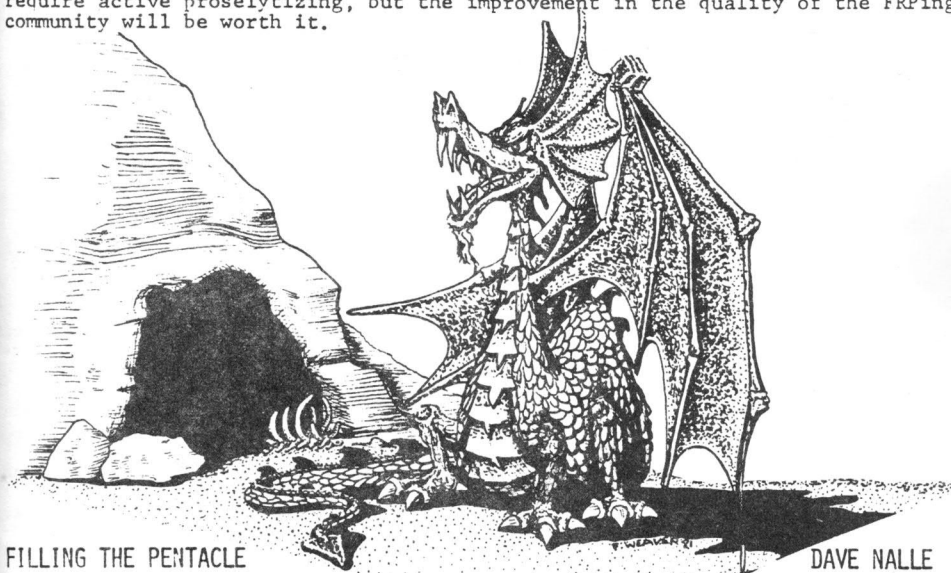
When you start up a new campaign, it is difficult to be selective about who joins, and it is hard to weed the undesirables out, if these elements really want to be in your campaign. A standard precaution on a first adventure run is to get the phone numbers of all the players, and only invite them back if they played well. Don't go out of your way to give out your phone-number. If someone you don't want persists in calling you, mis-direct him, or lie tactfully. When you scout about for players do it carefully. Don't run into a nearby game-store and shout "I'm starting a campaign, who wants to play?" Don't even put up a sign-up sheet. If you are working on your own talk to people, ask them about their current or past campaign, and then mention your new one to them if it seems a good idea. If you are working in a game store as the base of operations for your campaign, sign up prospective players, and interview them. Then inform them by mail or note whether they have been selected to play or not. Using these methods and some tact you should be able to create a select campaign.

Once your campaign is started your main danger is from Munchkins who want to join, having heard about it somewhere. There are several solutions to this peril. You can just tell him to go away, or if you feel adventurous you can talk to him, and try to find out if he has the potential to become a good player. If he does, a bit of exposure to your campaign might work on him, especially if you take the time to make all things clear to him. In many cases a Munchkin may just leave on his own, once he sees that he is out of his depth. It is also a good idea to know the phone number of the DM of an all Munchkin campaign to refer any to.



What if the only campaign available is Munchkin dominated? Well, you could go into hibernation, or you could join and brave it. If you do join, there are constructive things which you could do. By setting an example you might be able to broaden a few players and then you might be able to splinter off. An even better solution in an area where there are few players is to find some bright and curious people and train them from scratch to be open-minded players.

It is possible to combat Munchkinism and convert some Munchkins to the real world, if you use understanding, and treat them as human beings, a form of treatment they have probably never experienced in Munchkinland. It is essential that we begin to broaden the horizons of these creatures and that we start indoctrinating new players into non-Munchkin FRP. If we can find ways to do this we might be able to put a stop to the frightening expansion of the hordes of AD&D-bound Munchkin masses. By engendering growth in the non-Munchkin parts of FRPing, we may be able to minimize Munchkin expansion. This will require active proselytizing, but the improvement in the quality of the FRPing community will be worth it.



**FILLING THE PENTACLE**

DAVE NALLE

On we go with more exciting and useful demons. Once again we return to the Old Testament and the Apocrypha for some more major demons. Described below are four of these.

**AZAZEL**  
 LVL:25 ST:3 Attacks:Greatsword for 2D10 +1D12 flame  
 HP:175 AC:3  
 AR:12 D&D AC:6  
 DR:15 WR:400

Azazel is the leader of the Seirim, or Goat-Demons. He appears as a large goat-headed man. He is a great war-leader, and patron of people who fornicate with animals. He is often accompanied by goats, or goat-men. He is the patron of witchcraft as well, though he shares this function.

When summoned he can grant any standard magical powers of Sorcery, Divination, Necromancy, or the like. He can also enhance sexual or martial powers.

**BELPHEGOR**  
 LVL:28 ST:2 Attacks:2 Claws for 1D12+5 each  
 HP:150 D&D AC:5  
 AR:10 NYR AC:2  
 DR:15 WR:350

Belphegor appears as a beautiful young girl. He has powers over reproduction, fertility, and marriages, especially breaking them up. He is difficult to summon, with an effective WR on first summoning of 500. He is sixth in power of the Evil Sephiroth.

He can grant powers of discovery, location, and invention, or he can grant material wealth.

**BELZEBUB**

LVL:35 ST:-5 Attacks:2 Swords 3D10, 50%SS  
 HP:325 NYR AC:5  
 AR:20 D&D AC:1  
 DR:15 WR:700

Belzebug is one of the top 3 or 4 demons in Hell. He appears as a 30ft tall man, seated on a throne, with blood-red skin. A band of fire circles his forehead, his body is bloated, and he has fierce eyebrows. He has goats horns, bat wings, a lion's tail, and duck's feet. He is master of the witch's Sabbath, and is extremely powerful. Once summoned, his WR increases by 20 points per CR.

He is primarily associated with disease, especially plague, epilepsy, and neural disorders. He can impart: almost any magical power, especially those related to disease.

**SAMMAEL**

LVL:30 ST:-3 Attacks:Lightning for 3D12  
 HP:250 NYR AC:8 or Wind Buffet for 2D20 overall  
 AR:25 D&D AC:-2  
 DR:17 WR:600

Sammael is the demon of the desert winds. He appears as a giant, golden serpent, with a halo of lightning. He has the power to instantly dehydrate and mummify one target per day. He has bat wings. He is a demon of death and destruction.

He will cause draught, famine, and the like if summoned, and can impart the ability to dry up wells to a summoner.

**FEEDBACK RESULTS—#12**

ARTICLE

	<u>PERCENTAGE</u>	<u>CHANGE</u>
Skills & Training	75	-3
Guess Whats Coming etc.	45	+20
Filling the Pentacle	79	+59
The Dragon's Hoard	89	+32
Apprentice & Adept	56	-13
Backgrounding	96	=
ART:Gene Ching	87	-9
Karl Zivek	56	-1
Mark Wiker	77	
Mini Adventure #4	93	

There is a clear improvement in #12 over #11. While several areas went down slightly, a few went up a great deal, most notably Filling the Pentacle.

Gene Ching maintained his lead in art, though he dropped a couple of points. Wiker started out well in this area.

The big leader was Backgrounding once again, and the Mini-Adventure also did well.

Response has been less than overwhelming so far, so please try to fill in the form below, or better yet, copy it, and send it in to us by July 1, if possible.

**FEEDBACK**

Please rate the following items or artists on a scale of 1 to 100, with 1 as totally awful, and 100 as outstanding. Special features are now included in the rating.

In the Speculum \_\_\_\_\_  
 The Arts Arcane \_\_\_\_\_  
 From Vidar's Forge \_\_\_\_\_  
 Backgrounding \_\_\_\_\_  
 Apprentice & Adept \_\_\_\_\_  
 Guess What's Coming etc. \_\_\_\_\_  
 Filling the Pentacle \_\_\_\_\_

Cymric Creatures \_\_\_\_\_  
 Determining Structural etc. \_\_\_\_\_  
 Some Ideas on Alignment \_\_\_\_\_  
 Yet Another Crit. & SS etc. \_\_\_\_\_  
 What Can You Do with C&S? \_\_\_\_\_  
 Whither the Munchkin? \_\_\_\_\_

ART:Frank A. Weaver \_\_\_\_\_  
 Mark Wiker \_\_\_\_\_  
 Karl Zivek \_\_\_\_\_

What You'd Like to See: \_\_\_\_\_

# ER

## ABYSS

This is the top small gaming magazine in the country. It is published 6 times each year. Fiction, articles, rule variants, reviews, and adventures are featured, suitable to many major Fantasy Gaming systems. Writers include Dave Nalle, Jon Schuller, Lew Bryson, Tom Curtin, Steve Warble, David Damham, David Dyche, David Jacobson, and Ronald Pehr. Art is featured by Gene Ching, Tom Curtin, and Karl Zivek.

Subscriptions are \$5.00 for 6 issues and \$10.00 for 12 issues. Single copies are \$1.00 each. Overseas orders should include \$1.00 per copy to cover postage.

ABYSS is 20+ pages per issue of digest sized, reduced print. There are regular columns on new monsters, new magic items, world design, and character classes.

Back issues of ABYSS are still available. Limited quantities of #s 7 to 11 are all available at \$1.00 each. #12 is the issue for April. It includes fiction by Lew Bryson, art by Gene Ching, Karl Zivek and others, and articles by Dave Nalle, Jon Schuller, Dan Creery, and others.

## WYRDWORLD ADVENTURES

Subscriptions to this regularly printed series of adventures are available starting with #4 for \$5.00 for 4 adventures. #3 can be purchased for \$3.00. Other individual adventures are \$1.50 each.

#3-Demon's Pawn-This pits the wits of a low-level party of adventurers against the dread wiles of Arekitash the Soul Claw, the second greatest lord of the Abyss. It has a detailed map of Wyrldworld. Designer: Dave Nalle.

#4-Ravensgate-This is a low-level introduction to the series which puts new characters into the danger and adventure of the city of Carzal. Designer: Jon Schuller.

#5-Double Doom-This includes two medium level adventures, "Jaktay-Khan" and "The Eye of Ba'al". It was designed as a tournament dungeon for MINI-CON '81. It offers two widely contrasting types of adventure. Designer: Dave Nalle & Jon Schuller.

#5 will be released for the summer. It should be a medium-high to high level adventure. Subscribers who start with #4 can get a 25% discount on the price of #3.

## MINI SYSTEMS

These are brief booklets suitable for any rule-system which examine a single aspect of Fantasy Role Playing, so that a GM can add depth and realism to his campaign.

#1-Weres-This gives all of the information needed to run any kind of Were-Creature in any world. It is compatible with any system, historically accurate, and very playable. More than 50 types of weres are described. \$1.00

## THE NEW YSGARTH RULES

Five years of experience has produced this new Fantasy Role Playing system. This 90 page book contains all you need to run an advanced Fantasy Campaign. It features over 450 spells, 130+ character skills, as well as monster and treasure descriptions, rules for character generation, combat, and magic. It also features ideas on creating worlds and adventures.

When ordering any of the above items except ABYSS, please include 50¢ for postage and handling per item. Overseas include \$2.00 for P&H. Dealers rates and discounts are available on request. Expect delivery in 2 to 6 weeks.

David F. Nalle  
RAGNAROK ENTERPRISES  
1402 21st St. NW  
Washington, DC 20036

**RYSS**

1402 21st Street, NW  
Washington, DC 20036

X18

MAIL TO:

FIRST CLASS MAIL



FIRST CLASS MAIL