

# ALARUAS & EXCURSIONS

12

(annish)



june 76

THE UNIVERSITY OF CHICAGO

PHYSICS DEPARTMENT

PHYSICS 354

LECTURE 1

1.1. THE CLASSICAL LIMIT

1.2. QUANTIZATION

1.3. THE HEISENBERG UNCERTAINTY PRINCIPLE

1.4. THE SCHROEDINGER EQUATION

1.5. THE WAVE FUNCTION

1.6. THE CLASSICAL LIMIT



## A FEW ~~WORDS~~ PARAGRAPHS FROM THE EDITOR

This fanzine is set up to serve as a monthly discussion zine for SF fans and others interested in D&D. It should give all of us a chance to discuss the rules and to share our own special monsters and treasures with others. It will also give us a chance to write up expeditions we've been on.

ALARUMS AND EXCURSIONS is edited by Lee Gold...in the fervent hope that it won't lose too much money. To that end, it will be run as a cross between a standard fanzine and an APA (amateur press assoc'n).

- 1 If you have a contribution, there are three ways to submit it.
  - a. Type it on a NINE-hole mimeo stencil and mail it to Lee Gold, 2471 Oak Street, Santa Monica, CA 90405. Include 50¢/page.
  - b. Print it yourself. Copy count is 150, repeat 150. Send it to Lee Gold. Out-of-towners will get 20¢ credit/page printed on mailing expenses.
  - c. Send a letter to Lee Gold, and she will type it and mimeo it. Include 75¢/page (or fraction thereof) for stencil and printing. Please note that typing automatically includes improved spelling and grammar and may also include occasional editorial comments set off in italics. Those who want their deathless prose left intact should type it themselves.

UNPAID FOR MATERIAL WILL NOT BE RUN OFF NOR INCLUDED IN A&E

- 2 The fanzine will cost as follows:
  - a. Contributors--less than four pages, postage only. Four or more pages (if we've had a good month), it's all free.
  - b. Non-contributors: postage PLUS
    - 1) Nothing if you contributed 4+ pages last issue
    - 2) 35¢ if you had some contribution last issue
    - 3) 75¢ otherwise
  - c. For trade - with other D&D publications only. Trade zines are mailed Book Rate.
  - d. We do not offer subscriptions on a fixed cost basis, since postage or contributions may vary from issue to issue. However, you may send a check or cash to Lee Gold, and we will deduct costs (and send you a statement each month) until the money is almost used up. We will then notify you of this and return the balance at your request.
  - e. Buyers at Aero Hobbies and other shops: pay the shop whatever it charges.

Mailing--at your choice, ALARUMS AND EXCURSIONS will be sent to you first-class, third-class, Book Rate, UPS or hand-delivered at the editor's convenience. Allow approximately \$1.25 for first class (with a four day lag), 66¢ for 3rd or 21¢ for Book (with a three week lag), 80¢ for UPS (with a one week lag) and no cost whatsoever (with up to a year lag) for hand-delivered.

Dungeons and Dragons is the creation of TSR Hobbies, PO Box 756, Lake Geneva, WI 53147. Patronize the people who made it all possible.

## ZINES OF POSSIBLE INTEREST TO A&E READERS

The American Wargamer--monthly, offset newsletter of the American Wargaming Association, 12 pgs: convention announcements, game reviews, AWA news, etc. Membership is \$4/year; send check payable to "The American Wargaming Association" to George Phillips, 910-10th St. B, Santa Monica, CA 90403.

The Cosmic Balance--monthly mimeo fanzine by Scott Rosenberg, 182-31 Radnor Rd., Jamaica, NY 11432. 12 pgs. D&D zine intended primarily as an information and amusement 'zine for players in the world of TIRIEN. Scott hopes to make it a genzine. 25¢ or trade.

Fantasia Today--bimonthly ditto/mimeo fanzine, 46 pgs. Journal of postal fantasy gaming, chronicle of the world of FANTASIA. Rate is 1¢/page plus postage. Send a lump sum to Ron Lowe, 1376 Northmount Dr., Calgary, Alberta, Canada T2L 0G1. Uses revised Midgard rules.

The Fantorgrn Scrolls--mimeo fanzine, 8 pgs, from James Hayes, 1409 E. Flora St., Stockton, CA 95205. Covers a play-by-mail game of FANTORGRN and also D&D articles. #13 contains an article on how to handle Lycanthropes. 6-weekly. 40¢/copy.

Fire the Arquebusiers--D&D fanzine, Mimeo, 30+ pgs. Available to contributors LoCers (whose LoCs are printed), traders, or for 50¢/copy, \$2.50/6 copies. From Greg Costikyan, 1675 York Ave., NY NY 10028.

The Midgard Journal--Ditto fanzine, 16 pgs. Devoted to the world of Midgard. Edited by Tom Drake, Route 10, Box 294K, Cookeville, TN 38501. Uses Midgard Rules.

News from Bree--offset fanzine, 8 pgs. Hartley Patterson, 7 Cambridge Rd., Beaconsfield, Bucks HP9 1HW, United Kingdoms. Fantasy, F&SF gaming, history and pseudohistory.//England has a D&D Society; for information, write "Owl and Weasel" c/o Games Workshop, 15 Bolingbroke Road, London W14, United Kingdoms.

Ryth Chronicle--Mimeoed fanzine, 10 pgs, by John Van De Graaf, 37343 Glenbrook, Mt. Clemens, MI 48043. 30¢/issue. Write up of his D&Ding.

The Strategic Review--offset prozine. Future issues known as The Dragon. Published by TSR, bimonthly, articles by Gary Gygax.

The Wild Hunt--D&D apa, Boston-based, DM-oriented. Edited by Mark Swanson, 9 Davis Rd., C8, Acton, Mass 01720 and Glenn F. Blacow, 139 Arlington St., Boston, Mass 02116. Rates the same as A&E's. Send Ditto Masters or FOUR-hole stencils to Blacow for reproduction. Copy count is 70. Next collation is June 27th.

Zocchi, Lou--Catalog of Games, Dice and related materials. 7604 C. Newton Drive, Biloxi, MISS 39532. \$1. Lou is planning on producing polyhedral dice sets of the high impact plastic used for crash helmets--D4, D8, D12 and D20 for \$4/set. Lou writes he doesn't see any possibility of making dice cheaper, just better.



Deadline for A&E #13 - July 14th for anything needing to be typed or printed. July 16th for printed material.

You may not have noticed it but

- 1) We've raised copy count again. Now it's 150.
- 2) We now offer to send A&E to you by UPS. 80¢, 1 week lag.

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upcoming conventions of interest to D&Ders

June 25-7, Scottsdale, AZ, 4th Annual Flying Buffalo Convention  
Flying Buffalo, Inc.; PO Box 1647; Scottsdale, AZ 85252

July 10,11. Cambridge, MA, MITSGS Summercon IV. Paul Bean, 13  
Grove St. #8, Boston MA 02114.

July 23-5. Baltimore, MD, Origins II. For information write: The  
Convention, c/o The Avalon Hill Co., 4517 Hartford Rd., Baltimore,  
MD 21214 (with SASE).

August 20-2. Lake Geneva, WI, GenCon IX. Fritz Leiber is GoH.  
Write Gencon IX, PO Box 756, Lake Geneva, WI 53147.

1870  
The following is a list of the names of the persons who were present at the meeting of the Board of Directors of the City of New York, held on the 10th day of January, 1870.

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Coalition Equipment Pools (Pick, Shapero, Blacow, etc): I don't mind groups of close kindred (not just bosom friends, but near relatives or a married pair and children) (cf. Eney - A&E 6) sharing some resources between them, all but their most prized magic possessions in fact. It does, however, bother me considerably to run up against a group of practising communists, all sharing all magic in common. It is also strange to note that statistically these coalitions occur only under a very rare circumstance: all characters are usually being run by one player. I have seen only one coalition pool with characters of different players involved. In that case, 5 low level characters found a Mirror of Life Trapping. None could afford to purchase it outright (or even arrange a bank loan), and no one wanted to sell it for mere money. So we decided any member could use it...on condition that all members be fully recompensed if it were ever broken...and that the first person who could afford to buy it would have the right to do so. So far it hasn't been bought out, but the time that it will belong to only one character is slowly nearing.

I feel that coalition pools are against the spirit of D&D: the need to fight/steal one's own magic items, not freeload off of others. Most of our characters are highly independent types, unwilling to entrust rare possessions to others. The usual reaction of one of my characters to having a magic item borrowed is "Sure, I'll be glad to bring it along with me on the expedition."

Coalition equipment pools are particularly reprehensible when they loan out items that are destroyed by use...such as potions and scrolls. The original finder of such an item should be fully compensated not only for its use but for its rental.

Brevet Ranks--as far as I know, these began when San Francisco DMs with 1st floors that were 3rd-4th levels wanted to give beginners a chance to explore. Brevet experience (Hilda used to say) is an unusually vivid dream, and all experience points from it should be discounted 50-100%.

O Death Where Is Thy Sting?--Dying is getting less and less bothersome these days...with REsurrect and Reincarnate becoming more and more readily available, not only as standard spells but also as potions, in artifacts, etc.//Remember that Revive Dead leaves a character comatose for two weeks. And I play that Reincarnate does the same if the character changes either species or sex ...due to his need to learn how to use his new body, overcome life-change shock, etc. Raise Dead Fully is a 7th level spell, only usable by 17th level Patriarchs and higher beings...and should not be overused. It costs the Cleric a lot more work than a mere Revive Dead and few Clerics would be inclined to use this spell except in urgent need.//It occurs to me that things might go better if we made it a general practise that anyone revived/reincarnated during an expedition by a fellow party member should turn over his share of the loot (minus expedition expenses) to his Savior. And anyone Revived/Resurrected during the expedition by a non-party member or following the expedition should turn over a minimum of 10,000 GP and (for richer characters) half his riches (including values of magic items as riches). This might make dying seem somewhat more serious, enrich the Mother (or Father) Church, and otherwise be responsible for Much Good. (A Revive Dead Fully, of course, would cost even more.)

Undead & Clerics--In LA, we play that the undead are bothered by the aura of holiness (or subdued by the aura of unholiness) emanated by Clerics. They cannot be fooled by a Phantasm of Clerics unless thrown by someone who is also a Cleric as well as an MU (and therefore knows what he's mocking up). UNdead not affected by a Cleric normally choose that Cleric as prime target of attack. A Cleric can affect undead only once in a given encounter, but if he meets them again he can affect them again. (I like the idea of fanatic undead, Sean. I suggest they attack like a Berserker and have +2 levels saving against being turned/disspelled (i.e. the Cleric must be able to affect undead two levels higher to be able to affect them))//Perhaps a Cleric should have burnback chances with undead. Maybe a 10% chance if he tries to affect undead and fails that he will be burned out by the experience and hors de combat for 1-6 melee rounds.

Cleary: (and others): Steve Perrin's critical hit table (as distributed at DunDraCon) is:

1-10	Hand Severed	1-5 Rt/6 Lt	Death in 1-10"
11-16	Weapon Impales	Double Damage	User loses weapon
17-22	Ribs Broken	Double Damage	10% lungs Punctured
23-28	Leg Artery Severed	1-2 Rt/ 3-6 Lt	Death in 1-10"
29-34	Arm Artery Severed	1-4 Rt/ 5-6 Lt	Death in 1-10"
35-39	Hamstrung	Fall over	1/2 speed permanent
40-45	Fingers lopped off	1-5 Rt/ 6 Lt	1-5 Fingers
46-50	Eye Slashed	1-3 Rt/ 4-6 Lt	No fighting 1-5 melee rnds
51-56	Forehead Gashed	Blood in eyes	No fighting 1-6 melee rnds
57-62	Genitals or Breast Severed		Death in 1-6"
63-68	Internal Organs Hit	Internal Bleeding	Death 2-20"
69-73	Throat Cut		Death 1-3 melee rnds
74-79	Ear Shorn Off	1-3 Rt;4-6 Lt	50% perm. hearing loss
80-85	Arm chopped off	same as above	Death 1-4 melee rnds
86-88	Heart Punctured		Immediate Death
89-91	Leg chopped off	1-3 Rt/4-6 Lt	Death 1-3 melee rnds
92-93	Head blow		Amnesia 1-10 hrs.
94	Head blow	% regression in years	Permanent Amnesia
95	Head Blow	Stunned 1-4 melee rounds	10% chance concussion 1 pt IQ loss
96	Head Blow	Unconscious 2-12"	25% chance concus- sion. 1 pt IQ
97	Backbone severed	1-waist up 2-waist down 3-Rt/ 4 Lt 5 - Neck Down 6 - Death	
98	Major Brain Damage	1/2 Intelligence & Wisdom permanently lost	
99	Lungs punctured	1/2 Strength, Constitution & Dexterity - permanently lost	
100	Decapitated	Instant Death	Lose 1-3 points IQ upon revival



WRITE UP Nit Picks, Shaws, Wolkoffs, Holmes - and other comments

Shaw--Re the Mirror of Life Trapping with all the formidable monsters  
In it that was flown to one mile up and then released--

- a) Didn't any of the beasties in there know how to fly?
- b) Did all of the characters fly up with the mirror? If not, what happened to the ones still on the ground? I think I'd have had a wandering monster come by.
- c) Didn't any of the intelligent creatures in the Mirror try to grab onto the legs, etc. of those holding up the Mirror, throw spells on their way down, etc.?

Holmes--Your terms are somewhat stingy. The Fighters are presumably still getting half a share (and turning the other half over to the entrepreneur running the rental agency). My hirelings normally ask for a full share in the treasure plus their pick of the magic or an extra half-share in the treasure if no suitable magic turns up. They usually get it too.

Pick--

I'm surprised the Fremen children didn't react negatively to having their room invaded--and a hinge broken off the door. With a stream flowing by right outside the door, it should take a lot more than water to mollify them. Did you at least pay to have the door repaired?

I have a feeling you and your DM haven't noticed that Gargoyles are affectable only by magic. (It's in the corrigenda). The crossbow and sword should not have worked unless they were magic, and the .45 couldn't have worked under any circumstances. In my dungeon, one of those Gargoyles would have been wearing the Helm of Brilliance. Gargoyles are at worst semi-intelligent and being dragon types they like shiny things.

Ochre jelly should do more to a person than just quiver on his armor. It should seep through the small cracks in the armor (in plate they're at the hinges) and start digesting his skin doing 1 die of damage/turn.

How does one get to be immune to poisons ilke Zed?

Wolkoff--Fascinating write-up. I have long suspected humans and hobbits look equally small to a giant.//But how did you go up three levels, instead of just the one allowed by The Rules?

What is a Son of Star?

Wouldn't a Paladin be embarrassed enough at being a Werewolf to get someone to Cure or Dispel the curse?

Beginning players belong on a level one dungeon and tend to do fairly well on that level. You don't need to water down D&D by putting in a .5 Level dungeon. (Personally I feel there should be something on every level powerful enough to scare off all characters who belong on that level.)

Brunet dragons--like other dragons--breathe 3 times a day. They get their sand from the bones of creatures they eat.

Jason--Renew your Speak to Mimeograph spell. You forgot to readjust the margins for back-sides. Otherwise an interesting zine.

## More Comments

Gygax's New Thoughts on Alignment (Good/Evil not to be equated with Law/Chaos) bode too many problems for me to use them. The idea of an Elf with a Chaotic Sword or Vampire with a Lawful Sword makes me blench.

And speaking of swords, BAINES, do you really mean that even standard issue swords are aligned in your dungeon? How much dexterity would it take to throw one. With luck one could get 3-18 damage: 1-6 from the hit, 2-12 from the alignment shock (or do you play that comes only from touching the hilt?) Do all swords register as magic or only those with IQs 2+? Are daggers also standard aligned? Normally people play that only Magic Swords are aligned.

Grant Louis-d'or--These special characteristics are astrological. The first figure is the character's sun sign, the second his moon sign. The various comments are summarized from the 144 Sun-Moon Sign paragraphs from HEAVEN KNOWS WHAT by Grant Lewi.

Jacks--Love your noblesse oblige tables. No wonder Dwarves disdain going higher than F8 under most circumstances.//What are the obligations of a high level MU or Cleric?

Diana--Are those Anti-Magic Devices personally keyed (like Magic spells) or stealable? If the latter, I've a highly intelligent thief who's going to be on the lookout for AMUs. And can a low level AMU steal devices from a high level one?

Blacow--Smith is Cal Tech, not Bay Area.//Agree that monsters are characters too, but I never thought of Meanness Ratings or Sadism. Please write up your algorithm for characterizing monsters.

Fantasmal fireballs seem to do pretty well when thrown in conjunction with a real fireball. It's hard for people already being singed to disbelieve in a little extra charring.

Chilenskas--It seems to me that even the Gygax system of 1 spell a day should equate in the dungeon to one spell a turn (the equivalent of the wilderness day).//I've been considering trying a backfire chance of 5% + 5%/level of spell if and only if the spell is resisted. This would also obtain for Revive Dead and Resurrect, giving the altruists a certain motivation not to try to revive too many low Constitution characters. Oh yes, back fire would be 1-4 x level of spell.

Fang--How would Syntarians trek out to the dungeon if they dislike light so much? I imagine they'd be useless on wilderness trips.

Hilda--Would appreciate a somewhat more detailed account of just how one softkeys or flexkeys.

Shapero--Yes, but what's to keep the group from leaving after the Fighters are merely wounded, waiting a few days and re-entering the Dungeon? "He who fights and runs away/ May reach Level Two some day."

Ives--I'd think some dogs might be intelligent enough to be aligned.

Cleary--Before A&E #1 came comments in Apa-L and a set of notes by me which I reprinted in Tativity A&E 1-3.



BALROGS- armor 2 - use whip (10 GP cost) which does 1-2 damage if not used in conjunction with flame. Can fly. Can Read Magic. Minimum Characteristics: 15+ Strength, 15+ Constitution. Always Chaotic. Suffer 2-12 damage if forced into Neutrality, 4-24 if forced into Lawfulness - and cannot be healed of this damage as long as alignment change persists.

magic,--Cannot learn spells over 2nd level. Cannot read scrolls with spells over third level. Cannot use potions, but can use all other magic artifacts (but use of any magic artifact besides a sword lowers magic resistance 10%/item). Can learn the following spells only: 1st level (Detect Magic, Light, Dark, Ventriloquism, Detect Good, Detect Evil), 2nd level (Knock, Charm Person, Continual Light, Continual Dark). As a Servant of the Infernal Fire, Balrogs are unharmable by fire, -2 vs. cold, -1 vs. Earth, +1 vs. Air.

Level	% Magic Resistant	Needed to Flame on	Flame Damage	Spells	Can read Scroll Spells	EP
1	10% to MUI	can't		none	none	NIL
2	20% to MUI	"		"	"	2K
3	30% to MUI	"		"	"	4K
4	40% to MUI	"		"	"	8K
5	50% to MUI	12 on 2D6	1-6	"	"	20K
6	55% to MU3	11+	1-8	"	"	35K
7	60% to MU5	10+	2-8	"	1st level	70K
8	65% to MU7	9+	1-10	"	1st level	140K
9	70% to MU9	8+	1-12	"	1st level	300K
10	75% to MUI1	7+	2-12	"	1st level	600K
11	80% to MUI2	7+	2-12	1	2nd level	900K
12	85% to MUI3	7+	2-12	1	2nd level	1200K
13	90% to MUI4	6+	3-18	2	2nd level	1500K
14	95% to MUI5	6+	3-18	2	2nd level	1800K
15	100% to MUI6	6+	3-18	2	2nd level	2100K
16	100% to MUI7	6+	3-18	2	2nd level	2400K
17	100% to MUI8	5+	4-24	3-1	3rd level	2700K

Starting at the 13th level, Balrogs also gain the ability to command undead. A 13th level Balrog can command 3-18 undead as a 1st level Black Cleric and goes up one clerical level per level thereafter, so that a 17th level Balrog can command undead as a fifth level Black Cleric, etc.

Starting at the 15th level, Balrogs get a saving throw against any magic implement used on them (saving against it as if a F1 for a level 15 Balrog and going up one level/level thereafter). Thus a 19th level Balrog needs a saving throw of 14 to save against a magic sword. If he makes it, the sword will hit as if it were only a normal weapon and will do only normal sword damage. This includes dedicated blades, holy swords, etc.

It is to be hoped that these parameters will not only allow players to run Balrog characters but also allow Balrogs as Dungeon Monsters to be properly fearsome on the really low levels.





"Anderson" Elves

At DunDraCon I met some lads who were supposed to be playing here in the Bay Area but whose names I managed to forget. They had a different concept of Elves, based far more on the Elves used by Poul Anderson in *The Broken Sword* and, to a lesser extent, *Three Hearts and Three Lions*. As I have not been able (largely through sloth on my part) to contact these people, herewith is my own proposal for such characters:

- A. Cannot wear iron or use iron weapons. Iron weapons used against them is 2 x damage.
- B. All are Neutral with leanings toward Chaos. Using the Gygax 4-way diagram, they would be on the Chaos side, straddling the line between Good and Evil.
- C. Advance as Fighters, Mages (or Illusionists!) and Thieves simultaneously, according to the Statistics Table below. As Thieves, they need not worry about armor restrictions or weapon restrictions.

Level	Experience	Level	Experience
1	0	6	40000
2	2500	7	80000
3	5000	8	160000
4	10000	9	320000
5	20000	10	480000
- D. Hit Dice are D6 until 8, then +1 from then on.
- E. Intelligence, Wisdom and Dexterity must be 13+ (D6+12). Strength is 10-16 (2D4 + 8). Constitution is 8-18 (2D6 + 6). Charisma is the usual range.
- F. Naturally invisible to Humans, Hobbits, Centaurs and most animals but most monsters can see them. Can appear at will to the ones who usually cannot see them.
- G. Have "normal" regeneration (like Ring) of any damage. However, being soulless, once they are dead there is no way, including any but the most carefully phrased Wish, of bringing them back. When all hit points are gone, they are dead, and the regeneration is no longer in effect.
- H. Armor for the first three levels is leather and shield, and weaponry is bow and bronze axe. Once at the fourth level, they may draw on their home castle for special beryllium alloy +1 mail, shields and swords. Also Mithril and Adamantine will not harm them.

Normally these Elves would tend to work only with each other, having little regard for Dwarves, Humans or anyone else. Trolls they will usually attack on sight.

And, as long as we are talking about Elves, allow me to bend your ears (eyes?) with my theories on the advancement of Elves.

Here in the Bay Area, most of us have decided that Elves can operate if they so wish as both fighter and mage at the same time. "Permission" for this is implied in the statement in Greyhawk that Neutral Fighter/Mage/Thieves could use all three at once and just split the points. This is what we are doing with our Lawful Fighter/Mages as well.

So, here we are with our Hero/Warlock Elf. Now, with judicious use of things like Strength spells and lucky Wishes and maybe a Permanent Spell or two from a friendly Wizard (or off a scroll), you've gotten him up to an 18 Strength and 18 Intelligence. This means he can proceed merrily along and become a Myrmidon/Sorcerer. Now what?

You can use Wishes, of course, to allow yourself to make full use of your experience. But let's look at the statements about the limits on an Elf. An Elf with a Strength of 18 can become a Myrmidon. The book says nothing about a raw strength, so one assumes a modified strength would be applicable. But what if you can modify your strength to more than 18? An Elf with 18s in Strength, Intelligence and Wisdom could modify his strength to a total of 25! That's 18 from the strength, 4 from the 2-for-1 modification from Intelligence and 3 from the 3-for-1 modification from Wisdom. If an 18 strength gives us a Myrmidon, could not a 19 strength give us a Champion? The 25 Strength would let an Elf get to 13th Level Lord!

What about Intelligence? First it would be my assumption that because an Elf can operate both as Fighter and Mage, he can modify back and forth with his Characteristics without loss. Intelligence can modify Strength without losing anything and Wisdom can modify both. Based on that assumption, our 18-18-18 Elf could use his Wisdom to modify his Intelligence to 22. This gives us an Elf who can go 4 levels above Sorcerer, or 13th Level Wizard.

It is strange how this works out. Our 18-18-18 Elf can get to the 13th Level in both fighting and magic. It is significant, too, that this puts the Elf just at the start of a Fighting Rank and leaves him at one level before he could aspire to 7th level spells, A reasonable limit, I think, far more reasonable than four and eight.

NOTE: This 13/13 character will have amassed 1440,000 Experience Points, enough to make a Human a 19th Level Lord or a 23rd Level Wizard. Using the same rationale, of course, a similarly equipped Dwarf could make it to 15th Level Lord.

Of course the easiest way would be just to say that Elves have no limits and simply must split points, making that restriction enough. I'm not sure I'm ready for that yet, Elf-Friend that I am.

#### Dwarf Powers

I haven't managed to get hold of A&Es numbers 4&5 yet, so I'm not sure if Hilda Hannifen has discussed our Dwarf Powers concept to you all as yet. As the originator of the idea, I will elucidate.

From the time we started playing the game, we were all rather boggled at the idea of Dwarves not having Magic. This seemed dumb as rumors of Dwarf Magic (usually having to do with weaponry) had even reached our besotted-with-civilization ears. Based on the idea of Dwarves having an affinity for weaponry, we came up with the idea giving them "Sword Powers."

Simply, the levels of Dwarves, First through Sixth (anything beyond that is gravy for the dwarf and not part of his glorious lineage and inheritance) are equated with Swords of Intelligence, levels 7-12. Thus a Veteran Dwarf, before leaving the caverns for his first



adventure, goes before his gods, and they judge him and give him a power to help him on his way. The player simulates this by rolling decimal dice on the Primary Powers chart in D&D 11 and giving the Dwarf that power. If it is a normal Dwarf power, he has it even better than usual. If you roll 96-99, he gets two powers. If you roll 00, congratulations, you have a talented first level Dwarf with an extraordinary ability. For Second and Third Levels you go through the same process, rolling over again if you come up with the same ability, but otherwise taking them from the chart. (NOTE: if, like yours truly, you have your own Primary Powers chart for Swords, feel free to use it. A Hero Dwarf gains the use of more languages, rolling on the Languages Spoken chart. The character gets to choose the languages. The Swashbuckler Dwarf gains the ability to Read Magic, getting your party someone else who can carry the neat scrolls. And, as you might expect, the Myrmidon Dwarf gets to roll on the Extraordinary Ability Table.

Spell Points in our system would be based on Strength, Intelligence and Constitution, just like a Mage. Points would have to be assigned as equivalent with other Spells of similar types. Naturally Myrmidon Dwarves can put their powers into swords, but as they use the Spell Points for that purpose, they are used up permanently. So only the older, richer, retired Dwarves tend to make Magic Swords.

#### Wishes

I figure that a Full Wish can be used to duplicate the effect of any Spell of an equal or lower order and, depending on how far down the spell is from 9th, expand its use. For instance, a Wish can be used to Teleport an entire party with perfect safety to an area known to the Wisher. However, a Wish such as asking to be teleported to the Largest Treasure Room on the Level (as well as probably being the physically largest, as Dan Pierson pointed out) would give each member of the party the usual Teleport chance of appearing in midair or in the middle of the floor.

#### Limited Wishes

When you consider that you have already earned the experience, I should think that only a Limited Wish would really be necessary for an Elf, Dwarf or Hobbit to continue on past his/her usual limits. I say this because of the next concept I'm going to talk about...

#### Were-critters as Mages and Clerics

To use Jerry Jacks's Werebear Wizard, Larry Talbot as an example, I would limit him to the 15th Level of Wizard if I had any control on him. Why? Because a Werebear has 6 dice. This adds up to a maximum point value of 48. An 11th level Wizard at maximum point value has 44 HP. Adding one point per level thereafter, he reaches the maximum for his class at 15th level. Larry has no problem, because Limited Wish is one of his Spells....

A Werebear Cleric would be limited to 8th Level Patriarch (48 again). A Weretiger Mage, on the other hand, would need help from a friend or be limited to Necromancer.

#### Things to Come

Next time I'll regale you with the tale of one of our Monday Night excursions (hence the title Tuesday Morning Report). It was an epic of high adventure and great danger, as a party ranging from 9th through 12th went into Steve Henderson's dungeon LITCHPIT and survived, barely. My two characters and Hilda's Richard the Dwarf were the only ones not to die at least once.

THE GLITTERING SWORD #2 published for A&E by W. Stead Watson, 1338 Main St., Parkville, MO 64152. (The Glittering Sword is a semi-regular publication of a group of D&D players in the greater Kansas City area, M.A.S.S., Mid-America Simulation Society.) typed by Lee Gold.

### Combat effectiveness

The original combat system in D&D is rather an abstract attempt to portray the actual melee, Hit points being a reflection of how well a character can dodge weapons; that is, as he increases in level, he will be more effective at dodging that sword slash or dragon breath, etc. Thus, I do not feel that it is right to allow a defensive bonus for characters as they progress (as in MOCKTURTLE MISNOMER #45.5). This just makes the fighter more powerful. I did, however, have an idea that could be put into use: combat effectiveness of weapons.

Normally a weapon has a given score to hit, fighting at a balanced attack/defense, but what if the fighter wishes to fight aggressively, without much regard for defense. Well, to reflect this, allow, say a plus four chance of striking, but he is then treated as if his armor class was 4 lower. This could also be plus 1, 2, or 3 with the appropriate minus 1, 2, or 3 to armor class, as long as hit hitting probability was reduced by an equal number.

The number itself could be up to plus or minus 4 for striking and plus or minus 4 for armor class with light, fast weapons, such as rapiers and daggers. Weapons like battleaxes, flails, and two-handed swords probably couldn't be used better than about plus or minus two for striking and plus or minus 2 armor classes. The exact weapons are best left up to the discretion of the individual GMs. This would, of course, not be used for missile weaponry.

### Rate of Missile Fire

We play 10 second melee turns out here in KC and allow one missile per turn except for heavy crossbows that fire every other turn. If a player wished to fire more than one arrow, it can be done, although he would be at a disadvantage for firing. If the dexterity of a character is 14-18, he may choose to fire two arrows. [*In LA we allow that on 16-18:LG*]; for per cents of 18, he may fire 3 arrows, depending on the actual dexterity score depends on the decreased chance of hitting the target. The following chart is used for this.

<u>Dexterity</u>	<u># of maximum arrows fired; striking modifier</u>	
14	2; each arrow is at -4	
15	2; each arrow is at -3	
16	2; each arrow is at -2	
17	2; each arrow is at -1	
18	2; each arrow at normal	or 3 - each at -4
1-50%	same as above	or 3 - at -3
51-75%	same as above	or 3 - at -2
76-90%	2; each at +1	or 3 - at -1
91-99	2; each at +2	or 3 - at normal
00	2; each at +3	or 3 - at normal

This chart is not used for heavy crossbows

PS. Lovely cover on #11. Great job Brad

--Stead



TUESDAY MORNING REPORT #1, part two. A D&D apazine written for A&E with disturbing frequency by Steve Perrin, 3901 Canon, Oakland, California 94602

#### A STATEMENT OF POLICY:

I don't like "mailing comments." This zine will have character descriptions, dungeon reports, statements of my philosophy towards D&D, dissertations on rules and other interpretations, and reports on works in progress. It will not have obscure comments on comments on comments. Each one will attempt to be something someone can copy or abstract from the issue and use or enjoy, without having to madly page through back issues to find out what I'm talking about. If anyone else's comments appear in this zine, it will be because I am quoting them as part of my essay.

I wish more contributors had the same philosophy.  
End of my first and (hopefully) last Mailing Comments.

#### PROBABILITIES USING THREE 6-SIDED DICE

Michael McNeil came up with this table. It comes in handy especially when you are trying to translate your Boot Hill or Petal Throne characters to D&D terms (or vice versa) and rolling for characters with "special characteristics" (such as Monks, Illusionists, Rangers, or the like).

Sum of 3 Dice	Possible Cases (=216)	%	From	To
3	1	.46	.01	.46
4	3	1.39	.47	1.85
5	6	2.78	1.86	4.63
6	10	4.63	4.64	9.26
7	15	6.94	9.27	16.20
8	21	9.73	16.21	25.93
9	25	11.57	25.94	37.50
10	27	12.50	37.51	50.00
11	27	12.50	50.01	62.50
12	25	11.57	62.51	74.07
13	21	9.73	74.08	83.80
14	15	6.94	83.81	90.74
15	10	4.63	90.75	95.37
16	6	2.78	95.38	98.15
17	3	1.39	98.16	99.54
18	1	.46	99.55	100.00

Note: Between 15 and 18 are 20 possibilities (10 for 15, 6 for 16, etc.) Rolling for Monks and others who need characteristics of 15+, you can simply roll D20 and 1-10 is 15, 11-16 is 16, 17-19 is 17 and 20 is 18. Thus, you can get the same ratio. There are 81 possibilities between 12 and 18, so you roll %ile dice and ignore rolls of 82+.

#### PERRIN CONVENTIONS

If anyone has any questions concerning the Perrin Conventions, they picked up at DunDraCon I, just write to me at the above address.

## THE PERRIN/HENDERSON MULTIPLE STRENGTH RELATIVE VALUE TABLE

This is a combination of two charts. Steve Perrin put together a chart giving monster strength equivalencies for the effect on a character of putting on an armband of four times strength (for instance) or a sword which does the same, or perhaps some other device. Steve Henderson, meantime, put together a chart designed to show just what strengths various monsters had, based on their abilities to do damage. As it took into account such creatures as Golems, Ents and the like, it was more comprehensive than the Perrin list but did not lend itself to being used to figure multiplied strength. This is the result when the one is applied to the other.

<u>Strength after Multiplication</u>	<u>Equivalent in Usual Strength</u>	<u>Hit Prob</u>	<u>Damage</u>
6	same	-1	average
7-12	same	average	average
13-15	same	+1	average
16	same	+1	+1
17	same	+2	+2
18 (basic).....	same.....	+2.....	+3
19-43	18 (51-75)	+3	+3
44-58	18 (76-90)	+3	+4
59-68	18 (91-99) Low Ogre	+3	+5
69-75	18 (00)	+4	+6
	High average Ogre		
76-172	Hill Giant, Flesh Golem, Small Ent	+4 (1)	2-16
173-222.....	Stone Giant, Ent	+4 (1)	3-18
223-255	Large Ent	+4 (1)	4-24
256-270	Frost Giant	+4 (1)	4-24
271-285	Stone Golem, Efree-	+4 (1)	3-24
286-300 (2)	Fire Giant	+4 (1)	5-30
301-316	Cloud Giant	+4 (1)	6-36
317-328	Storm Giant/Titan	+4 (1)	7-42
329-340	Iron Golem	+4 (1)	4-40
341+	Ice Giant (a local creation)	+4 (1)	8-48

- (1) This would also apply to all Strength Belts, Potions, Gauntlets, etc. For example, a Veteran with Cloud Giant Strength hits armor value 2 with a 13 (17 minus 4) instead of 7. On the other hand, a 16th Level Lord using Cloud Giant Strength hits Armor 2 with a 1 instead of a 7.
- (2) You will note that this is four times the "strength" of an 18 (00) character.



KIREL'S MIRROR

(Kay Jones, 4359 1/2 Collogo Ave., San Diego, CA 92115 - AKA Kirel of Robber's Roost or That Nut in San Diego...)

Having acquired a copy of A&E 9 at the DunDraCon I have decided to join in on the fun. First, an introduction to my dungeon, currently under construction although several expeditions have been held on the first three levels (when complete, I hope to be able to accommodate everything up to 18th level or so). Robber's Roost is located inside a good sized asteroid, and reached through a sort of dimension portal called the Shimmering Gates found inside a cave just outside the little town of Gateway. This deposits people on the surface under a force dome next to the elevator. The place has been the haunt of evil sorcerers, pirates, and all sorts of felonious types for millenia, and, sooner or later just about anything is likely to turn up (Miskatonic University has leased a corner-4th level down- for a dorm to house some of the more outrageous students). Kirel aka Johaun, the neutral DM is usually not in evidence, preferring to watch the mayhem via her magic mirror from someplace deep in the dungeon. Nicolai Shapero tells me he's written up an expedition in the Roost for A&E, but I haven't seen it yet.

I would like to introduce a new sort of being recently concocted down here by myself and Charlie Luce (with thanks to Anne McCaffrey), namely Pernose Fire Lizards, generally known as PERNS:

LEVEL	EXP.PTS.		HIT DICE	MOVEMENT	AC	DAMAGE			BASE STR.
	NON MU	MU				CLAW	BITE	BREATH	
1	0	0	1pt.	1/9-24	4	0	1-2	1-3	20
2	250	300	1/2 - 1	2/12-30	3	0	1-3	1-4	60
3	685	800	1/2 - 1	3/15-36	2	1	1-4	1-6	80
4	1685	2000	1/2	3/18-36	2	1	1-4	1-8	120
5	3685	5000	1/2	3/18-36	2	1	1-4	1-8	120
6	7655	10000	1/2 + 1	3/18-39	1	1	1-4	1-10	120
7	15685	20000	1 - 1	3/21-42	1	1	1-6	1-12	120
8	48000	65000	1	3/21-48	0	1-2	1-8	2-12	120

for levels above 8th add 48000/level (non MU) or 65000/level (MU) and increase hit points by 1 pt/3 levels. Perns have an intelligence range of 3-12, those of 12 or higher (ie. augmented) can learn magic, as follows;

LEVEL	SPELL LEVEL	AVAIL.	MU EQUIV.	LEVEL
	1	2		
1	-	-	0	
2	-	-	0	
3	1	-	1	
4	1	-	1	
5	2	-	2	
6	2	-	2	
7	2	1	2 1/2	
8	3	1	3	

for levels above 8th add 1 MU equivalent/3 levels.

The breath weapon is a 1/2" x 1/5" fire cone usable up to three times/day as with full sized dragons (although a short flame may be used at any time - mine is invaluable for lighting torches). Perns may also teleport accurately to any place which they have seen once (within range - 3rd figure under Move). They are also telepathic. Perns, left to themselves are usually neutral, and are not likely to accompany other beings. They may, however, at hatching be Impressed (see Anne McCaffrey's "Dragonflight") by lawful types and will then become lawful and continue to associate with that character, rather like a MU's familiar. If the associated being (usually human) is injured, there is a 50% (1-3 on D6) chance the Pern will attack whatever did the damage, and if the handler is killed it will ALWAYS attack until the attacker is dead, neutralized (ex. charmed by another member of the party) or the Pern is killed. The chance of Impressing a newly hatched Pern is 75% + 5%/ charisma point above 12. NOTE: death of the Pern usually puts the handler out of action for a few turns.

If a nest occurs in a dungeon there will usually be from 1-10 eggs, as follows:

COLOR	% PROB. IN NEST (ROLL ON DECIMAL DICE)
Green	0-30
Blue	30-60
Brown	60-85
Bronze	85-95
Gold	95-100

Gold and Green are female, Bronze, Brown and Blue male.

A few remarks on A%E #9:

LEE GOLD: A Thionite breathing dragon??? Grinning Nashkabomming!!!

NICOLAI SHAPERD: HI THERE! I want you to know this is all YOUR fault!

GLENN BLACOW: I like your characters. Mine include Alfric, an elf who was reincarnated as a were-wolverine. (He had fun explaining that one back home..), Lord Frederick Finagle AKA Mediocre Fred (every characteristic but Strength & Charisma is 8), and Kala the Klutz, an 8th level fighter with a dexterity of 6. We have one character down here who is an Aztec cleric named Upxucataco (x= ch for Aztecs) with a charisma of 5...

ROBERT SACKS: After that description (America - 1600s), Stormgate looks almost homoy! You have a point there...

Z-37?: Nice to know there's another Piper fan out there.

KEN PICK: Love your Cynthians, may start one myself. I do think I'd leave charisma open, though. Also, I'm not too fond of the tendency to make most non-human characters top out at relatively low levels. Maybe it could be made very difficult to pass a certain level by increasing the number of experience points required to go up, but I think the possibility should be allowed.

UCLA COMP. CLUB: Whow! Remind me not to annoy you people...

To all those I met at the DunDraCon, I enjoyed it very much!  
More when I scrape up the cash...



## The Voice from the Dungeon

written by Charles McGrew, 919 W. Johnson St., Raleigh, NC

This is my first apa, so please bear with me if I am slightly incoherent. (advertisement) Raleigh's dungeon-running takes place mostly at THE ARMOURY, a hobby shop at 722 W. Johnson St. in Raleigh; it is open on Tuesday and Thursday from 7-10 pm and from 1-10 pm on Saturday; dungeon-running goes on practically non-stop.

### Life after Death

In most D&D games, a player may fight with equal vigor when he has 150 HP as when he has 2. This clearly is not "realistic" for men anyhow, so--I think the hit points reflect the amount a character can take and still fight. Less than the rolled number of points, and the creature is down but NOT dead. The ability to stay alive is a function of constitution.

Constitution	Hit points can take before dying
3-6	-2
7-9	-3
10-12	-4
13-14	-5
15-16	-6
17	-7
18	-8

If a player takes less than this damage but is in the negative or zero hit points, he collapses, unable to move or to fight. If uninterrupted, anyone striking at him automatically hits, damage as normal. His buddies must drag him to safety, bind his wounds and send him back to town. In addition, if a player goes zero or negative hit points, he loses one Constitution point *permanently* when he recovers--and one Charisma point permanently too. Cure Light Wounds *won't* work on people with zero or negative points. If the creature takes more points than Constitution allows, it is dead.

There is one monster that I feel has been passed over in its threat to dungeoneers: vampires. In a typically run game, the party knew that someone in the harem was a vampire and simply showed a cross to each one, and when three vampireesses were discovered they merrily produced stake and mallets and prepared to slay the beasties. Once a party is alerted to the danger, there is nothing a vampire can do but snarl helplessly as crosses and stakes are pulled out...except turn to gas or run away. Vampires should be more dangerous! How about a sword-using vampire? Or even one that is unaffected by the cross? What fun! The party would have to fight with silver daggers or stakes, a tough way to kill a high hit die creature that does 1-8 with sword, 1-10 with bite, plus 1-3 from blood draining from wounds per melee rounds and will cause a vampiric change in anyone who is bitten (but not necessarily killed) and is NOT Cure Diseased within three days. If someone is "vampirized" by the way, he doesn't go up in level...and he must have blood once a day. Note that vampires do NOT need to hit jugular veins to cause damage. (A fast melee rule for Vampires--strike with weapon once/round, but on a 65+ on %ile dice, they also bite). In any event vampires should be smart enough to insinuate themselves into a party eager to hire dungeon creatures.

[You seem to be forgetting the Vampire's Charm Person +2. And any sensible Vampire would attack if he had the advantage of surprise, and probably call up his rats or wolves too.--LG]

### Apagame-1, or Vampires In Paradise

The apagame series was begun as a game with as high a number of player-characters as possible. To make as much player-interaction as possible and to make the game as interesting as possible. The games will be written up in various zines. Each player is given a single character--no minions at all. Each character had to be whatever his highest roll was, and the result was that the party was heavy with Clerics. Each player also had to buy all equipment by himself. This resulted in over 400 torches, about a mile of rope, a couple of hundred iron spikes, etc. for the party, as each player made sure that the party had all the necessary stuff (apparently believing the other 13 players were too dumb to buy the stuff themselves). Each player was either 2nd or 3rd level, and number rolls (at small odds) for various magical items. The result was an unfortunately overladen (magically) party, whose magical implements were 3 Javelins of Lightning, two magic swords, three +1 shields, a suit of +2 armor, ten magic crossbow bolts (+2), an X-ray Ring with 8 charges left, a scroll with a Stone to Flesh and Telekinesis, and three Clerical Scrolls with Speak with Monsters, Find Traps, Speak with Plants, Speak with Dead, Snake Charm, Detect Magic, Neutralize Poison, Locate Objects, Earthquake and Find Traps. But the Haymaker was an experimental Raise Dead Fully wand (a mistake, I admit...and has been taken out).

The party number three Thieves, four Fighters, two Magic-Users, and five Clerics (all grabbing greedily for the R.D.F. wand). Creaturewise, the party had one elf, two dwarves, three hobbits, and eight men. The actual run was a cramped one with 14 players, one vampire and various spectators all in the same room, yelling for order or lunch or their neighbor's blood.

The party was supposedly under Golden Hines's control, although control generally degenerated to Chaos, which oddly enough was their alignment (Chaotic). They figured they would have more freedom of action with a Chaotic alignment.

The game was run with all the frills, including blackboard with ever-changing marching order and situation map with the confused and fragmentary dungeon map as the players saw it. This type of game was good in my opinion since the leader had to convince players to go and risk their necks. The only one who didn't argue was Richard the Dull who was a Berserker on his mother's side, but now. ON WITH THE SHOW!

The party came to a hole in the ground which oddly enough had stairs in it leading down. After a quick counting of yeas and nays gave Golden Hines the party's leadership, although there was no real leader, even in times of dire danger. At the bottom of the stairs was a remarkably well-hewn corridor and the party knew in a blinding revelation that they were in a dungeon.

Further down the corridor was a door on the right. Beyond the door were the bodies of three orcs. This seemed normal enough and the party continued on. After a bit of wandering, the group came to a T intersection. To the right was a dead end and a door on the right. From behind this door were clankings and conversation in a decidedly foreign language no one had ever heard before. The door was bashed in and three odd looking characters, two of whom drew swords and one leapt to a strange staff that was supported by a stick. The man with the staff (a matchlock gun) applied the match to the gun. It didn't



go off right away (the main problem with matchlocks) and the Spanish conquistadores collapsed snoring from the Sleep spell cast hastily by Golden Hines. The odd staff clattered to the ground, and the party which rushed in to investigate the room were surprised when it went off two turns later with a loud BOOM, a high whining sound and a cloud of evil-smelling smoke. Dimly perceiving a solid gold statue (what else do conquistadores have?) through the smoke, the party made off with the statue, the strange staff and a conquistadore's uniform (powder and ball could not be found; after all, how could a medieval type know what power and ball were?)

Next was found a secret door. T'was splintered, but the Elf screamed wait! He saw shapes moving around in the room. (Do Thieves hide in infrared shadows?) The party being chicken ran away. (this was the "pie kill room" see elsewhere in this turkey...uh, I mean fanzine.) While stopped for a rations and wine break, two of the party, Golden Hines and ~~Stephen~~ the Jester, got into an argument over GH's mule (in the hubbub, nobody was quite sure what went on) and Golden Hines put Stephen the Jester to sleep, threw him on top of the mule and left the poor chap there.

Immediately thereafter the party ran away from some Berserkers in a chaotic manner, somewhat like a rout. Several of the group decided they'd rather be somewhere else, to be precise somewhere away from the berserkers, and the others, not wanting to be the only one there, ran also. After a lot of running away, Golden Hines finally got control of the party, and the party turned and fought the Berserkers. Golden, a magic user, had to fight to rally the men (no women in the party, what a drag) and as a result was skewered. He was revenged as the party wiped out the berserkers and gleefully mutilated the corpses of the berserkers. A Raise Dead Fully was administered, and Golden was back on his feet, complimenting the party on the fine job of cuttery they had done on the berserkers...and carved his initials in one for good measure.

The next door found was an odd one; a confusing mass of noise was issuing from it. Opening the door, the party discovered the press room. This was a collection of all sorts of creatures rushing madly about, banging on boxes, grabbing scrolls out of boxes in the corner and occasionally dashing up to a wizened fellow sitting on a raised dias with a scroll of some sort. When the party actually entered the room, all the pressmen ran out a door on the opposite wall. They were scared to death by these visages with drawn swords. Scenting bad medicine, the party left with the exception of Hagar the Hideous and Walburn the Holy who stayed behind to vandalize. Ripping off some boxes and scrolls ("Elf slain by elfwife," "Mayor outlaws prostitution," "Mayor lynched," etc.) supposedly for later use, Hagar and Walburn opened the door on the opposite wall and perceived two heavy-set men in strange dress with the cruel runes "Illinois State Highway Patrol." The men were holding strange short wands. A hasty exit from the pressroom the way they came in by Hagar and Walburn followed.

A scorpion in the next room was quickly capped, two gems were found. In the milling confusion that followed, Mike the laughing hobbit attempted to pocket the gems for himself. Thieving Edwyr, however, noticed this petty thievery (no one else did; a loud argument over something was going on) and asked for the gems back with a sword at Mike's throat for emphasis. Once again, Hagar and Walburn made their presence felt by making two attempts at filching the gems. The 2nd time, de Conrad (a hobbit) discovered them, Hagar and Walburn fled for their lives, pursued by Laughing Mike, who had been charmed for his trouble with the gems. Later Mike (who got out of Charm Person range...which is one way our players can get out of a Charm) came back

and was accepted by the party. (The saga of Hagar and Walburn will soon follow.)

Meanwhile back in the Scorpion room, the party discovered a secret door in the back wall behind which were coming odd clankings. "Aha," cried Wesley the Mighty, "More Spaniards!" Guion the Quiet (who had scarcely said a thing all day--and done less) was enticed to put on Conquistadore garb and hold the Spanish stick at port arms. "Think Spanish" advised Wesley. "Si, si, Toro, ole, Puerto rico," replied Guion as Wesley flung open the door! Decidedly unimpressed, the Hobgoblins on the other side loosed a volley of quarrels, wounding Guion. In charged Richard the Dull, slashing and hacking like a madman. Wesley the Mighty (the mighty what no one had yet ever determined) who had not been noted before for his friendship with Richard, rushed to the door and to Poor Richard's surprise and the party's delight, slammed it shut behind Poor Richard! A vicious melee followed in which Richard was slain in most horrible fashion while slaying three hobgoblins. Only then did the (sort of) brain Wesley rush in and slaughter the two "softened up" hobgoblins. Grundgingly raising Richard the Dull, the party then realized that Golden Hines was out of spells. In a most strange bend of the rules (it was legal, what could I do) Golden was executed by Crazy Claudius who carries a halberd into dungeons, raised fully, regaining life, limb and most important, his spells.

At the next door was the gaming room (see elsewhere in this issue) where they declined the fellow's offer and were relieved of 4000 Silvers

Further on, the party stumbled onto huge double doors from which were coming female sounds! The door was feverishly opened and the adventurers beheld a harem! A Sleep spell inadvertently cast by Charlemagne the Elf (he has an ego problem) but there were plenty of nubile female. Out, so Chuck got off easy. The Eunuchs guarding the women were quickly slain, and a cheerful mass rape was undertaken. Meanwhile, Hagar the Hideous and Walburn the Holy had blundered back to the pressroom and after a confused spell & staff (the Raise Dead Fully wand was reversed to kill, and since they were already Chaotic, it didn't matter) versus writing implement/.38 pistol/typewriter/machine pistol battle--as the pressmen at first threw what was at hand and gradually escalated--in which about half the pressmen were annihilated. (Hagar and Walburn will be followed by bad press for the rest of their days), the two decided to run for it and got away.

Back at the harem, five hours later, therest of the party finished their business by running out of fresh females. By this time only Wesley the MIGHTY (now we knew what the mighty means) and Golden Hines were going at it. While putting on their collective jerkins, the adventurers noted that three of their number were not moving. A quick search found their blood-drained bodies in a corner (Vampires in Paradise). A Raise Dead from a Cleric got them back later when the party got back to town, but the Vampiresses got away. (The vampiresses were not well armed, having at the best some hairpins in their possession.)

The group was thereafter pursued at length by some more eunuchs that arrived on the scene, and escaped after expending most of their magic.



While looking for a way out, the group bumped onto a room with a magic mouth which led them to a room with a Deck of Many Things for Treasure, guarded by something that was a mass of garbage after Crazy Claudius got through with it. In a confused (but lucky) series of dramas that followed in which there were literally dozens of hands grabbing at the Deck, several things happened, including: several people died or were stoned, two 7 spell scrolls appeared, Gulow the Quiet screamed as his two favorite magic items disappeared, another Deck appeared, and the Elf gained 50,000 experience points, thus becoming by far the best fighter/magician in the party. (The party drew two jokers! Again, what could I do?) [Glenn Blacow will undoubtedly have some suggestions--LG]

The party then traipsed back to town. They plan to re-enter the Dungeon soon. But this time, the dungeon will be ready for them!

the war room: In the center of this room is a table on which is piled heaps of multicolored sand. A voice will sound when someone enters the room, saying in Elvish: "Members only, please leave." The table has small man-like creatures upon it which periodically move, brandishing sword, firing arrows and throwing javelins, etc. and move forward or back, left or right, and abruptly stop for no apparent reason and continue brandishing and firing and milling about smartly in place. Melees occur from time to time and are a bloody terror to behold (just like real ones!) with blood and tiny screams and death and so forth. Eventually one will win, and the terrain will magically change, the living and dead will disappear to be replaced by new terrain and armies and the whole thing starts over again. Sometimes there are strange little beetles which split fire, tiny men with magic staves, etc. (air strikes too).

The players of this game are wizards thousands of miles away. The wizards play by wizard eye, crystal ball and telekenesis. If they truly wish, the adventurers may challenge the wizards to a game ...for money, of course. Lots of money. (In that case, we can have a real game on our table, but the wizards can cheat!).

The unmagic room: this room has a number of orcs of the umpire's discretion. It is "magic dead." No magic whatsoever will work there. Thus no magical swords, armor or implements will work. Anyone with a magic sword who swings it at something will have the sword stop inches away from the target. Magical armor, if worn, will prevent entry to the room. Spells and all other implements won't work either. (Thus the old hack and slash of good old bloody battles will be brought back for a time.)

the sound stage: It's a long room with a line of steel-appearing pillars. If one is struck, it will cause reverberations that will deafen the party for 2-5 hours. The walls, ceiling and roof are perfect sound wave reflectors; thus after a few sentences, conversation will be impossible, due to the blank or wash out of earlier sentences. This problem can be temporarily solved by shouting louder, with deafening results!

the pieklll incorporated room: there are 16-12th level thieves in the room, each armed with a coconut cream or lemon meringue pie. The chaps who enter the room will be plastered in the face, rendering the sods blind for 1-3 turns. There is a 25% chance that someone in the party other than a player character will collapse in helpless giggles (it being assumed the rest of the party will be wondering what the hell is going on or stifling their reactions) and a further 15% chance

that the one with the face full of pie will attack him in a rage. If any players laugh, they are candidates, and if the characters are hit, they may do whatever they wish. After blasting these turkeys with all pies, the thieves will guffawingly scurry out a secret door in the right wall. [*Presumably they'll try to rob anyone who's pie-blinded before they go.--LG*]

The Gaming Room: Upon entering the room, players are confronted by an old, crusty looking man (actually a 16th level MU/12th level Thief) who is standing in front of what looks like an opening into a gladiatorial ring. (The observation position is slightly higher than the two fighters, who are lustily hacking at one another.) The scene is actually a holographic illusion which is cast by a mechanical device telepathically controlled by the MU/Thief. The old fellow will invite the party to wager upon the fight. If the party wagers, no matter whom they wager on, they will lose. This can continue until the party runs out of money or figures it out. The MU/Thief will gleefully rake in the cash, all the while noting that "your luck is bound to change soon," etc. If they wager for a while and then quit, the MU/Thief will let them go, all the while saying such as "but your luck is about to change," etc. However, if the party initially refuses to wager, the MU/Thief will then follow the party, using a clever combination of Teleport/Invisibility spells and hiding in shadows to pick the party clean of cold cash, gems and jewels, and magic in that order, all that the MU/Thief - Fred by name - can carry (strength = 11). Anybody attempting to enter the arena will bump into an impenetrable barrier which is actually the stone wall of the back of the room. For extra added excitement, a door can be added to the back wall, which will lead to who knows where!

comments on A&E #10:

H. J. N. andruschak--Wishes are easily handed. Have the player write the Wish down. Then go through it and anything they ask for, go at it with a fine-toothed comb. If the Wish is a biggy, zap the turkeys. If it's nothing, too bad--a raise your buddies from the dead is a good median--more powerful than that, is a strong (maybe too strong) Wish. Lee is right about players talking back. Listen to what they say. Sometimes they do have a point. But if they keep saying, like one sod I know, that if this is a new monster or rule (or whatever) they want to see it in the rules, "what rules are we using?" he will cry, answer "My rules, and you players don't know all the monsters in the world." Players should not know as much as the ump about the game. Part of the game is to learn about the world you're in.

Margaret Gemignani: how does a player "win"? A player can stay alive and get treasure. I've done that many times. But how does one win? Of course one can get "victory conditions" locally, but an interesting project would be universal victory conditions.

Sherna: If somebody does something Chaotic--like killing a Golden Dragon--it is an Unlawful act, whether he enjoys it or not. It is Chaotic and should affect alignment (unless he is under Geas).

Joel Davis: In my world, the amount of damage after rolled hit points is a function of constitution (see life after death rule). Your half damage equals half hit damage can get very complicated: i.e. a 73 hit point lord has 59 HP on him. How much is his damage off? [*Less than half damaged, so does full damage.--Joel uses a quantum scale, not a spectrum.--LG*] An unconscious player should have to "encounter"









## THE STONED ACOLYTE

from Wesley D. Ives, 2703 Avent Ferry Rd., Raleigh N. C. 27606

Whither the name? It has been drawn to my attention that the name of this 'zine may be, shall we say, a bit imprecise, perhaps leading to confusion as to exactly what the title means. Thus an explanation:

Early in the current history of Homlas, the adventurers Lingus (formerly "the Cunning," then "Wolf," now "the Statue"... ) and Thorbjorn (a blond, befurred Norseman on his way to rangerhood), with their followers, set out into the largely unexplored Great Wood south of the trapping city of Heuvli. They were 14 in number, most on foot, since the mounting of such a large party was far too expensive for the small group's finances. The only lawful way to acquire large sums of cash, since there were no services that could be performed that would bring in the requisite thousands, was to strike out into the wilderness and attempt to slay some of the abominal monsters that had made trapping in the farther reaches of the Forest a frightfully dangerous business, in hopes that the monsters slain would perhaps be guarding a treasure of unknown origin. After only a brief time in the Forest, however, the party met with disaster, when they approached a likely-looking cavern partially concealed by tangled growths. 5 of the adventurers, the only ones mounted, rode to the entrance to look for spoor that would indicate whether the cavern was occupied: foolish perhaps, but they were new to adventuring and did not think that an undisturbed monster might become alerted if he heard or felt the approach of horses.

Such is what happened. The riders were very near the entrance to the lair when a massive, plated head, like the head of a nightmare bull, thrust through the vines dangling before the entrance to the cavern. He regarded the riders for mere seconds before opening his vicious jaws and bellowing a challenge. Realizing they were tremendously outclassed, the party turned to flee, but not before a blast of fetid gas enveloped Lingus and his friend Opanyr; the acolyte, Lingus, was instantly thrown from his horse, which had turned to solid stone beneath him, while Opanyr's horse was staggered by the sudden increase in Opanyr's weight. The horse continued to run, however, with the now-solid Opanyr on his back and Lingus clinging to his tail and bounding along in twelve-yard strides. It was in this unlikely fashion that the party evaded the now-disinterested Gorgon; and pausing only to allow Lingus to catch his breath, they traveled back to Heuvli, hoping that the great wizard Korlath could help poor Opanyr.

Arriving in Heuvli, they took Opanyr off of his horse and set him on the street before Korlath's house. Even Opanyr's most bereaved friends had to admit the statue was rather comical: a determined-looking, bowlegged figure with one hand grasping a mace and the other extended forward and holding tight to nothing (the group had had to cut the reins loose from Opanyr's hand); but no one wanted to admit the possibility that Opanyr might spend the rest of his days as a statue. That, however, was exactly what Korlath said. Though he had heard of such spells as would cure on afflicted as was Opanyr, he said, sadly shaking his head, such spells were quite beyond his power. However, continued Korlath, he would be willing to employ Opanyr as a hitching post, at 5 GP a month, until such time as his allies could find a way to restore him. The 5 GP a month would be placed in trust for Opanyr, to be given to him by Korlath when he was restored.

Since there was really no choice, Korlath being the most powerful wizard anyone had heard of, the party agreed to the arrangements and left.

It was several months later when Thorbjorn came back to Heuvli, this time alone. He brought with him the spoils of a group of Ogres

ne had slain in single combat. The loot included a scroll, which Thorbjorn was unable to use or even to read. Knowing the value of good friends, he gave the scroll to Korlath, on the condition that Korlath use any Stone-Flesh spell thereon upon Opanyr. If there was no such spell there, Korlath was still welcome to the scroll.

Korlath opened the cylindrical container, his feeble hands shaking. He pulled the scroll out and laid it flat on his desk, so that he could employ his magnifying glass and read it.

He read for a long time, occasionally going back over some part of the scroll, muttering to himself, becoming more agitated by the minute. Finally he straightened up as much as his creaking bones would allow and looked at Thorbjorn with rheumy eyes glittering with happiness. "Thorbjorn, my son," he said, his voice like paper being rustled by the wind, "I cannot help Opanyr today. But you have brought me happiness beyond your understanding. This scroll contains but one spell; please do not say anything while I use it." He silenced Thorbjorn's worried questions with a toothless frown and then began to chant in a surprisingly loud voice. He ended with a mournful cry after only a few lines, and collapsed across the desk. Thorbjorn leapt to his assistance, only to see Korlath begin to shimmer like hot sand on a summer day. Then there was a swirling confusion about his body and then, as the eddying currents cleared, there was a strange man sitting up, slowly, at the desk. Thorbjorn, awed, did not move as the stranger opened his eyes, looked wonderingly at his pink, soft hands, clenched his fists, cracked his knuckles, and then furiously rummaged through the desk drawers until he produced a steel mirror, which he held up before his face and stared into for long moments.

He took Thorbjorn totally by surprise when he leapt up, shouting, "Thorbjorn! It WORKED!" and dashed around the desk to embrace Thorbjorn and dance a jig around the small study. The voice, Thorbjorn noticed, was vaguely familiar, and then it struck him. "Korlath?" he asked. "You damn right, buddy-mine! It's been a mighty long time!" Tears were streaming down Korlath's cheeks as he chattered about how he had given up hope of ever being able to polymorph himself into anything, when his good friend Thorbjorn brings him a Polymorph Self scroll. "But what are you going to do now, sir?" asked Thorbjorn, and a gleam came to Korlath's eyes as his hands investigated the lower portions of his robe. "IT WORKED ALL THE WAY!" shouted Korlath in his new, deep, commanding voice. "There is only one thing for you and I to do, Thorbjorn."

"What, sir?"

"ENCHES!!"

And so off they went.

Days later, after the first flush of pleasure wore off, Korlath decided to move his office to his new home, the bordello which had formerly operated across the street from his house. He dug into the reserves he still possessed from his adventuring days, bought out the owner, and established a tavern/Inn/bordello. His office was in one of the upstairs parlors, but he himself was usually downstairs, sitting in the corner at his favorite table, with as many lovelies as he could possibly fondle, drinking huge quantities of ale.

Soon, those seeking Korlath ceased to call at his house first, coming instead straight to the Inn. So Korlath, seeing that Opanyr was usually unemployed, and the hitching posts in front of the Inn were always overfull, moved Opanyr to a place of honor to the right of the door. The tavern, which had formerly been known as Korlath's tavern, soon was referred to by the townspeople as the Stoned Acolyte (go to the Stoned Acolyte, take a left...) and the name stuck. Korlath assumed it was as good as any and made it official. "When I fix him," he said, "Opanyr is personally invited to be guest of honor at the opening of my new tavern, the Inn of the Unstoned Acolyte."



TANTIVY (Lee Gold): Wait a minute. X-ray sight cannot be replaced with Clairvoyance: for clairvoyance, there has to be an entity looking at what you want to see, so you can "tap" their eyesight. X-ray works on anything.//I like the idea of swords, etc. changing alignment to match that of their new owner. How about saying that when a sword has been wielded in combat as many times and the Intelligence plus Ego, it moves one category towards the user? (Unless, of course, the sword gains control of the wielder for any amount of time at all, which would cause the sword to return fully to its old alignment.)

And speaking of tests of bravery: THE ORB.

Orbs are found only in dungeons or in the possession of very old civilizations, since their construction is a long-lost art. An Orb is a sphere, approximately 10' in diameter, firmly set into a base of indestructible, black metal. It appears to be made of a translucent material, strongly resembling mother-of-pearl. But it is a video-telepathic information device, powered by mental energies. All Orbs are species-reactive; responsive to a single species and disregarding others. When a creature or any number of creatures of the correct species touch the orb, they have a chance of activating it. This chance is determined by taking the Wisdom of all the creatures in contact with the Orb, totalling them together and dividing by two. So for instance, 8 men, 2 elves and 3 dwarves are concentrating on an Orb discovered in a dungeon. The Orb is a Dwarven Orb, but the men and elves have no way of knowing this. The combined Wisdom scores of the 3 dwarves is 30. This gives the dwarves a 15% chance of operating the Orb (30/2). This is the chance of operation per turn (keeping in mind that wandering monsters may show up any time).

If the Orb is operated, the operators may, by concentrating together on a single question, cause the pearly surface to clear, showing the answer to the question in a pictorial representation. Of course, concentration is hard to maintain, especially when the number of beings concentrating is large (basically a 70% chance minus 2% per being involved), but if it is maintained, the question will be answered as completely and as truthfully as possible within the limits imposed by visual representation. The Orb will not display writing that is not found at some other place, since it can only display what already exists within its range, but it will show anything requested within its range. So, if our dwarves managed to operate the Orb and then were able to concentrate on "Where is the wizard Spadbort?", they would see in the Orb a picture of, for instance, a dark tower on an island in the middle of a sparkling blue, rapid river. They would not see a map or a set of directions. The picture, whatever it was, would fade after one turn in any case.

And how could this be a test of guts? Well, the Orbs get their power from somewhere; specially, there is a 5% chance per successful operation that the Orb will seize the lifeforce of one of the operators at random. If he makes his saving throw, the Orb will not seize him but will attempt to seize another operator immediately, never attempting the same operator twice in any turn. If all the operators save, the Orb self-destructs with a blast equal to a 12-dice Fireball. If an operator fails to save, then his/her/its lifeforce becomes an integral part of the Orb and only a Full Wish will recover the victim. You can get anything you want, in the way of information, but you gotta take your chances.

AL ARAAF (Mark Chilenskas): In re: kill rates and the Death of The Characters--The Homlas campaign, my most recent and by far the most popular I have ever run, is almost shockingly brutal by my former standards. The campaign is in operation for approximately 15-20 hours per week, and at present has around 12 players who run once per week. In the past 3 months, consisting mostly of wilderness adventures, the

kill rate has reached about 90% of the original characters; only two of the original players are still on their first character. Others have been killed (permanently) between 2 and 6 times. Though it takes some doing to be killed 6 times in 6 runs as one player did, anyone who takes up adventuring is playing against the odds. This is as it should be: adventuring is not a safe occupation. Lucrative, yes; interesting, yes; but no one ever said it was safe.

But something must be going right: the players make obscene demands upon my free time trying to get out of town and adventure. I think that part of this popularity is because everybody has it very rough in the wilderness, and survival (and especially survival with a profit) is indeed something to be proud of. An adventurer who makes it to 5th level, as only one has, is an adventurer who didn't get where he is today by anything but very good running. Like all players, the dice have run both for and against him, but he prevailed against even the worst rolls, whereas a less competent adventurer can be offed by a single bad roll, because he doesn't think on his feet and can't figure his way out of a jam. That may be the secret there: since I have removed myself as much as possible, remaining only insofar as rolling the dice requires, the players have come to realize that God ain't gonna pull nobody's crackers out of the fire. This self-reliance makes the players prouder of a 3rd level fighter than they ever were with a 3rd level brevet type with 200 experience points.

I don't use spell points in any form, so I really can't comment on your system. But one point of interest is your treatment of scrolls. First, I need to explain how I arrive at a random die roll. Note the table below:

%ile Roll	Type Dice Rolled	%ile Roll	Type Dice Rolled
01-20	d4	21-40	d6
41-60	d8	61-80	d10
81-99	d12	00	roll twice and add together.

So, with a percentile roll, we arrive at a type of dice to roll; this gives a span of 1-12 but weighted heavily towards the smaller numbers. These are the Random Die Rolls (RDRs).

When a M-U wishes to use a scroll of a spell higher than the level he could normally use, the chance of choking is (level of scroll spell minus level of spell usable by MU) times a RDR. If the number exceeds 100, then the spell automatically fizzles, and the amount in excess of 100 is the % of backfire. Otherwise, the spell fizzles on a percentile roll equal to or less than the number arrived at by multiplication. A spell will only backfire under extraordinary circumstances (a fireball can't backfire; the worst chance one could have would be if someone rolled 00 to determine the type die, then rolled and got 2 D12, then rolled 12s on both and was, on top of everything else, a 1st or 2nd level magician. The chance then would be  $(3-1)(24)=48$ . On a 48 or less, then, the spell would fizzle. It couldn't backfire. Magic-users got enough problems).

Plaudits and huzzahs on your comments on Wilderness Campaigns and History/Folklore. D&D is only half Dungeons at the most. So many starting DMs ignore the world their players live in to the detriment of their game.

Instead of assigning purposes to individual players, I postulate victory conditions for each separate alignment (Good, Neutral and Evil only) which are mutually exclusive and mutually opposed. These victory conditions are concealed within the structure of the game, with clues scattered throughout the dungeons, in the occasional lair, in the legends (some of them--most legends are exactly that--legends) and occasionally in the brains of non-player types: a gold dragon would most likely know what the victory conditions would be for the forces



of Good; he would at least have an idea. Basically the good players must defeat the Master of Evil; the Dark Forces must defeat the Good King; and the Neutral players must make both sides believe one side has won, while keeping it a secret that neither has won. But who is the person/thing/item that leads the followers of good/evil? Where is it? How can it be destroyed and who can do it? It is the search for clues to these questions that gives my game its purpose.

ILTSALT&TCL (Fang): I had to deal with a wereplayer recently and the rules I used were something like this: There are 3 major problems with weres. 1) can the player control himself while in the animal form? 2) can the player change voluntarily? 3) what causes the player to change involuntarily?

$\frac{1}{2}$  chance of controlling self while in animal form = (level of player + Constitution + Wisdom) x RDR.

$\frac{1}{2}$  chance of voluntarily changing (human to animal) = (Level of player + Strength + Constitution) x RDR

$\frac{1}{2}$  chance of voluntarily changing (animal to human) (only if in control of animal form) = (level of player + Strength + Constitution + RDR) x RDR

$\frac{1}{2}$  chance of preventing involuntary change = (2xLevel + Intelligence) x RDR. (human to animal only; never from animal to human form. Check when in animal form using the same formula, but if failure is indicated, then control is lost.)

A werecreature checks for involuntary change (or loss of control, if already in animal form) whenever he is 1) damaged in melee or by missile fire, 2) surprised or 3) otherwise under much stress. Involuntary change does not mean that the player is not in control after the change; a separate roll is made to determine control. Damage must be caused to force a check in melee, so a player already in animal form and thus immune to non-magical/silver attacks would not check if hit by normal weapons.

Werecreatures can only change as many times as their levels: a 1st level can only change voluntarily once/day, a 5th level 5 times. If a werecreature loses control, it will behave exactly like its counterpart animal would behave: a wolf suddenly finding itself in a room with a crowd of men would run or attack; it wouldn't lie down in a corner and wait for tomorrow.

Remember that most animals have rotten eyesight (usually black & white) and uncanny olfactory senses; they can also hear better over a wider range than humans. So a werewolf who found a treasure while a wolf would have a hell of a time backtracking to the same treasure as a human; where the wolf followed a mosaic of scents, the human is following visual landmarks, and the two seldom coincide.

Roll Strength, Dexterity and Charisma for the animal form, to be used instead of the Human's rolls when the character has control of the animal form. Constitution always remains the same. Roll a Wisdom and Intelligence score to use whenever control is lost. Hit dice are rerolled for the animal form, but the number of dice of the animal form is the same as the number of dice for the human; they are always 8-sided. Magic-users can use any spell they have previously prepared, but they cannot prepare new spells or manipulate artifacts. The animal form is, naturally, always naked; so is the human form upon changing back. A weretype cannot touch silver ever. It burns even in human form.

BILLY BALROG (Mark Swanson): Rather thin this time but meaty. One question: how does the MU go about finding/building a stone servant? Offhand, I'd say it was much like constructing a Golem? True?

TEMPORALANA (Wayne Shaw): You defended yourself well; 'tis a pity you had to. Speaking of force brades--I have a  $\frac{1}{2}$  chance of any given

sword being a force sword. Likewise there is a 2% chance that any given sword is a two-handed broadsword. Also there is a 1% chance of a Vorpal blade occurring. Gues what? Yes, a one in 500,000 chance, and it happened: a two-handed, vorpal/force sword. Thank Finagle, it was intelligent enough and proud enough to force its owner to sell it to the only Paladin in Homlas and then it was strong enough to take total control of the Paladin and storm the Bastions of Evil all alone. The Paladin was iced, but it was a near thing. I feel like the probabilities ought to keep another of those things from ever appearing again.//Your new abilities/disabilities chart has all the points over your old chart, may it stay forever buried. I'm still using the Swanson tables, though, and I reckon I'll stick with it.

NOTES FOR THE UNDERGROUND (Nicolai Shapero): See my commands to Al Araaf about casualty rates. If a player wants to get rich/high level, there are dues that must be paid, and lessons to be learned. Friends die, followers with 18<sup>00</sup> strength get offed, and swords bite at times. There ain't no easy way to gain experience.

I was impressed with your writeup of Alarg's adventures. More.

Notes #6 confused me though. After saying that dungeoneering was a very dangerous business, why does it bother you that it is indeed VERY dangerous? Keep in mind that one of the first things a neo party learns are the words, "Goddam! Shut the door, QUICK!" And another of the more familiar commands is "Right then--run away!" Using those commands, a party can avoid usually the more vicious or numerous monsters, and thus slant the odds just a tad. Also, if a player has followers, he's going to try (no matter what his alignment) to be the last one standing if at all possible--and he's going to leave the dungeon after he reaches his personal breakpoint. So the player's character will last a bit longer that way too.

I ref a nearly pure Gygaxian campaign, and the players are coming out of my ears. Nobody, as far as I can tell, is bored, though most of the players have been almost 2-3 months gaining 3rd or 4th level. No player has yet cast a fireball in this campaign; the only fireballs thrown have come from frustrated Rakshashas. But somehow the Homlas game is keeping the attention of the players. I believe that one of the reasons is that although the highest level a player has attained is 5th fighter, he is the most powerful single human being in the world. I don't have any higher-level types actively adventuring or showing off their powers, so a 4th or 5th level man is something to be mighty proud of.

WARRIOR FOR HIRE (Eric Holmes): That's the way I always imagined the Slayer's Guild to operate. Wouldn't there be some sort of payment to be made to the guild if a hired fighter was not returned in one living piece--insurance, sort of?

THE STONED ACOLYTE (Mice Elf): Lee, training wild animals is not all that tricky, especially if all you want them to do is love you and be loyal. From all reports I've heard wolves make fairly decent pets as long as their keeper remembers not to actively oppose the wolf's nature. In other words, don't pull their tails. They won't easily learn cute tricks, but they will be protective (sometimes) and loyal. If they are treated badly, they don't go feral; first, they bite: a sort of first warning; then they bite again, signalling the last chance; and then they leave. Also, though wolves, like all other carnivores, can hunt, they are lazy if they can be. They don't mind tagging along with some weirdo that wants to give away free food, and may even come to have some affection for the turkey. With that in mind, won't we be in reasonable agreement about them there dragonettes?

GRANT LOUIS-D'OR: I fell about laughing at the zingers in your chart ("somewhat snobbish, but popular" indeed!) and I sho' nuff wish you'd published it before I committed to the Swanson tables. They



(yours) are worth it for their humor alone. ("Prefers comfort to heroism..." snicker, snicker...) Maybe I'll let the characters start with a Swanson ability and they'll earn a Louis-d'or characteristic in accordance with how they behave in the game... That could rapidly get mighty heavy--wait for it. Psychology Today will write up D&D yet, and then we'll finally learn just how (in)sane we really are in this hobby.

MOCKTURTLE(Hilda Hannifen): I've been using the -1 armor class per 3 levels since I read it, and it works quite well. Of course a 20 is always a hit. I'm still pondering the magical saving throw adjustments.

DEFIANCE DUNGEON(Sean Cleary): The only way to deal with the Magic, Monster & Encounter tables, what with all the additions coming in from all over and what with yet another D&D supplement out now: make up your own charts & tables, combining all the monsters & treasure you want to include. I've typed up almost 30 pages of charts & such, what with a combined monster table (7 pages), encounter table (8 pages), combat matrices and tables (4 pages) and treasure descriptions (12 pages). It's a lot of work initially but afterward it costs \$1.50 per set to dupe the whole scatastaza at the university library and a little White-out is enough to handle any additions and changes.

VULTURE'S ROOST(Dan Pierson): Try using the RDR system to get a multiplier and then use the RDRx(Characteristic in question) to see if someone's Wisdom, Intelligence, etc. is up to the task. A character with a 18 Wisdom will usually choose the proper course, but he might choke--and the fighter with 3 Intelligence will have occasional (very occasional) flashes of brilliance.

LEE GOLD AGAIN: I am using your Thoughts on Swords as a general guide. Thanks for writing it up. I think that using the ego (as opposed to using the ego minus intelligence) makes better sense; bull-headedness and pride are not affected by intelligence in any humans I know; why should swords be any better.

MANY WORLDS (Margaret Gemignani): Speaking of loyalty: Jaques the Paladin, in the Homlas game, was taken over by his holy sword and went out to kill evil beings and got fried in the first battle he fought (even a two-handed vorpal blade isn't a lot of help for a 1st level facing three Blue Dragons) but his followers were so loyal (Jaques had a 19 charisma--he rolled a 17 and then got a Swanson ability that added 2 more to the score...) that they tracked him out of town, found the lair where he was lying dead and banzied the dragons. They killed one of the beasts (one had been dispatched by Jaques) and had the other down to 4 HP when the last attacker (a magic-user with a dagger) finally bought it. A 19 charisma causes normally intelligent followers to do weird things...

THE SUBLIME PORTAL(Jerry Jacks): I always say that Good types can kill Evil types that they hold prisoner as long as a reasonable attempt has been made to make the evil type see the error of its ways and repent. Lawfuls are Good; they are not stupid. And it seems to be rather dumb to say to the Orcs you just netted, "Do you forswear your evil ways and will you henceforth tread the path of Righteousness," and then not kill them when all they do is bite your finger. If the creature is evil and wants to remain evil at at the cost of its life, then the Lawful player is free to oblige. Of course, only evil types can kill a Neutral that refuses to throw in with them--but then, Chaotics can do just about anything.

There are no hard & fast rules, really--basically, Good types are not murderers, though they may be very efficient killers, and they will not destroy creatures that are not immediately dangerous (remember Gollum--the Fellowship let him go over and over) or helpless (it is not permitted to conduct genocide against an Orc warren, though a siege, leading to starvation, is permitted), or who may be salvagable.

the Good players are spreading the Light, even unto the scum. Which takes us to

THE TYLDARIEN POSTCARD #1 (Jason Ray): I think you and I are in pretty close agreement about the fate of captured critters. After all, the way I run Charm, a charmed Orc would volunteer to take risks in the place of his Charmer (but not the charmer's party) and refusing to let him take these chances would make him very unhappy. That foul mess in your dungeon sounds like a good chance to apply the Vox Dei rule. You handled it well, but I don't think you should have stuck with the dice when the Unicorn stopped making sense. All non-player types are extensions of the DM and they should act in accordance with the DM's view of their alignment.

IWAL9MUFTF.B.1. (Lew Wolkoff): Terrible repro this time, so I shan't comment very much on your 'zine (eyestrain yew know). What I could make out (mainly the last three pages of the adventure) was prime stuff, tho.

KILL SLAVUS THE CLEVER! (Glenn F. Blacow): I have banned Paladins from the Homlas campaign; I kept having nightmares of the one player paladin getting to 8th level and ordering the evil hence. God, what a bore.//Let me know if you're going to be at Origins; I'd like to give Edwyr a try.//Speaking of wishes: there's the one that happened in Homlas recently, when a player wished that one of his followers, a 3rd level fighter, was alive again. He got his wish--unfortunately, the man had no memory and therefore no experience. And the amnesia was LONG--the last he could remember was sitting in a tavern with the player, talking about going out and adventuring. Said the player-- "Better first level than dead...."

I am experimenting with allowing spells to be thrown while in melee; reasons being these: Primus: Time Stop, Maze (these spells are offensive spells that last for only a few tenths of a turn and are useless if cast from any distance at all.) Secundus: According to TSR # "the last," the spell system Gygax envisions is based on extensive preparation of a spell, which is then stored and triggered by the pronunciation of a short phrase accompanied by a few simple (but precise) movements. Tertius: Game balance. (I used to say that magic-users were allowed only one spell per turn, but the problem was this: say the party encounters a 12th level MU in the dungeon and surprises him, thus closing to melee immediately. If the MU can't cast a spell without 10 melee turns of uninterrupted concentration, he is just plain stone dead. He can't get away--if he wins initiative for one round and pulls out of combat, he'll have to keep running; he can't stop even to cast an invisibility spell. Once he stops, the fighters catch him and start hacking again, thus breaking his concentration again. I allow MUs to cast 1 spell/melee round only when involved in melee, of course--game balance. Otherwise they can cast one spell/turn.

All I have in the way of comments for the rest of KSTC is Bravo, Bravissimo!

FINAL RANDOMNESS: Lee, the staples in my copy of #11 were too small to hold all 150 pages together. The last page is already off. [*Sorry; I bought 3/8" and then 18 pages came in at the last moment. This month we've got 1/2" staples in reserve.--LG*] The cover was beautiful. What is the address of Aero Hobbies? I'd like to get a copy of the Manual of Aurania, if it can be mailed. (The ad was rather sublime--no address for orders...perhaps 'twas a ploy to draw the Buying Public to Westercon?) [*Aero Hobbies, 1319 Santa Monica Blvd., Santa Monica, CA.*] Otherwise, A&E is getting better (and bigger) every issue. Carry on.

-Later.



WHAT DO YOU MEAN THERE'S A 10 FOOT TALL TEDDY-BEAR IN THE ELEVATOR?

A fanzine for A&E #12, sponsored by the Mogo Protection League c/o me, Larry Schoen (at 3846 1/2 Huron Ave., Culver City, CA 90230, 837-0736). Before I continue, I want to say hi to any who remember me from three years ago when LASFS met near Culver City - and hello to everyone else. Thanx Fang.

Most of you peoples have never run in my dungeon (Dragonfang) although it is open to any area I can get to, which in the past has included good old C.C., Inglewood, Westchester, Hollywood, North Hollywood, and Van Nuys (Claremont too at the last Mythcon). Dragonfang is a modest little dungeon with quite a bit of local legend, some of which I will not give to you:

Many many years ago, in a mountain kingdom by the sea, there was a war. A rather bloody affair between the humanoids of the kingdom and the trolls of a neighboring mountain. Now the war had been going on for a good many years, and the King decided to try some last-chance strategy. At this time the King's 13-year-old son decided to disobey orders and go to join the war effort. Unfortunately the poor lad got lost and when darkness came sought shelter in a nearby cave.

As things would turn out, the cave was inhabited by a rather large dragon, and in his haste the youth drew his sword only to find it was broken. Treachery! The dragon lunged, but the youth was too quick, and all the dragon was able to sink its teeth into was the cave wall, which of course was taken for granite. However, the dragon had left one of its fangs in the rock, and the quick-witted lad seized this and with marvellous luck and not little skill succeeded in impaling the creature with its own fang.

Dawn found the King's army a short distance from the cave, having moved at night so as to be ready to put the King's plan into action, and when the kid walked into camp with the dragon's head, a cheer arose, and the festivities went far into the night. Thus was born the Dragon Prince.

Unfortunately, though the war was won, the King was killed in the last attack. The prince was now a king, and so he began to set his kingdom into order. From the Spoken Lands, far across the sea came a wizard, Yagasoo, to act as the young king's advisor. The first thing the wizard did was create a dungeon beneath the castle: a tremendous structure into which a river entered but did not emerge. He then fashioned for the king (the people still referred to him as the prince) from a stone which fell from the sky a sword of dark crystal, with a hilt made from the Dragon's fang, possessed of many powers: when swung by the prince, it glowed mightily, leaving an arc of many colors in its passing. This is the origin of the fabled Rainbow Sword!

Well, years passed, until one day the legends say that the king with ten of his best men were investigating a border dispute when they were fallen upon by trolls, several score of them. The men fought valiantly, forming a ring about their protesting king, but nonetheless they found themselves being herded until they stood on an outreaching cliff: a deadly fall on three sides; many trolls blocked their way in front.

They might have had a chance, had the trolls not had the advantage of pressing them. Thinking thusly, one of the men literally threw himself at the attackers, that his comrades might then press the trolls and use the narrowness of the ledge to their advantage. His leap served to take out two trolls, but by the time his body reached the ground, the trolls had had their revenge; only a few pieces of him were left. The King and his remaining nine fought bravely, and though they ultimately won the battle, one by one all but the King had fallen.

Wearily he burned his adversaries, and carried his dead companions back. Upon returning to the castle the next day, he instructed Yagasoo to remove part of his life force that the unresurrectable men who had served so well might still live. Thus all were brought back, save for the one who had sacrificed himself for the others, but in his death he was honored, and his family seen to for the rest of their lives.

The King also had formed nine lesser Rainbow Swords, eight of which remain unfound in the dungeon as of yet. Thus the King reigned without incident for several more years, until one morning he arose, took his sword and all his gear, and rode forth into the rift of shadow from which no man had ever returned.

There are many more legends and stories concerning the Dragon-Prince and Yagasoo, but these I'll save for now. See you all next month, when I'll fill you all in on Mogos and Vaders, two new Monster types--and when I'll also relate some of the preliminary details of the Great War. Oh almost forgot, from Cyrano to Steve McIntosh in A&E #8, thanks.

~~~~~

Some Monsters from Alf by Lee Gold

Fighters in mirror armor. It shines very brightly, reflecting almost everything. In fact, it reflects back Lawful spells (i.e. from Lawful Clerics or MUs) 50% of the time and Neutral spells 30% of the time. (It's also currently Chaotic. Anyone getting into it who isn't Chaotic will receive alignment-conflict damage (1 die if Neutral, two dice if Lawful) and then have the armor change alignment to match hisers. Magic weapons are treated the same as for spells; if the armor reflects back the magic, the fighter inside the magic armor is hit for standard damage and the wielder of the magic weapon receives damage of any plusses the magic weapon carried. I value this armor at 10,000 GP for a Lawful, 8,000 for a Neutral setting (since the Neutral only has a 30% chance that spells from other alignments won't work on him).

laughing gas - an interesting non-fatal distraction to trap chests with. Laughing gas causes everyone in the party to save vs. poison +2 or spend the next 1-12 turns giggling. Anyone giggling loses 1 HP/turn from the violence of giggling. He also fights or spells or resists spells at -3 due to the distraction of giggling.

Bearskin Rug that changes to Were-bear if disturbed. If scores maximum damage (or if some idiot pulls it on him like a cloak) it will wrap around a person changing him to a were-bear instead. This rug/bear is subduable. Armor 7. 1st-3rd level. Regenerates 1 HP/turn unless burned.



*LABYRINTHINE LINES* No. 3, by Nick Smith, 55 No. Michigan Ave. Pasadena, CA 91106. For publication in *Alarums and Excursions* primarily, but, you never know about these things.

Sorry about missing last issue, Lee. One of those bad months. Anyway, during the interim, at Equicon to be precise, I got a chance to visit Stormgate. I was very much surprised, initially, that the party, consisting of 4th and 5th levels, was being forced by the dungeon to go to FIFTH dungeon level. We ended up on eighth, due to the drunken stupidity of a character (or his player, I'm not quite sure which) in activating a trap against the wishes of the rest of the party. Anyway, the upshot of it was, we got out with a few survivors only because we were using a version of the Perrin conventions, which started me thinking about those.

As I see it, the only two problems with the Perrin conventions (as I understand them) are that: (1) they seem to be designed to give low levels a great deal of power in relation to what Gygax designed the game to handle, i.e. clerics and magic users having from 2-5 times as many spells as was intended; and (2) magic can be thrown every few seconds. These two things combine to allow a handful of low levels to trivially defeat 15th level purple worms and (I believe) 12th level Juggers with relatively few casualties (one of which was caused by the party firing two implements at a monster and a character at the same time). We won the battles because we were able to fire fantastic amounts of magic compared to the amount of melee that occurred. Given that kind of system the only monsters that can give a party any kind of a fight have to be either magic-throwing or magic-immune, and that, at least to me, takes some of the fun out. After all, is it really fun to play a game where you CAN'T lose, no matter how badly you do?

Regrettably, I didn't get to see very much of Nicolai's dungeon, since we spent the entire expedition in about four rooms. His refereeing was very good and except for one turkey, the party was well-controlled. I would like another opportunity sometime

Have you seen *ELDRITCH WIZARDRY* yet? I got my copy around the 22nd of May, and have been working on some things from it. I wish they hadn't taken up so much room with the Psionics idea, as I haven't been impressed with the only group that already uses something like it. The Artifacts table is useful for putting powers in your own dungeon's gadgets, but the stated Artifacts aren't very good. The section on Classical Demons (the medieval sort) is fairly good, too. It isn't a great supplement to D&D, but it seems reasonable. I was hoping the reputed section on Traps would be in it, but it isn't.

I'm still not sure why everyone is so much down on *BLACKMOOR*. Granted, it wasn't something exceptional, but it did provide some highly useful material if you have any watery areas. EW is the same way in some respects, being mostly useful for referees and not players.

Of the supplements, I'm not sure which one is the best. *GREYHAWK* has a lot of good ideas that weren't thought out far enough. Blackmoor has a very limited scope but was well-planned. Eldritch Wizardry has a lot of holes in it, but a lot of useful stuff, too. Most of the flaws are in the psionics section, though, so I'm not absolutely shattered by their existence, since much of their psionics concepts are an effort to call magic by another name, and thus allow fighters and thieves to use offensive spells. I don't like such things, especially the way they are presented. If any character came up to one of mine and asked to join a party, and then turned out to be useless in his basic area because he took so many psionic abilities that his requisites were lowered, there would be one less psionist in the area.

At this point I thought I would mention some of the dungeons we have had going here in Pasadena, at least the well-established ones.

My own dungeon, called The Labyrinth (odd name, that), has been around since the summer of '74, and has never been fully explored. One party even made the mistake of wondering why it was called The Labyrinth, since they had found only one small section of visible maze-work. Then they tried matching up two sections of their maps... There is nothing so bloodcurdling as the scream of a mapper who has just discovered two or more rooms occupying the *same* physical space to all available measurements. In any case, I tend towards mythological beasties or beings out of classical fantasy, with a few stray aliens now and again. Parties have been ambushed by Gibbelins, touched by Perytons, and nearly ripped to shreds by a Wendigo. In most cases, I try to make my monsters as faithful to older versions as possible. For example MY basilisks don't turn you to stone, they KILL. (Older references and poems indicate that the basilisk's gaze is deadly, rather than petrifying. It is the cockatrice that petrifies one. Later stories blurred the distinction.)

Another old-timer among dungeons is THE Dungeon, run by Kenneth M. Dahl. It is internally controlled by someone known simply as The Wizard, somewhat reminiscent of The Doctor (Who?). Ken's place is drawn largely from the works of Alan Dean Foster, of all authors, with a little Van Vogt thrown in. We have encountered Coeurl (our generic name for The Black Destroyer), Stjorva, Drooms, and things which would curdle the blood (as if those wouldn't!). Ken is largely responsible for our development of Thieves a while before Greyhawk came out.

Andy Robinson has The Warrens, which has a lot of things from Jack Vance and Christopher Stasheff in it.



Rob Calvet runs The Planetoid and Solaris (connected somehow) with a lot of Frank Herbert and things I don't think I'll ever figure out.

Burl Hall has, appropriately enough, The Halls, a dwarvish excavation somewhat reminiscent of a cross between Mordor and an enormous condominium. His sources range from Tolkien to Doc Smith.

Tim Cushing whose Hellwell has been the bane of many a poor character, has taken much of his inspiration from Zelazny.

Richard Coleman, whose dungeon keeps losing its name (a story in itself) has sources mostly in hard-core SF, up to and including Star Trek. (How would YOU like to be in a Horta's way?)

One last thing before I go on to reply to other people: I have (I hope) given Lee a copy of one of our computer printouts of the program that generates encountered men and their magical equipment. Something similar may soon be available from Balboa Games, the people who distributed WARLOCK. More on that next time, I think. Onward to replies:

EVERYBODY the example of 500 shields +1 and 14 wishes (I forget whether I mentioned that two different people collected these things, one for the shields and another for the wishes) was quite accurate if you use the chances for magic that were printed in the original D&D books. We gave up on those chances because it really isn't any fun when people can collect that much without really trying. What we have since done is this: cut back on the quantity of magic items carried by wandering men and encountered in relatively unguarded treasures. I hope that Lee will have a chance to comment on our table for this and the printout we ran using our percentages of magic. Anyway, the overall result of cutting back on magic items is that people tend not to become as easily sated with magic as before, and seem to have a lot more fun.

WAYNE SHAW I never said that we ignored Greyhawk. Actually, had it come out a little sooner, it would have had a lot more influence on us than it has had. As it turned out, since it came out long after we started playing, we had already developed systems for handling almost all of the actual improvements suggested in Greyhawk. And I still think that it goes too much to extremes in the powers suggested for magic items and spells. In almost every case where we have adopted a Greyhawk magic spell, our group has placed it at a slightly higher level than in the book, just to keep them in line with the original spells. However modified, though, we do use a lot of Greyhawk.

Also it is somewhat regrettable that people have a tendency to jump on you. Personally, I think that many of your suggestions are basically good, but may need minor changes. For instance, with almost every spell you have suggested, I like the idea of the spell, but feel that the level should be a bit higher. An exception is Powerdisc, which is quite similar to a spell we use, except that ours is merely a second level Magic Missile, instead of energy. Tentacle would be better as three different spells, if you want to keep it low level.

GLENN BLACOW You ended up supporting my point, anyway, since those weren't 'ordinary' Balrogs. And it's true that good rolls don't make a good character. Some of our best, in fact legendary, characters, were only average. However, this doesn't support the idea that a character should be able to become something with a lot of benefits and few disadvantages just because he wants to. I met one fellow with 200 characters in a file box, none of them normal humans, and almost all of them something outrageous and special, because he wanted to do things that way.

LEE GOLD Your sword idea is really neat, but you are a bit lenient on the players. I mean, if a sword wants a valuable hilt or scabbard, and knows that its owner has a genuine fortune, would it really be willing to put up with a few cheap trinkets? Also, I'm not sure that a high ego sword with high intelligence couldn't be greedy, too. Otherwise, very nice.

Also, where did you find the idea of foxes as familiars? And for what alignment? I've noticed that familiars in myth and fantasy tend to differ with the general alignment of the character.

NICOLAI SHAPERO Great narrative. I hope you do more of that type. Poor Damien.

That suddenly reminds me, did I miss something or did someone in one of the last two issues (I can't find it now) mention a *werewolf* Paladin? No offense, whoever you were, but that's stupid. No matter what the excuse for it, a Paladin should lose his status after one night out wolfing, unless he can do some heavy convincing of God that bloodthirstiness and Law have something in common. Asharin's behavior in last issue was typical of a lawful werewolf, and I can't see him making Paladin in a million years.

Anyway, that's all for this episode of LL, and maybe for this A&E (depending on time). See you next issue, at the very latest.

If you're wondering about the funny punctuation herein, it's because my (:) and (,) are acting funny at times.



## NOTES FOR THE UNDERGROUND #7

A semiregular publication of StormGate Enterprises  
by Nicolai Shapero, 1930 Channing Way #2F, Berkeley, Ca. 94704  
phone: 415-548-5230 (do not call before 9am or after 10pm).

In order to get the nastiness over first, I'll start my comments on last issue with a few remarks to Glenn Blacow.

GLENN F. BLACOW: Consistency is quite possible to maintain--even with technological toys added to the medieval world. And yes, the musket and cannon brought feudal Europe to collapse--but the musket DID NOT bring about the collapse of feudalism in Japan. To erase the traces of feudalism there, it took an atomic bomb and a conquering army from the outside. So even in our world, the gun did not reign supreme. And remember--in the D&D universe, there are Magic-Users (I'll stand by a half dozen twelve die fireballs anytime over twice that number of musketeers).

As to the Bay Area dungeons being too free with magic...You've not played in any of my dungeons--not in any of the Perrin Universe dungeons around here (to my knowledge). As to Nick Smith... he's from LA--not up here. There is a distance of 500 miles between LA and SF (or can't you read a map, either?)

Who said that a Lord needed 240,000 ep for each level above 9th? The way I read it (and the way anyone I've ever run in to reads it) is 120,000 ep/level. And 100,000ep/level for MU. Monks and Assassins have a limited number of levels--and thieves go up (explicitely stated) by 125,000 ep/level after a point.

Incidently--if you give me EXACTLY what I ask for in a wish, I can guarantee that you wont be able to crock it. Four years of graduate study in mathematics made me an expert in uncrockable statements--of course, the wish might end up taking three typewritten pages to express longhand, or a half-page in logical symbols--but I'll be able to write it so that there is exactly ONE and only one way of interpreting it that does not do horrors to logic. If that is what you want, that is what you'll get.

As to Poets--see my comment to Lee Gold in last issue.

Yes, it only takes 10k more ep for a Werewolf to reach level 9 than a man--but he's only 6 six hit dice, he's limited to armor class two. And considering the number of creatures with silver fillings in their teeth in StormGate (or silver plating on their weapons) the odds are that even an ORC for crying out loud can hit the flamin' werewolf. Also--you clearly did not read the after section--a 12th level magic using werewolf behaves as an eighth level MU for spells and spell points, but it costs him 660k ep to get there. (Remember, and 8th level MU man takes only 75k ep).

If you're going to criticize ideas given in A&E, why don't you read them over a bit more carefully first?

NEXT TIME, BEFORE YOU SOUND OFF ON BAY AREA DUNGEONS--REMEMBER, LOS ANGELES AND SAN FRANCISCO ARE SEPERATED BY A GOOD FOUR HUNDRED PLUS GRCOND MILES!!!

As to unicorns--note--NOT ALLOWED TO ASSOCIATE WITH NON-VIRGINS. And no one around here is allowed to just say, "I want to start

a unicorn." Oh no. You get one by having your prize ninth level mage killed. And then reincarnated--as a first level unicorn (what you come back as is randomly chosen) on the other side of the continent.

Similar charts for other monsters--and you get to be the other monsters the same way you get to be a Unicorn--the hard way.

And incidentally--if you think that the average damage per attack is that high (where you come up with 38 points, I have no idea--even as a maximum)...The fourth level unicorn, attacking an armor class 2 target (2 hooves/1 horn) expects to do precisely 7.20 points of damage per melee round. By comparison, a Fire Giant will do 12.25 points of damage per turn. If you want to complain about things, consider that a Troll expects to do 4.275 points of damage/melee round, and a Hill Giant only 3.5. The troll regenerates, the Hill giant only does half damage to dwarves, the Hill Giants make up 60% of all giants (according to D&D) yet Trolls are on chart 5 and Giants are on chart 6.

SIGH!!!

"I can think of a number of possible combinations of characters from Edwyr and Goree who could probably handle StormGate without any trouble..." Fat chance. If you're at WesterCon 29 this July, I'LL BE THERE WITH STORMGATE. (Incidentally--the last group that went in to StormGate that cocky did get out. But the survival rate was three out of fourteen. Powerful, they were. Cocky, they were. Also, unfortunately for them, stupid they were also.)

On phantasmal forces--just charge spell points in accord with the phantasm created. A twenty die fireball costs (now) some 26 spell points in StormGate. A phantasmal fireball costs the same--and if the target saves vs the phantasm, no damage is taken, and if it fails, it gets another same vs the fireball. As a third level MU in StormGate only expects around 63 spell points...if he wants to use up half (almost--well, over a third, anyway) of his spell points in one shot--I say, let him. Later, when he wants those spell points...

Having thoroughly vented my spleen on Blacow, I now proceed to somewhat more kindly comments. So, as we hear the gobble gobble of the turkey detector slowly fade away in the distance (as we leave Blacow behind... hear that, Glenn?)

LEE: I'd forgotten about that tooth. Sigh...Be sure and tell me if you ever manage to get it to bite someone. I'm sure Scott Norton (he was the DM that night) would be glad to hear about it. Poor Scott.

Wayne: Just found your zine (staples seperated thanks to Snail Service clumsiness and it's A&E all over the living room floor. Between the two of us, I'd say enough screaming at Blacow has been done. Are you going to be at WesterCon 29? StormGate will be there--as well as my new wilderness. As to topping weres...matter of taste, methinks.

LEE(Again): My diatribe against Gary G. in Notes #6 was prompted by his comments in SR#7 (the last one). Seems he says one thing to A&E people, and another to the readers of Strategic Review.



But I don't want this to turn into a comment-zine. So...

## NEW MONSTERS:

NAZGUL--number appearing=1-3, Armor class 2+5 (or ArCl -3)

Move=18/24, Hit dice=12, Dexterity range 16-18. 2 attacks per turn, doing 2D6 damage PLUS 1D6 life drains (a save vs paraliziation on the part of the target cuts this to ½D6 levels--round up fractions).

Creatures killed by Nazgul do NOT become Nazgul. However, creatures killed by Nazgul may not be ressurected by a raise the dead spell--only by a raise dead fully (which then acts as a normal raise the dead).

In the hands of non-paladins, weapons of less than +4 value cannot hit Nazgul. Paladins can hit Nazgul with normal weapons, doing double damage. With magical weapons, Paladins do quadruple damage--save that with holy swords, Paladins do eightfold damage on Nazgul.

If Paladins are present in the party, Nazgul will attack them in preference to other targets.

Any hit scored on a Nazgul does ½D8 damage to the person striking the Nazgul (round fractions up) and every character that hits a Nazgul in the melee round in which it dies takes an ADDITIONAL 4D6 damage.

Clerics below the rank of Patriarch cannot affect Nazgul. Patriarchs Turn ½D6 (round up) worth of Nazgul on a roll of 11 on 2D6. 15th level Patriarchs Turn ½D6 worth of Nazgul on a roll of 9 or above on 2D6. 22nd level Patriarchs Turn ½D6 on a roll of 7 or above. 29th level Patriarchs Turn ½D6 worth of Nazgul.

MAGIC ABSORBERS+-number appearing--? (fit to level) ArCl 3 vs normal weapons, ArCl 9 vs magic weapons. "Damage" done to these creatures by magic/magical weapons ADDS to the number of hit points remaining to the creature rather than subtracting. For each 4.5 points added in this fashion, add 1 hit die to the creature.

Appears in the form of a colored globe of light approximately four feet in diameter.

| HIT DICE | COLOR     | ATTACKS | DAMAGE/ATTACK SUCCESSFUL |
|----------|-----------|---------|--------------------------|
| 1        | Deep Red  | 1       | 1-4                      |
| 2        | Light Red | 1       | 1-6                      |
| 3        | Orange    | 1       | 1-8                      |
| 4        | Yellow    | 2       | 1-10                     |
| 5        | Green     | 2       | 1-12                     |
| 6        | BlueGreen | 2       | 2-12                     |
| 7        | Blue      | 2       | 2-16                     |
| 8        | BlueWhite | 2       | 3-18                     |
| 9        | White     | 3       | 1-20                     |
| 10       | Black     | 4       | 2-40+special             |

Special=target must save vs magic or be stunned for 1-4 movement turns when they reach 175 hit points, they explode doing 10D6 damage to a distance ~~xxxx~~ of five feet.

Magic Absorbers may neither be charmed nor slept--and attempts to do so result in the spell being reflected back at the caster. Also-- Magic Asborbers always save vs phantasmal forces.

Treasure type F for Nazgul, treasure type A for Magic Absorbers.

Now I promised a while back to type up the material I have on Cheshire cats. So here goes...

NOTE: CHESHIRE CATS IN THE FOLLOWING FORM ARE DUE TO BILL STODDARD OF SAN DIEGO. I AM MERELY ACTING AS ARCHIVIST--NOT AS CREATOR. SO IF THE STATS BOTHER YOU, SCREAM AT HIM, NOT ME!

| Level | Experience Points | HitDice | ArmorClass | Claw | Bite | Power |
|-------|-------------------|---------|------------|------|------|-------|
| 1     | 0                 | 1+1     | 9          | 1    | 1-3  | 1     |
| 2     | 2k                | 1+4     | 8          | 1-2  | 1-4  | 2     |
| 3     | 4k                | 2+1     | 7          | 1-3  | 1-6  |       |
| 4     | 8k                | 3+2     | 7          | 1-3  | 1-6  | 3     |
| 5     | 16k               | 3+5     | 7          | 1-4  | 1-8  | 4     |
| 6     | 32k               | 4+3     | 6          | 1-4  | 2-8  |       |
| 7     | 64k               | 5       | 6          | 1-6  | 1-10 | 5     |
| 8     | 130k              | 5+3     | 5          | 1-6  | 1-10 | 6     |

Cheshire cats top out at eighth level. No advancement beyond that level.

#### Powers:

- (1) ESP defence. Any being who makes mental contact with a Cheshire cat will hallucinate for 2-12 movement turns. A crystal ball or similar device will reveal distorted and/or incomprehensible images.
- (2) Apport. Teleport up to 36" with perfect accuracy, as with blink dogs.
- (3) Displacement. Cat appears to be 1" from actual location. (+2 to defence and saving throws).
- (4) Apport hover. Allows appearance in two locations simultaneously for observational purposes.
- (5) Illusion. Generates images which do not vanish when touched, but said images cannot do damage.
- (6) Phase shift. Allows the Cat to become etherial--parts of body may selectively be returned to solidity (to with claws and teeth).

Behavior--The Cheshire cats are perfectly rational and logical, but they reason from entirely non-human premises. Behavior is decided as follows: (Die rolls are on D12) (Done once each movement turn)

Alone in room..1-2 apport elsewhere, 3-12 stay in room

Meeting Party..1 attack, 2-4 leave, 5-12 communicate

If asked to join party in home area..1-9 agree, 10 ignore, 11 leave, 12 attack

Asked to do something..1-3 comply, 4-6 ignore, 7-8 do something else, 9-10 leave, 11-12 attack

If party attacked..1-6 fight, 7-9 hide or avoid fight, 10-12 leave

Meeting monster (add 3 to roll if weaker, subtract 3 if stronger)

1-3 attack, 4-6 tease, 7-9 ignore, 10-12 leave.



IMPORTANT MESSAGE: Some people out there in cloud cuckoo land are trying to rip-off the friendly dungeon masters and dungeon players of America. At EquiCon, at Lois Newman's Books' table, I saw a set of polyhedra dice on sale for \$5. And a little bit of questioning around indicated that this price has, Lord help us, become close to standard in many places. For Cryin'...TSR sells them for \$2.50 the last time I checked--and even that is a ripoff.

## CREATIVE PUBLICATIONS

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These are the people who MAKE the ruddy dice. And their prices are as follows:

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Anyone interested in a current catalogue should write them--but try and be professional, please.

So let us do our bit to cut off the (censoredS) who are doing their darndest to rip us off. (And I think this is a real case of greed run rampant on the part of those unnamed censoredS).

## General Abstract Nonsense:

Anyone out there have an idea as to how much damage an arquebas round is supposed to do? Surely more than an arrow or a crossbow quarrel--but how much?

## More comments:

ERIC BAINES: Welcome to the monkey house. And how goes it for Eric of the Towers? (Yes, I caught your comment in Intercepted#17).

KEN PICK: If that probe was at DunDraCon, the young lady illustrator in question was one Shari L. Kay. What name she was going under at the con, I have no idea--but an Arabic sounding name would be in character. She has more chutzpah than any ten people would have a right to.

MARK SWANSON: Would you have run across a chap at MITSGS a few years back by the name of Jeffrey J. Marr? He would have been at MIT around '71-'73 or thereabouts.

JACK HARNES: AGAIN, love the cartoons...

BRAD SHENCK: Incredible cover...

Just checked--and it looks like A&E#11 was something in the close neighborhood of 116 pages long...Good...Flaming...Lord.... If this keeps up, A&E is going to be AWFULLY expensive in postage... (I can see it now--postal rates being the same, and 1st class postage on one copy of A&E running \$4.50 or more--shudder).

LEE: Have you thought of taking a break one month and just publishing a sort of "Best of A&E" with all the charts & DM aids from past issues?

## Cheshire Cats (continued)

If asked to join the following of another individual (must be counted as a hireling, but does not accept food other than food, medical care, etc.)..1-11 ignore. 12(1-3) agree, 12(4-9) leave, 12(10-12) attack.

\*\*\*\*\*

GOLD DRAGONS

| <u>Level</u> | <u>ExpPoints</u> | <u>HDice</u> | <u>Move</u>                     | <u>ArCl</u> | <u>Claw</u> | <u>Bite</u>       | <u>Description/Age</u> |
|--------------|------------------|--------------|---------------------------------|-------------|-------------|-------------------|------------------------|
| 1            | 0                | 1            | 6/6                             | 9           | 1           | 1D6               | VeryYoung/1-5 years    |
| 2            | 3k               | 2            | 6/9                             | 8           | 1-2         | 1D8               | VeryYoung/1-5 years    |
| 3            | 7k               | 3            | 9/12                            | 7           | 1-2         | 1D10              | VeryYoung/1-5 years    |
| 4            | 20k              | 4            | 9/15                            | 6           | 1-3         | 1D12              | VeryYoung/1-5 years    |
| 5            | 45k              | 5            | 9/18                            | 5           | 1-3         | 2D8               | VeryYoung/1-5 years    |
| 6            | 80k              | 6            | 9/21                            | 4           | 1-3         | 2D10              | VeryYoung/1-5 years    |
| 7            | 130k             | 7            | 9/24                            | 3           | 1-4         | 2D12              | Young/6-15 years       |
| 8            | 190k             | 8            | 9/24                            | 2           | 1-4         | 3D8               | Young/6-15 years       |
| 9            | 260k             | 9            | 9/24                            | 1           | 1-4         | 3D10              | Young/6-15 years       |
| 10           | 400k             | 10           | 9/24                            | 0           | 1-4         | 3D12              | SubAdult/16-25         |
| 11           | 600k             | 11           | 9/24                            | 0           | 1-4         | 3D12              | SubAdult/16-25         |
| 12           | 800k             | 12           | 9/24                            | 0           | 1-4         | 3D12              | Adult/26-75            |
| 13           | 1.0M             | 13           | <del>12</del> <sup>12</sup> /24 | -1          | 1-4         | 2D20              | Adult/26-75            |
| 14           | 1.2M             | 13           | 15/30                           | -1          | 1-4         | 5D8               | Old/76-100             |
| 15           | 1.5M             | 14           | 18/36                           | -2          | 1-6         | 5D10              | Old/76-100             |
| 16           | 2.0M             | 14           | 18/40                           | -2          | 2D4         | <del>3</del> 3D20 | Old/76-100             |
| 17           | 2.5M             | 14           | 18/45                           | -3          | 1D10        | 7D10              | VeryOld/101-150        |
| 18           | 3.0M             | 15           | 18/45                           | -3          | 1D10        | 4D20              | VeryOld/101-150        |
| 19           | 3.5M             | 16           | 18/45                           | -3          | 1D12        | 9D10              | VeryOld/101-150        |
| 20           | 4.5M             | 17           | 21/48                           | -4          | 1D12        | 5D20              | Ancient/151-200        |
| 21           | 6.0M             | 18           | 24/48                           | -4          | 2D8         | 5D20              | Ancient/151-200        |
| 22           | 8.0M             | 18           | 24/56                           | -4          | 2D8         | 5D20              | Ancient/151-200        |
| 23           | 10M              | 19           | 24/56                           | -5          | 1D20        | 5D20              | VeryAncient/201+       |
| 24           | 15M              | 20           | 24/60                           | -5          | 1D20        | 5D20              | VeryAncient/201+       |

Maturity levels are given for purposes of spell casting ability and damage points in breath weapon per hit die. Thus, VeryAncient dragons get to use spells up to the eighth level. Spell points are as for magic users, save that in place of level, use number of hit dice. Young Dragons and above may polymorph self to human form (level 7 and above). Gold dragons below the fourth level do not have the breath weapon use three times per day--they only have one use per day.

Granted it's a long hard road to the top (the Gold Dragons top off at 24th level) but when you get there...Somewhere around here is a 4th level G.D.--still very small, but MEAN. Give the little monster time, and she'll be really wicked...

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## Al Araaf

This edition of Al Araaf is produced by Mark Chilenskas, 1126 Stratford Ave Apt A-6, Stratford Ct 06497. It will presumably be included in The Wild Boar #2, Alarums & Excursions #9 and some issue of Fire the Arquebusiers.

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Recently in the Ukraine I had a terrible experience. A group of adventurers were allowed to remove a small dragon family that was slightly annoying to the Lord of the Mountains, a neutral golden dragon. After the dust had cleared out of the cave mouth, I discovered that the only ones to profit experience wise were the non-player mus and an elf with an arrow of slaying (the Twit finally managed to hit something with it, much to everyones suprise). This was highly upsetting, as it meant my experience system did not work, at least not in all cases.

Until this time I had been using the Slimak System unmodified- everyone gets experience based on the number of hit points he inflicted, no experience is given for treasure. This works beautifully in a one man vs one balrog type of encounter where everyone gets his whacks in. It even works ok with magic users, as you consider beings slept, charmed, dead etc the same way for experience. Where it falls apart is when a party takes part in planning a way to do in some monster efficiently, everyone has a part to play but only one or two actually do the damage. In such situations only dividing the experience points among the party will work satisfactorily. Unfortunately, this tends to shaft the people who did the most work- why should the mu throwing the spell get only as much experience as some low level who sat around and watched? Why should the wizard who cowers in fear at the thought that 'there's a balrog on the other side of the hill' get any experience at all when his fighting men listen to his pleas to off the beast. Mark Swanson does experience over the entire dungeon expedition and divides it propoortunately to the level of the character (a first level gets one share, a tenth level gets ten shares). This seems to average out sometimes, but there are still too many people who tend to be deadweights. Besides, I run wilderness adventures months in length, and that is far too long in my opinion to force a player to wait for the benefits of his encounters. I eventually decided to give everyone 8k experience points with a bonus of 50-100% for planning, doing the dirty work etc. When they encountered a pair of balrogs again I reverted to the Slimak System. This seems to be working for now, but I am far from satisfied. I would like to hear how everyone else does their experience, and why. Maybe then I can synthesize a system that will satisfy the Ukraine for a while.

In case anyone is interested, the Slimak System is  
$$\text{Exp} = (100 * \text{hit points of monster} * \text{level of monster}) / \text{level of character.}$$
 Using magic halves experience value and treasure is just something to carry back with you. Obviously, sleeping 12 oxcs requires a fair amount of dice rolling for hit points, but...

At Wintexcon this year I ran a planned scenario in Petal Throne. There was this renegade group of priests of Vimulah who were trying to break away from the normal priestly party and start their own power base among priests of Vimulah only. Obviously this could never be allowed, so a mildly high level party was sent on a 'secret' mission to assassinate their high priest. Of course better than half of the party had some ulterior motive in going along, from the imperialist agent who was to thwart the attempt to the spy from Mu'ugalayya who was to return with as much magic for his employers as possible. While the scenario had its interesting moments, it was an overall failure. I would like to share my thoughts (and the comments of the players) as to why it wasn't better.

The biggest problem we had was that I gave the expedition leader too little information on the rest of the party. I assumed incorrectly that most people would tell him most of their capabilities to increase their survival rate. Not so. By the end he probably knew only 2/3 of the spell capabilities of his party and knew very little about the magic weaponry available. Further, it would have been nice if he had more inside info about the temple they were assaulting. He did not have enough to plan on, and things were too sporadic and tentative to keep moving quickly.

My second mistake was to give people too little background on themselves. They were all higher levels, but why? What were their contacts, what had they done to distinguish themselves, why had they ended up in this expedition? This would have helped people round out their characters and paint a better novel.

Another fault was that I like to do individual conversation-like encounters (I am the only gamesmaster I know of who regularly runs dinner parties), which is great for the two people involved, but somewhat boring for the rest of the party to watch. Finally, I would like to deny that I had too many crosscurrents at work for the party to succeed. Despite the fact that the imperialist agent managed to tell the temple officials exactly what was going on, the party was only repulsed, not destroyed. The crosscurrents did have a bad effect in the length of the expedition. It was too long to complete in one evening, and everyone had something else to do next day. But I think that following these suggestions will help anyone running a convention scenario to bring one out that will be fun for all, especially the gamesmaster.

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My feature article this time will be on the religions I use in the Ukraine and the special effects I give to each faith. One problem is that, while writing it I incorporated relative abilities in ritual magic without ever defining what I mean. Ritual magic in the Ukraine corresponds to normal occult magic as practiced in our own world (black magic, if you prefer) as expressed in The Key of Solomon, The Kabbalah Unveiled, various works of Aleister Crowley, and the Satanic Bible by LaVey. It is the way that all those magic items got here, the method of researching spells, the final power added to a scroll after the words of power have been transcribed. I will write a detailed description next time,



## Religion in D & D

Religion is one of the most powerful motivating forces for mankind. Apart from the minor differences between lawful, neutral and chaotic this driving force is totally absent from D & D as written. Religion gives men ideals to strive and fight for, and a rich tapestry of customs can be developed as well. In my Ukraine I use current and past human religions, as they are what I am most familiar with. Those more imaginative than I are welcome to invent their own entirely.

For the lawful religions I fall back on the Judeo-Christian Ethic. Islam is the most lawful, being of the post Jihad variety when people began paying attention to the rule that all "People of the Book" worship the same God. Hence Muslims are extremely tolerant, regarding all lawfals as their true bretheren. While they prefer not associating with neutrals (and never with chaotics) neither do they persecute them, believing that Allah will see to their demise much more thoroughly than the Muslims themselves could. Muslims are officially not permitted to use ritual magic, as this involves invoking powers in a manner too akin to worship. However the religion is tolerant, and if true need arises fighting men and magic users have been known to regain their standing through fasting and prayer. Muslim clerics are allowed to use specially blessed magic scimitars in combat although other edged weaponry is denied them. These magic scimitars are in all ways like other lawful magic swords in ego, intelligence and special powers except that they may never drain life energy levels. Holy Scimitars function equally well for Muslim clerics and paladins.

Judaism is the second lawful religion. Jews are tolerant toward anyone tolerant toward them, but must have a good reason for going out in a party with non-Jews except Cabalists. This isolationism makes it less likely a Jew will aid a non-Jew, even if lawful, but he will almost always (80-95%) aid another Jew, even if it jeopardizes his life. Because of their great sense of tradition and history, all Jews can contact the plane of their level and know the legend lore spell. In addition, Jewish clerics can all commune if they are high enough level to know the commune spell, they do not need to take the spell for this ability. Any clerical staff has a 25% chance of acting as a snake staff for him (check only once for each staff). All Jews are allowed to use ritual magic, and clerics will be as successful as magic users.

Christians are nominally lawful but are only required to treat other Christians as lawful- they consider Muslims, Jews and Cabalists as neutrals. On the other hand they are willing to include any neutral in their party who is willing to tithe at the end of the adventure. These non-Christians

will also have to endure numerous attempts at conversion. Aid to non-Christians often comes with a price in gold or service. Besides the freedom given to Christians in their actions they are able to tell the truth in a way that will usually (75%) be misinterpreted to the advantage of the Christian. Their clerics are twice as effective on Bless and Prayer as normal clerics. Christian thieves are permitted, but they must pay 30% of their gains for indulgences (this is above and beyond their tithe). Non-clerics using ritual magic must also pay 30% of their gains, or an amount fixed by the referee to avoid being burned as witches (normal D&D magic, for some strange reason, is not considered witchcraft). Clerics caught using ritual magic lose all their experience points and must start a new profession in addition to paying the indulgences.

Cabalism is a magical religion initially developed by Jewish Rabbis. It has now grown to be independent of the people who formed it, but the mythology and terminology is close enough to Judaism for Cabalists to be considered half-brothers by the Jews. Cabalists are willing to accept all lawful and neutral people in their parties except Christians, as their reliance on ritual magic makes them prime targets for the stake. They will aid all those who oppose chaos and work diligently for the destruction of the chaotic religions. Because of their deep understanding of the Tree of Life, Cabalists are sensitive to all magic, its background and manifestations. They are thus highly effective with ritual magic, the Tarot, I Ching, etc. In addition, when confronted with a spell or magic item a cabalistic magic user will be able to understand it if the caster was his level or less, and neutralize it if he is more than twice the level of the caster. This includes permanent and semi-permanent spells such as shape change, curse, wizard lock and the spells that enchant weapons or form magical traps. Note that, unlike dispell magic, this power will work against both ritual and D&D magic. There are no Cabalistic clerics.

For neutral religions I used Taoism, Shintoism and Pantheism. Taoists are nearly lawful, as they place severe limitations on themselves in conduct for personal gain. Their belief in a balance between good and evil and denial of monotheism prevents them from being considered lawful by the Judeo-Christian religions. They will join and aid any party they feel is important to the cosmic balance, even if the personal conduct of individual members of the party is deplorable (although they will attempt to restrain excesses). Taoists are proficient at ritual magic but will never use it if it might upset a balance (the I Ching being the usual method for determining this). Because they are in tune with the universe it is nearly impossible (10%) to deceive them, and they are quick to determine alignments, relative strengths of spells and people, the true form of a polymorphed being, etc. In addition, research into magic always works for them if they spend enough time at it (of course they must spend most of their time on the research, and must wait until they are sufficiently high level to use a given spell before they begin working on it).



Taoist clerics using commune are even more effective than normal clerics as they obtain detailed answers (usually in a poem or parable) instead of yes/no answers, but they must spend time meditating (1-30 days, depending on the difficulty of the question). All clerics 6th level and above obtain this ability automatically - they do not have to choose commune. Magic users of the ninth level or higher similarly obtain contact higher plane, and the probability of the power telling the truth is +20% (remember that the Taoist has a 90% chance of realizing that the power has lied). Taoist clerics learn both the chaotic and lawful versions of any spell they get, but may use the chaotic version only to restore proper balance to the world. Note that the life and health of the cleric will NOT be important factors in the Great Balance, but the life and health of a great ruler might.

Pantheists are the neutral's neutral. They, too understand the Great Balance but will upset it for their personal gain. As nature worshipers they have an understanding with the creatures and spirits of nature. Even the lowliest of fighting men can converse with squirrels, small lizards, birds etc and obtain information from them. Dryads, water sprites and other natural spirits consider pantheists their bretheren and will not harm or ensorcell them. They might even help if there is profit in it. In addition all pantheistic clerics can use the clerical spell speak with animals. Since the Pantheists believe only in nature their ritual magic must be performed in a natural surrounding and will only have effect in natural surroundings- a person cursed by a Pantheist could hide in a city and be safe from the effects, but once outside the walls... Pantheist clerics must choose whether they are lawful leaning or chaotic leaning. They may choose and use spells of the opposite alignment freely, but such spells are two levels higher than their printed value (ie, a lawful leaning Pantheist could choose cause light wounds as a third level spell and it would cost the same as a third level spell in spell points when he used it).

The Shinto religion is based on honor to oneself, one's peers and one's ancestors. This honor is best satisfied by proving the superiority of the Shinto in all forms of combat. Hence, Shinto fighting men understand all forms of weaponry, even to the extent of determining the alignment of magical swords without touching them and all their abilities by picking them up. This need to prove honor does not prevent a Shinto from joining other religions in a party, but if a non-Shinto is gaining more glory (experience) than any Shinto member of the party, the highest level Shinto must challenge the successful member to ritual man to man combat. Shinto priests are also fighters and may use all normal weaponry, but only magic items enchanted by another Shinto may be used. Shinto clerics use chaotic spells. Because of their high sense of honor, Shinto assassins and thieves are not permitted, and no Shinto would ever dream of being resurrected or reincarnated.

The easiest of the Chaotic religions to run are what I call 'anti-religions'. The followers of these religions will use the rites and rituals of the lawful religions Islam, Judaism and Christianity, but practitioners will be fanatics. They will attack anyone not of their specific sect (although people of the right religion will be given the opportunity to convert). When confronted by a party they will attempt to prove that they are the lawful group and that the party is chaotic. Any special benefits or prohibitions on ritual magic placed on a lawful religion also apply to its anti-religion, but the spells used by these clerics will always be the chaotic versions.

Druidism is the least chaotic of my chaotic religions. Druids, like Pantheists are basically nature worshipers but they tend more to an impersonal spirit than beings of spirit with the attributes of natural beings, ie the force of nature as opposed to the spirit of this particular glade or of falcons in general. They typically consider mankind opposed to this force of nature and therefore work for his downfall at times. This and their willingness to accept human sacrifice make them chaotic rather than neutral. As the philosophers of the chaotic world, Druids are willing to accept almost anyone if they feel that the person is not too out of tune with the natural force. Indeed they get along quite well with Taoists, who consider Druids to be the force of rational destruction in the world, and hence a necessary counter to the Muslims, Jews and Cabalists. Because of this tolerance and restraint, Druids are the only chaotic group tolerated by the other groups and often are chosen for leadership in organizations and ventures involving more than one chaotic religion. This tradition gives them power to sway masses of people through their highly developed systems of rhetoric and propaganda. In ritual magic they are more proficient than Jews but not as proficient as Cabalists.

Satanism has been defined as the religion of 'indulgence, not abstinence'. The faith teaches that each man is his own god, and that Satan is the symbol of his power and dominion over the earth. Hence, Satanists tend to be wrapped up in their own pleasures and advancement. They will join or recruit parties of non-Satanists very rarely, as they consider other men to be merely weak sisters, certainly not worthy of full partnership with a Satanist (though they might be useful as cannon fodder, soaking up casualties from the 'real men'). Because of their great confidence in themselves, Satanists tend to be luckier than others; any situation requiring bluster and bluff will be handled with inspiration and conviction. Since ritual magic is a central part of their religion (it is one of the prime supports of the argument that they do rule the world) Satanists will be as successful as Jews in any ritual they do, especially if it directly affects other human beings rather than producing a magic item.

The Chthulhu Cult is the third of my chaotic religions. It was originated by a group of Satanists who were researching demonology. While doing various rituals designed to bring demons to serve them they encountered a group of demons they could not control. When they reported this to their leaders they were scorned as weaklings-



the Satanist is the master of the universe, there is nothing that can stand up to his might. When they continued their experiments they found that the demons were still uncooperative, and several of the members of the team were attacked and destroyed by the Hounds of Tindanalos. Finally full contact was made, bringing insanity to the whole group. Their notes were studied by high ranking members of the Satanists and a schism rapidly developed. The orthodox Satanists, unable to accept a power not only greater than man but not willing to accept him as master, denied the truth of the notes and outlawed the experiments for all time on the grounds that it destroyed the perfect mentality of a Satanist. The other group decided that the notes were correct in their horrible entirety and denied the Satanist tenent that man was the ruler of the universe. They began to worship the new demons they had found and prepare for the lifeless world necessary for their complete ascendancy. The Chthulhu Cult, then, has effectively declared war on all of humanity for the purpose of bringing to life their own insane rulers. They are unwilling to accept anyone except another member of the Chthulhu Cult except occasionally Druids, as the force of nature the Druids work for can be accepted as Agathoth, the mindless chaos at the end of the universe. Anyone else, especially Satanists, are enemies to their glorious masters and fit only for sacrifice or slavery. They are masters of all forms of ritual magic and are as successful in most rituals as Cabalists. In rituals summoning demons they are twice as effective, but there is danger in working with the forces of Chthulhu, as the demon may have no intention of helping you and the Cultist may quickly find himself a ritual sacrifice to Chaos. Fortunately for the rest of mankind, this tends to keep the numbers of the Chthulhu Cult relatively small.

This survey of the religions of the Ukraine has of course been brief. Only the high points of each religion has been mentioned, and any gamesmaster using these descriptions should be wary of making the people of his universe too stereotyped. People may profess a certain faith without having any of the characteristics of that faith. Whenever a religion gives you certain advantages and disadvantages you must remember that not everyone has these advantages to the same degree. Most important to remember is that no treatment like this can really express the full thought of any religion, it only brings out aspects I find most interresting and useful in the Ukraine. As such it is somewhat unkind to all the faiths I described, making them much shallower than they are in real life (this is especially true of my treatment of the Shinto faith). It is best for the games master to try to concentrate on faiths he knows something about so he can bring some of the real color and life of the faith into the game, especially through non-player characters. Finally I would like to point out that Atheism as a religion gives no advantages or disadvantages at all (except possibly social stigma) as there are no traditions or outside forces to aid or restrict you. I allow Atheists to be anywhere from lawful-leaning like a Taoist to full Chaotic like the Chthulhu Cult. An Atheist cleric, however, is an affront against the Universe, never to be permitted by anyone for any reason.





### AL ARAAF #3

This edition has been perpetrated on the unsuspecting readers of The Wild Turkey #3, Fire the Arquebusiers and Alarums and Excursions by R Mark Chilenskas, 1126 Stratford Ave Apt A5, Stratford Ct 06497. Letters addressed "To the Ukraine" do not normally reach me.

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Recently someone maligned Petal Throne. Such sacrilege can not go unanswered, and it also gives me a reason to provide my views on the relative merits of the two fantasy games.

Petal Throne features the best developed fantasy world for gaming. Complete descriptions of the internal and external politics of an empire are given. The history of the empire and the civilizations which have gone before are written out for the player's reference. A social structure is developed and, more importantly, a system is layed out for the players to react to it and become involved in it. In short, here is a complete background for the picking- you do not have to spend hours working out what you will use and then try to explain it to your characters, it is written out for you. This lets the gm work on individual encounters and scenarios to a much greater extent than is possible in D&D, as his attention is not divided.

The universe of Tekumel is deliciously different and alien. Gone are the elves and dwarves that everyone knows but no one agrees on the capabilities and foibles. This is not to say that the universe is a stranger to you, you grow into it the same way that you grew into Tolkein. And as for visiting real places, who wants to be stuck in the same situation one is in now? I play fantasy games to visit a new universe, one totally different from the one I live in by giving me new possibilities both in the physics of the situation (magic works?) and in my relation/importance in the cosmic Scheme of Things.

Given that the background of Petal Throne is already made for you is there still a place for traditional D&D? I think so, as D&D allows you to build a more personal world, putting more of your own creativity into it. No matter how much I may deviate from Prof Barker's view of how Tekumel will develop, the world remains his. The Ukraine is uniquely mine, however, and I never have to worry about the consistency of my actions with the original intent in the universe. The Ukraine is not static, but it is a part of me. I can not betray it.

In summary Empire of the Petal Throne and D&D are both useful and amusing fantasy games. Which is preferable depends on the gamesmaster. If he wants to put the majority of his work into background, he is better off with D&D as it is less restrictive. If he is primarily interested in running good, complicated adventures he is better off with Petal Throne, as none of his imagination is siphoned off coming up with general background and consistency. He can concentrate on the specific adventure at hand.

## RITUAL MAGIC

Magic in our history has been performed with many philosophies. Some have used talismans, potions and other physical items which had special effects on the world. Some use sympathetic magic, that is making a representation of the thing to be affected and then doing to the representation what you would have happen to the real object. Some use words of power to tap reservoirs within themselves or in the universe, using the power unleashed to affect the world. But most to some degree invoke some spiritual entity or power to do the will of the mage.

It is my feeling that only two of these philosophies are currently well represented by the rules in D&D. The potions and some of the magical items represent using special items to affect the universe in an unusual way. The spell system as written seems closest to the word/incantation of power, as nothing else works on the time scale. Unfortunately this ignores the bulk of occult literature as written, for most mages in western history have used an "astral" universe of some kind where they could summon other beings to do their will. By including the ability to perform rituals this gap is narrowed and gives an additional area for player ingenuity to show. In addition, I feel including ritual magic helps to explain where all the magic items come from.

While many different theories have been proposed for why ritual magic actually works or who/what the forces are that you are invoking, the broad theory for how a ritual is to be performed seems to be fairly constant. Four basic elements come to the fore- preparation, timing, physical symbols and the ceremony itself. Of course the actual details within these four elements differ depending on whose occult text you study. My discussion will be based on Cabalistic theory as this is the theory I have found most accessible. Anyone interested in a more mysterious and unfamiliar background is directed to the Egyptian schools of thought. While I have had less luck finding texts on the Egyptian occult philosophies, what I have found has been intriguing.

Even within the Cabalistic school of thought there are many disagreements. Perhaps the largest division is between the "black" and "white" magicians. While there is even disagreement on what those two terms mean, in general black magic tends to include blood and/or sex in the ritual and usually has a more destructive or self-gratifying purpose. White magic also seems to rely much more heavily on various Hebrew names for God as its words of power, black magic tends to call directly on the spirit world without Divine intervention (although some celebrated black mages such as Aleister Crowley contend that the Divine Name in Four Letters [so holy in the Jewish mind that it was avoided even in the Torah, is written in gilt lettering and must never be pronounced] is the most useful and powerful Word for invoking especially powerful spirits and demons).



This is the first place the gamesmaster must make a choice. Who can perform ritual magic, is there a distinction between black and white magic, and if so, does the difference limit which alignments can use what rituals? In the Ukraine I put limitations on people by their religion, as I discussed last issue. In terms of the black/white controversy, I feel that the matter of intention is the deciding factor. Magic is neutral, like a sword. If used for a lawful purpose the actual form of the ritual is of lesser importance. Of course there are some devices such as human sacrifice that are absolutely forbidden to lawful, but such cases are few and fairly obvious. I put no similar restrictions on chaotic types except where the religion would specifically require or prohibit symbols and intents (ie, Cthulhu Cultists will always invoke the demons of the Cthulhu mythos, they would never even think of invoking a Divine Name).

The next consideration to be made is what does ritual magic make possible? In the Ukraine the answer is anything. If a first level mage wants to try to make himself a staff of wizardry that is fine by me, but his chance of success is vanishingly small. If you have a pet magic item that you designed and want to try to make, that is fine too. Curses, blessings, spells to make maidens fall in love with you, everything is possible. This may unbalance the game but I doubt it. If everyone has free reign with his imagination this means that I too have free reign to provide for countermeasures. And if you include some sort of concept of cosmic balance, where especially potent magic items will have to be wrest from the very fabric of the universe, things can be very tricky for all concerned.

Next the actual mechanism of ritual must be worked out. Several excellent books have been written on the subject, but I thin the best is David Conway's Magic: An Occult Primer. It is available from Bantam books in a paperback edition, and has a fairly well worked out philosophy of magic as well as teaching you how to perform rituals, make talismans, mix potions etc. For those who want less work or more information before using ritual magic, I will present the system I use in the Ukraine.

Preparation for the ritual is perhaps the simplest element to fulfill. Traditionally the mage must fast from food and sex for about a week, depending on the difficulty of the ritual he will perform. In addition, on the day of the ritual he should avoid talking with anyone, take a thorough bath and anoint himself with oils and perfumes. Any assistants should prepare themselves the same way.

Timing provides the most work for both the gm and the player. According to occult philosophy, different spirits have more influence at different times. To invoke a spirit properly, one must choose a time when his power is at a peak. This timing is usually linked to astrology, so the gm is advised to buy an ephemeris and a book of houses, then set an

initial date and configuration. Once this is done, it is an easy task to compare the date with its configuration and find out what planets are ruling and what planets are declining. Each planet has its own specialties and to be successful a ritual must be timed to coincide the ritual intent with a planet in its power which can accomplish the goal. In addition, constructive goals should generally be undertaken when the moon is waxing while destructive goals should be undertaken when the moon is waning.

| PLANET  | DAY | EXALTATION | RULERSHIP   | FALL        | DEPRESSION  |
|---------|-----|------------|-------------|-------------|-------------|
| Sun     | Sun | Aries      | Leo         | -           | -           |
| Moon    | Mon | Taurus     | Cancer      | Capricorn   | Scorpio     |
| Mercury | Wed | Virgo      | Virgo       | Pisces      | Pisces      |
|         |     |            | Gemini      | Sagittarius | Sagittarius |
| Venus   | Fri | Pisces     | Libra       | Aries       | Virgo       |
|         |     |            | Taurus      | Scorpio     |             |
| Mars    | Tue | Capricorn  | Scorpio     | Gemini      | Cancer      |
|         |     |            | Aries       | Libra       |             |
| Jupiter | Thu | Cancer     | Sagittarius | Gemini      | Capricorn   |
|         |     |            | Pisces      | Virgo       |             |
| Saturn  | Sat | Libra      | Capricorn   | Cancer      | Aries       |
|         |     |            | Aquarius    | Leo         |             |

| PLANET  | ABILITIES                                            |
|---------|------------------------------------------------------|
| Sun     | Obtain peace, harmony, wealth, patronage, youth      |
| Moon    | Travel                                               |
| Mercury | Professional success, influence on people, future    |
| Venus   | Acquire beauty, love, friendship, pleasure etc.      |
| Mars    | Discord, disruption, war, military success           |
| Jupiter | Obtain luck, health, wealth, glory                   |
| Saturn  | Occult knowledge/power, anything to do with the home |

In general, clerical and mu magic items must be made under Saturn's dominion and fighting men's magic should come under Mars. The Sun can in theory substitute for any planet, but this should in general be discouraged or penalized. Also, I think that this problem of timing will be the biggest factor restraining the use of ritual magic, as it just isn't usually possible.

Physical symbols are usually also based on the planets. They are used to make the planetary spirit feel at home and welcome, as well as being a focal point for the magician's visualization. In addition, some occult teachers advise using various symbols to protect the mage and his assistants. These are pentacles (to control unruly spirits), a magic circle (to keep them away from the physical bodies of the participants) and talismans (to give the magician strength, increase his power of visualization, etc). Use of the planetary symbols is necessary for the successful completion of the ritual. Use of the protective symbols is optional, depending on what the mage is doing and who he is invoking (Satanists and Chthulhu Cultists consider using a magic circle an act of weakness that will



severely hamper the magician, so they do not use them). As a practical matter, all the player must do is inform the gm what symbols he is using.

| PLANET  | COLOR         | METAL   | GEM                   | PLANT                       | PERFUME                               |
|---------|---------------|---------|-----------------------|-----------------------------|---------------------------------------|
| Sun     | Orange        | Gold    | Topaz<br>Diamond      | Sunflower<br>Chicory        | Aloes wood, Clove<br>Cinnamon, Myrrh  |
| Moon    | Violet        | Silver  | Quartz<br>Pearl       | Hazel, Peony<br>Almond      | Camphor, Jasmine<br>Frankincense      |
| Mercury | Yellow        | Mercury | Agate<br>Opal         | Palm, Vervain<br>Cinquefoil | Cinnamon<br>Clove, Narcissus          |
| Venus   | Emerald Green | Copper  | Turquoise<br>Lazurite | Rose, Fennel<br>Maidenhair  | Ambergris, Musk<br>Myrtle, Sandalwood |
| Mars    | Scarlet       | Iron    | Ruby                  | Absinth, Rue<br>Lambstongue | Benzoin, Sulphur<br>Tobacco           |
| Jupiter | Blue          | Tin     | Amethyst<br>Sapphire  | Narcissus<br>Oak, Poplar    | Nutmeg, Balm<br>Cinn, Cloves, Aloes   |
| Saturn  | Indigo        | Lead    | Onyx<br>Sapphire      | Ash, Yew<br>Cypress         | Civet, Musk<br>Alum                   |

Of course there are other symbols based on the zodiacal sign the planet is in, the planetary spirit, the ritual being performed, etc. Anyone wishing to use them should refer to Conway or a standard magical text such as the Key of Solomon the King.

The actual ceremony performed varies substantially depending on the purpose of the ritual, so I consider it an unnecessary complication to have the player describe the ritual he is performing. Of course deviations from the standard forms are very useful and will often increase chances for success, so the player should notify the gm of any brainstorms he has. Also, certain standard devices such as sex and sacrifices must be mentioned. Beyond this, I assume that mms of a reasonable (5+) level know the ritual they need, as do most worshipers of a magical faith. Clerics and fighting men will not know the ritual unless they have participated in it as assistants or pay an mu to teach it to them (book learning is also acceptable, but has a tendency to be faulty).

Once the ritual and all its paraphernalia have been defined, it is time to decide if it succeeds. After all, we must have some dice rolling somewhere, or it is not D&D! I assign a base probability of 1% per level for fighters and clerics, 2% for mms and clerics of specifically magical religions. To this base probability I add and subtract various modifiers:

#### Timing

|                      |                           |                    |
|----------------------|---------------------------|--------------------|
| Moon is correct +2   | Planet's hour +1          | Planet's day +2    |
| Planet is ruling +5  | Planet is Exalted +10     | Planet falling -10 |
| Planet depressed -20 | Opposing planet rules -10 | Exalted -20        |

#### Symbols missing

|                                 |             |         |          |          |
|---------------------------------|-------------|---------|----------|----------|
| Metal is neutral -1             | Opposing -5 | Gem -10 | Plant -5 | Scent -2 |
| Gem is the precious version +10 |             |         |          |          |

### Religion and Profession

cleric less than 5th level +1 greater than 5th +5  
Muslim cleric -5 other profession -1  
Jewish cleric or magic user +5, other +3  
Cabalist magic user +15, other +10  
Taoist magic user or cleric +5, other +3  
Pantheist working with natural spirits +10  
Druid magic user or cleric +10, other +5  
Satanist magic user or cleric +10, other +3  
Cthulhu Cult magic user or cleric +15 (+30 with demons)  
other +10 (+30 with demons)

Once the probability has been determined it should be further modified by the referee depending on the power of the item you are trying to get (Love spells and the like should probably go unmodified). The probability can be anywhere from 1/2 to 2x the calculated probability depending on how much the magic item is likely to affect your game.

Items that contain spells (such as scrolls and staves) require special handling. To place a spell on an item you normally need to know the spell. If you do not know the spell but are high enough level (you just chose another) then the probability of the ritual working is -10%. If the spell's level is one or two levels too high for you the probability is -25% and if more than two levels it is -50%. For a scroll it is only necessary to write the words of power (using a book if you do not know the spell yourself) and perform a ritual to charge it. Staves, wands etc require two rituals, one to ready it to receive the spell and another to charge it. Staves may carry more than one spell but they still require two rituals per spell.

Using a system like this may not be to everyone's taste. Some may feel that it will make magic too plentiful, others may feel it makes magic too hard to create (remember that Gygax feels that time + money = magic item). I personally feel that the use of some system of ritual magic includes a major portion of occult literature in your world and increases the scope for player imagination.

For those desiring more information I suggest:

The Key of Solomon the King, SL MacGregor Mathers (Samuel Weiser)

The Satanic Bible and The Satanic Ritual, LaVey (Avon)

The Book of the Golden Dawn, an anthology of the texts of one of the western worlds strongest magical cults, publisher unknown

Magic: an Occult Primer, David Conway (Bantam)

and, of course, the works of Lovecraft and Howard for what Demonology really means.



## DOWN IN FLAMES

Down in Flames comes to you from Jeffrey May, P.O.Box 68, Liberty, MO 64068. It is the 62nd Hilltop Hermit Publication, dated 5-9-76 and intended for Alarums and Excursions #12.

After putting it off for almost a year I have finally printed a contribution to Alarums and Excursions. What you are now reading is an introduction and apologia. I started playing D&D last summer, and for about 2 months I played almost continually. What finally stopped me and my friends (all members of the Kansas City sf club) was the moratorium we declared to hold ByobCon last July. We never really got started again. I'd kept up with the supplements and kept telling myself I should look up the D&D players in Kansas City. I knew they were there, but I didn't know how to find them.

Last March I made it out to LepreCon in Phoenix, and while there I bought EMPIRE OF THE PETAL THRONE. I began studying the game with a view to refereeing it. Then in April I attended Minicon in Minneapolis; while there I bought all the back issues of Strategic Review I lacked (nearly all of them). To my pleasure SR listed several DM's in the KC area. I made haste to get out my phone book and wound up making contact with war gaming fandom in Kansas City. A lot of them are D&Ders too and so I'm playing again.

In the last 3 weeks I've played 4 times. My luck may be surmised from my title. I don't think my character was the first one killed on every expedition, but he certainly got it sooner or later. First we sent a group of 13 into a crumbling castle at night. It was a very poorly disciplined group, and we made so much noise we were spotted. We found the tower guards waiting for us. They were 6th level fighters and we took them on as they appeared. We killed all 4, but only 4 of our original 13 lived to tell, and 2 of them had to be carried out. Next day we tried twice to crack Bill Fesselmeier's First Level. The first group tried to break into the Lotus Temple (Chaotic). They scragged 2 priests and 3 zombies, but got wiped out themselves, the 3 survivors being paralyzed as they made a final run for it... and the High Priest replaced his zombies. We had time to try again, so next we wound up trying to fight our way into a kobolds' lair, 9 of us plus the non-player characters we'd recruited, 23 in all. When last seen, after 4 melee rounds the group had lost 9 and offed 26 out of 80 kobolds. At that point we had to break off so our host could have his house back. Finally last night a group of 3 fighters and 2 clerics explored down a well and into a passage. We had fought once, then continuing we <sup>went</sup> past an intersection and straight ahead to a dead end. Returning, as our lead man passed the left passage he was hit by a monk with a wooden staff. My cleric started up on the right to give him light and was killed by a monk in the right hand passage who cracked his head with another staff. Since my man was wearing a helm I am just a bit dubious as to whether that could be done, but it's what the DM said.

The rest of this thing is, first, a sample Character Record Sheet for EPT and second, the introduction I mean to give would-be players. Some of this is from the rules and some of it I interpolated myself. You may guess which is which. I noted comment on EPT from Glenn Blacow and others, and I'd welcome comments, either in A and E or direct. I'd especially like to hear from EPT referees. Hopefully by next time I can report on a Petal Throne dungeon expedition.



CHARACTER RECORD SHEET

Name \_\_\_\_\_ Player \_\_\_\_\_  
Profession (W, P, M-U) \_\_\_\_\_ Level \_\_\_\_\_ Total E.P. \_\_\_\_\_  
Born \_\_\_\_\_ Sex \_\_\_\_\_ Height \_\_\_\_\_ Weight \_\_\_\_\_ Gold \_\_\_\_\_  
Strength \_\_\_\_\_ Intell. \_\_\_\_\_ Constitution \_\_\_\_\_  
Psychic Abil. \_\_\_\_\_ Dexterity \_\_\_\_\_ Comeliness \_\_\_\_\_  
Hit Dice +'s \_\_\_\_\_, -'s \_\_\_\_\_; Dam. Dice +'s \_\_\_\_\_, -'s \_\_\_\_\_. Hit Points \_\_\_\_\_  
Skills & trades \_\_\_\_\_

-----  
Profession \_\_\_\_\_  
Professional Skills \_\_\_\_\_ Notes \_\_\_\_\_

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_
- 6 \_\_\_\_\_
- 7 \_\_\_\_\_
- 8 \_\_\_\_\_
- 9 \_\_\_\_\_
- 10 \_\_\_\_\_
- 11 \_\_\_\_\_
- 12 \_\_\_\_\_

Equipment

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_
- 6 \_\_\_\_\_
- 7 \_\_\_\_\_
- 8 \_\_\_\_\_
- 9 \_\_\_\_\_
- 10 \_\_\_\_\_
- 11 \_\_\_\_\_
- 12 \_\_\_\_\_
- 13 \_\_\_\_\_
- 14 \_\_\_\_\_
- 15 \_\_\_\_\_

Bonus Spells (P and M-U only)

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_
- 6 \_\_\_\_\_
- 7 \_\_\_\_\_
- 8 \_\_\_\_\_
- 9 \_\_\_\_\_
- 10 \_\_\_\_\_
- 11 \_\_\_\_\_
- 12 \_\_\_\_\_
- 13 \_\_\_\_\_
- 14 \_\_\_\_\_
- 15 \_\_\_\_\_



## KORUNKOI hiTEKUMEL

What here follows is a brief introduction to EMPIRE OF THE PETAL THRONE, a fantasy wargame playable with paper and pencil or with miniature figures. EPT is similar in many respects to Dungeons and Dragons, and it is hoped that you have some familiarity with the latter ((Aside to A and E: Bear with me.)). However, it isn't necessary.

EPT is set on the world of Têkumel. Tekumel is a planet in another solar system, colonized by humans after extensive terraforming and the subjugation of its 2 main native races, the Ssû and Hlyss. These latter were forced onto reservations so that Tekumel could be colonized and heavily exploited for its natural resources. During this time supplies of many raw materials--especially iron--were so depleted that they became extremely rare. Also, various non-human, spacetravelling races set up colonies on Tekumel.

At some time in our future, Tekumel's past, the world suffered a catastrophe which is still not understood. Tekumel's entire solar system became (apparently) trapped in a pocket universe, where the very laws of nature were different and strange intelligences haunted the starless skies. This caused massive earthquakes and volcanic disturbances, and the glittering star-spanning civilization of Tekumel ground to a halt and sank into barbarism.

As human domination faltered the Ssu and Hlyss, now mankind's implacable enemies, began to throw off the restraints imposed on them. The past life of Tekumel began to stir, and strange and terrifying animals and plants began to evolve. Gradually mankind dragged itself up out of the abyss into which it had fallen. How much of its recovery is now lost no one knows. The oldest records of all date back only 25,000 years; it seems likely that there were nations before the Emperor Llyân of Tsâmra, the first name known to modern Tekumel, but of them history is silent. Other cultures rose and fell: the Three States of the Triangle, in what is now southern Tsolyânu, the Dragon Warriors of N'lyss, who rode on "dragons," almost the only riding animal mentioned in Tekumel's lore (There are no riding animals of any sort on Tekumel now.), and the Bednálljan Dynasty, founded by Queen Nayâri of the Silken Thighs, precursor of the present Dynasty of the Seal Emperor, the Lord of the Petal Throne.

Presently there are 5 great nations in civilized Tekumel, as well as several smaller ones. In the south and west lies Livyânu, a land ruled by priests and sorcerers. North of Livyanu lies Mu'ugalavyâ, as highly civilized as Tsolyanu and that nation's most bitter rival. In the north lies Yân Kôr, also an enemy, and to the east is Salarvyâ, still another enemy. In the "center" lies Tsolyânu, the scene of all starting action. Tsolyanu is ruled by the Seal Emperor, and this dynasty has now endured for 2,354 years. The nation is a benevolent despotism. The Emperor is an absolute monarch, and his power is applied sternly and vigilantly by a well-run bureaucracy. Most crimes are punished by death--impalement is the usual form. In spite of this, though, Tsolyanu is by far the most hospitable country to outsiders; most other nations tend to kill foreigners out of hand.



Generally Tsolyani culture, as well as that of other nations, is about equal to Renaissance Europe, with a few variations. Gunpowder is unknown, and may not even work (no one will know until it gets discovered, if that ever happens). However, there are various bits of surviving technology from the days of the ancients, both before and after the Cataclysm. The Tsolyani are xenophobic and suspicious of strangers, but they will tolerate them as long as they stay in their place--at least until they have learned the customs of Tsolyanu sufficiently. Foreigners who wander outside of the Foreigners' Quarter of Jakalla may find themselves guest-of-honor at an impaling, just because the crowd didn't like their looks. Tsolyani society depends heavily on the system of Clans; these may be hereditary and based on occupation, as is the Clan of Armorers, or purely hereditary and noble, as is the Clan of Sea-Blue, or purely elective based on merit, as is the Clan of the Heroes of Karakan. Regardless of their basis, a player must take pains not to offend the clans, as his life may depend on their good will.

In Tsolyani society men are the dominant sex; women tend to be treated as property, except that a woman has the freedom to declare herself "Aridani" or independent. This enables her to conduct her life exactly as a man, but carries certain liabilities--she is fully responsible under law for her acts, for instance, where an unemancipated woman is not. Girls come of age for marriage at 15, and it is the responsibility of a man to provide for his sisters, his wife, or his daughters.

Tsolyani religion--and that of other lands--is based on the worship of the Ten Gods and Ten Cohorts. Other cults exist and are more or less tolerated, but all newly arrived foreigners are expected to be a declared devotee of one of the 20 divinities. There are 5 good gods: Hnalla (abstract good), Karakan (war), Thumis (wisdom & magic), Avante (womanhood), and Belkhanu (death). Their cohorts (archangels) are Dra the Uncaring, Chegarra the Hero King, Ketengku the Many-Eyed, Dilinalla the Maiden, and Qon the Ancient One of Pleasures. The 5 evil gods are Hry'y (abstract evil), Vimuhla (war), Ksarul (magic), Sarku (death), and Dlamelish (depravity and atrocity). Their cohorts are Wuru the Unnameable, Chiteng Lord of Red Spouting Flame, Gruganu the Knower of Spells, Durritlamish the Black Angel of the Putrescent Hand, and Hrihayal, the Dancing Maiden of Temptation. The gods are real, and may respond to pleas from worshippers. Note that 1st level characters have no chance of being noticed. As you might expect, the cults of evil practise human sacrifice. This is tolerated, as Tsolyanu has religious freedom. It is therefore unlawful to interfere with any religion, at least overtly.

In Tekumel at the present time there are four major political groupings. First of these is the Military Party, made up mainly of the generals and their families. Its head is the general Kettukal hiMraktine, now in exile at Chéne Hó. Kettukal is a brave and noble soldier, but he is hated by the Royalists for not showing them the proper respect. He has accepted his exile with good grace, even when his beloved wife was not allowed to join him. (Tisallandra hiVra sarunKettukal, however, is of a different frame of mind. She has been pulling every string at her disposal to get her husband re-



turned to the capital of Béy Sy, or to be allowed to go to him. So far the Royalists have managed to frustrate all her efforts. It should be noted that the Militarists are not pushing actively for a program of conquest, since their archrivals the Royalists would be granted all the jobs of running any conquered territories. Instead the military contents itself with training, with conducting the ritually formalized "little wars"--the Qadarni--and with occasional raids into Salarvya or Yan Kor. It should also be noted that if Kettukal has accepted his exile with good grace, others of his party have not. Like Tisallandra they are working furiously for his release.

The Royalists are named that because by and large their leaders descend from the rulers of the first Tsolyani dynasty, the Bednalljans. They are the high hereditary nobles, including the governors of most of the great cities. As noted the Royalists would like to see Kettukal put to death, and they spend much of their time trying to convince the Petal Throne of his disloyalty. Working sometimes with the Royalists and sometimes against them is the Priestly Party. The Priests are split by their worship of good and evil, but they do not hesitate to cooperate when it is to their mutual benefit. The Priestly Party wants to see an end to Military Party caution and the expansion of Tsolyani power (and thus theirs) into neighboring lands. If Kettukal returns from his exile at Chene Ho all their plans for prodding the Militarists into action would be upset, and thus they would prefer he stayed there. If this cannot be arranged then they would prefer that General Kettukal meet an untimely end.

Juggling the other three parties are the Imperialists. The Imperialists consist of the servants of the emperor in his great palace at Avanthár, in the mountains north of Bey Sy. They are committed to keeping Kettukal alive in case he is needed, to keeping the Royalist nobles happy, and to keeping the Priests from agitating the country into premature war.

To complicate matters even further, in this year of 2,354 the Emperor Hirkáne is almost 70 years old. Sooner or later there will be a power struggle, and all the major parties have their favored candidates: Lord Eselné of the Militarists, Dhich'uné of the Priests, Rereshqála of the Royalists, Mridóbu for the Imperialists, and even a Princess of the Empire who has declared Aridani status and who may choose to compete for the throne.

As if all that weren't enough, there is a war scare. Rumor has it that when the rains of spring stop, Ald of Yan Kor will lead an army south. The baron bears Tsolyanu an almighty and consuming hatred, for it was Tsolyani forces which captured his city of Ke'ér and impaled the woman he loved, after she would not surrender the city to him. The rumors say that when Ald marches he will have with him terrible weapons of the ancients to shatter the barriers of the Bakbe Roads and annihilate the Tsolyani armies. This has the Tsolyani in a ferment and men and materiel is flowing north for defense in a steady stream.



It is assumed that all players are from the barbarian lands to the south across the sea, who have come to Tsolyanu to make their fortune. Each character is assumed to arrive by boat in the great port city of Jakalla, the City Half as Old as the World. Each player is assumed to have some clothing and money with him, but not much else. Characters are lodged in the resthouses for foreigners until they can manage to find lodgings elsewhere, and this may not be easy, for it requires a special permit for foreigners to live away from a resthouse.

While still dwelling in the foreigners' quarter of the city players will be contacted by persons desiring their services. The referee will check as to the identity of these persons and their motives. It is in this way that play begins. The object of the game is first, to survive, second, to become rich, and third, to attain success, by whatever standard you care to measure it.

The first step in play is determining the characteristics of one or more characters. For this you will need percentile dice or some reasonable substitute. Step 1: Roll for 6 characteristics and note any bonuses and penalties thereby:

- Strength: 01-40 Weak -1 on hit dice  
 41-60 Average  
 61-80 Strong +1 on hit dice  
 81-95 Powerful +1 on hit dice; +1 on damage dice  
 96-00 Superb +2 on hit dice; +2 on damage dice
- Intelligence: 01-20 Stupid -1 on h.d. & d.d., no spells past Gr. 1.  
 21-40 Dumb -1 from d.d.; uses Eyes, not spells over Gr.2.  
 41-60 Avg. no bonuses or penalties  
 61-80-Smart +1 on h.d., uses Eyes & spells easily  
 81-95 Brilliant +1 on h.d., d.d., 40% abil. find sec. doors  
 96-00 Genius +2 h.d., d.d., 60% chance spotting doors, 40% chance spotting traps.
- Constitution: 01-20 Weakling, -2 h.d., only 30% chance being revived, 40% chance failure healing spell or eye.  
 21-40 Puny -1 h.d., 40% chance revivification, 20% chance healing spell, Eye fails.  
 41-60 Average  
 61-80 Healthy +1 h.d., 60% chance revivification, healing spells, Eyes alw. work.  
 81-95 Very Healthy +1 on both h.d., d.d., 70% chance revivification, healing alw. works.  
 96-00 Robust +2 h.d., +1 d.d.; 90% chance revivification, alw. add +1 to points restored by healing spell or Eye.

(Each revivification by whatever means has a 90% chance of taking -5 from character's constitution. When Cons. reaches 0 character is irrevocably dead. A very few healing devices will revive without this penalty.)

- Dexterity: 01-20 All Thumbs -1 on h.d., d.d., 20% chance an aimed blow or spell hits the wrong target.  
 21-40 Clumsy -1 on h.d., 10% chance of hitting wrong target.  
 41-60 Average  
 61-80 Clever +1 on h.d.. No chance of an aimed attack missing, subj. to combat tables.



Dexterity: 81-95 Dexterous +1 on both h.d., d.d.  
 (con.) 96-00 Agile +2 on h.d., +1 on d.d.

Psychic 01-20 Non-Psychic unable to use spells or magic  
 Ability: 21-40 Barely Psychic may use spells only through Group 2  
 41-60 Average Psychic  
 61-80 Somewhat Psychic uses all spell levels, +5% chance  
 spell will work.  
 81-95 Quite Psychic +10% chance of spells working  
 96-00 Highly Psychic +15% chance of spells working

Comeliness: 01-10 Hideous-frightens own mother...  
 11-20 Ugly-frightens other people's mothers...  
 21-50 Average  
 51-70 Goodlooking  
 71-80 Very Goodlooking  
 81-90 Handsome/Beautiful  
 91-95 Very Handsome/Very Beautiful-heads turn, plainer  
 folk stare, character may be propositioned, etc.  
 96-00 Wildly Handsome/Gloriously Beautiful-heads turn  
 & bodies follow, character may be pursued by sla-  
 vers, abducted for orgies, etc. This classifica-  
 tion is a mixed blessing.

Once these six characteristics are known you should decide on one's profession: Warrior, Priest, or Magic User. Requisites-strength for fighters, intelligence for priests, and psychic ability for magicians. Decide also upon the deity the character will serve, from the list on page 2. This decision determines alignment with good or evil; there are no neutral human characters, though how devout you are is up to you. You should also decide on the character's sex. Remember that Tsolyanu is a male-dominant society, but that women may declare themselves Aridani (independent) and be treated exactly as a man. The main advantage to an Aridani woman is that she has complete freedom to do as she pleases. The main disadvantage is that she is fully responsible for her actions. The main advantage to remaining dependent is that it brings considerable security; the disadvantage is that you are subject to authority. Female fighters must be Aridani; priestesses and female magic users who are not will usually be subject to the orders of the temple of their deity.

When all the above is determined, check to see what skills and trades you have learned. Again use percentile dice:

01-35 Choose one from Group 1. 81-90 2 each, Gr. 2 and 1, 1 fr. Gr.3  
 36-60 One each from Groups 1 & 2 91-95 3 from Gr. 1, 2 fr. Gr. 2 & 3.  
 61-80 One each, Groups 1,2,&3 96-00 4 fr. Gr. 1, 3 fr. Gr. 2 & 3.

It is possible to know from 1 to 10 trades. Group 1 skills are these:

|              |              |                    |            |
|--------------|--------------|--------------------|------------|
| baker        | dyer         | paper-ink maker    | weaver     |
| barber       | farmer       | perfumer           | wine-maker |
| bootmaker    | fisherman    | potter             |            |
| bricklayer   | glass-blower | rope and net maker |            |
| butcher      | grocer       | sail maker         |            |
| carpenter    | mason        | tailor             |            |
| carpet-maker | merchant     | tanner             |            |
| cook         | miner        | weaver             |            |



## Group 2 skills:

|                        |                   |                          |
|------------------------|-------------------|--------------------------|
| animal trainer         | mountaineer       | slaver                   |
| bird trainer           | sailor            | smith-armorers           |
| fletcher (arrow maker) | scribe-accountant | swimmer-diver            |
| hunter                 | ship-builder      | wheelwright (cart maker) |
| jeweler-goldsmith      | ship captain      |                          |

## Group 3 skills:

|                                   |                                           |                                              |
|-----------------------------------|-------------------------------------------|----------------------------------------------|
| alchemist                         | geologist (mineral recognition)           | musician                                     |
| artist-sculptor                   | courtesian/Don Juan                       | orator                                       |
| assassin/spy/tracker              | dancer                                    | physician                                    |
| astronomer/navigator              | engineer/architect                        | poet                                         |
| author                            | interpreter (any language to<br>Tsolyani) | scholar (his-<br>tory, philo-<br>sophy, etc) |
| botanist (plant recog-<br>nition) | mathematician                             |                                              |

For an explanation of any given skill, check the rules, pp. 15-16. It should be noted that player-characters who try to go into business for themselves will run afoul of the trade clans, often with fatal results.

Besides the above a character will have certain skills in his chosen avocation of warrior, priest, or magician. The initial number of these is determined by percentile dice, as follows:

01-20 Choose any 2 from among the first 3 listed.  
 21-50 Choose 3 from among the first 4.  
 51-80 Choose 4 from among the first 5.  
 81-95 Choose 5 from among the first 6.  
 96-00 Choose 5 from among the first 7.

As players advance by levels they may add skills which they do not have. They must choose the least advanced skill first. Note that one may not use a weapon or spell unless he knows how.

|                  |                        |                 |                              |                     |                                        |
|------------------|------------------------|-----------------|------------------------------|---------------------|----------------------------------------|
| <u>Warriors:</u> | spearman               | <u>Priests:</u> | knows 2 modern<br>languages  | <u>magic users:</u> | control of self                        |
|                  | mace/flail             |                 | knows 2 ancient<br>languages |                     | illusionist                            |
|                  | axeman                 |                 | can produce light            |                     | clairaudience                          |
|                  | swordsman              |                 | detect evil/good             |                     | clairvoyance                           |
|                  | slinger                |                 | cure light wounds            |                     | telekinesis                            |
|                  | bola-user              |                 | ESP                          |                     | astrologer                             |
|                  | crossbow               |                 | telepathy                    |                     | medium                                 |
|                  | bowman                 |                 | protection                   |                     | nature control                         |
|                  | broadsword &<br>dagger |                 | evil/good                    |                     | necromancer                            |
|                  | sapper                 |                 | control person               |                     | control Under-<br>world crea-<br>tures |
|                  | catapult man           |                 | remove curse                 |                     | the Gray Hand                          |
|                  | strategist             |                 | revivify                     |                     |                                        |

Most of these spells are usable once a day and regenerate automatically as the sun rises. Evil characters do not reverse the effects of any spells. There is a chance of a spell not working, as noted here:

|                                |                               |
|--------------------------------|-------------------------------|
| Level 1, 60% chance of failure | Level 6 15% chance of failure |
| Level 2, 50% chance            | Level 7 10% chance            |
| Level 3, 40% chance            | Level 8 05% chance            |
| Level 4, 30% chance            | Level 9 and up, 0% chance     |
| Level 5, 20% chance            |                               |

These scores may be modified by one's psychic ability.



Finally, priests and magic users should roll percentile dice again. A score of 91 or better indicates they can use a Group 1 bonus spell. Group 1 bonus spells include the following:

- |                          |                               |
|--------------------------|-------------------------------|
| 1. Calm                  | 10. Levitate                  |
| 2. Create food & drink   | 11. Light                     |
| 3. Create creatures      | 12. Locate gold & gems        |
| 4. Curse/bless           | 13. Locate objects            |
| 5. Disbelieve and dispel | 14. Madness                   |
| 6. Dispel evil/good      | 15. Plague                    |
| 7. Door control          | 16. Protection from evil/good |
| 8. Fear                  | 17. Shadows                   |
| 9. Heal minor wounds     | 18. Seeing other planes       |

After clearing customs characters will find themselves with 1-100 gold pieces, and their passport. Tsolyani law prescribes the death penalty for any low-level foreigner who cannot produce his passport on demand. To raise more money players may try and sell their boat, if it is theirs to sell. It will cost to moor the boat if it is yours and you don't sell it, and it will cost about 10 kaitars a day for your room and board at The Tower of the Red Dome. Generally players will have little other than some clothing and personal effects, the rest having been left behind or pawned to get money for the trip. There is a basic 25% chance a character did not have to pawn his weapons, books, whatever, to make the trip. This will be determined by the referee as the game begins.

These few pages are in no wise a substitute for the full rule book. If at all possible you should try and read the rules through at least once, as this barely skims the surface. (NB, if you are playing with your author, he will probably be reluctant to part with his copy, even for a little while.) Appended to this is a sample character record sheet. To avoid misunderstandings it is advised that you create characters with a couple of witnesses around. Have fun.

#### Appendix: The Character Record Sheet

"Name"-character's name. "Player"-owner's name. "Profession" one of 3; cannot be changed. "Level"-character's level according to experience points. "Total E.P." experience points from treasure found & opponents slain, totalled. "Born"-character's date of birth. "Sex"-or non-human. "Height" and "Weight"-Roll 3 six-sided dice for each; these are relative to one's sex and race, and they will affect your ability to wear strange armor and possibly affect your combat and movement. "Strength, Intelligence, Constitution, Psychic Ability, Dexterity, and Comeliness"-enter the percentile scores and any + or - effects on hits and damage. Total these in the "Hit Dice and Damage Dice" sections; a +1 cancels a -1 and vice versa. When hit points are rolled for enter the result under "Hit Points." Finally under "Skills and trades" enter any trades (e.g., potter) the character knows. In the next section enter data on character's prof. skills and any relevant notes. List equipment and Bonus Spells as noted.



## Equipment and Encumbrances

It should be noted that because iron is very scarce on Tekumel weapons and armor made from it are rare. Also expensive: steel weapons cost roughly the amount shown for a chlen weapon x100. They may not be available at all. The following list of equipment and its weight is far from exhaustive and is subject to additions and corrections. There are about 151.3 kaitars (gold coins) to the pound; 1 K. = 3 grams. The total weight a strong man can carry is about equal to that of a large (200 lb.) man: 30,300 K. /Note all printed costs are for chlen weapons./

|                       |      |      |                           |         |          |
|-----------------------|------|------|---------------------------|---------|----------|
| sword                 | 10 K | 650  | plate armor               | cost 50 | 9000 wt. |
| dagger                | 5    | 225  | leather armor             | 30      | 4324     |
| scimitar              | 9    |      | chainmail                 | 40      | 6500     |
| battleaxe             | 12   | 1100 | helmet                    | 13      | 600      |
| flail                 | 8    | 1100 | shield                    | 10      | 1200     |
| morning star          | 8    | 1100 | rope (50')                | 3       |          |
| mace                  | 7    |      | pole 10' long             | 1       |          |
| spear                 | 5    | 1500 | 20 spikes & mallet        | 4       |          |
| pike (10' long)       | 8    | 1900 | small sack (1500 K)       | 1       |          |
| halberd (8' long)     | 8    | 1900 | large sack (6000 K)       | 3       |          |
| poleaxe               | 9    | 1900 | backpack (6000 K)         | 5       |          |
| two-handed sword      | 15   | 900  | waterskin                 | 1       | 500      |
| javelin               | 4    | 300  | lantern                   | 5       |          |
| longbow               | 30   | 750  | flask of oil              | 1       |          |
| composite bow         | 50   | 1200 | 10 resin torches          | 2       |          |
| light crossbow        | 20   | 2000 | flint, steel, & tinder    | 3       |          |
| heavy "               | 40   | 3800 | compass                   | 50      |          |
| quiver w/30 quarrels  | 20   | 1200 | charting paper, pens, ink | 3       |          |
| quiver w/20 arrows    | 20   | 700  | heavy outdoors boots      | 15      |          |
| garments              | 30   |      | mallet & 5 wooden stakes  | 2       |          |
| cloak                 | 15   |      | Tsural buds (bunch)       | 2       |          |
| sling                 | 3    | 75   | Ngalu wine (bottle)       | 1       |          |
| staff-sling           | 8    | 850  | Underworld rations        | 10      |          |
| lead sling balls (20) | 1    | 750  | outdoors rations          | 15      |          |
| bolas                 | 2    | 500  | Misc. equipment           |         | 1500     |

Movement is in inches: 1" = 10 feet in Underworld and 10 yards outdoors. Encumbrance affects movement: loads of 13000 K or less allow bearer to move up to 12" per turn (120 feet or 120 yds.); loads of 17,300 give movement up to 9"; loads of 26000 to 17,300 force movement of no more than 6" per turn. Men in plate armor cannot move faster than 6" per turn (except running) because of the awkwardness of their armor. Men in chain are limited to a maximum of 9" regardless of the total weight they carry. "Turns" in the Underworld are stated as 10 minutes each.



Well, as it is often said of Chaotics, "You'll get yours!", our chaotics finally did get theirs. (We can hear you applauding all the way to Westwood.) A certain player here, deciding that there were just too many high-level types running around, took action. He knew from past experience that it is (was) virually impossible to take action against any of our characters and get away with it. There are, however, amazing things one can do if one does not plan to get away with anything.

The plan was to get as many of the high-level types together into one room as possible by telling them that they were going to go out and blow up a few castles (for jollies), and then blow up those assembled. It turns out that blowing up a large number of high-level types with high constitutions is not all that difficult when using the final strike on a fully charged staff of wizardry. (Yes, 00's do come up occasionally.)

Before the story is continued, some furthur background must be given. WIZ, as many of the dear departed found out, was about as chaotic as a wizard can get. In the past, to protect himself, he developed a spell, called *SLAVED DETONATION*, which when thrown remains active for a period of about a week. If the wizards body becomes unrecoverable (down twice his normal hit points) during the time in which the spell is active, then a fireball of one die per spell point, with a radius of 5 feet per experience level erupts (65 feet in this case). At the time, this wizard had 225 spell points available. For those of you who don't know, the UCLA system takes  $LEVEL \times (PRIME\_REQUISITE + CONSTITUTION) + 2$ . Also, there were some very powerful swords present at this meeting, all with similar enchantments.

The blast went off, setting off the biggest chain reaction the world may have ever seen, killing all of the high-level types in the area, but not all in existence at UCLA.

It was soon afterwards decided that to avoid "nuclear war", (figuratively speaking, there are no anti-magic-users here) among the survivors, that a new universe would be started, with the properties that no person, being, or artifact would be admitted if that person, being, or artifact was created before March. We did this not to exclude people from play, but to maintain order and consistency within our universe. An additional property that our new universe has is that game time strictly equals real time in that a character who embarked on a two week expedition could not possibly be involved in a second expedition starting only ten tays later.

To those of you who had characters reduced to grease spots by our late troupe, we apologise (really). In this new universe, all the characters to live so far (one did go chaotic and was killed) have been either lawful or neutral.

Just before all of the above happened, We were getting set to publish what we consider to be the guidelines governing any self-respecting chaotic. They are:

- 1) Always have at least two plans, one to tell interested parties, and one to tell your allies.
- 2) Have another plan, which is what you really plan to do.
- 3) Be out to get everybody, but not nessesarily all at once.
- 4) Pay your spies well.
- 5) Be flexible.





- 6) Lie unpredictably.
- 7) Don't believe anyone.
- 8) Don't let your enemies know where you are, or in many cases, even that you are there.
- 9) Have decoys. Although it is considered unreasonable to have suicidal player or non-player twits, one can often get another player's characters to unknowingly fulfill this need.
- 10) Try to take out all of your enemies in one melee round.
- 11) Be mean, rotten, and above all, sneaky.
- 12) Never place any two of the people on your side closer together than 65 feet. That is the distance that lightning can travel, allowing for error in the estimation of distance.
- 13) Make certain that your enemies have no dangerous defensive devices, such as spell storin or spell turning rings.
- 14) Srtive to have all battles fought on your own familiar territory.
- 15) Within the game never keep a binding agreement, and from your actual standpoint, never make a binding agreement.
- 16) Never get yourself into a losing battle. If you find yourself in one, RUNAWAY!
- 17) For that matter, don't get yourself into an even battle.
- 18) Try to get your enemies to fight amongst themselves. It is then easy to kill whatever is left.
- 19) Use player twits to do things for you.
- 20) Never give away free advice unless you plan to use it against someone.
- 21) Don't use the same trick twice.
- 22) Always have an escape route.
- 23) When in doubt, blow them up. If you have a cleric along with a *SPEAK WITH GREASE SPOT*, you can ask questions later.
- 24) Always assume that all of your adversaries will make their saving throws.
- 25) Assume that you will fail yours.
- 26) Try to play faster than real-time by at least 25%. The ref is (should be) playing real-time. Remember that you must not only keep three moves ahead of your adversaries but you must also keep a move or two ahead of the ref.
- 27) Never give a party cause to attack unless you are ready for them to attack. You should always be ready anyway.
- 28) Leave yourself enough spell- and hit-points to get home safely.
- 29) Whenever possible, set characters up.
- 30) Be suspicious if you are the only one on your side of the table, be it figurative, physical, or game.
- 31) As the guidelines above suggest, try to minimize casualties. You must assume, however, that someone is going to get hit. Make certain that it's someone else's character(s).
- 32) Never underestimate the power of a pointed stick when you don't know all of its attributes.
- 33) Always keep your back to the wall, unless the wall has holes in it.





- 34) Wear white; they'll think you're lawful.
- 35) Ambush people.
- 36) Foster "accidents".
- 37) Have no gross liabilities, such as homuncules.
- 38) Use armor class 9. Being as no self-respecting chaotic is going to be in or near the front line, you do not need armor. AC9 helps you to move around quickly and quietly.

Something I have tried recently that seems to work well is to give the players six seconds per melee-round decisions. This approximates actual timing, necessitating the player to think as fast as he would have to in the actual situation. If, by the end of the melee-round, the player has not as yet decided on a move, then that melee-round is defaulted. A defaulted does not move or throw spells, but continues to melee if his foe is still alive in the defaulted melee round. This technique is also applicable in ending long arguments. For example: Ref: "Four more archers come through the doors. What are your actions?". Player: "Wait a minute, I still think that back around that last corner there should have only been...". Ref: "You have taken no action this melee round. The following people have been hit...".

It is truly amazing how well this works, especially when you have a computer working with you that will resolve a melee in six seconds.

And now for a few comments on the past issue (#10):

GOLD: Another New Spectrum use is to use polymorphs to trade identities with someone and have the bad things happen to him. Also, *MAGIC MOUTH* can be used to simulate such spells as *SPEAK WITH DEAD* and *ANIMATE DEAD*.

WISHERS: If the wish is too big, the ring may overload and melt, doing a whole mess of damage to your hand.

JACKS: Is this bank player or non-player run? As it is seen here, non-player-run establishments should exist only when it is impossible for players to run them and the establishment is absolutely necessary.

HANNIFEN: Anti-magic-users -- yuch!

WEREMONGERS: Having were-creatures as player characters is nonsense. When not in were form, they are in all respects regular characters. When in were form, they are not in control of themselves. // I am one of those DMs that believes your characters may never run in your own dungeon. (I am SOL).

GEMIGNANI: As for not killing your characters permanently, just what the hell good does it do to kill a character off for the weekend do!? Risking your characters is the name of the game, as you might put it. Player characters that cannot be killed off permanently are immortal; and that very quickly leads to a dull game. You can nag all you want, but we don't think that you should have your characters back just for the asking. A wish might do it, but you should be so lucky. // As for cheating!?!?! We are all aghast that you should even make such a suggestion! The characters involved lied a great deal, but at no time was there any cheating at











COLORADO COMMENTS--Joel S. Davis, 2900 East Aurora #331, Boulder, Co. 80303

Graduation time approaches. Can you imagine the fear and terror this brings? One of our better referees, Chris Weiser, is graduating! What becomes of our characters in his part of the world? The rumors fly fast and furious...all around nis continent, the spindizzies are warming up. Get out or be taken along! Reactions are mixed...but most are journeying east...to Harbortown...to the sea. It's a long journey across the ocean...and perilous...but it's the only hope. Travel to another land--another referee's game area--before this part of the planet departs for parts unknown.

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COMMENTS ON A&E #10

#### Lee Gold

I really never regarded WEB as being all that useful...precisely because they are so grim! Run that back again? I assume that if you web something, it will be nearly impossible to get at, unless it's very near the edge--i.e., almost freed itself. Weapons will invariably stick to the stuff--arrows will stop and melee weapons become unmanageable unless carefully coated with oil immediately before use. Worse yet, I assume that web burns rather poorly and very smokily, unless one has a source of very clean, very hot flame (e.g., a flaming sword). Trying to burn through WEB spell webs with oil is very time consuming, unless it's at the entrance to a large room or the outdoors--there's a strong tendency for the air to foul.

How long to remove plate armor? That's partly a function of how easily it may come off through accident or enemy intent in melee. If a player wants "snap-off" plate, it can be had. Of course, it will have a tendency to snap off at all sorts of inconvenient times. I assume several turns to remove or put on normal plate--there are a lot of buckles, many in inconvenient places.

#### Ken Pick

You aren't the only one who went after me with hammer and tongs for the remarks about 1st-level types. Perhaps I should elaborate. One of the advantages of being higher level is increasing control over one's destiny. High level characters have little to fear in many places--contrariwise, they can select where they go for the balance of danger and reward that suits them. For low-level types, anywhere outside the safety of town leaves them choices ranging from highly dangerous to inevitably fatal. The world is a scary place. This, I think, is--gamewise--as it should be. If luck is to play any role at all, it should maximally crock those who haven't invested months or years slowly developing a character. Good play will improve any character's survival chances immensely, but there's no getting around the fact that in anything resembling traditional D&D, bad luck will often do in low-level characters. High level characters can endure a certain amount of it and still have options. I try hard to pull my 1st-level characters up...but I can't get too attached to them. It's a hard road up...not many make it.

#### On Spell Points

We now have a dungeon here where all characters are assumed to have large "X" signs painted on their armor/robes/whatever...for "experimental." We're using them to test out various new game system variations. One system now under test gives magic users spell points =  $(1/12) \times \text{Int} \times \text{Const}$ --i.e., a magic-user with I=15 and C=16 would have 20 spell points. (Go to next page)

Basic points for an Nth level spell are  $(N+1)N/2$  -- i.e., 3rd level spells have a base of 6 points. This is multiplied by one for "detect" type spells, about three for "capability" (e.g., fly) and "defense" spells, and by five for attack spells (e.g., Lightning Bolt). Oh yes--almost forgot--MU spell points are multiplied by level--i.e., the MU described would have 60 points at 3rd level.

Spell point systems have yet to see real adoption here for the simple reason that they make magic-users too powerful. The experiments in "Dungeon X" are fun... but they also make it clear that magic will be too important if they're used. We're still working though.

#### On WIZARDS vs. ARMIES

I don't know about most of you, but I really get unhappy about Wizards being an army's most vital need. Castle? No problem if a Wizard's assaulting it. Move the earth around. Drop walls of stone on it. Fill it with fireballs. The Castle's only hope is to have another wizard! FOUIE!

A wizard should be sudden death to most single creatures...or even groups of creatures. I admit, no army in its right mind should march unprotected onto a wizard's home ground. The wizard has doubtlessly laid numerous enchantments to thwart such attacks. I still maintain that if you want to destroy an army, the appropriate weapon is another army. There may be advantages in having magic available, but it should not be like having tac nukes at your disposal.

As a result, I am seriously considering removal of most of the "army mangler" spells from the magic list. First up for removal is that all time favorite--FIREBALL. Instead, I propose to replace it with MINIMALL--like fireball, except that it's more like a magic missile. It shoots out, hits something (everything is assumed to be AC 9 against it), and engulfs that object in flame. Traditional fireballs would still be possible--but only as the result of time-consuming enchantments--i.e., "landmines" for a wizard's home territory.

Another "solution"--already implemented--is a simple enchantment that protects castles and other stone structures from direct magical assault. It involves making an exact model of the castle or whatever, and transferring vulnerability to magic to the model. The model must be kept within the structure. This makes for interesting adventures--you can still assault castles by physical assault techniques (no protection), but magic users and thieves can try commando type tactics to find and destroy the model, bringing the castle down.

#### VOX DEI, VOX DEI?

I was surprised to get so much flak on this one. Maybe most of you DM's don't face players that will be shouting at you one minute to let them do something not in the rules because it's reasonable...and will be shouting at you a few minutes later that you can't do something reasonable because it's not in the rules! Maybe you like to reason it out on the spot. I'm not above being corrected on something clearly in error, but D&D is full of "judgement calls." If the referee lets himself/herself get into too many such arguments, that's exactly what'll happen--too many such arguments. Why shouldn't a player argue with the referee if the referee is susceptible to changing his/her mind on such things.

Of course, if a referee is "above criticism" at all times, chances are all the players will stop playing--the classic protection against chaotic dungeon-masters. But the time for such arguments is afterwards--when the player has



no immediate interest in the outcome of the argument. It's traditional here to get together after the D&D breaks up at a local all-night restaurant for a bull session. I don't stand for much arguing during a game...but I'm very open to criticism at these sessions. I often solicit such criticism at "neutral" times, anyway. I even use occasional questionnaires. I care very much about the quality of my game...perfecting D&D AS A GAME is a matter of endless improvement. I simply don't feel there's much to be gained by arguing with a player who--at that point in time--feels that he/she is being crocked. In the heat of play, player's tendencies to "round off in favor of themselves" is all too evident.

#### Dick Eney

I agree about DMs who crock players just because they get out of a deadly situation. Such action is atrocious! I do, however, have one exception--if you want to call it that. If some trick is discovered that's too pat, it will work the first time. But word will get around. Next time either the monsters will be expecting it, or the universe may "flux" slightly--but ONLY between adventures, and the players are always warned. A classic example is that players were "defeating" the slight risk in TELEPORT by simply throwing "fly" first and then teleporting in high...or by building multi-story dwellings with 10' floor separations, and coming in on the second or third floor. One day it was announced that teleport appearance errors would no longer be in 10' increments (continuous instead), only locations on/in solid matter could be "carefully studied," and there was a 1/1000 chance of a "major error"--distance errors up to 1000 miles in any direction. If a completely reliable teleport were desired, HOMING TELEPORT (6th level spell) was available...but this required an appropriately enchanted artifact to home in on.

Another example was the easy destruction of castles via MOVE EARTH or dropping WALL OF STONE walls on them. This was defeated by a simple enchantment making most structures immune to direct destruction by magic (see above).

#### Note on Will O'Wisp

Why does a Will O'Wisp have to attack...or even stay near a trap? If it follows a party long enough eventually there will be casualties and life energy for it to feed on.

#### Nick Smith

...But Balrogs have a number of advantages. If things get too tight, they can fly away. Being a man-type (sort of...it carries a sword), it may carry other magic it can use. It's +1 sword sometimes has other-abilities. Finally, it's highly magic resistant. And who says it has to use its whip...ever seen a Balrog grapple two heroes (one with each arm) and immolate a few times? Balrogs are strong!

COMMENTS ON A&E #11

Lee Gold

Yes...it only costs a Wizard 250 to make a CURE LIGHT WOUND potion...but how about the Wizard's time? Do you suggest that a 12th-level wizard charge only 3000 for an entire week of his/her time? I think that's incredibly cheap, considering how much can be made just running around fighting monsters the wizard entirely outclasses.

I don't regard 50,000 for an X-ray vision ring as that high. For one thing, a closer approximation to the necessary spell is WIZARD EYE, since CLAIRVOYANCE requires a mind that can see to read. In addition, the Gygax magic system makes each spell quite precious. Finally, the direct advantage of a ring is that you can use it all the time without real difficulty...spells must be conserved for when you think they're really needed.

There's a game feature to remember too...the basic idea is that magic is accumulated by going out and fighting monsters for it. Selling magic...especially at reasonable prices, will tend to make player characters too powerful too fast. My general rule of thumb for prices on magic items--in the very few places such can be obtained--is as follows:

1. How much would I sell such an item for assuming:
  - a) The buyer is a non-player-character that I will never see again.
  - b) I currently only have one of the item.
  - c) The item in question is something I can use.
  - d) I regularly adventure in fairly hazardous areas.
  - e) I am sufficiently high level that the character doing the selling is developed enough to be very valuable to me.
2. Now, because it is a seller's market, I double this value.

To put it another way, would one of your characters sell his/her only ring of invisibility for only 6000 gold pieces? How much per week would have to be offered to one of your wizards to retire him/her from the game to sit around the lab doing enchantments all day?

Before, however, you decide I'm just an irascible bastard, let me assure you that your values are closer to reality than many I've seen mentioned or implied in A&E...you just happened to come first in issue 11.

Wayne Shaw

Why do people over-react to force blades and such? I suspect it's because of resistance by the players to an endless succession of boons that are crocked. There are two ways to keep the game in reasonable balance--one is to keep artifacts few and far between, and to limit their usage...the other is to have lots of them, but crock nearly all. I prefer the former approach...that way, when you do get something, you can enjoy it, and not worry about the perennial chance of a grim backfire.

I don't understand what you mean about my monetary system on wishes being complicated. It only requires a single roll to determine nominal value. If other referees want to handle wishes differently, that's their business. It certainly doesn't affect the complexity of my adventure.

Once again, I (as referee) am not adverse to criticism/advice on rule interpretations. I "start rolling" when the issue is clear and the player is merely arguing with the umpire. A classic example is on wishes. I have stated time and



again that LIMITED WISH (in my world) is really "Limited Time Reversal"--it can be used to change a single, decisive event that doesn't involve directly affecting someone else's free will without their permission...and that the main effects of the limited wish must occur within a few hours of the reversed event or the time stream will somehow readjust to keep history pretty much the same.

Nevertheless, there is one player here who invariably starts arguments whenever a limited wish becomes available--generally of the form "You should be able to wish for \_\_\_\_\_," a discussion that properly belongs in D&D Design Sessions--not the middle of a game.

Similarly, I endure arguments every time this player gets a Full Wish. The player likes to play dwarves, and almost every time insists that a wish should enable his dwarf to have no limitations on advancement. Time and again I point out that, in my world, wishes do not affect the fundamental laws of the universe... but the argument is raised again and again. If I "start rolling," at least the other players have an incentive to clamp down on the recalcitrant one to get the adventure moving.

One more example. Skeletons are essentially mindless. If they're chasing someone, what route do they take? I assume they'll take the closest thing to a straight line, but will take less direct routes if the immediate route is blocked--either with obstacles or lots of other skeletons. Assuming you adopted such an algorithm, how would you handle a player who--rather than tell you what his/her character is doing--insists on arguing about your method for determining movement by the skeletons, once you had made it clear how you worked it? My system is to assume they are cursing God for the way the universe is set up...something they are perfectly allowed to do. If well advanced in lawfulness or chaos, I'll even give them a small chance of divine intervention in response...but I refuse to hold up the game for such arguments or frequently change my interpretation of the rules in mid-game just to suit a player. You're quite right...they always have the option of not playing any more. If I get too unreasonable, I assume I won't have any more players. So far, this problem has not arisen.

#### Nicolai Shapero

For awhile I did prohibit second rolls for everyone. It was a matter of striking a balance--if a player thinks their character is a good-for-nothing, they'll play it suicidally, and that hurts the other players.

I'm utterly amazed that a Wizard--or one powerful enough to keep them captive--would ever lend a wand of cold so as to leave it in the hands of a first level MU... even for first pick on magical treasure found. Too much chance that the character--and wand--would not come back.

That was a good article on the Gyax Point System...I don't see how anyone in Lake Geneva made it to higher levels with the low number of points he allows. Under my system--vastly more generous--no one has gone higher than 12th level in some 2½ game years!

#### Wes Ives

I'm inclined to agree on unconsciousness/death hit points. Assuming that increasing hit points with level is generally indicative of ability to avoid damage through skill, I intend to make death occur at D8 + Constitution Bonus hit points more than hit points rolled. We'll see how that works.

Sean Cleary

I assume that undead run from clerics due to simple proximity to the "aura of God." If one assumes that undead are generally motivated by the forces of chaos (probably true, at least for Wights, Wraiths, and Spectres), then there's no reason why the equivalent effect for a chaotic cleric wouldn't be control. However, to keep things in balance, I suggest that at most only about half as many be controlled as would otherwise be dispelled/turned away.

Jason Ray

The question of using a charmed orc to take risks is a question that can be debated endlessly. I still claim, however, that a charmed orc would not necessarily follow such instructions. Remember, "charmed" does not mean "enslaved." What would you do if your true love asked you to take some suicidal risk? You might do it to impress him/her...but chances are you'd assume he/she didn't know what he/she was talking about and act accordingly.

Glenn Blacow

What we call "Great Balrogs" here are simply the Balrogs that do 4-24 damage and are immune to non-magic weapons. However, rumor has it that the new D&D supplement, ELDRITCH WIZARDRY, will make Balrogs much more dangerous--giving them the ability to teleport, transfer to phase & astral planes at will, and to call in lots of other Balrogs, demons, etc., in time of need. Further comments on Balrogs should await the appearance of the supplement...but I also refer you to my description of demons a few issues back--essentially a combination Balrog-Wizard-Evil High Priest with the additional ability of command over all forms of fire and cold.

The "premium on teamwork" is much a matter of taste. To my way of thinking, each expedition should be planned much like a commando raid, and executed in a similar fashion. Good planning and teamwork is important simply because the danger level is adjusted high enough to make goofing off fatal. I gather from A&E that the degree of involvement necessary in implementing such operations are not to the taste of many--the game may cease to be fun when it's really difficult to play successfully. Is D&D an easy game or a difficult one? That's up to the referee. I do know this: Despite the fact that I'm very generous with monster points, and despite the fact that my adventure has almost no "ZAP!-- YOU'RE DEAD" type traps/crocks, I'd assure almost any other dungeon-master that they could feel comfortable about accepting characters from my world--whatever level they are, you can rest assured that they earned it!

Yes, I know that my "Station in Life" Table runs too heavily toward the richer classes for an accurate reflection of medieval society. It makes sense if you assume that the richer classes contribute more than their share toward those who try to become "soldiers of fortune."

MONSTER OF THE MONTH--The Stingwing (Coming next month--the Vatch)

Number Appearing

Outdoors.....Normal Flock (90%): 6-36      Great Flock (10%): 20-200

Armor Class.....9      Treasure: 1-6 gems in 5% (one in twenty) of nests

Move.....36

Hit Dice.....Any hit or other damage kills it

% in lair.....25%--If not in lair, will be visible airborne at large distance.

Stingwings have bat wings, beaks filled with sharp teeth, sharp talons, and rough abrasive skin. They literally drip with a violently corrosive deadly poison. Any wound by a stingwing means instant death unless save vs. poison is made twice, in which case they do 6 dice damage; if made 3 times, 3 dice damage. Their venom also acts like a Rust Monster on anything ferrous. Stingwings always attack-- much like nasty piranna.



I have received A&E #1 and #2 and will comment on them along with #11.

MANY WORLDS OF Margaret Gemignani  
3200 NE. 36th Street, #907; Ft. Lauderdale, FLA 33308

I always love good honest humor and I loved Jack Harness's cartoons. I would like to buy some of them if Jack would sell. They are really great. I am collecting good D&D artwork, so if anybody has some that is reasonable, write me. Lee, yours and Jack's Dungeon Song was outstanding, really set the theme of the APA.

Here we go again; can the dice roll 18; sure they can. I recently visited some SCA dungeon masters in Phoenix, Arizona and their dice had no trouble rolling 18, but 18 is as high as you get for human; older races got +1, making it 19--and of course, the DM gets a twenty.

Some of you who have this issue may look at Mark Swanson's comments on Hold Person and Charm Person; when he made them they were valid for E. Gary standard D&D definition, but now they are rarely used that way. Those spells were never as complete as Ted Johnstone would want them; they were just not that definite yet. They were never meant to be complete; there is really no completely potent spell when you look at them.

Cal Tech plays a much rougher version of D&D...and a much more precise version. Most engineers are like that. It is better to play D&D as a competition between the DM and the players.

The Cheryl unicorn was interesting. It is a shame she came across so poorly in the adventure writing about her. She really should have gotten a Bore spell roll on that. I hope the Unicorn-Centaur did better. How about Pegasi-centaurs? I had a delightful one called Leau in Midgard Ltd., just about pony size; she flew and kept her mouth shut.

I liked Lee's discussion of Animals.

Ahem, Mark S., stupidity should not be rewarded except by its own consequences, which is not what your turkeys would like. No, Goree is not nasty; it just does not have free lunches about like a few dungeons. You do your folks no favor giving them a free lunch; you make them easier to kill when they hit a hard dungeon. A solo would have known how to free the junior prince of dwarves because a solo knows the first thing is never do leave any stone unturned. You might tip over that stone.

When it comes up magic and Thou art God are very very good work with informative material, and so was In This House of Red's. Wasn't there a novel by similar name in which Diana Riggs played a nun? I kid you not.

The question list always leads to a good discussion.

A&E #2

More good cartoons. The crowd on the cover looks like fans trying to get into a fan party at conventions. Lee, your encounter chart was very good. It was nice to know there was a time when E. Gary used to write nice letters to this APA; let us bring back the so dear days. The All Green Expedition may have been the worst for that time, but Turkeys have topped it long ago.

I really think if you had strength and used it with restraint, Michael Siemon, you could use the Bard or Singer.

Robert Sacks, I know you are trying to say things; I knew they are important. I know you are smart. But I can't understand you. You slip around and do not make yourself clear.

Dick, I nearly died laughing about that first Brilliant Jade - Iltar expedition. It was a very good cartoon too. Here is an interesting point about fox spirits (which I researched because you made them sound so good). I found out that fox spirits may come in good or evil--and the fox must pray for five years to Buddha before becoming human. Good ideas on character tables and suggestions on how a character/player can live a bit longer by not getting Ghod mad at him right away. At least wait until the game starts before getting on the bad side of God; no need to hurry up collecting your life insurance.

Jerry Jacks must have been a good DM, but he was not doing you a favor, giving out so much stuff. It gets you used to the soft life, and when you get some place else, you get zip.

Folks, here are some points. How much do you owe the mule when you take him down below, and how much do you owe your other animals? You owe them something, you owe a blink dog more, and you owe a Pegasus a great deal more. Pegasi may not be magical, but they are highly intelligent and also shy. They can be highly trained and very loyal and excellent fighters; you should not leave them tied up to feed the weretigers. You should try and get them out. Even the cowboy tries to save his horse, a man his dog or cat. Have a little concern for the poor beast. (How you get seven when they are so shy is a mystery, but there are many mysteries in D&D and when a fellow goes to the trouble of apologizing, I am not going to go after him about a mystery like seven Pegasi. He is much too nice to do any Turkey shooting upon.) The last Pegasi we got were very, very shy. They are wild horses.

The next fellow who tells me first levels are dumb better have no dumb higher levels about for me to pick on. E. Gary always said the first levels were the most important; they become higher levels. They have to be smart to survive. And if they are tough and blooded properly, they will make a hell of a character. Far better than the easy living higher level who got his levels and his things because the DM was such a nice, nice person.

There is no such thing as a hard dungeon. If you play fair, the trap must be tough, but escapable. That head should be used for something more than a good target for an ogre's club. The treasure should be payment for risk. No risk, no treasure. And there must be rest areas. You might like to get into a philosophical discussion with Chaotics, if you were tired out. Remember folks, while you talk, you rebuild. Definition: Flunkie = ruffian used for monster fodder. A hireling is a useful fellow. Don't call a hireling a flunkie. It is insulting.

What is a Lawful Balrog, folks?

Prices on magic swords in this area: 15,000 plus extra for bonuses. Use Iddles in your dungeons to get treasure, for warning, for anything. Really dressed up the place; it looks better than some of the things used to dress up a dungeon.



A&E #11. Turkeys, here I come.

Cover outstanding. Really interesting thought behind the cover. Good cartoon.

Lee, have you ever thought of anti-matter as an AMU article. Phase spiders are non-material monsters in some cases. Low dexterity magic users should not use any spell near their own people under penalty of getting damaged by the survivors. I remember the natural half-elf half-Orc because of the delightful and meaningful wisdom of the Abbot who spoke to him. Fred Bloin used to have a Lawful Orc and somebody once used a Lawful Balrog.

Did you hear the one about the party who would have subdued the dragon, if they had lived through its last attack?

Is that you again, Shapero? I can't believe you characters do some of the things they do and live.

Lee, the Live Ring game can be gotten from Wandell L. Hill, Jr; R&H Productions, 1301 Chalmers Road, Silver Springs, MD 20903 for \$1.50. Some of the rules have been adapted so you can play a live D&D quest.

Nick, no Siamese cat makes that noise stalking. They have a hereditary brain defect that makes them irrational. Are you calling Chin Lee a brain defective. She's got good company; Siberian White Tigers have the same problem.

Explain this, Nick. Take on good experienced character and run him through several dungeons using several different dungeon masters. If he is any good and the DM is fair, he'll make a good job of it. Some will be harder dungeons, but that wouldn't bother him if he is not used to the soft life. Some of your folks are, and you'd better not go down to Goree or Edwyr.

Jim Cooper, good work there. I know about Steve Marsh too call Unexisted.

Why don't we scare a few Turkeys by telling tales of Steve Marsh, the Non-Existed dungeons?

You're learning, Sean Cleary. I'm glad to see that. Write and talk to Lea and Manlu anytime. Your dungeon Chaotic and Lawful worked together. How could that be? But many of your ideas are good.

Hi Ken. How did Chin Lee go up four levels and get 40,000 GP on one expedition and keep her mouth shut long enough to do it. I can't believe that .45, missile weapons for clerics. You are another. I can't believe anyone would do the things your characters do and live.

Good work, Jerry Jacks.

Jason, Iruk has little to do with using what God gave you to keep your ears from falling off has a lot to do with it. Some monsters are trying; others aren't. When I take out a monster, I do it for a reason. I don't believe in going down and beat ye old shield, "Here, monster; come and let me try and get your points."

Look at that Unicorn; she should get a Bore spell; I don't blame you for going nuts. All your hobbit thief has to do to keep out of fights with me is be worth what I pay him--as any thief should be. That means keeping out of my purse. Good comments. Some DMs get a bit too thrilled with the bottoms.

Mark C: excellent work. Why don't you others get systems like Mark C. I love legends and history; makes it so interesting and fun.

If you want to teach Chaotics to love, Fang, I'll send you over Kord, Lord of Darkness, fun person of the week for Corke Campaign. There is an anti-paladin, Memwright, you'd just love teaching to love. Liked your work though.

You play rough, Mark S, but you play fair. Liked your stone servants.

Oh there you are, Wayne Shaw. You charmed that thief; you were responsible for him. I always thought Fafhrd was muscular; I'd think Grey Mouser would need a bow more than he. You must get many laughs per burp with Dr. Pepper.//We retired characters at about 30th level because by then they can all but tear the average dungeon apart. Too much temptation to turkey shoot your monsters. You must be non-human to be +18 intelligence; age has nothing to do with level. Work has everything to do with it. Level is not a birthday present.

Err, Dick, err, Wayne, we'll let you off with Wish. A Neutral who I pay I accept as loyal and who keeps his hands off my loot and my back. I am not hard bitten lawful when I play lawful; I do not feel obligated to get the Chaotics; I have to have a reason. If life is worth more than just sport, some dungeons it goes for as little as 300 GP, but it is a fair risk, not just a chance to beat my shield and make a name for myself. Sure I believe in risk, but I have to have a reason for doing it. Resurrections are not all that easy to get in some dungeons, folks.

Hi there, Nick. I can't believe your characters did that and lived. You and other folks better stop telling Glenn and me what we already know. We know when you go underground, it's for more than to make a speech. I can see why your group got no treasure to keep last expedition; they deserved none. They did not act heroic. You should act like your head is on straight; try not to leave yourself open to a left hook by ye old DM, and you've got a chance. Then nobody can keep you from the treasure. Stormgate's characters are dangerous to other people on an expedition because they don't try to think; they act too quickly. A Sharin is almost as good as Chin Lee at making noise. A wolf or cat who makes noise while attacking goes hungry.

Eric Holmes, good material and funny.

Wes, come up and play some time. I will donate a %age of treasure to Frangis, so don't try anything or you'll be shafting your own cleric. The only thing I'll leave in your dungeon will be monsters; if the clean up committee gets sick at monsters on the floor, that's not my fault.

John B, congratulations on apologizing; you went up a level.

Glenn--congratulations on Ariel and Dworking; what a match. Save some other relatives for my folks; have I got a boy for you? Manlu and Lea are fine and want to work again. Someday we should tell the story of how you got a demi-god to back down, if Sean C. was not too embarrassed--but he did back down, and that is to Sean's credit.

I like to use arrows and missiles on ogres; one nearly got me when I was beginning my career in one Wilderness FANTORGN.

My favorite Chaotics are the Illuminati Conspiracy. There is somebody for you to love, Fang, far nicer than Kor or Memwright.

You know the truth too, Glenn. Some dungeons are talk, others are action.



BILLY BALROG'S OWN FANZINE # 10

by Mark Swanson, 9 Davis Rd, C8, Acton, MA 01720. Intended for A&E 12.  
Printed by Lee Gold. Greetings fellow editor.

THE WILD HUNT is a Boston based D&D APA, which concentrates more on the DM and less on adventure reports than A&E. Collation for #5 will be June 27. Rates are much the same as A&E, with Glenn Blacow handling 4 hole mimeo stencils. I have less time than Lee does to retype letters, but I handle offset zines at \$1/page. Copy count is 70. TWH #4 was almost the size of A&E #11 !

BABY BLUE DRUMS IN THE DEEP: comments on A&E #11, 10, 9...

LEE GOLD- Did I ever mention that Billy Balrog uses as a symbol double Baby blue B runes? That he is lawful (mostly). That parties sometimes encounter other groups being sent down by the True Catholic church, (escorted by Orlando the Grimhanded and his sword Reptilebane) to finish his conversion? The Billy Freaks? Would you be just as happy to hear no more? Probably.

Judging by the lack of elves, I suspect that elves ovulate every century or two in the LOTR. Once a week in the average D&D universe. Sherna has a "clear" spell at the exit of Carnelian's new section- demagics any equipment or treasure not yet checked out in the classes it's affecting that day. This seems a little mechanical to me.

(WHO GOT RICH IN '49?) My preference is to make the analysis and sale of unexamined treasure an expensive and occasionally dangerous adventure. The best that I've achieved so far is the time that the two dwarves accepted 50% GP for the party's treasure and the persons of the rest of the survivors. More typically, they merely face the possibility that for any great magical item the analyzer may try to cheat them- and in any case may inform a rich patron.

I agree with you as regards Gygax's business.

Skip Morris, a fringe local that I saw at Disclave, had attended DunDraCon and was unimpressed with the games he saw, including the Leiber dungeon. His 4th level FM, magicless, was the junior party member and the only magicless one. His mention of the two staffs of wizardry, 4 10+ Paladins, the thief with the the Robe of Eyes, etc made a somewhat unfavorable impression, both on him and me. Magic, magic, uber alles... Perhaps I shouldn't be so forward in offering my poor Gorree to the mercy of such favored Children of the Ghods. (Actually, of course, any such party would be ambushed on their way to the dungeon by a local troop of brownies and sold down the river to Edwyr. I have no mercy.)

FANG- You forgot another important moral: "Never wear a stolen cloak in the marketplace." Somehow I am reminded of my Lawful fighter, Triphammer, holder of the unshakable conviction that while clerical advice on the management of maces or Masses is to be sought, in matters of business or honor it is at best an inevitable nuisance. He serves as a nice contrast to the usual charter member of the ACLU attitude, having also a firm prejudice against elves, and a conviction that the situation/danger estimates of lycanthropes are not entirely to be trusted. This is a Lawful? Well, he was an orphan, the child of a Free Company, shot a Patriarch at 16- then left his service at 23 for neglecting to shoot another. Very dense type, often misunderstands orders.

WAYNE SHAW- Glenn may well have a point in his comments (but its such fun!) However, you still get away easily- my comment a few months back on "the harmlessness of the average Chaotic Wizard" seems to apply here. And Glenn is rather consistently condemned for the harmlessness of Edwyr. Glenn's basic objection is that the scale of reward seems entirely out of keeping with the risks, both by Gygax's standards and ours. Yes, yes it is just paper gold; but reason calls for a ratio that will not attract mobs of treasure seekers and also for giving the poor Chaotics a fighting chance.

I have upon occasion rolled the player's attacks while trying to speed up melee with chaotic parties. As creator of the original special abilities table, I would like to request your advice on what "Competance with Inanimate and Static Conditions" is. There was once a party with 3 MU's with it- serves me right no doubt. Does the Immortal heal back from death? This table looks reasonable, though I miss the possibility of the cleric who is +1 with daggers and battle axes.

NICOLAI SHAPERO- I agree with your comments on Jack's prices. Those are the raw materials costs for enchanted items. My wizards charge high for their time. I liked the adventure- far different from the all too usual "...and then the elf detected a secret door, so we slept the orcs..." Do fireballs in the Robber's Roost occupy volume? Just how large was that orc room? Believe me, there is more justice in Robber's Roost than in the Gorree Towns. Rather more magic than parties would normally find on the second level. In Gorree, a lucky party might get that much on the 7th.

ERIC HOLMES- You seem to have forgotten Ajax's cut.

LEW WOLKOFF- Happy to see you at DISCLAVE. Actually low level parties can survive quite nicely (or at least 50-75% can). Some caution, keeping in medium size groups and a lot of running are the tricks. It also helps if the local dungeons don't have Balrogs on the first level. That leader sounds like a good candidate for "Clerical Sleep." Triphammer would have been delighted to help. The wilderness disaster is funny and interesting. Maybe I'll have to look at that Dippy variant. Gnu, what am I saying ?!

GLENN BLACOW- 31st level is about as high as I'm prepared to believe- even that is a bit unreasonable. Sixtieth level wizards who make their living building coldwands and selling them at 80% of raw materials prices, faugggh. It once got suggested that the right thing to do if you are a sixtieth level Wizard is to stroll out to the nearest gilded hole in the ground, TK it into the air, turn it over, then drop it. This kills most of the monsters and puts the richest treasure on top. Dig down till it's no longer worth it, then go home and leave the rest of it to the two legged wolves that will have come around. Give Slavus his auntie Eclina's best wishes. OK, Fenris has 50 hit dice. Wonder what the character that got the Scroll of Summoning Fenris in A Very Bad Mood will do with it?

Agree that high order sleep spells are not needed. Sleep currently is a bit gross; I do my best to crock it -saving throws, coffee, and those dreamy pit orcs. (Only the laborers sleep. The 2HD soldiers, 3 PD noncoms and 4+ HD officers all resist magic as 3 levels higher. The officers who look like humans can block detects, also. 10-10,000.



ARCHGHOULS...These nasty creatures, despite their name, are NOT undead. They are immensely strong and tough. Upon sighting their prey, they will give a piercing scream that has a 30% chance of paralyzing any given member of a party (except Elves and Werewolves; check each member of the party) for three melee rounds (Elves can counteract by touch). Weapons include a bite (1-8 points of damage) and a weapon attack (by type of weapon +2 on damage). Archghouls most closely resemble hairless baboons with leprous white flesh.

| # appearing                 | Armor Class | Movement                    | Hit Dice | % in lair | Treasure |
|-----------------------------|-------------|-----------------------------|----------|-----------|----------|
| 2-20 or<br>10-100 (in lair) | 2           | 6" (2 legs)<br>12" (4 legs) | 4-6      | 20%       | E        |

For every twenty Archghouls, there will be a 7th-9th level commander with spells equivalent to those of a 5th level magic-user and 5% level chance of magical weapons and rings (no armor). For every 100 there will be an Archghoul Lord (10-12 hit dice) with 5% level chance of magical weapons, rings and staff/wand. Able to use magic up to 5th level spells; +4 on damage.

The Archghoul King (of the House of Tocksar) has 15 hit dice, magic use as an 18th-level magic-user. +6 on damage with weapons. Will always be wearing two magic rings. Treasure (if in lair) is type G. Archghouls are usually nocturnal. Werewolves and Ghouls will attack one another on sight. //It is not advisable to have archghouls on the upper level; they are very dangerous beasties.

AXEBEAKS...These are large, flightless carnivorous birds, about 7-8' high. They are unintelligent, being little more than walking appetites. They will always charge and never check morale. Their terrible slashing beaks do 1-10 points of damage.

| # appearing | AC | Movement | Hit Dice | % in Lair | Treasure                                |
|-------------|----|----------|----------|-----------|-----------------------------------------|
| 2-20        | 7  | 15"      | 3        | 20%       | Type C + 10% chance of 1-3 gems in crop |

GANGBATS...Small flying mammals. They are at least semi-intelligent and highly vicious. They attack by the horde, doing damage by sheer weight of numbers rather than individual effectiveness. Do 1-3 points of damage per bite and have 1-2 hit points.

| # appearing | AC | Movement  | Hit Dice | % in lair | Treasure |
|-------------|----|-----------|----------|-----------|----------|
| 40-200      | 9  | 30" (fly) | 1/4      | 25%       | Nil      |

GIANT TERMITES...These are derived from "a squirt-gun" tropical termites (the *nasutitermitinae*). The glands in their heads produce a very sticky fluid which, if it hits, "webs" one person. One mutated subspecies has developed a symbiotic relationship with green slime and squirts that substance instead (roll D6; on a roll of 6, termite is of the green slime-carrying variety.) Giant termites are very accurate. Roll their attacks on the 3-4 hit dice monster table. On a roll of 20, the termite's attack will hit his victim in the face. This is deadly regardless of type. Green slime is obviously bad, but a gob of sticky fluid in the face will cover mouth and nose, suffocating the victim in 3 or 4 melee rounds unless removed by his friends (use of unprotected hands or gloves will simply result in such adhering to the glop; it is advised that oil be used on the hands). Soldiers are about 3 or 4 feet long; workers about 2' long (workers are harmless). The average soldier has sufficient fluid to "web" only one opponent.

Larger ones can fire two or three times.

| # appearing  | AC           | Move | Hit Dice     | % in lair | Treasure |
|--------------|--------------|------|--------------|-----------|----------|
| 10-100       | 8 - soldiers | 9"   | 3 - soldiers | 35%       | D        |
| 1/4 soldiers | 9- workers   |      | 1 - workers  |           |          |

GOLD/YELLOW LOTUS...These two varieties of lotii are identical to any eye but those of a highly trained botanist (or sage). Gold lotus blossoms are highly valuable, being worth an average 50 GP on the 1st level, 2 x 50 GP on the second, 4 x 50 on the third, etc. per bloom and are perfectly harmless. (If great care is taken, a highly-trained alchemist can turn them into a Potion of Extra-Healing; cost is 1000 GP per gulp). Yellow lotus, on the other hand, has no value and *paralyzes on contact* (no saving throw). If disturbed (as by picking), they will release pollen which has the same effect. Since paralysis is chemical, being touched by an elf or hero has no effect on the victim. (Little Old Ladies in Tennis Shoes [*to be described in a future Monster Rally - LG*] utilize yellow lotus in the preparation of Mace).

GOYIM...Goyim are a combination of enchanted/manufactured/undead creatures with unpleasant characteristics from all. The process requires a living child and ends in an Undead one. The end product resembles a hideously misshapen child. They drain life-energy levels (once per hit) doing 1D8 of damage as well. Any cleric may turn them, but must roll a 12 on 2D6 to do so. DISPELL MAGIC and DISPELL EVIL will each do 1D6 of damage; if the goyim passes through a Protection vs. Evil spell, it will also take 1D6 damage. It reacts like other Undead to fire (2D6 in passing through WALL OF FIRE, for example. Is not bothered by stakes or mirrors but will avoid running water. CHARM as VAMPIRES. CONTINUAL LIGHT will cause them to take a morale check (but not otherwise harm them). On a roll of 1-6 on 2D6, they will rout. On a roll of 7-12, they will attack berserkly, +2 to hit. Regenerate 1 point per melee round. If an attempt is made to entrap them in a Mirror of Life Trapping, there is a 1/3 chance they they will disrupt, destroying the Mirror in the process. Only +3 weapons do full damage. +1 and +2 weapons do half damage; normal weapons no damage. They are not affected by silver. Must sleep in a coffin.

| # appearing | Movement | AC | HIT DICE | % in lair | Treasure |
|-------------|----------|----|----------|-----------|----------|
| 1-4         | 6"/15"   | 2  | 10       | 40%       | F        |

If severely injured and in danger will revert to gaseous form.

HELLSEYES..Are vaguely tarsier-like creatures, about 3' high if standing in normal mode, but would be 4' high if standing erect. Are furred, intelligent, but lack sufficient dexterity to employ most tools and weapons. Neutral. Their eyes are usually covered by a transparent nictating membrane and when covered by it are harmless. When the eyes are uncovered, they inflict severe damage on they being they are focused on. A small Hellseye does 5D6 of damage; a medium-sized one 5D8 and a large one 5D10. (20% of the population is small; 60% medium, 20% large.) Eyes can only focus on one being at a time. There is an 80% chance that their keen senses will detect beings employing INVISIBILITY accurately enough to do damage (about 65% normal). DARKNESS severely impedes their ability to inflict damage (only a 20% chance of looking at the right place, and damage is only 25% normal). Are often hired to guard treasure.

| % appearing | AC | Movement | Hit Dice | % in lair | Treasure                                       |
|-------------|----|----------|----------|-----------|------------------------------------------------|
| 1-4         | 7  | 9"       | 8-10     | 40%       | A (or may be any treasure type worth guarding) |



# clear ether!

is the all-purpose personalzine of Samuel Edward Konkin III. It is published irregularly (semi-monthly, approximately) for exchange with other Science Fiction fanzines and for the following Amateur Press Associations: *APA-nu*, *Alarums & Excursions*, *Frefanzine*, and any others the editor is invited to join. **clear ether!** is available only for trade, letter-of-comment, or in APA. **clear ether!** welcomes fanart!, locs and filk songs; the faned will also consider other faanish material and even sercon for inclusion if he can think on an excuse. All correspondence should be sent to New Libertarian Enterprises, P.O. Box 1748, Long Beach, CA 90801, Attention: SEK3. □

This issue is Number 10 (of Volume II) and is intended primarily for *Alarums & Excursions* 12 (June 1976). Next ish: Back east for *APA-nu*, possibly some fanfic.

## NOTICE

I have received a post card from some *A&E* reader wanting a trade for my "D&D" fanzine. This is a good time to notify readers who skip over colophons that *A&E* readers get all the D&D issues of *Clear Ether!* Other issues deal with other interests of mine, namely, a New York University ApA to keep up with old friends, a libertarian fannish APA, and a general personalzine. The next issue of the last case, for example, will be Mythopeic in nature.

You can get all issues of *CE!*, but read the colophon carefully. Money and beggary won't do it. (Money will get you a

You can get all issues of *CE!*, but read the colophon carefully. Money and beggary won't do it. (Money will get you a subscription to a semi-prozine of mine, but that's another story.)

Write me a loc (letter-of-comment) on an issue, and you're good for two more. Or trade me your zine (all for all). Or send me fanart (can't get any—name your price! [if you're any good]). Or finally, write an article/story/whatever you think I'd like to run in *CE!*

One last piece of practicality-fandom. Those of you who wonder what the hey my title means will find the answer in the Lensman series of E.E. Smith. It sums up my "sense of life." And if you don't know what a *sense of life* is, read Ayn Rand's *Romantic Manifesto*.

Enough. Blast jets to the D&D universe. On Green? QX! Clear Ether, readers, *Clear Ether!*

## NEW CREATURES (CLERICAL)

Your faned is a fan of C.S. Lewis even more than Tolkien. So my overland/wilderness etc., *Terra Supra*, has a strong influence from the Narnia Chronicles and the Ransom trilogy. Since Gygax and Arneson short-change us on lawful "monsters," I have borrowed *sorns*, *hrossa*, *pfifltriggi*, floating islands and such for my all-lawful land, as well as talking animals and calormen.

That part is no different than Gygax's wholesale addition of Burroughs' Barsoomians. But one creature definitely differs—the eldil!

*Eldila* are generally taken to be Lewis science-fictionalization of "angels" (Lewis being a hard-core Christian), but they have an important difference in that they are far better-defined. *Terra Supra* is loaded with them.

*Eldila* are simply immune to magic (which involves nature manipulation) as opposed to clerical miracle-working (which involves spiritual manipulation). By introducing them to your D&D world, you will sharply distinguish between mage and cleric, and the difference between spells and miracles, and even the greater importance of alignment to the clerics.

All miracles are performed through eldila. The cleric has an eldil to whom he is attuned who will perform the act for him. At the level of patriarch, he becomes a "prince of the church" and rates an archeldil. (This was not in Lewis, but keeps up the analogy with angels.) Finally, over all the eldila on a planet, one has the *Oyarsa* (in theological terms, a Principality). Uh, except in *Terra Supra*, where there are two *Oyeresu*—but more about that later. *Oyeresu*, like kings, are named after the planet they rule. In the language in which they converse they are matched with the planets: *Viritrilbi* (Mercury), *Perelandra* (Venus), *Thulcandra* (Earth), *Malacandra* (Mars), *Glund* (Jupiter), and *Lurga* (Saturn). Lewis also gives them the attributes of the corresponding Greek god/titan. *Thulcandra* is a *bent* eldil, corresponding to Lucifer,

who has sealed off Earth from the heavens, and thus we are known as the *Silent Planet* to the noisy heavens.

What do eldila look like? Well, normally they are wave-like, observed in the air as a shimmer of light (or dark, in the case of the bent ones). Since they are waves, they can occupy huge volumes of space simultaneously. Then again, they can localize to assume any form they wish.

Eldila would be unbelievable powerful if their supreme ruler (Maleldil, roughly equivalent to Christ/Holy Ghost) did not restrict their nature. They never interfere in the concerns of material-matter beings except where they touch their sector. The straight ones are "laissez-faire" towards us mortals. They may, however, be summoned.

The basic rule is the eldil will only act if summoned, along the path given to it, and only in accordance with its nature. Furthermore, it must be paid. (TANSTAAFL is big in the heavens/hells; in fact, I've made it my next highest-order eldil.)

The price of an eldil is a soul, to be saved or—if a bent eldil—consumed. Only Lawful souls can be saved and only Chaotic ones consumed. The eldil will not come if no lawful soul is in danger so there is a built in limitation to using this high-level miracle.

On the other hand, the bent eldil will come if properly summoned, but will take the caller's soul in payment if no other is presented.

*Special summoning*. This differs considerably between law and chaos. In the lawful case, incredibly heroic efforts for good—or extraordinarily charitable acts, etc.—can lead to a DM awarding an eldil to the lawful paladin, cleric, or even damsel, mage, etc. Usually the eldil will be around only for the next mission, and will only play "guardian angel" against high-level evil anti-clericalism. The 21st level patriarch (see below) can intercede with the DM specifically to assign it to anyone (but not himself) as well. It should be used only for a major defeat of evil.

*Chaotic version of special summon eldil*. This is usually preceded by the sacrifice of a lower-level lawful, and is ended by a victory (or defeat, Maleldil save you!) of Good. This does not require a chaotic soul for consumption of the bent eldil, but if the plans go awry, the bent one will attempt to self-destruct the chaotic forces by madness and temptation to murder and suicide (see *That Hideous Strength* by C.S. Lewis, the fall of N.I.C.E.). I believe there's a "spell" called *Conjure Demon* which matches this.

Eldila are capable of *possession*—that is, the vessel offered for their occupancy on this plane is the cleric. Lawful patriarchs must roll for the possibility of madness at the end of the possession; chaotic clerics for the possibility the body will not be returned after use.

Finally, the principle of hierarchy is important, especially to the Chaotics. Chaotics can compel eldilic aid by dealing with arch-eldila, and arch-eldilic aid if they can make a deal with the (or a) bent Oyarsa.

The straight eldila follow their Oyarsa, but voluntarily in a pattern called the *Great Dance*. (See *Perelandra* by Lewis.)

One can think of all sorts of things for eldila to do, based on fantasy works. Let me codify what we have so far (clip and save): **Eldila**: Immortal, impossible to destroy. If they take material form, hit dice defined by that form. Move at speed of light (non-corporeal) or at speed of their material manifestation. Three levels found on mortal plane: eldila, arch-eldila, and Oyeresu, usually one Oyarsa per planet. Mainly subject to high patriarchal miracles, but can be used by DM as "guardian angels." Eldila can block even non-saving-throw "fingers of death." **Alignment**: Lawful or chaotic, the latter being "bent." Bent eldila can be substituted for evil demons, exorcised, etc. Eldila are never rolled as wanderers; they always act in accordance with a divine (or diabolical) purpose.



## SUGGESTED CLERICAL MIRACLES FOR LEVEL 8

**Summon Eldil** Usually only one at a time, unless higher level eldil to order several lower-level ones. Requires soul in payment: either lawful to save or (for bent eldila) chaotic to consume. Eldila will follow their nature, and the patriarch (E.H.P.) must direct his will in accordance. If no appropriate souls is in jeopardy, straight eldila will not accept summons; bent eldila will consume summoner.

**Eldilic Possession Lawful** Requires Patriarch to fully give himself over as the human vessel for eldilic action. May be driven mad: 75% chance at 21st level, 66% chance at 22nd level, 50% chance at 23rd level, and dropping 10% until finally at 1% (cannot drop to zero). **Chaotic** Same but E.H.P. must make saving throw against soul being carted away to lower plane and consumed (use same percentages). Straight eldila may be directed to enter a lawful to protect him/her from overwhelming temptations (eldilic attacks), and will always leave on request. Bent eldila can be directed to invade any alignment—but only following a chaotic act—and then must be exorcised by cleric. (*Exorcism* may be required as a separate miracle for clerics to choose, or can be assumed as basic equipment for any cleric of Village Priest or above.)

**Summon Soul** Requires *Summon Eldil* and *Commune*. This allows thie patriarch to find the soul of any dead character (sending an eldil after it), and then allowing it to join him or a willing recipient for assistance and advice. See *Operation Changeling* (also published as *Operation Chaos*) by Poul Anderson for an example. Bent eldila can be used to "marry" a chaotic soul to a recipient and destroy them (see *War in Heaven* by Charles William, fellow Inkling of Lewis and Tolkien). Soul may only be obtained from aligned plane: lawfults from higher plane, chaotic from lower. *Summon Soul* is required for *Recreate Life*.

**Recreate Life** Requires *Summon Eldil*, *Commune*, and *Summon Soul*. The ultimate in *Raise Dead* miracles! It will put the returnee into the pink of health, but wipe out the patriarch for a solid week. E.H.P.'s can use it as *Damn Utterly*, which disintegrates the body and casts the enemy's soul into the lower plane, where he or she will be plied with temptations and tortured until he or she succumbs or is saved. (For an invasion of hell scenario, see Anderson, *op. cit.*)

**Restoration of status:** Note that these eighth-level miracles finally put the cleric in a (potentially) superior position to the magic-user, or, to be exact, the ultimate cleric over the ultimate mage. And as nearly all fantasy agrees, that's as it should be.

**Druids** (magic-users simulating clerical spells, neutral in alignment) cannot use eldila because there are no neutral eldila. However, Lewis does assign the *daemonae* (aerial spirits) to the neutrals (see Merlin in *That Hideous Strength*). Already G&A have given us pixies (sprites), djinns and efreets, and elementals, all of which would be most attuned to neutral magic. One could add to the *daemonae*, creating a class just under the eldila, should one wish.

## TERRA SUPRA

"Welcome to my world/Won't you come on in?/Miracles like this/Still happen now and then . . ."

**Geography** As suggested by Gygax and Arneson, *Terra Supra* is a flat world; therefore, you can indeed sail off the edge. To "outer" appearance, it is disc-like, but those not viewing it from "outer space" but travelling on it will find that it appears to go infinitely far to the north and west, and to the south and east. (Taken from the concept of the "True West" from *LotR* by Tolkien.)

*Terra Supra* is a highly compressed world, and densely packed. A hundred mile journey in the right direction can take you from tropical jungles to frozen northern wastes.

All terrains are found here. The continent has a mountain spine near the West Coast which breaks in a large pass (one hex) and then ends. To the north and east like the frozen northern wastes. These are divided from southerly regions by two forks or tributaries which come together somewhat east of center in a large, lake-like areas which empties into the great river Zetona, which flows south to the sea, slightly to the west.

Now, to the lee side of the mountains, south of the tundra, is the Desert, fading into prairie and meadows as it approaches the Zetona. East of the river, as far as I have mapped, it is thick forest country. This is in the northern half of the continent.

Ar: incredibly wide road runs East from the coast to pass through the large pass in the Mountain range, then jogs north a hex and continues east to bisect the continent into northern and southern halves. This road is the *Via Media*, and from it sprout a road to the north and west (on the windward side of the mountain chain) called *Via Legus*, and to the south and east (across the Zetona) *Via Chao*. The Coast moves south and begins slanting eastward (like Southern California) and that truncated quadrant of the continent is (as we go south of *Via Media*) savannah, jungle, swamp, and coastal marsh in that order.

Finally, two areas are mainly farmland; the northwest coast, which is known as *Legus* (land of Law) and the southeast *Chao* (land of Chaos). However, as could be expected, as one goes to the northwest in *Legus*, one enters an incredibly good-climate parkland where the sunlight becomes progressively dazzling, the stars and moon brighter and clearer, and everything seems to solidify and get progressively sharper. "Farther up and further in."

Now to the south and east, past the farming area, one comes to chasms and canyons, volcanoes and pits. Darkness, gloom, sulfurous pollution increase; distinctions blur and everything seems to lose clarity and focus.

Dead center, where the River Zetona crosses the *Via Media* (obviously the key trading point) is a town. To the south of that town are ruins and graveyards, said to be filled with the undead. The northern suburb, winding around a hill, is a fairly well-to-do area. And just to the north and west of this town called Pree, only a few miles, is a large (one mile by one mile) box-like object, with four gates exactly in the center of the north, south, east and west walls respectively. It is known to the inhabitants as *The Maze*.

**Major Forces** As I explained elsewhere, *Terra Supra* has eldila. It is unique in known worlds in that it has two competing Oyeresu, but that occurs only because of the "infinite" extension of TS in two directions. (Ask mathematicians what happens when you throw an infinity in.) To the far northwest is *Hypercandra*, most powerful spirit of Law; to the southeast is *Hypocandra*, supreme spirit of Chaos.

Each of them has a material manifestation (or if you don't like poly-entities like Trinities, define them as material servants). *Hypercandra* manifests *Neo-Aslan*, a large lion with Redeemer attributes. *Hypocandra* manifests *Sauronoid*, a symbol of total, unrestrained power and appetite. Finally, to rule over the land of Chao is a Chromatic Dragon *Chroma* (pronounced with the throat-clearing "ch"). To protect and defend *Legus* (but not rule, for the land of perfect natural law obviously has no rulers) is *Platitude*, the Platinum Dragon.

Farther up and further in (and farther down and further out) one finds an increase of Lawful (or Chaotic) power. Dead center (around Pree, centered on the Maze) one finds neutrality.

**Neutral Alignment** In *Terra Supra*, neutrality is simply a mixture of good and evil. If you threw a *Detect Evil* spell on a chaotic (or a *Detect Good* on a Lawful) you would get a "direct current," give or take a few spots, sparks, and sputters. On a neutral, the spells will give a blinking Good or Evil. Those using *Warlock's Detect Alignment* will get an "alternating current" of Law/Chaos/Law . . .

**The Maze** Structurally, the mile x mile enclosed area is a "maze" with two hundred and fifty-foot corridors. The walls are thick and nearly impervious. In the center, if you can get there, there is a large building, several blocks on a side. No player-characters have got this far. Wandering Monster concentration is extremely dense, as all sorts of creatures are trapped inside, especially expedition parties. Also, the outer corridors are lined with lairs and passing photoelectric cells will randomly trigger doors unleashing even more monsters. Basically, it's a one-level potent dungeon.

So far only one expedition has entered the maze and none past the innermost corridor (Craig Vaughn's magic-user and cleric, and one of Charles Curley's hobbits.)

*Message to DMs and Overland Masters Only* (no character should know this): the Maze is a combined effort of Magic and Anti-Magic. A gigantic space-time-warp generator was combined with an Amber Pattern (see *Nine Princes in Amber* and subsequent books in the series by Roger Zelazny). The result was a space-warp and teleportation vortex, integral to the make-up of *Terra Supra*, and a "black box" exploration for some of the weird properties of this flat world of infinite length.

Those who penetrate the very center of the Maze (legend has it) can attempt to "Walk the Pattern;" should they succeed, they will



have temporary omnipresence—they can see all of *Terra Supra* and all worlds opening before them and can simply step where they wish to go.

The Maze makes *Teleport* anywhere near it incredibly risky. Random scattering of your atoms is 50% probable in the hex containing the Maze, and inside of it, you can kiss off your *Dimension Door* spell as well. Other probabilities are that you will remain together but be sucked in the Pattern, sent randomly to any teleportation booths (several connecting Pree temples to their headquarters), and sent to random worlds with teleportation receivers.

**History of Terra Supra** Recorded history begins with the establishment of The Maze. In the adjoining area, an imperial city *Neutropolis* was built by the fruits of conquest, and the Neutral *Neutrans* formed the *Empire of Neutra*.

After those who created *Terra Supra* (Arisians? Eddorians? Some One else?) left it alone, they perhaps did not realize that it would break down dimension barriers on its edges to other planes. Since *Terra Supra* is artificial in origin, it had no native Oyarsa, and the populace drifted into neutrality. The Anti-Magic User (scientist) servants of the Maze-builders slowly fell into decadence, and Wizardry Colleges flourished.

A bent eldil (of another plane) was promoted by his Oyarsa (perhaps Thulcandra) and, the legend goes, contacted AMUs who had formed the *Neutran Institute for Controlled Experimentation* (N.I.C.E.). N.I.C.E. bridged him and his eldila followers over, and turned chaotic. A heroic Wizard, discovering this, threw his mightiest spells on the fringe of research, and made a gate for a lawful eldil to cross over to combat Hypocandra and his forces. The battle ended with both Oyeresu losing their first material forms, but established permanent bridgeheads on opposite ends of Terra Supra.

Followers of Neo-Aslan, the latest manifestation of Hypercandra, established the first church, and the Chaotic followers followed suit. Other churches were founded, and clerics flourished. *Neutra* crumbled, and the mighty capital fell, leaving only the trading town of Pree, and ruins and graveyards. Inexorably the forces of Law moved south and east, and the forces of Chaos north and west.

Since the Lawfuls would not aggress, the remaining small Neutral Army holds off the Chaotic forces, retreating slowly back up Via Chao until now they stand at the very crossroad of Via Chao and Via Media. The Chaotics fear provoking the Lawfuls' attack should they simply crush the remaining Neutrals, so they have established a truce.

In particular, the Chaotic leader *Chroma* fears the Platinum Dragon will challenge her to personal combat should she leave her palace at the end of Via Chao to lead her armies, so she waits for her chance, ruling her land cruelly and wantonly.

Pree Press has a Lawful northern half, including the hill suburb mentioned earlier, a chaotic southern sector, including the ancient graveyard and Pyramid Ruins, and a neutral strip in the center, with trading and a town "government." Mayor Salvo is not exactly known for his stainless purity, but upon him rests what was once the Imperium of Neutra. He is aided in alliance with a Wizard who lives just outside the hex, past the rich suburb, and can call on the highest Neutral Wizard, who runs a college inside the Maze itself!

Why do these Wizards live outside Pree? Well, the *Covenant* established that no one of one rank below Castle Lordship or higher could enter Pree. Thus the temple and churches of Pree are run by Bishops, Magic Users leave town when they become Necromancers, and the only Superheroes work for Mayor Salvo (who is himself a Master Thief). The Covenant keeps the city free from heavies who could disrupt trading, and allows intermingling of alignments.

The town is riddled with neutral police whose only functions are to break up fights before they become wars and to grab anyone the Mayor wants. Only the Neutrals are truly bothered by them for the Lawfuls don't believe in police and the Chaotics are under their own orders.

**Entering Terra Supra** Entering and leaving Terra Supra isn't easy, so it is advised that players be prepared to leave a character in for several expeditions. One way to enter is to be born there; several players have chosen that route. Another is by control of the Pattern—but nobody has figured that out yet. Finally, one can be "Monster Summoned" in. My first installment of adventures will discuss a certain Anti-Magic User and his basement experiments.

There are many ways to leave Terra Supra, but only three will get you where you want to go for sure. One is to conquer the Maze and Walk the Pattern. Two is to have an eldil escort you home (high-level patriarchs needed). Three is to find a pair of red witches' shoes, put them on, and think, "There's no place like home..."

One party has come in so far, five players, two characters each. Next issue, dear reader, I shall relate to you their saga, which, for reasons that shall become obvious, I call the *Wyrinthy*. Save this ish to check details on!

## LEFTOVERS FROM LAST ISSUE: THE FEM FORCE!

As we switched generations, I was about to being a group of neutrals, having played Law and Chaos. For a switch, I made it all-female. *Hippolyta Beta* is an Amazon fighter, 18 strength with bonus. As "beta" (second) in the line of Amazon nobility, she grew up reading her way into a "sense of wonder." And questioning the female chauvinism of her culture, she became outcast and entered the world Out There. Though far more inquiring and tolerant than the average Amazon, the culture gap would create quite a strain between her and human males in the same party. She is exasperated by damsels, incompetent females, and repelled by courtesans the way a "macho" man in our culture reacts to a gay in full drag.

*Allysyn* is a witch—a Neo-Wiccan, that is. A modernized, non-sacrificial druid. She's being played as a "Harness Neutral Cleric." Considering the fact that she started out with one hit point, is going up as a magic user in hit points, and has to work up levels by acquiring some of M+C E.P.s, her survival is quite an accomplishment. *Allysyn* is compatible with human males, but if they are not of her tribe, they are merely for use and discarding. She wears wolfsbane and, as Harness suggested, has limited polymorph.

*Irulan Jessica* began as a Bene Gesserit (read *Dune* by Frank Herbert). Basically, she is an "anti-magic" (scientific) Neutral Cleric/Courtesan. Her weapons are a Maula pistol and a Gom Jabbar (dart gun and poison needle). She has prana-bindu training to effect "unaligned" cure light wounds, "Voice" for *Hold Person*, and various technological devices for the other Clerical miracles. Her aim in life is to get the best genes for producing the Kwisatz Haderach. Since she doesn't care how she get those genes, she's part courtesan—and thoroughly neutral. (E.P.s are split evenly between N.C. & Ct.) Highest level is called a *Reverend Mother*, rather than Patriarch or E.H.P.

Alas, in the second expedition the Fem Force was on, she picked up a "Tract" (Clerical "Scroll") and was turned lawful. She became a Cleric-Damsel, i.e., *Vestal Virgin*, in the *Dune* universe, so what else but an Orange-Catholic V.V.? She may be replaced by a "sister" Bene Gesserit on subsequent expeditions, and sent on lawful expeditions. Oh yes, for her conversion, she acquired use of the tract which gives her (at her level) 10% chance of *Wind Walk*.

To balance the group, I created a dwarvish fighter-thief, *Lynli*. She was turned lawful (instead of dying from alignment shock) when she picked up a sword.

Their strangest adventure so far was running into an animated statue of a "love" goddess who turned everyone she touched into sex fiends. *Allysyn* escaped, *Irulan* and *Lynli* were hit, and made out as best they could with two hokas on the expedition (who were also hit) and all of them tried to drag down *Hippolyta* who kept swinging away at the statue, finally clobbering it with nothing but an armored fist. Things were weird until the effects wore off.

*Hippolyta* also went up to a scale, after picking up a sword which gave her alignment shock. She took a chance on dying, and ended up getting the sword converted, and another as well. She now has an anti-Lycanthrope sword and a +1 *Detect Magic* one—both neutrally aligned.

When all spells are chucked and such, it usually ends up with my renegade Amazon standing alone against the monster. And she ain't down yet! The broad's got ba...er, got it on the ball!

## EN GARDE AT THE RIPOSTE OFFICE

**Lee Gold** Sorry I missed DunDraCon. I assume I shall see a con report in next ish?

**E. Gary Gygax** Welcome, neo! Always glad to see someone new attracted to fantasy simulation. Want a xerox of the rules cheap?



¶ Seriously, it is a shame you have to justify charging what the market sets as price. Unfortunate in that it means there are still a lot of people out there who don't understand elementary economics. One assumes that there are no government regulations or controls on "rule books," hence a market price must be reached. That is, the point at which you are producing as much as you want in exchange for what people feel it's worth, and both are sufficiently satisfied.

**Lee Gold (again)** If any expeditions in *Terra Supra* decide to prey on my peasants, be sure they will throw a *Threshold*. Obviously of limited applications to most player-characters. ¶ You got it wrong about the damsel. She is to commit suicide *before* rape is consummated to have it count. Afterwards, she's dropped to Courtesan, has chance of absolution, and no motivation to take her life (i.e., she's faced the "fate worse than death"). As far as inherent "MCPism"—so what? Look at the irrationality and mysticism in the rest of the D&D universe. The damsel has the best justification—she belongs to the genre. Once again I repeat, no female character has to become a damsel; fighter, mage, cleric, thief, etc. are all open. It is strictly a choice for advantage, and discriminates against males. (It also gives an incentive for players to make their charisma-characters female, which helps balance out the genders in the game.) ¶ Thanks for the armor timing. Will use.

**Harry Andruschak** Read this before, but it was interesting enough to read again. Did you call the LB D&D hot line yet? ¶ Obviously my premise was that we need characters for charisma. I agree with your argument for free-will on make-outs. Note that the damsel *will* reject advances without a proposal of marriage *on principle*. ¶ Agree on N.C. Note Bene Gesserit A-M N.C.! ¶ Speaking of characters becoming ghouls, all characters not buried under sacraments or burned to a crisp in *Terra Supra* will be animated by some Wizard or High Priest—and sent after the Party they were last with!

**Hendrik Pfeiffer** Everyone in Long Beach uses spell points but me, so you may get some converts. I prefer *incantations*, which must be begun at least a full melee turn before effective. Thus a fighter can simply break the Mage's concentration by raining blows upon him. The Mage *can* complete an escape spell (only), such as *Dimension Door* or *Invisibility* if and only if he stands like a statue and takes every blow, few of which will miss. That seems to limit things sufficiently for me. ¶ On *past experience*, roll if you must, but I prefer inventing it as part of the character's personality-building. It should be (in my opinion) the job, nay, the *art* of the player.

**Steve Rose** I should have met you by now but I don't remember. Thanks for the egoboo on damsels. ¶ To be fair to Gygax, *Blackmoor's* type is far smaller than that of *Greyhawk*. Recalculate per word rather than per page to get a fair comparison.

**John A Brennick** You cannot *Detect Magic* on a *Snake Staff* (at least in my world) because they are *Clerical* and do not operate by magic. That might take care of Lee's objection... oh, it could be a Neutral Druid's (magical) pseudo-snakestaff, heh, heh, heh. ¶ Gotta agree with Lee, your *Overland* was a giveaway.

**Steven Weinstein** Much thanks for the spell compilation. Must've been hard work.

**Dick Eney Torquemada** is *not* Lawful in *Terra Supra*—strictly Chaotic! And how could one confuse alignment with integrity? Well, Torquemada had plenty of "integrity"—he was integrally evil. "Directed personalities" is silly; do you really believe

morality is just another name for a psychological state? And of course Chaotics are deficient—since when has evil been as effective as good? ¶ I agree with your *basic* distinction between Clerics and Magic-users; Mages seek power over nature and Clerics subjugate themselves to gods to be their vessels. All this is historically verified. But a "personality difference?" I guess a "personality difference" seems such a trivial little mundane thing in this larger-than-life world we've created. And I opt for keeping the metaphysics out of the Freudian sewer. ¶ Agree that running away (i.e. escape) resolves an encounter. ¶ OK, let's tackle your comments on my *Damsels*: "Lawful maidens" are *not* damsels, Dick. You got to *work* at being a damsel. It is a demanding profession, like Mage and Fighter. Of course Lawfuls will wish to rescue other Lawfuls—but the damsel can take precedence over all others, *and* can give them stronger incentive to get to her. ¶ Come now, what as the last movie you saw or book you read in which a damsel wore armor? And I certainly would not be turned on by a suit of armor (Hey, lookit da breast-plate on that one...!) ¶ I don't understand what the hell you are talking about in your section on chastity. ¶ No, dummy, "mandatory" suicide *before* rape. It does no good *after* rape because you ain't got no damsel no more, jes' a first-level Eney Courtesan. ¶ Asking a "higher price" subject to market supply and demand cannot be "stealing." Nor does taking money from other members of a party make her a thief, unless force is used. Now, on the other hand, politicians and bureaucrats *are* thieves because they live off plunder—just as in real life! Finally, just to make it clear, I am a pro-feminist, have gone on record in my semi-pro publication (*New Libertarian Weekly*) as such, and was a founder of the Southern California Association of Libertarian Feminists. Perversely, I think the *Damsel* write-up would make great feminist propaganda, and around half the female feminists I know agree. ¶ You got your wish on the Illuminati last ish.

**Margaret Gemigani** Thanks for the memories!

**Dan Pierson** So that's what *really* goes on in the Bay Area! ¶ Uh, no, Taoists are highly Lawful.

**Barry Gold** I assume Fundin has found his lawful task. If not, TANSTAFL, over-God of *Terra Supra*, Melluria, and worlds yet to be created, would be glad to transport Fundin and his company to TS to thwart a Chaotic expedition. I've already given such a "mission" to Sandy's Wyrinth. However, it would keep Fundin and friends in TS for a while. (Pick a terrain.)

**Mark Swanson** Well, you asked for attitudes on Dungeon rationale. See previous pages for *Overland* rationale. ¶ We've got a character in Long Beach who's old man is a demon! How's that for "Lucifer as God of One's Fathers"? ¶ I note we both put Castle Guard/Civic Police in neutral category. *Very* generous from my anarchist point of view. ¶ I'm using *Blackmoor* monks, but I haven't figured melee very well yet.

**Wayne Shaw** So you don't care for Damsels and Courtesans? Then don't use them. I get a kick out of playing different alignments, genders, and races different from my personal ones. ¶ Like your Saga.

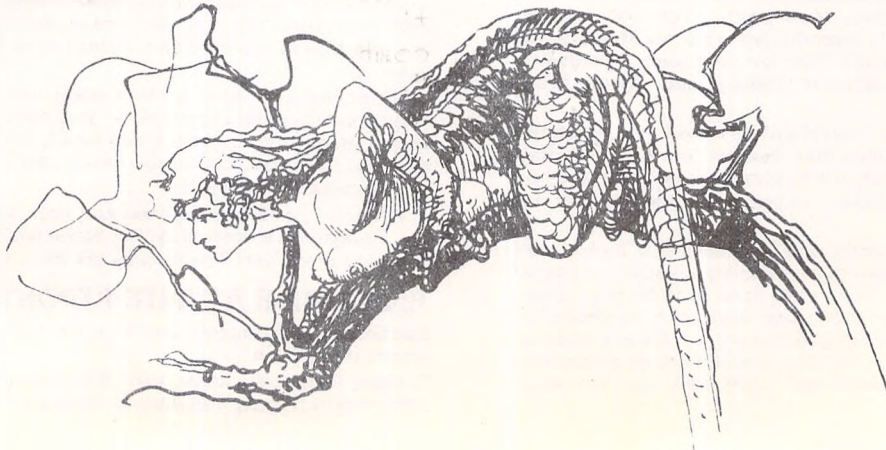
**Nicolai Shapero** Much better repro and readable content too!

**Steve McIntosh** It's all true, folks. Hokus are weird—and they make DMs *think*!

**Jack Harness** Can you give some examples of *Aarghacity*—'fraid I don't see to whom it applies and in what context.

Next D&D ish: catch up on Comments.

—SEK3





NOTES FROM THE REALM FANTASTIC #1

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typed by Lee Gold

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1) Concerning the name of this column: REALM FANTASTIC is the name of a set of rules and mechanics for a game very similar to D&D. Like D&D, it is a refereed personal-adventure game, and some effort has been applied to make it sufficiently compatible with D&D that players from D&D campaigns can be brought in on a one-shot basis. REALM FANTASTIC is also the name of the particular campaign the author is running using these rules.

11) Background reasons for the REALM FANTASTIC rules: one of the main problems with D&D is the change in the very nature of the game as characters go up in levels, from weapon-oriented to magic-oriented. This is the source of the very common comments one hears about the uselessness of the high-level fighters. Even worse, the normal impossibility of changing character-type means that the high level fighter is permanently penalized for a decision he made early in life.

In REALM FANTASTIC all character may use both magic and weapons. A character may choose to specialize so as to become better skilled with certain spells or weapons at the expense of others, or he may remain a generalist. Players may switch specialization, being penalized in the skills of their old field of specialization.

The D&D hit point system seems to have characters growing armor like fur as a result of being more experienced. This sounds very magical, but I don't recall having heard anybody mention that it is. Short of magic, I don't see how any amount of dragging gold out of holes in the ground gives one the ability to laugh off a dozen quarrels in his guts. Thus RF has no hit points, and a high level character depends on parrying skills or magical shields to fight tougher monsters than neophytes do. This tends to slow down the party of eleven men who thought they had good odds against the old red dragon. In this game, such heavy monsters are handled by armies of archers, high level magic or howitzers.

Death followed by resurrection results in a die roll to determine what percentage of the experience points were lost in the process. Further there is a 1/6 chance of losing a point off of each of the 6 abilities. There is an opportunity to repair this damage to the soul when one gains a level. Thus characters no longer have a monotonic rise in levels, but follow a path that would be a stock-market analyst's nightmare.

The combat system is run by the players (all D&D refs should get the players to do as much of the administration as possible, so they can concentrate on the behavior of the world rather than be tied down with bookkeeping.) Results during combat are "incapacitate" (Character is out of this fight), "light wound" (character may fight till he gets 3 of these), or "no damage." Only after combat do we find out which of these wounds resulted in death, broken arms, knots on the head or whatever. At the end of combat, the collection of incapacitated monsters are not all dead, so the live ones could be tortured, healed and kept as slaves, slain or whatever else the players dream up. Also, if it was the players that were defeated, they may not be killed outright but might be carried off to an orc city for a prison-break adventure-scenario.

If enough interest is expressed in these rules, I may be persuaded to publish the whole thing in ALARUMS & EXCURSIONS.

III) I would like to know if other DMs allow players to own more than one character each. If so, do they find that time to heal or recover from death & resurrection has become cheap? Do the players all band together and say, "We all take 6 months off to enchant x-ray rings, invent gunpowder, etc."? Alternatively, do the DMs find any problems with multiple characters that I haven't mentioned? Is it possible to run a 1 character per player campaign?

IV) I arrange that all magical items have a limited number of charges, even magical swords. This allows me to distribute the magical treasure with a free hand without making the characters too powerful. Rather than keeping track of how many charges are left, I just roll for exhaustion each time it is used. If the device is supposed to have N charges (on the average, for this type of device) a roll of below  $1/N$  on  $\%100$  dice indicates it burned out just before this use. This also provides a chancy fear feature for the players.

V) DMs still using the hit points system may want to try this new system for handling critical hits and a variable unconsciousness level in a single rule: every time a character or monster takes a hit, the fraction of his full hit points he has left is the chance that he will remain in action. For example, a character with 30 HP who receives 1 point of damage in each of 5 consecutive combat rounds would have to roll below 97 on the first, 93 on the second and so on to 83 on the fifth. He thus has only a 59% chance of still being in action at this point, although he has only taken 1/6th of his full damage. After combat you can roll to find out exactly what sort of critical hit he took. This system will improve the odds weak creatures have when fighting strong ones in mobs.

VI) Random keying is a method of scaling the monsters in your dungeon to the size and strength of the party. To use it, the ref must know the value of all characters and monsters. The value of a creature is the ref's estimate of the number of first-level types (with a sprinkling of silver and cheap magic swords) it would take to be a fair fight against the creatures.

Let us assume we have a pack of first and second level characters with a total value of 7, running around on level 5 of the dungeon. Since they are out of their depth, the ref decides they would normally be outfought 3-to-1, so he needs 21 units of monster value. They blunder into a corridor containing manticores according to the map. Manticores are value 5,  $21 \div 5 \times 0.4$  (a fudge factor for 4-sided dice) to get 1.68. This rounds to 2, so I roll 2 D4 and get 3 manticores. This is not the time for the ref to get cold feet about killing off his players. He should take control at the time the 3-to-1 overkill factor is decided on. Each ref must decide for himself how bloodthirsty he needs to be to maintain play balance and set up in advance charts of kill factors as a function of the level of party members and the level of the dungeon.

Incidentally, the same system can be used in the wilderness. "Levels" of wilderness difficulty will not be correlated with altitude as in dungeons, but you can arrange the legends the players hear in town so they will know that certain forests, canyons, or mountains are too dangerous for them to enter yet. There is no reason the wilderness has to be uniform in danger.

VII) Help! I saw several D&D zines mentioned in the last A&E but no data on where they are. Somebody please tell me the addresses where I can subscribe to: APA-L, FAPA, APA-nu, Frefanzine. Is there some publication which lists the known D&D magazines.









This is The SUBLIME PORTAL #2, brought to you by Jerry Jacks, 195 Alhambra St. #9, San Francisco, CA 94123. Many thanks to Lee Gold who is putting this thing on stencil and running it off for me; without Lee's kind offices, this thing would not be appearing here.

*Since a curse gained it for me, my curse lies on this ring!  
Though its gold brought riches to me, let it now bring death,  
death to its Lord!*

*Its wrath shall yield pleasure to none; let no fortunate  
owner enjoy its gleam.*

*Care shall consume the man who commands it, and mortal envy  
consume those who don't.*

*Striving vainly to win that prize, and he who obtains it  
shall find no joy!*

*It will bring no gain to its Lord; only death is bought  
by its gleam.*

*To death he is fated, doomed by the curse on the ring;  
And while he lives, fears will fill all of his days.*

*Who owns the ring, to the ring's a slave!*

*Fill the gold returns to this hand from which you have torn it.*

*In anguish and sore distress, the Neiblung blesses the ring;  
You hold it now; guard it with care!*

*From my curse you can't escape!*

Alberich, THE RHINEGOLD, Scene 4

I thought I'd share the above with you-all. I don't think an ordinary Remove Curse would have any effect per above, do you? This quote, by the by, is from the absolutely magnificent English National Opera Company's recent English language "Ring of the Neiblung" which is slowly coming out on record, and I cannot recommend highly enough. The translator is Andrew Porter (no, not that one).

\*\*\*\*\*

Since there seems to be a certain amount of miscomprehension involved, I think it behooves me to describe briefly how D&D started to flourish among those BayArea people I deal with with any regularity. My main activities centers on the Monday Night Game. The recurring crew for this was originally Clint Bigglestone, Hilda and Owen Hannifen, Steve Henderson, Steve Perrin, Dan Pierson and myself. Recently the above were joined by Nicolai Shapero, and in this latest adventure we have been joined by Tony Fertuchio.

The Monday games rotate DMs, so each adventure is with a different DM, allowing a great variety of playing your own characters and killing off the characters your friends bring in. We continue the adventure from week to week until a final conclusion is arrived at; the longest adventure thus far is 5 evenings (about 17 hours); the shortest, one evening. As we all have gotten to know each other's playing style by now, the game moves rather swiftly. Game speed is also aided by the fact we tend to use only one or two characters per player. Most of our games have been with high level characters. (10th level and above). For example, the current game is in Hilda Hannifen's "Witch Hills" and the crew is 12th to 18th level. I'm taking in my 16th level mage-werebear, Larry Talbot.

Yes, the loot we give out is fabulous, but the characters going through are high level types and better yet, the menaces are truly stupendous. I can remember the weeks in Litchpit where we got to fight 5 Fire Giants at once, followed without pause by two Orc-paladins with all kinds magic goodies (a flail that did threedice damage, a +5 sword, etc.) I myself have lately gone to the system that you never find a magic weapon in my dungeon; it comes after you, (usually with an owner) and is out for your blood!

These games are also hotbeds of invention; new items and monsters are thought up literally every session.

Therefore, to settle the "controversy" once and for all, I issue a blanket challenge to those who seem to feel BayArea dungeons are a new version of "Let's Make a Deal" to try one (after, of course, being given a chance to go over the play modifications "standard" within our play group.)

\*\*\*\*\*

And now onto the meat of this issue, as I promised Lee last time, here is SAGE as a playable character. (brief pause here for background and credit). About the time of DunDraCon, I was becoming more and more interested in "squaring" the technological type goodies popping up all over with the abilities of our characters to be able to understand and use them. I realized that while the D&D Megauniverse was primarily magic-oriented, this did not preclude science and technology. I proceeded on the assumption that where not modified by magic, the basic Laws of Physics will occur (aside here: some of our people have gone back to the "earth, air, fire & water" type universe; such complications!)

Steve Perrin had lately become interested in the project and was working on his own method and player characters to handle the situation. I had originally been thinking in terms of a very modified Anti-Magic User I had called "Technocrat," and Perrin had also been thinking along those terms. When I finally picked up BLACKMOOR a few weeks ago (I had been in no hurry, as those of you who have seen it can easily understand), I looked at the two pages on Sage and realized that here was the perfect way to handle the situation.

Recently Perrin and I sat down and brainstormed up what we felt would be the most interesting and amusing way to handle the situation; therefore, the following material is 50% Jacks and 50% Perrin:

| SAGE<br>Level    | Chance (%age) of Knowing Answer to Question |             |                         |
|------------------|---------------------------------------------|-------------|-------------------------|
|                  | in Main Discipline Studied                  | Not Studied | Outside Main Discipline |
| 1. Novice        | 5%                                          | 0%          | 0%                      |
| 2. Apprentice    | 10%                                         | 5%          | 2%                      |
| 3. Student       | 20%                                         | 10%         | 4%                      |
| 4. Undergraduate | 30%                                         | 15%         | 6%                      |
| 5. Graduate      | 40%                                         | 20%         | 8%                      |
| 6. Master        | 50%                                         | 25%         | 10%                     |
| 7. Tutor         | 60%                                         | 30%         | 12%                     |
| 8. Teacher       | 70%                                         | 35%         | 14%                     |
| 9. Mentor        | 80%                                         | 40%         | 16%                     |
| 10. Sage         | 90%                                         | 45%         | 18%                     |
| 11. Loremaster   | 100%                                        | 50%         | 20%                     |

Any character, subject of course to the intelligence requirement, may be a SAGE. Sage abilities are in addition to your basic abilities and your sage abilities may be used to augment the basic abilities. A SAGE rises in levels by means of money and time; no experience points are necessary. To become a novice, an initial expenditure of 100,000 GP is required; each level beyond that requires 10,000 GP through Loremaster (see secondary technology below). Time required is based upon the character's intelligence.

| intelligence              | Time required for study |
|---------------------------|-------------------------|
| 13/14 (Sage requires 13+) | One month               |
| 15/16                     | Three weeks             |
| 17                        | Two weeks               |
| 18                        | One week                |



SAGE DISCIPLINES: Sages will specialize in disciplines, as outlined below, and will have their primary chance to know an answer in the portion of that discipline they are currently studying or have studied. They have a secondary chance to know further in the discipline than they have actually studied, and a small chance of knowledge outside their main discipline. NOTE: it is possible for a sage to know more than one discipline, but he/she starts in that new discipline as a novice; a sage may eventually learn all the disciplines; all it takes is time and money. (A note on time: what we mean here is that your character must be out of play for the time mentioned; he/she is supposedly studying his new books and is as occupied as if he were in a dungeon.

The Disciplines:

|                          |                            |                         |
|--------------------------|----------------------------|-------------------------|
| <i>ARS BIOLOGICA</i>     | <i>ARS PHYSICA</i>         | <i>ARS PHILOSOPHICA</i> |
| Botany Levels 1-4        | Alchemy 1-4                | Legend & Folklore 1-4   |
| Zoology levels 5-7       | Chemistry 5-7              | History & Sociology 5-7 |
| Biology levels 8-10      | Physics 8-10               | Ethics 8-10             |
|                          | ("Newtonian")              |                         |
| Medicine 11+             | Electricity 11+            | Philosophy 11+          |
|                          | <u>OR</u> Radiation 11+    |                         |
| <br><i>ARS GEOLOGICA</i> | <br><i>ARS METAPHYSICA</i> | <br><i>ARS ARTAS</i>    |
| Minerology 1-4           | Logic 1-4                  | Mathematics 1-4         |
| Geology 5-7              | Symbolism 5-7              | Music 5-7               |
| Geography 8-10           | Demonology 8-10            | Graphica 8-10           |
| Astronomy 11+            | Theology 11+               | Rhetoric 11+            |

The levels listed after the topic of study refer to the level of SAGE that is studying them: i.e. a first thru fourth level SAGE taking up the ARS PHYSICA will be studying Alchemy; a 5th level he goes on to Chemistry, etc.

The above all refers to PRIMARY instruction; Secondary Instruction is available to SAGES beyond Loremaster. This study would be in such fields as: Robotics, Electronics, Energy Weapons, Specific Alien Race technology, etc. A SAGE who goes into secondary levels gains the title DOCTOR.

Each of these levels takes four months (modified by intelligence per basic levels) to learn. The first secondary level costs 100,000 GP to add to previous knowledge; each additional level costs 25,000 GP.

Each level of Secondary knowledge adds 5% cumulative chance that you will be able to answer a question in your specialty, 2% chance you will be able to answer any secondary question. i.e. a 15th level Loremaster-Doctor specializing in Energy weapons comes across a blaster, he has a 20% chance of knowing what it is and what it can do; should the same character come across a robot, he has an 8% chance of figuring the thing out.

COMMENTARY: Some of the disciplines as outlined above will be of obvious and immediate use to the character. For example, a cleric that has worked his way through the ARS BIOLOGICA to Medicine, would have gained on the way better abilities to speak with plants and animals and additional points of curing ability. Some of the disciplines are not quite as obvious, but we felt they were necessary. We figure that you can find a way to make this of use to your individual characters. Comments?

\*\*\*\*\*

Lastly, but certainly not leastly, the latest spell for sale by Crocker-Denizens: STEPHENSEN LOCK. When thrown "welds" normally moving parts into one unit: i.e. clockwork/relays/anything mechanical. Spell will work on anything that is not fully solid state, even if the only moving part is the trigger. As a door lock, it welds the door into the wall. The spell can be directed against a sword or other scabbarded weapon, one at a time, and will seal the weapon into its scabbard, unless the weapon makes its saving throw.

| <u>Level of Caster</u> | <u>Duration of Spell</u> | <u>Area Covered</u> |
|------------------------|--------------------------|---------------------|
| 7th-10th               | 2 hours                  | 20 feet             |
| 11th-15th              | 3 hours                  | 30 feet             |
| 16th-20th              | 4 hours                  | 40 feet             |
| 21st-25th              | five hours               | 50 feet             |
| 26th-30th              | six hours                | 60 feet             |
| 31st-35th              | seven hours              | 70 feet             |
| 36th-40th              | eight hours              | 80 feet             |

Spell points: four points per hour or four points/object affected within the area covered. (i.e.: if the spell is thrown on 11 machine guns, the throw costs 44 points.)

\*\*\*\*\*

Some final comments:

Steve Perrin has an A&Ezine elsewhere in this issue, a zine he distributed by hand to the Monday night group some time ago.

I wanted to add to his comments on were-critters--When Larry Talbot reached the top hit dice allowed him as a bear, I figured that if I allocated one half of the number of experience points necessary to take him from a sixth-level fighter to a seventh-level fighter as allocating the points necessary to raise him a mage's level, he could go up one-half hit die per new level of mage. i.e.: Talbot is now a 16th level mage and an 8 hit die were-bear.

Last note: to those of you who commented on the low selling price of Crocker-Denizens goodies, I wish to point out to you that the price list was what C-D pays to buy the goodies, not sell; sale price is stated to be 1.5 times bank purchase price. Crocker-Denizens does not manufacture any magical goodies except potions and healing oils. The bank acts as a re-sale outlet, not a manufactory.

The price/purchase list was also set up during a "glut" of goodies on the market; if the bank has to pay more for goodies, of course we charge more.

Apologies are warmly accepted.

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Upcoming in this space:

- More on SAGES
- C-D sale list
- At least three new spells
- DunDraCon II info



I WAS AN EIGHT-SIDED DIE FOR NAVAL INTELLIGENCE  
by Charles McGrew, 919 W. Johnson St., Raleigh, N.C. 27605  
for Alarums and Excursions #12

Well folks, Eldritch Wizardry has at last come to Raleigh. It seems kind of silly to me to have nine full pages of rules devoted to only those players with a 15 in Intelligence, wisdom or charisma - and then only 10% of those! There are 14 pages of new treasures, each of which are (as the rules say) one in the whole world. (The Invulnerable Coat of Arn, The Sword of Kas, etc.) I will say more when I run these rules in my game, but at first glance, I just don't think it's worth \$5. (I intend to give each player one of those mojo items and watch them destroy the world). Well, so much for that, now onto a new weapon: the *BULLWHIP*.

The Bullwhip is a short wooden handle held by the user with a long cord of leather strips attached (to the handle, silly). Strength to use: 12+. Dexterity: 14+. Range (max): 7 feet. To hit: as sword. If a hit, roll %ile dice:

- 0 - 15: head hit 1-6 damage; 20% stunned 1-3 turns
- 16 - 30: Torso hit: 1-4 damage
- 31 - 50: arm hit (1-3 rt, 4-6 lt); drop whatever was in that hand. Cannot use for 4-12 turns.
- 51 - 80: leg hit; 1-4 damage; 45% opponent is tripped and falls
- 81 - 95: special hit: 1-10 damage
- 95 - 00: neck hit; 60% strangles in 1-2 melee turns; otherwise takes 1-10 points damage

Cost: 20 GP. Note that this rule might be substitute for the Balrog whip and simply say that on a torso hit the opponent is dragged in against the Balrog's body. [*Seems to me that given the Balrog is an expert with its whip and is trying for just such a hit, 30% chance of success is too low.--LG*] Bullwhips are reasonably quiet and may be put to good use by thieves.

New Monster: the Flying Ape. These creatures are more accurately flying chimpanzees. They are very dexterous and can wield a sword (their favorite weapon) and melee from above. Flying apes shun both armor (too heavy for easy flight) and missile weapons (too cowardly). Due to their proficiency at swordplay, six can attack a single man (in a corridor, make it three): three on the ground and three in the air. Flying Apes do not like to fight on foot, though, and will attack from the air whenever possible. These creatures will always fight to the death, never check morale, and resist magic like a 6th level FM. (A good description of them is the wicked Witch of the West's flying creatures from The Wizard of Oz).

AC: - 3 (due to dodging abilities). Move 9/36. HD 1.

# appearing 15-150. 1000-10,000 in lair, large caverns. In lair 45%. Treasure: A class.

Flying apes are quiet when they want to be, and thus double chance of surprise. They are semi-intelligent.

NOW, ONTO THOSE COMMENTS:

Lee Gold (Tantivy)-- A Clairvoyance spell is a substitute for an X-ray Ring only if you've got a MU to throw it. A clairaudience spell doesn't do a FM, cleric or thief any good at all. Assayers work for gems and jewels. I think that if the player wants to find out what it is, he has to find out himself (i.e. put the ring on himself, blow that horn by himself, etc.) On your swords rules, won't the poor over-worked DM be rolling all day for the sword to talk, control user, or

initiate itself, etc. I think that rolling the dice once when the player first picks up the sword and at times of stress is all that are necessary. [Agreed. The rules were instituted to take care of the FM with the Ego 3 sword that Detects Gems and insists he should be kept informed about all gems within range even when he hasn't lately queried the Sword about what it's detecting or similar cases. --LG]

Mark Chilenskas (Al Araaf): If somebody dies, you haven't failed. If players stay alive through intervention by the DM (changing monsters, deus ex machina, etc.) they will get sloppy in their play and the quality of the game will go down. Constant danger keeps players on their toes and makes for an enjoyable game. Your notes on History, geography, etc. are much goodness and a great help. Keep up the good work.

Fang (I'd like to Slit...): Your neutrals sound like mercenaries, which sounds about right.

Grant Louis-d'or--wow! 144 possibilities! Your table is great, especially 12-12.

Hilda C. Hannifen (Mighty Mockturtle): Isn't the increased prowess of fighters reflected in the added hit points gained per level? Surely the body does not gain the ability to sustain more actual damage (stomach wounds, heavily bleeding wounds, etc.). I figure hit points are probably the character's staying power in melee as he/she learns the tricks of the trade and like stuff (where best to hold your shield, how to parry, etc.) The rules say on Decks of Many Things that the cards go back in. But what's to stop a DM from crocking the deck to begin with? There is a Deck in the Nameless Dungeon that is entirely black cards! Cursed swords with a value of 500 GP? Who would be dumb enough to knowingly buy a cursed sword?

John Brennick: Those noni sound far-out. I'll include a few in Nameless, but in the lower levels. Those things are dangerous. Chaotics and Lawfuls with "like minds"? No matter how they felt about magic, they should've killed each other on the spot. All undead are fanatics, I thought. A cleric turns undead by exposing to them the Word of God, the Light of Truth, Justice and the American Way, which is highly distasteful to them. If the cleric's ability to do all this light showing and word exposing fails, the undead will be unconvinced and kill the shit out of him. If he does it very well (i.e. is a high level type), the shock will be so great that the undead will be destroyed.

Eric C. Barnes (the word from 5000 feet): Those point spells don't ring quite true. A 1st level FM with 18 Strength and 18 Constitution (truly a remarkable fighter we'd all agree) could fight for but 6 melee turns with his sword! A mere 500 GP/week? No Wizard I know would do anything for that. (Wizards have pride too). Try asking a player who is an 11th level MU to spend his time enchanting armor at 500 GP/week instead of going into the wilderness, there to find tens of thousands of GP treasure and a good shot at magic with low risk.

(most creatures simply can't handle an 11th level Wizard.)



Margaret Gemignani (Many Worlds): You're right about DMs being fair, but--if a DM isn't fair, he's going to find that nobody wants to run in his/her dungeon. Who wants a game when you don't have a chance?

Ken Pick (KCC#3): Love those Tralfamadorians. I hadn't thought of keyholes, but it sounds like a poor man's clairvoyance.

Robert Sacks (What Trap Charts?): That stuff about MUs can go even further. What about out-and-out fake stuff? One DM allows my MUs to carry scabbards and hilts (no blade). Nobody can figure out just what they are. (MUs? FM? MU/FM? Weird Elves? etc)

Jerry Jacks (Sublime Portal): I think the Mage's Sword spells are just beautiful. Is not the plural of Djinn--djinni? I think it may not be strictly lawful to waste a captive of any alignment. Look at Superman, a super-Lawful type, and he never kills anybody. Zapping someone helpless doesn't seem to be entirely right. 1-2 melee to take off armor? Make it 1-2 full turns, and I'll believe it.

Jason Ray (Tyldarien Postcard): Don't bother crocking the Mirror of Life Trapping; just roll once in a while to see if someone who ain't supposed to look at it does. Hell, if a player cheats, just kill him every time you catch him. Sooner or later, he'll get the message. Remember, cheating is an Unlawful act, and so simply announce that so-and-so is now a Chaotic. His Lawful ex-buddies will take care of it. An orc who has been charmed by a Lawful becomes a *de facto* Lawful. Since he will not do anything against the Charmer whom he now loves and trusts, he simply cannot do anything chaotic. So sending this orc to push a button is a Chaotic act! Self-destruct Vest! Great!

Glenn Blacow (Kill Slavus): Sure, let 'em fight with a Staff of Healing! Every hit restores 2-7 points to their opponent. You're right about dousing the flaming swords, etc. Dungeons are dangerous places! What the dice say, the dice say. Well spoken on Phantasmal Forces. My PFs usually just run around and yell and make a commotion to distract the monster from the real people that actually attack it. Remember folks, if a dragon claws a PF person, he disappears (he's been touched) and chances are the monster won't believe any PF after that.

#### More Stuff from the 8-Sided Die

In Raleigh, most DMs allow a basically infinite time of decision (the players always decide in under 2" or so, but that's not the point) during which time one assumes the monsters freeze in mid-charge or mid-breath and wait for the group to bring forth their best weapons and fighters toward off this threat. So, simply give the players a time limit for decision.

Example: the party is motoring down the corridor when--  
DM: 5 orcs shamble into view. They charge. You have 15 seconds. The group now has 15' to come up with a play and tell it to the DM.  
Caller: Oh, Jesus, who's got a sleep spell. Dingus? Dingus! (to DM triumphantly): Dingus throws his sleep spell!  
Dingus: No man, I used the last one on that spider, remember?  
Caller: Oh wow. OK, the crossbowmen will loose a volley!  
Dingus: Wrong again, man. We lost the last fighter against the Balrog.

Caller: Oh yaah. Well...uh (thoughts race through his head and through those of the rest of the party, and all lead nowhere)  
DM (cackling gleefully) Well here are the orcs. Those in front (consults marching order, reads off names) are now in lusty melee....

Thus endeth the old practice of looking down a long list of items and getting the absolute best against this particular monster. Contingency plans and so forth will have to be formulated, and the game will be faster and more exciting. Well folks, is dis a good idea or what?

#### A ROOM FOR YOUR DUNGEON

The Asylum: upon entering this room, the party is met by a distinguished looking chap in a white coat and glasses, who looks the party up and down, humming and tsking. Then he says brightly, "Well, you got me fair and square...follow me, and I'll take you to my treasure." If the party follows him, they will be led to a door and issued in. The door will lock behind them (Wizard Lock, 15th level) and they will be in a room with other "insane" people: John Carter from Mars, Conan, the Three Musketeers, etc.

Upon attempting to escape, the party will have to fight their way through the brawny keepers who are armed with sleep-dart guns. Sleep dart guns fire as light crossbows, and if they hit, act as a sleep spell. The Keepers are also armed with short swords.

New Miscellaneous Magic Item: CLOAK OF ITCHING. When the wearer of this cloak comes into danger, the cloak causes him to have fearful itching on all parts of his/her body. The wearer will, of course, scratch. This renders him unarmed and unshielded (drop any implements in hand) until the cloak can be removed. (Once triggered, the cloak keeps going until a Remove Curse is applied.) Note that the player can run away while so afflicted. When not in danger, the cloak functions as an Elvin Cloak. However, when coupled with Boots of Dancing, this fearsome duo causes the unfortunate wearer to simply collapse in a scratching, dancing, writhing heap, totally helpless. In this case, the chap's fellows are the only ones who can save the afflicted one by carrying him out of danger to a cleric with two Remove Curses.

See y'all later, maybe at ORIGINS II

.....

#### Proposed New Use for an Old Spell

--by Lee Gold

It occurred to me the other day that most magic spells have little effect on the Undead. They cannot be Slept nor Charmed nor Held nor Confused nor Phantasmied in most Dungeons I've played in. I was looking down the list of spells, noting those that would affect Undead --and I came to Reincarnate.

I would like to propose that immaterial undead (wraiths, spectres, Vampires who've gone immaterial, and lichs) should be subject to Reincarnate (with a saving throw, of course). The Reincarnated undead would be bopped into a material body (chosen at random on the Chaotic list by the DM). He would lose his undead characteristics from that point on. Bear in mind that only an MU 12 is capable of doing this--and another of his options is to carry a Death Spell. This would be the logical equivalent of that for the undead.



# an essay on: BALANCE in D&D

By Glenn F. Blacow, Dungeon-Master of Edwyr.

One of the most desperately needed qualities in a good D&D game is Balance (sometimes known as restraint). Without it, a campaign can deteriorate into either a gigantic giveaway or into the continual slaughter of player characters. The first of these alternatives tends to be a lot of fun to neo players, but is no real challenge and certainly fails to develop good players. The second type just tends to turn off players (If it's impossible to win a game, why bother to play it? After your fifth character in a row has been wiped out by an acid-filled undetectable trap before it could reach 3rd level, why bother trying)? Balance implies many things; the difficulty of the game, the amount of treasure, the type of characters allowed, the type of magic allowed, and the way experience is handed out. If all of these elements balance out, then you have a good game whose players should be welcome anywhere (allowing for time needed to adjust to the parameters of the new universe). This does not mean that all games could or should be run the same way, because innovation is the life-blood of D&D, the source of all improvement.

What do I mean by balance? Well, a balanced game is one where a player character must risk his/her life to gain treasure and experience (but where death is not a near-certainty); where intelligence, caution, and familiarity with the parameters of the local universe adds greatly to survival possibilities; where experience can only be earned by placing oneself in some danger; and where the rewards earned bear some relation to the risks taken. The monsters should be capable of defending themselves (with some intelligence, if such is indicated). A game where a player character can reach 16th level MU in little better than a month or so of running, and in which no player character has ever died (true of one local neo dungeon) is wildly unbalanced; so is one in which the DM arbitrarily reduces the EPs given for a certain monster because it didn't hit anyone (another local neo dungeon). If a local dungeon has 1st-3rd level player characters running around in mithril armor and vorpal swords while the poor monsters can't even use the magic weapons in their own treasures, this is unbalanced. The worst thing about an unbalanced dungeon is that it produces bad players; I have heard reports of allegedly experienced players who didn't even know that ghouls paralyzed by touch. No, the players from an unbalanced dungeon are either grossly overconfident (and wipe themselves out), or strangely timorous (checking every foot of corridor several times before crossing it). I prefer players who neither charge recklessly through every door nor cringe slowly down the corridors; it makes for a more interesting game.

One important element is restraint in the kinds of character types allowed. Fighter, cleric, and MU were each thought out to have balancing advantages and disadvantages. Some DMs, in their enthusiasm for new types, have foisted some atrocities upon the world; types which can fight, use clerical and MU spells, wear armor, etc. and which appear to have no corresponding crocks. Lycanthrope types, immune to normal weaponry, but without the crocks which would act to discourage players from choosing such (double EPs might work, for example, with the rationale that both man and wolf forms must earn equal amounts of experience). Hoka character types, also immune to normal weaponry if in plate, with dodging bonuses above and beyond dexterity bonuses and many other gross benefits. And then there's the Creeping Plague character type...monks, paladins, Demi-gods, etc., who are innocuous when low-level, but become invincible terrors once a reasonable level is reached. There should be no great incentive to take out any one type of character over another; advantages should be set off by disadvantages. Otherwise you end up with parties consisting of monks, paladins, rangers, Hokas, lycanthropes, un~~o~~corns, and suchlike strange types, who tend to be immune to magic, melee like dragons, can't be affected by normal weapons, and so on. But then, some people like to DM games in which players go out as Titans, Spectres (Lawful), Platinum Dragons, Beholders (Lawful), Blink Dogs, Purple Worms, etc. (All of the examples cited have arisen in New England games, I might add). A player character should not earn any EPs for destroying things that simply cannot hurt him/her/it...

With regard to difficulty; too many DMs treat their Chaotics as if they all had intelligences of -18. Spells are selected for them by rolling dice against the spell tables (hence Chaotic Wizards with an amusing array of Magic Mouth, Ventriloquism, Rope Trick, Water Breathing, Massmorph, and other harmless spells (including a lot useful only for outdoor adventures) sitting in their dungeon rooms, waiting to get taken apart by the first group of adventurers to go by.) Leaving the Cold Wand in his treasure chest, to boot. The inhabitants of the dungeon should (at least if intelligent) act rationally. MUs should choose useful spells, monsters with magical treasure should use it, if possible. Fighting types should set up ambushes, and if and when possible, should try to take out the party's magic-users first. In a good many dungeons, the Chaotics seem about as effective as Denebian Slime Devils. After all, what sort of turkeys, meeting a group of adventurers, would expend their missile fire on the only lycanthrope in the group? The other extreme also exists; DMs whose Chaotics, regardless of intelligence rolled, always do the most intelligent thing possible. These are rare, however, and players from these dungeons deserve every EP they get...

Treasure should be restrained also. A game in which a bunch of 1st levels can charge into a room, gish a few centipedes, and walk out with thousands of gold peices, a Vorpall Sword, a Robe of Wizardry, and a Flying Carpet should be ceased. At least some attempt should be made to ensure that the guardians can protect the treasure.

Some sort of restraint should also be exercised in the design of magic. There are games in which the simpler types of magic do not seem to exist...one seldom hears of +1 swords, shields, or armor, every sword seems to be "artifact" quality, with attached



spells; every fountain/bar/whatever dispenses beverages that grant one Permanent powers (spells, Giant Strength, etc.), and so on. Players scorn any sword not at least +2, throw out +1 shields to lower levels as charity, 1st level MUs carry around multi-use scrolls with 9th-level spells, etc. Considering that some neo dungeons have 1st levels trundling around fixed this way, what do these characters have to look forward to? What possible monsters are there that can threaten them?

Experience should be handled with care. A good many DMs still use straight D&D original systems; 100 EPs per level of monster. This leads to certain...ah...eccentric (to be using understatement) events, like the 5th-level m.u. who Fireballed 300 kobolds at long range, thereby acquiring 30,000 EPs at one stroke. Or the MUs who take out parties to hunt Purple Worms with Fireball and Lightning Bolt, earing 1500 EPs per beast without the slightest bit of danger. Experience should reflect the dangerousness of the monster and the way it was taken out. I prefer to use a system based on Greyhawk (2-4 times Greyhawk normally, counting the danger involved for the modifier; if a party has to take out something especially nasty by melee, then extravagant bonuses are the result). Pure Greyhawk is too much the treasure hunt for my taste. One type of system tends to award all of the EPs to the person doing the killing. This offsets some of the flaws of the party-division system, but has others of its own. I have yet to see The Perfect System, but certain parameters should be considered. If a player character goes up a level per expedition at low levels (unless he's with a higher-level party), then you're giving out too much in the way of EPs. If players can get their characters up to base-level Lord/Patriarch/Wizard/Master Thief in less than 50 expeditions, then the same is true. (On the other hand, if you've been running your game for six months, and no surviving player character has reached middle levels, then you're being overly nasty). I know it's fun to run high-level types, but remember that characters who reach the upper levels without difficulty are apt to be a bit half-baked. I'm a little tired of butchering innocents who think that they can overrun anything in the dungeon by sheer quantity of muscle and magic, having picked up all sorts of bad habits in "easy" dungeons...

This lecture is, alas, somewhat later than it should be. It repeats many lessons in print already in ALARUMS & EXCURSIONS and THE WILD HUNT. And, as I recently discovered, repeats some of the same remarks made by Gary Gygax in the last issue of THE STRATEGIC REVEIW. It can't be helped, and it may do some good, so it'll get printed anyhow.

Apologies are made to the DMs who don't need this; other apologies are made to DMs who have developed their own playing styles with their own methods of keeping the balance. For those who will be angry, I express my sorrow; this was not meant as a personal attack of any sort. It was intended as a guide of sorts to beginning Dungeon-Masters and to those who can't understand why other DMs will not accept characters from their games.

*Jann F. Blacow*





VULTURE'S ROOST #4 (I think) Dan Pierson 564-2568  
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There has been a lot of random griping about Bay Area D&D the last few issues. Much of this griping seems to be based on small scraps of data and a lot of misinformation. This month I will try to provide some more data (which may not make anyone happier) and dispel some misinformation about Crocker-Denizens and Golden Dragon Manufacturing Company.

Dispel first: Crocker-Denizens (hereafter known as C-D) is a trading company and bank. They do not manufacture anything (except Lydia Pinkums). The prices they quote are the prices they will buy stuff at. These prices times 1.5 are the prices they will sell stuff *if they have anything to sell*. Golden Dragon Manufacturing Co. (GDM) does manufacturesome things. The last I knew these were: Lydia Pinkums (of which the supply has been reduced and the price raised), some types of spell pills, arrows and quarrels (price range 150-500 GP, most are one use only), javelins (5000 GP, one use only) and Bags of Holding (1000 -1500 GP, I forget the exact price). GDM also does spell research and acts as a trading company. The characters who put the GDM together are the highest level group in our D&D group; they are about 18th-19th level.

For data I will talk about my high level group. They are nowhere near as powerful as the GDM group, but they are reasonably potent. As far as possible, I'll tell how they got each of their magic items.

This group is composed of the survivors of my first eight characters. They were started out at 3rd-4th level because there were no dungeons up here for lower level characters.

AMNERAN 7-14-11-11-8-12 Wizard (12)

Amneran is a man, dark, about 5'8" tall and 150 lb. He tends to wear colorful, intricately patterned clothes or armor. He is a Neutral, because he refuses to kill Chaotics just because they are Chaotic. In fact he prefers not to kill at all. His spells tend to be defensive or analytical, though he does carry one or two attack spells (usually Ball Lightning) and will use them when he has to. He is a minstrel and he carries a harp with a magic brick. Amneran's magic items:

|                                                             |                                                       |
|-------------------------------------------------------------|-------------------------------------------------------|
| Efreet bottle                                               | Alabaster Mountain (Clint Bigglestone)                |
| Ring of Protection +3                                       | Iron Mound (Clint Bigglestone)                        |
|                                                             | traded for Ring of Protection +2, 5' r                |
| Wand of Enemy Detection                                     | Iron Mound (Clint Bigglestone)                        |
|                                                             | same trip as above                                    |
| Disappearance Dust (two pinches, will fall off if you move) | St. Cunnigunda Prison (Jerry Jacks)                   |
|                                                             | brought back by Alfred and Camus as a present         |
| Dagger +1 (int 2, ego 4)                                    |                                                       |
|                                                             | purchased from the Vulkus in Hilda's Nameless Dungeon |

|                            |                                            |              |
|----------------------------|--------------------------------------------|--------------|
| Scarab Pro/EHP (5 charges) | Snow Cone                                  | Steve Perrin |
| Elven Cloak & Boots        | Snow Cone                                  | Steve Perrin |
| Rod of Cancellation        |                                            |              |
|                            | purchase from Micheal McNiell's characters |              |
| Bag of Holding             |                                            |              |
|                            | purchase from GDM                          |              |

Potions: Invulnerability (3)  
 Giant Control (3) Trollheim (Terry Jackson)  
 Flying (24 hour (2))  
 Growth (2 days (1))  
 Diminution (2 days (1))

Scrolls: Haste (2)  
 Protection/Magic (2 hour (25)) unused  
 Trollheim (Terry Jackson)  
 Protection from Undead (1)  
 Hold Portal (1)  
 Conjure Elemental (2)  
 Contact Higher Plane (2) Snow Cone (Steve Perrin)

ERDOGAN TEK BEN 13-16-10-6-12-6 Wizard (13)

Erdogan is tall (6'), dark and greasy. He gives the feeling that he is surrounded by secret doors, pitfalls and poisoned daggers. Erdogan is Lawful, but he is also violent and quick-tempered. He used to have Hill Giant Strength, and he still likes to mix it up at close quarters occasionally. Erdogan's magic items:

Staff of Control (173)

won in single combat at the Temple of the War God in Clint Bigglestone's City

Ring of Control of Self

Litchpit (Steve Henderson)

Ring of Protection +3

Limbo (Steve Henderson & Dave Hargrave)

Tanarive (a +3 Staff that strikes as a Wand of Cold and can create 3 Walls of Ice a day) The Leiber Dungeon (city) Jerry Jacks (won by Callow who had to sell it to Erdogan to pay off a 10,000 GP debt from a Roulette Wheel of Many Things within the 48 hour time limit). Tanarive was then given the power to store four spells by Lilith, a Chaotic goddess, in Temporalana (Wayne Shaw) At this point Erdogan paid Callow an additional 15,000 GP and decided to keep Tanarive.

Helm of Teleportation

Litchpit (Steve Henderson)

Book of Infinite Spells (full pf mpm-standard alternative universe spells)

Skull Tower (?) (Dave Hargrave)

Rod of Cancellation

purchased same as Amneran's

Bag of Holding

purchased from GDM

Dagger +2, +3

I forget where it came from

Potions: Phase Door (1 hr (3))

Longevity (3)

Flying (30 min (4))

Scrolls: Wall of Swords (1)

KALF 5-6-14-11-11-11 Patriarch (10)

Kalf is the loser of the group. He is 5'3", about 90 pounds, and comes from a group of displaced Vikings. To top it off he is a priest of Thor. He left his people to try and prove himself as an adventurer. Along the way (from Tor Vulkus in Hilda's Nameless Dungeon) he picked up a flail named Soulshadow with a Special Purpose to Destroy Evil. It owns him. He goes berserk a lot nowadays. Kalf's magic items:

Plate +3

I forget from where

altered to fit by GDM

Shield +2

I forget

Soulshadow (+1 Flail of Disruption, Int 12, Ego 11. Notes shifting, reads magic, detects sloping, Detects Magic \*2, Levitate.)



Soulshadow was purchased from Tor Vulkus in Hilda's Nameless Dungeon (order as you go down; pay (and receive) if you come up)

Staff of Metal Detection                      Nameless Dungeon (Hilda Hannifen)  
Bag of Holding                                  Iron Mound (?) (Clint Bigglestone)  
Ring of Mammal Control                      Snow Cone (?) (Steve Perrin)  
Potions: Giant Control (40 min (2)) Trollheim (Terry Jackson)  
          Flying (24 hr (1)) (20 min (2))  
          Plant Control (3 days (3)) (4 days (1))  
Scrolls: Create Food (2)  
          Cure Disease (perm) - purchased from one of Dave  
                                         Hargrave's characters.  
          Find the Path (1)  
19 +1 Stone Bow (or sling) stones                      from Tor Vulkus

ALFRED 16-9-12-11-13-13 Lord (13th)

Alfred, sometimes known (to himself) as Lord Alfred the Unkillable is a large (6'3" - 210 lbs), strong, ex-farmer. He ran away from home at the age of 16 to find wealth, rank and glory as a dungeon adventurer. At 23 he is doing rather well. Alfred's magic items:

Plate +4 made by GDM from mithril found in

Skull Tower (Dave Hargrave)

Brass (Shield +2, repels undead) Alabaster Mountain (Bigglestone)

Wasp (spear +1, int 9, Ego 9; Lawful; Detects Gems, Traps; enables user to fly. Wounds will not heal normally. Tells all about any other magic weapon--all of these abilities only work 2/3 of the time due to a misadventure in Hilda's Nameless Dungeon) Originally from Alabaster Mountain (Clint Bigglestone). Brass and Wasp were found on the group's first adventure)

Sarkedalene (Lawful Sword +4, Intelligence 12, Ego 9, Sword of Sharpness that will work for anyone if drawn to protect life But if drawn for any other reason, the sword will lose all powers for 1-4 years, unless the owner goes on a righteous quest. (it will work during the quest). When drawn it will raise the user's strength to 18<sup>00</sup> unless he has giant strength and will raise his fighting ability by four levels. While in its "scabbard of Holding" (the sword has a 1.5 meter large blade) the sword has Enemy Detection, ESP, Telepathy and Detect Treasure. from St. Cunnegunda Prison, Jerry Jacks.

Safeguard (Sword +3, amoral, Int 9, Ego 6, Detect Invisible, Detect Poison, Detect Traps). St. Cunnegunda Prison (Jacks) taken from a Chaotic group we fought

Gauntlets of Frost Giant Strength Trollheim (Terry Jackson)

Ring of Life (wearer cannot be killed; this is a mixed blessing. when you put it on first, save vs. magic or it is a Ring of Death for you) Litchpit (Steve Henderson)

Ring of Flight (+ Secret Decoder & Dog Whistle) Litchpit (Steve Henderson)

Ring of Shooting Stars

purchased from one of Micheal McNeil's characters

Torque of Protection +1                      St. Cunnegunda Prison (Jacks)

removed from one of 8 dead and very nasty hounds

Whistle of Monster Summoning V (5% chance cumulative with use per day that it will explode when used) St. Cunnegunda Prison (Jerry Jacks)

Bag of Endless Roast Throat - doggie bag from O'Reilly's Tavern  
Jerry Jacks

Alfred's magic items continued

Bag of Holding purchased from GDM  
Boots of Speed 1 forget  
Potions: Polymorph Self (1 hour (2))  
Giant Control (40 minutes (2)) Trollheim (Jackson)  
Longevity (2)  
Flesh Invisibility (3 days (1))  
Gaseous Form (2 hour (6))

Quarrels: +1 (8), +2 (10)  
+1, +2, +3 Flaming (10)  
+1 Giant Punch (6) 2-24 damage  
Ball Lightning (10) 3D6  
Fire Ball (10) 3D6  
Life Energy Draining (2) 1 level

Javelins: Lightning (2)  
Giant Punch (4) (4-48 damage)  
Life Blasting (1) two levels

Quarrels and Javelins purchased from GDM

At home:

flame foe (sword +3, Lawful, 10 10, Ego 7, +3 damage vs.  
fire-using/dwelling creatures. Detect Sloping, Traps,  
Metal & What Kind)

Sword +4 Lawful

Sword +1 Lawful

Sword +1 Locate Objects ability, Lawful

Plate +1

CAMUS 11-14-10-6-11-10 Dwarf. Superhero (8) Book and Wish  
Camus is another runaway. Weak and sickly, he was an outcast  
in his dwarf city, so he left it to seek renown or death. He has  
found both. Camus's magic items:

Plate +4 see Alfred's for explanation

Shield +2 with ESP St. Cunnagunda Prison. (Jacks)  
(more loot from this Chaotic group)

Drumgod (Sword +4, Lawful; Int 10, Ego 10; Detect Magic, Musical  
Items, Bards. invisible. Amplified effect of all magic  
musical objects used by owner +2) from Random Dungeon  
(Clint Bigglestone)

Kobald Splitter (Axe +1, Int 7, Ego 2, Lawful. Detect Evil.  
purchased from one of Micheal McNeill's characters

Gauntlets of Ice Giant Strength Trollberg (Terry Jackson)  
(Ice Giant is next level above Storm Giant)

Ring of Troll Regeneration

purchased from one of Terry Jackson's characters

Ring of Hypnotism St. Cunnagunda Prison (Jerry Jacks)

Disk of Damage St. Cunnagunda Prison (Jerry Jacks)  
(Frisbee does 2D6 to target and 5% of time to user)

Cube of Force Skull Tower (Dave Hargrave)

Bag of Holding purchased from GDM

Boots of Walking on Air St. Cunnagunda Prison (Jerry Jacks)  
(that Chaotic Group again. Pity that most of their good  
weapons were Chaotic)

Potions: Giant Control (40 min (2)) Trollheim (Terry Jackson)  
Polymorph Self (20 min (9))  
Gaseous Form (10 min (3))

Scrolls: Protection/Evil (6)  
Protection/Magic (3)  
Anti-Magic Shell (1)  
Invisibility (1)



Camus's magic items continued:

Roughly the same quarrels as Alfred

At home: sword +1, Lawful

Shield +1

Boots of Levitation

In addition, the group bought one of the only two cases of Lydia Pinkums ever sold. It cost them 700,000 GP. The members of the group have an average of about 1,425,000 GP each, due largely to a lucky Trollheim adventure.

#### Comments on A&E #11

Tantivy (Lee Gold): I agree with your new way of handling Fire Balls. It's similar to our Perrin Conventions. [*The Perrin Conventions rule that "Fireballs shall have full effect on anyone within a 5' radius of the point of blast (saving throw for half damage then being applicable). Within greater than 5' up to 20' radius of the center of blast, others receive 1/2 damage.--LG*]

Al Araaf (Mark Chilenskas) #1-#3: Saw #2 and #3 in The Wild Hunt; it's the best part of the zine. As mentioned last time, Terrizon Arcades is becoming one dungeon on a large (7 million square km) section of the continent of Gonwonda. This project is started and will undoubtedly take years, even if I do limit the other dungeons to a reasonable size. (Terrizon is 250+ rooms per level. Two are drawn; three or four are needed. 13 are projected).

Fang: I like Leprechauns. Don't think I'd play one, but they'll show up in my universe. Syntarians sound like a loser to me; where did you get them?

Bill Balrog (Mark Swanson): I'm adding Stone Servants to Terrizon. Thanks.

Portal to Temporalana #6 (Wayne Shaw): I agree with most of your letter to Glenn Blacow. However a limited Regenerating scroll is more powerful in concrete terms than a normal scroll because you can use it again in the next expedition. If I have one scroll with one use of, say, Time Stop, I will probably not use it in anything but a last ditch situation. If I know the scroll will be reusable next week, I will tend to use it once per expedition. (Erdagan did have such a scroll once; it was burned up unused in Litchpit). People up here keep threatening to introduce Arrows and Sling Stones of Cancellation; some of us think the universe is better off without them. After all, if characters start carrying them, so will dungeon monsters. Erdagan and Amneran both want Tentacle; so does Raheem Nader. Your new chart is much better.

Notes for the Underground #5 (Nicolai Shapero): Like the story... and Sir Nicholas.

Notes #6: Gygax style D&D seems to be best suited for a full-fledged campaign a la Petal Throne. Rate of progress should be less important in such a situation.

Mockturtle #50 (Hilda): Phantasms

Gary Gygax: You would get me for a second time customer, if you came out with a revised and collated D&D as per Sean Cleary.

Me: Sorry. Strength and dexterity and level = 30 is required to fight Florentine out here.

Tyldarien:Postcard (Jason Ray): Re comment to Hilda: Micheal McNeil lost the trip tic; no one got any loot or experience out of it yet. Personally I'm just writing it off.

KSTC #2 (Glenn Blacow): I would only allow someone to bring back 12 characters on one Wish by wishing to set the time sequence back to before the fight. I doubt that he could word it so that the characters would remember anything. My feeling is that a Wand of Cold does much more damage than a Snake Staff and should therefore cost more to make. One way to make a Snake Staff: take a good wand (or other staff), and

- a) enchant to +1 (1,000-2000 GP and 1-2 months)
- b) animate Objects
- c) Limited Wish (to concentrate Animation in certain objects)
- d) Permanent
- e) Full Wish (reinforcement and sealing)

The trouble with this recipe is that the result is more magical than clerical. I see nothing wrong with someone fighting with two compatible (type, ego and intelligence) magic weapons. You wouldn't be as worried about Sleep III and infinite low levels with the Perrin convention spell point system (one point per being slept).

See my comment to Wayne Shaw.

Lee Gold: THANK YOU (for typing this)

| Rings/Bracelets/Collars (my version of Wayne Shaw's) |                                                                                                                                 |       |                                                                                         |
|------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------|-------|-----------------------------------------------------------------------------------------|
| 1-3                                                  | Invisibility                                                                                                                    | 68    | Lightning Resistance                                                                    |
| 4-9                                                  | Primary Power (see Sword tables)                                                                                                |       | (immune to normal electrical damage, +2 save vs. lightning, -1/die of lightning)        |
| 10-14                                                | Mammal Control                                                                                                                  |       |                                                                                         |
| 15-6                                                 | Water Walking                                                                                                                   |       |                                                                                         |
| 17-8                                                 | Plant Control                                                                                                                   |       |                                                                                         |
| 19-23                                                | Human Control                                                                                                                   | 69    | Protection +2, 5' r                                                                     |
| 24-5                                                 | Battle Fury (fight as one level higher per melee round; chance of continuing to fight after enemies are dead is 5%/melee round) | 70-71 | Extraordinary Ability                                                                   |
|                                                      |                                                                                                                                 | 72-3  | Regeneration - 70% normal, 25% Troll, 5% Vampire)                                       |
| 26-7                                                 | Strength (+2- +8) for hand and arm worn on only                                                                                 | 74-5  | Protection/Normal Missile                                                               |
| 28-32                                                | Weakness                                                                                                                        | 76-7  | Djinn Summoning                                                                         |
| 33-7                                                 | Protection +1                                                                                                                   | 78    | Wind Walking                                                                            |
| 38-40                                                | Shield (AC 4 vs. melee, AC 2 vs. missiles)                                                                                      | 79-80 | Shooting Stars                                                                          |
| 41-2                                                 | Super-Shield (AC 2 vs. melee, AC 0 vs. missiles)                                                                                | 81-2  | Striking (-2 hit, 2-12 damage)                                                          |
| 43                                                   | Ultra-Shield (AC 0 vs. melee, AC -2 vs. missiles)                                                                               | 83-4  | X-ray Vision                                                                            |
| 44-5                                                 | Protection +3                                                                                                                   | 85-6  | Telekinesis                                                                             |
| 46-9                                                 | Three Wishes                                                                                                                    | 87    | Special                                                                                 |
| 50                                                   | Desire to Avoid Dungeons (requires Full Wish to remove; character does not want to remove)                                      | 88-91 | Contrariness                                                                            |
| 51-8                                                 | Delusion                                                                                                                        | 92-93 | Infravision                                                                             |
| 59-63                                                | Fire Resistance                                                                                                                 | 94-5  | Spell Turning                                                                           |
| 64-7                                                 | Cold Resistance                                                                                                                 | 96-7  | Spell Storing                                                                           |
|                                                      |                                                                                                                                 | 98    | Detect Curse 10' r                                                                      |
|                                                      |                                                                                                                                 | 99    | Substance *50% stone, 20% bronze, 15% iron, 10% mithril, 5% adamantine (See next page). |
|                                                      |                                                                                                                                 | 00    | Many Wishes (4-24)                                                                      |















SITING

Disillusioned, broke, and weary, the trio of adventurers sat on the curb in front of the town inn, The Golden Vase,

"That fat old so and so of a innkeeper, telling us that we got nothing to lose in going down Terrielinelane. I wish I had just one of my beetles, I would make him give us rooms for the night." muttered Korver.

"Now things are never as bad as they are thought to be," said Aka, "Look what I found on that Lizard man."

He displayed an 1000gp gem.

A ragged cheer came from the other two and they all went into the inn to buy rooms, ale, and food for the night.

\*\*\*\*\*  
COMMENTS ON A&E #11

Nicolai Shapere-I really like your wreatters. Your adventure was superb, fanaticle, fantastic and it was pretty good too. One problem with it though, you said ~~that~~ that TWO rings were found on the chaotic MU and at the end of the adventure you stated that only one ring (TK) had been found. WHATEVER HAPPENED TO THE OTHER RING!!!!!!

Grant Lewis-Nice work on the characteristics, But how is the DM supposed to keep track of what everybody has without taking up too much playing time.

Lee Gold-Your sword chart is perfect!!!!

JerryJaks- Your Mage sword I personally do not like, the MU's in D&D are already too strong, and who said that a magic user can use a sword well enough to hit the bread side of a barn anyway?

Law Welkoff- Your adventure with the Vampires really could have been adverted, BUT you would had to be in a dwelling made out of rock or wood which had been blessed by a cleric. This is easily proved by looking up Vampires, under monsters, legends and myths in your friendly neighborhood lorchouse (library). For it says and I quote, "...Vampires cannot enter any church-blessed household without being invited in...". But for the DM's who like using Vampires, you can always roll a chance that a person will look out a window and be charmed by the Vampire outside and then the vampire will make the person invite his in.

\*\*\*\*

Without Further ado I present my new character class:

ELEVENERS

(Which I took from the book, Hierie's Journy, by Sterling E. Lainerz.

Eleveners are a sub-class of clerics that follow the eleventh commandant, "Thou shalt not destroy the Earth nor the life thereon." These dedicated people are vegetarians and will not willingly harm any other creature except chaotic or when they are attacked for they are exceedingly Lawful. All chaotic creatures (including DEMONIX) cannot stand to be within 10 ft. of them and will either flee or attack the party. Eleveners can talk freely with all forms of life and can control everything with the single self exceptions of Chaotics. The Eleveners can attack/defend ~~xxxxxxx~~ themselves with the following methods:

- 1) They can call all of those ~~xxxxxxx~~ creatures of a Lawful or Neutral to their aid by a telepathic command (treat as a spell). If the creatures are within 120' or 12" + 1" for every level after 9th. (2 8-sided dice) Creatures called by eleveners will help them for 1-4 turns without him or her having to control them.





THE PORTAL TO TEMPORALANA #7

by Wayne Shaw

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As the address above shows, the school year's over, and the Claremont group is gone. I'm back to the Pico Rivera-Whittier group.

Before I get to comments, I want to deal with a problem I have noticed arising: the notorious "too much magic; too unrestrained" complaint notably arising from CalTech Dungeoneers and Boston groups.

Certainly, people, we have a lot of magic in the local groups. Certainly our spell system allows our magi to do a hell of a lot. But for God's sake, people, look at the dungeons for a while before you talk about how easy it makes thing!

First of all, we completely scrapped the Gygax system for determining occupancy. Too much empty space. Played one game in a dungeon stocked that way and was bored out of my mind. My dungeon (and most of the ex-Claremont contingent) have monsters in two out of three rooms, treasure in two out of three rooms, and traps in two out of three rooms. Then, just taking my own for example, we have more monsters than usual in a group. Except for human types, which I developed a somewhat complex system for determining number by level of humanoid and level of dungeon, the number appearing is the number in the book for outdoor encounters--and that includes wanderers. And as you get deeper, you can also get as many as this number times the level number, - or a normal amount, but the level number of different kinds --not even to mention the level number of different kinds of traps in a room. Add to this the numerous kinds of nonstandard and deadly monsters (since that bunch a while back, I've started using about 30 more) and you get a pretty deadly place.

Somewhere, I think in one of Blacow's first couple of pieces, he wrote a dungeon tale in which some people found themselves down on the 8th level involuntarily in some dungeon. Faugh! My third level is rougher than that. I flatly offer any one of these people a game in the place with the option of ignoring the whole thing afterwards, and then let us hear how easy our characters have it, shall we?

LEE: Rather liked your system for pricing, especially on Rings. Assuming anyone ever sells anything to the T-town pawnshop ever again (I've got one crock ring, one cursed sword and one chaotic special purpose sword in there at the moment), I may use some of it to help figure cost, both ways.//I don't believe Ken was objecting to the natural aura seepage that takes place when some object is used by a Chaotic for a long, long time. But there are people who tell you that the armor a first level Chaotic fighter has been wearing for five minutes is Chaotic. Un-Uh.//I tend to think that Nazgul were about equal parts spectre and lich.

MARK CHILENSKAS: I agree about the complexity of backgrounding a wilderness. Especially if you're going to fit in one-time space travelers, technology, and other such things seemingly at odds to a magical/mythical world and have it all work, it requires careful planning. I found this out recently when I started on mine.

FANG: Greetings. It's always nice running into another Neutral fancier. Sorry I didn't get more time to talk to you at DunDraCon. As to your comments about Neutrals, I should also add that occasionally a person will be called Neutral because of inconsistency: such as one moment killing someone out of anger, next risking his life to save someone else. Arlan of Pentathion is a class example of this. Equal parts Lawful and Chaotic.

MARK SWANSON: Around here we've always run it that you can throw one spell a melee turn for two reasons: One has to do with the whole problem I discussed at the beginning of the battle: i.e. staying alive when faced with 12 Soul Feeds and two Ogre Magi in the room. The other is that it is next to impossible for any even reasonably high magus (8th level, let's say) to have a chance against a party of around 4th level, unless conditions are exactly right and he has several friends. He throws his spell and then gets mushed by whatever fighters and what have you that aren't taken out by it. In other words, under that system a magus has no real chance against a fighter around his own level.

NICOLAI SHAPERO: Have to say I've very recently begun to almost agree with you about rerolling, mainly because if not watched, it tends to get out of hand. There was one turkey who wanted to roll eighty and keep ten. \*Sigh\* But we mainly did the roll twice as many as you're going to keep routine because peculiar things happened when we did it roll it and use it. One local player tended to legitimately roll higher than anyone else and bug the hell out of everyone else. The new way evened out the distribution, and also recognized that most people with characters that are inferior to a large degree tend up not running them much anyway.//As I have noted, my character total is somewhere around yours and for the same reason. Besides the dungeons that can't handle a wizard, there are also quite a few players who can't send in people to compete. Thus, most of the games that come up are too low level for him. It is very difficult to play a lot if you've got six characters.//The group in Robber's Roost wasn't too bright. They should have used the Cold Wand into the room and saved the fireballs. Admittedly it's harder to catch escapees with it and not fry yourself, but if there is treasure in the room, cold doesn't tend to do a hell of a lot to it.//As will be noted from my comments at the beginning of this 'zine, I tend to feel somewhat the way you do about "traditional" D&D.

WES IVES: The idea of dogs in the game is one I've been considering for quite a while, and I may use some of your ideas to implement it.//Very bizarre things can happen with probability. I rolled three, count 'em three Vorpal Blades on the damn first level of Temporalana. On the other hand, I have never rolled a Sword of Sharpness and was down to Level Three before a Dancing Sword showed its face.//Around here we still feel Wishes are generally able to raise you at least one point per wish. More than that is chancy. After all, if they want to use their wishes that way, fine, but some day when they need that wish, it won't be there...and it's their own tough luck.//I am basically not too fond of campaigns per se because it seems to restrict mobility. Even if you're not into painting, you can always roll a six-sided and a twenty, and use the six to determine if it's the top half or the bottom.

GRANT LOUIS-D'OR: Interesting set of Characteristics, though I am still opposed to charts that put in personality factors.

HILDA: I've since changed my mind about wishes directly raising level. But I do allow Elves, Dwarves, etc. to use one to allow themselves to go up a level when they otherwise couldn't, even though they have

the EPs.//You bring up the same question as I've been wondering. Several of my people would like copies of such spells as Sleep [f], Cone of Cold, etc. but using single purchasing price seems to be prohibitive. Is there any system for buying wholesale? Perhaps a trade for several of my spells for several of yours up there?



Fanphasms sound a lot like a monster I have called a Protean. Nasty beasts.//I also have a group of Chaotics. On their first expedition, about a third of them were wiped out, but they have since been replaced and with the addition of the son of one of the characters who was destroyed (he went off with the Death Goddess) whom the DM indirectly gave to my group and who is a very low-level DemiGod (the only special powers he has are weapon poison-saliva and immunity to poison) my group is thirteen. Haven't got to use them much, though.

JOHN BRENNICK: Glad to see you cooled down//Don't think I really understand your magic system//The idea of having a starship stuck in the wall is great. Glad to see I'm not the only one who has Star Probe.

SEAN CLEARY; Another anti-magic dungeon. Sigh.//Undead run from clerics because they emanate a little of the Force of their god, something undead can't stand the presence of. People who use the Perrin conventions allow Anticlerics to speak to/control undead with the same relationship as turn/dispel.

DAN PIERSON: Uh, Dan, I don't know how to say this, but when I said third level, I meant third level monster chart. In other words, Vance Dragons show up on the first level once in a while.//I already sometimes put in magic slings and stones.//If your players won't try the stuff or pay quite a bit to find out what it is, don't tell them what their magic is. That's what we do around here.

ERIC BAINES: Around here, you occasionally get intelligent swords that are amoral or as usually called - unaligned. And even if aligned, we allow people to carry weapons one alignment away as long as you are willing to take the zap when you pick it up, so the swords could have been Neutral.

JERRY JACKS; I presume each Mage's Sword is a higher spell? If they're all 5th, that's a nutty spell. As an aside, I have a magic item called a Spellword that can be used legitimately by a mage, since it takes spell points to use it.

DIANA MYERS: Thanks for the chart. It helps a lot.

JASON RAY: The whole expedition into Temporalana was somewhat of a fiasco, due to time limitations.//I'm not sure that all spells require gestures. Force spells, yes, but things like Sleep might just require concentration on a specific area.//The questions of Paladins and Neutrals is one that has by no means been resolved. Everyone I have played with in either of my two groups flatly threw it out, because he would never get used. I have never seen a totally Lawful or totally Neutral party.//NO! NO! Doesn't anyone get things straight? First off, I either run it my way or the way the creator of the scroll ran it (usually the latter). So if I was running it my way, you wouldn't get the seven uses of Monster Summoning VII unless it was a seven Spell scroll and that was all it had. You'd get one use of the spell a week. If it was a seven spell scroll, you'd get seven, but look at the duration of the spell. I have only one-eighth of my scrolls that way, and if people would get it straight that I don't combine things, you'd see that in the short term sense they are less useful than spells with several but limited uses.//The same thing applies to what you consider excessive magic. If a party is on the right level for them, but have loads and loads of magic, the proximity magic system cuts in and drops them a level or two.

LEW WOLKOFF; One of the weirder predicaments I've heard of expeditioners getting themselves into.

GLENN BLACOW: Sigh. Well, here we go again.

First, firearms don't destroy the nobility in the D&D universe because the nobility tend to have friends with robes and tall pointy hats who can compete surprisingly well with even futuristic technology, let alone everything else. Second, firearms may be rare, as may be their ammunition. The really significant ones are probably in the hands of adventurers, who found them in strange places, and who can make it rather expensive to take them away. As long as it is reasonably rare, magic can compete with technology with no problem at all. After all, what's easier, having a mage spend a night memorizing spells, or having an alchemist spend weeks making gunpowder?//There is a certain amount of false advertising in referring to the abilities of the Grand Master of Flowers as though he were any old Monk and not 16th level, the highest you can get. Look at all the things a 16th level mage or cleric can do.//Except for the SR Bards, which are much too quick at rising, all the other "official character classes" rise at least as slowly as their nearest equivalent in the originals, often slower.

I am not complaining about giving people exactly what they wish for, but the fact that most DMs can and do play semantic games so that it is next to impossible to phrase something without their interpreting it differently. Nicolai Shapero says he can phrase a wish perfectly, but with no insult intended, I'll believe it when I hear it. Under these conditions, Wishes are a waste of time.

That statement reflects the fact that I play the game to operate characters and watch them interact. The fact that they formed a coalition is a consequence of that. Tell me during a game that my character can't do that because of Strength or Intelligence if you wish. But tell me that my characters can't live together and share some equipment and you take them out of my hands. Do that, and I'll find something better to do with my time than monster butchery, which is all the game will be.

The fact that your apparent stiffness precludes your liking hokas as characters does not mean there is anything wrong with the idea.// Either you haven't interpreted Wound REjection properly, or your idea of what "restrained" is is much too strict for me.//Any first level that could take on my Witch King of Angmar would have to have damn high level types along. I am not impressed.//See my comments last issue re artifacts.//As to number appearing, see the first part of this zine.//I don't know what you're referring to when you accuse Dick of suggesting rape is Lawful; I can't believe he said any such thing.// That interpretation of Charm does not follow all over. We used to treat it as mental domination.

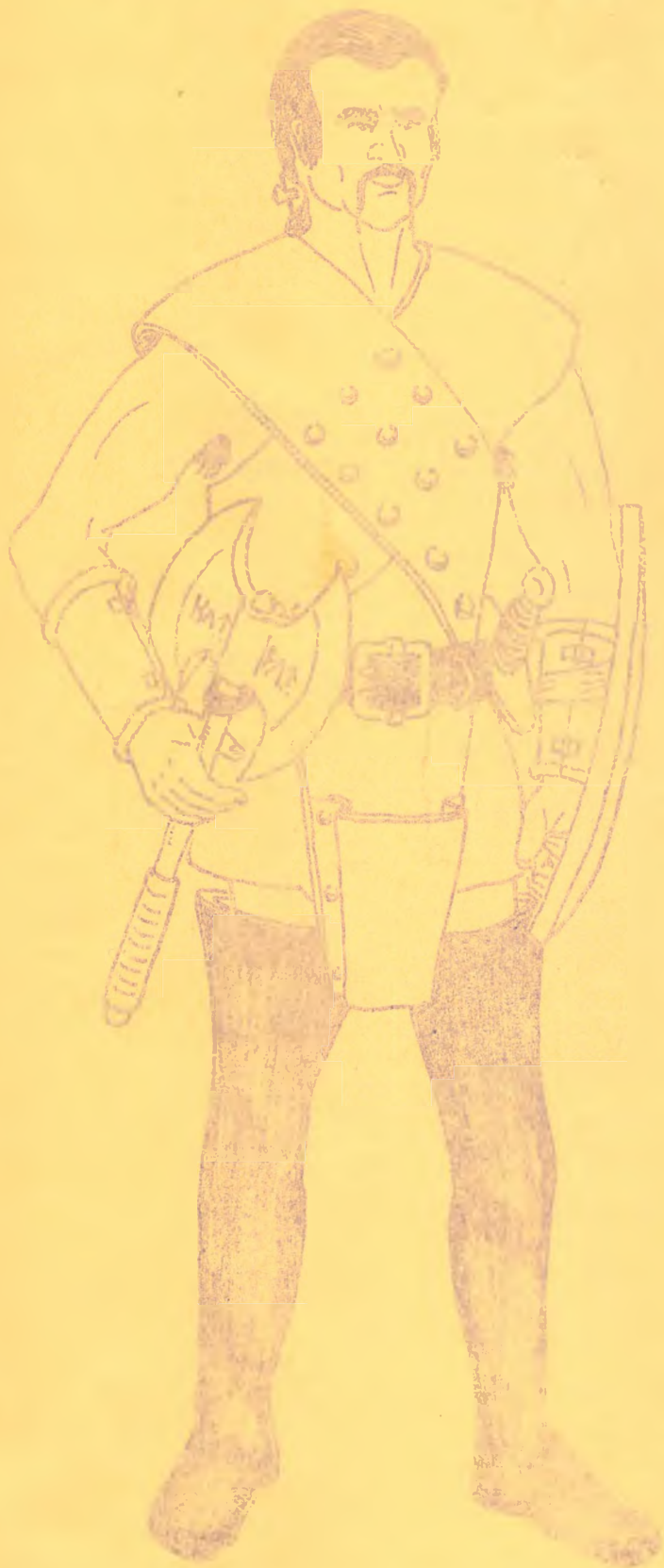
I have heard good things about one dungeon, but when I got in it, I found the DM generally incompetent. If things had gone bad enough wrong, I would have left with no qualms whatsoever. As it was, I ignored the results of the expedition: treasure, eps, and all.

If you give the people with several characters credit for some honesty, that problem does not arise. I have comparatively high levels with +1 Swords and comparatively low levels with Swords of Cold and swords +4. There are not trades taking place, because the higher type doesn't have anything the low level wants. The only time an unbalanced trade took place is when a low-level Lawful fighter gave the Vorpal Blade he found to the Paladin. But that was logical because he figured the Paladin could do more good with it than he could.

NEXT ISSUE: Crestcats, new weapons, and maybe a review of Eldritch Wizardry.



# KEN'S CHARACTER CORNER #4



A bit of ego-ego for  
Ken Pick  
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Finals week is almost here, and the Claremont DMG Group is breaking up; Gregg Howard will be at our new State, Wayne Shaw & I are returning to the Whittier-Pico Rivera group, and the others are going their separate ways. I don't know how many of us will revive the group this fall, but at least two are starting new "zines for W&I: Gregg, whose GILGAM is top in the Claremont Dungeons, and John "Cowboy" Kingsbury, the "group practical joker" with his Lord of the Rings-based PILGRIM.

Ad Astra, Claremonters, wherever you'll be. Sigh.

Now, to relive past glories in the Courts of the Crimson King, the conclusion of that DunDrakon romp:

## GILGAM

Synopsis: A medium-level group of eight people and three characters has entered one of the Master Rooms of GILGAM and been Dimension-dropped onto a mountain's snowcap. After losing their thief in a noise with fellis, anticores, and wind-walkers, they have broken into a solitary stone tower amid the snow. When darkness, they again hear voices in an alien tongue . . .

The voices came from two heavy doors, dark-red and who were hidden in the walls. Swords hung from the ceiling, and small flames agitated the floor. The good aspects of the scene, however, lurked in the walls of an empty room. The group followed the voices, and the walls were covered in a pattern of light and dark. The walls were covered in a pattern of light and dark. The walls were covered in a pattern of light and dark.

End the  
Exterminator

The other one murmured, "This is Brandoth Daba, my cousin and a Lord of the Council. I am Juss, King of Demondland, he be Demons."

On the last four weeks, everybody else in the room instantly reached swords and weapons. The "Demons" did come quick explaining; through Iyrrdin, and the following picture emerged.

King Juss was a 24th-level Lord and Wizard, and Brandoth Daba was an only slightly inferior Lord. Both were loyal, leading their country of "Demondland" in war against the conquest of "Witchland" under King Corice XII. Juss had been leading the Demondland army in a siege of the Witchland city of Carcé, where the Witchlanders were holding his brother Goldby Muzco prisoner. Then both he and Brandoth Daba had been kidnapped and imprisoned in the tower until the party had come on the scene. ". . . If ye truly be loyal, come and fight by our side. For we have three wages - firstly, all the armies of Carcé hath not that army."

After a quick consensus, the expedition accepted the invitation. In the room's corner stood a rabbit-size statue with a teleport button for a navel. A little bartering secured the silver artifact for expedition fees, and its navel was pressed.

King Juss was starting to break over Carcé when they materialized in the besiegers' camp. Within minutes the news had spread through the army: "King Juss is back! And he hath brought champions to fight by our sides!"

A hurried strategy conference was held in the king's tent. The Witchlanders were going to sortie at dawn, in an attempt to break the siege. With King Juss and Brandoth Daba returned, the odds of battle were even; with the expedition in the siege, the Demondlanders had the advantage. If there were more time, they could have used that advantage to the fullest; as things stood, King Juss could only plug them in to his existing battle order.

The battle order was traditional. A champion would lead each army unit into battle, the two units' respective champions fighting in single combat while the other units clashed.

The sky continued to lighten. Lar Achmed unrolled his prayer rug and knelt. While his "La ilaha illa Allah" echoed, Chief Bronbden painted his face for war and James the Patriarch cast healing spells on whoever needed them. As they finished and deployed to their units, the sun rose and horns and drums sounded from Carcé.

The city gates opened, and the Witchlander host poured out in a fan pattern. Witchlander champions appeared as the enemy units deployed in battle order; at the center, opposite King Juss, was King Corice himself. The Demondlanders closed around them, battalions of infantry in chainmail and horned salade-and-bowor helmets; some wore strange-looking figures, some ~~in~~ near-invisible in grey cloaks. Leaf-shaped sword blades raised in the sunlight and the battle began.

King Corice hesitated an instant at the sight of King Juss, then charged. The two kings clashed, then their units slammed into each other and both were lost to view - flashes of lightning, blasts of fireballs, mists of Cloudkill were all that showed of the two kings' duel.

Chief Bronbden was next to engage. The enemy champion - a huge Amazon - came at him, her two-handed sword upraised to strike. With a whooping battle-cry, the war-painted Fighter flew like a striking eagle, and his flaring halberd came down to behead the Witchlander. Then the two units clashed; when the dust cleared, the enemy unit was all littering the ground with dead and near-dead. With them lay 60% of Chief Bronbden's men.

Next to him Iyrrdin's charmer Montgomery lay dead amid his dead unit, and the Witchlanders poured through, led by Corindus, an axe-swinging 10th-level Lord. Chief Bronbden flew over to fight Corindus; his surviving unit ran after him in an attempt to plug the gap. The Chief's +2 halberd flashed in the sun with Corindus' +2 axe for a long moment, then sunlight glinted off only the axe, now wet with the Chief's blood also.

Chief Bronbden, hidden in his Lizard Cloak, was watching the advance of his opposite number when Chief Bronbden's second-in-command ran up. "Thy comrade of the company side is slain," the Demondlander gasped. "He spoke of a magical potion which thou canst use to raise the dead. . . ."

Chief Bronbden thought a moment, then pulled out his military bottle of Healing Dra.



Jason and moved it into his own hand. As the Mitchlanders charged forward (7th-level Fighter) raised his sword and charged at Jed.

A short time later, the Dr. Pepper bottle was empty and Chief Brombden's was deep again rust above the field. Again he closed on Corand, leading and swinging with his halbard; again he died, not with the regularity of his unit.

Jed threw back his cloak and charged Corand. The Mitchlander's sword pierced through blood-red leather, but even as it did so, the shout of "Mardov-sal!" sounded and London descended to shatter a helm and cleave a skull, and Corand fell. The wounded Jed then continued on swinging into Corand's suit. Three swords found scars in his armor, and he too fell. A few minutes later, a surviving 40% of his unit staggered wounded over the remains of Corand's men.

Corand's son Vigfus, meanwhile, was charging into the line of fire of Jason the Monk's composite bow. An instant later, Vigfus, a 5th-level Mage, was killed by Jason's arrow. The units met, and the Mitchlanders were wiped out. So were 50% of Jason's men.

Next to him, James the Patriarch was being killed. Soon Corsus (12th-level Lord) led his unit over James' and James' men's bodies. Jason the Monk saw the Mitchlanders break through and, like Chief Brombden, rushed in to plug it. Corsus saw him as he searched James' body and attacked. Jason found James' .45 - the cleric had died before he could even draw it - and pumped four rounds into Corsus before the enemy lord cut him to pieces.

Air Ahmed stood, calmly watching the enemy advance, led by Corand's other son Cargole (8th-level Fighter). The Air raised his staff, pointing it at the charging Mitchlanders. His Helm of Brilliance blazed; his voice shouted "Alid-albar!" then tapered into the sound of a spell. Three fireballs burst in a perfect spread pattern over Cargole and his unit. After the third burst, nothing moved.

Iyrdin gestured, and the words of a Charm Person spell left his lips. King Prince La Fireez (5th-level Fighter), leading the attack on Iyrdin, stiffened. "Yes, Master?" the enemy Prince asked.

"Surrender yourself and your men," Iyrdin called to him. He did.

Now the kings' battle was breaking up, the magic tapering off. Then there was silence amid the devastation in the center, and the Dorontanders took up a shout. "Corice is slain! On to Carco! Long live King Jus!"

Only Corinius and Corsus remained for Mitchland. Iyrdin took Corinius, and Air Ahmed took Corsus, and the fireballs flew. Then silence, except for cries of wounded and roaring of four fires sending smoke into the sky. Jason had fallen.

When King Jus entered the surrendered city, he found that his intelligence service had been mistaken. Lord Goldry was actually being held at it. Looker Bolom. The war with Mitchland was not yet over.

It was for the expedition. Patriarchs were as rare in that land as wizards, but the expedition's dead were raised - all but the charmer Montgomery. However, patriarchs and healers were somewhat busy with all the casualties, so it took a few days before the party was ready to leave.

There was a brief parting ceremony, presided over by King Jus (who himself showed signs of his battle with King Corice). The expedition was presented with the magic arms and armor of the enemy champions whom they had defeated, in addition to the silver statue. Then Brandoch Jaha came forward to Iyrdin, and presented him, as expedition leader, with his sword "Arrow" (a sophisticated bending sword that could be thrown with the range and accuracy of its name). Then the party took its leave and passed the teleport-statue's navel.

As they sloped back to the dimension-door, they suddenly remembered Wall-houser's body, forgotten in the excitement. After a fruitless search, they left back into room #22. How to leave Crinson, preferably with a minimum of fuss.

Iyrdin suggested the nearby Magnet Room, with its teleport-bridge, which according to his last reconnaissance, since the court had all closed during King's sojourn, it was the old veterans' battle order at work, break or create it open, and enter on guard.

The northeast door opened into a large circular room, with a windowed floor and magically-dim blue dome ceiling. As they filed in, a robed wizard appeared, followed by a unicorn and a woman. Before anyone could move, the wizard cast a



spell. Instantly the two shoes turned into bumpy slippers. He took one look at  
the two fuzzy footwear, and started swearing "I give you both hell!"

"Good job, Garmadick, Master Lantil," swapped the unicorn.

Garmadick's opponent's face lit with recognition. "Only wizard to fail  
every single quest? Almost a legend in history?" The wizard nodded.

Syrcklin would have stayed there to talk, but the rest hustled him along to  
a bar named "Bonogard". This opened onto a casino - wall-to-wall crap tables,  
with warlike and succubus-like thrones swishing around amid burly guards and  
frantic crapsheeters. The expedition hurried through, only to be stopped by  
an Ogre-like guard with bulges under his coat. "Wanna roll the bones?" he demanded.  
"The bones wants to know." He pointed.

"The bones" could have been a very fat lich. They didn't wait to find out.  
Seeing the guard aside, they ran out the opposite door. To make sure it would  
open, both Syrdlin and Sir Achmed used their Chimes of Opening on the fly.  
In the next room, a bridge stretched into infinity - Rignot!

"Think of outside and start walking," Syrdlin advised. "You'll teleport  
automatically." They started across, and were outside.

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As mentioned in Feb 11, Gregg Howard was the M. I advise all readers in  
the Phoenix, Arizona area to get in touch with him.

My ranking mage, Jocelle of 15 (15th-level, female, Lantil) is presently  
engaged in spell research. However, she is still in shock over the permanent  
death of her sister Alexandra in Jilmsol, so she isn't too busy at it. Expect  
the spells to come out over the next few months.

Instead of spells, a monster:

CHONCHON: 1-8 appears, armor class 4, Move 24", 4 hit dice, 5% in lair.  
Treasure: 1-6 non-weapon magic items, in lair. Chaotic. Native to Chila.  
Chonchons are invincible to all but magic-users, to whom they appear as  
beachball-size human heads, flying on their tremendous wing-ears. Active only  
at night, they have the spell use of an 11th-level wizard plus a 2-16 bite.  
However, they rarely use the bite. Because of their invisibility, they are  
almost impossible to hit by non-mages (hit on 20), though an Elf or equivalent  
can hit on -2 by homing on the Chonchon's cry of "Tue!" It is rumored that the  
Chonchon is either a Polymorphed wizard or a familiar, but all sources agree on  
its vulnerability: a mage may lay his cloak open on the ground and command the  
Chonchon to fall. (5% chance of success/level) The Chonchon will then fall on  
the cloak, helpless until another Chonchon touches it. Then it will fly off,  
bearing a lifelong grudge against the mage that made it fall. Treat as 11th-  
level for attacks, saving throws, and experience.

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FEB 11 COMMENTS

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COGNIC BLOB: Best artwork I've ever seen in *M&I* here?

Lia GOLD: On your comments to Blacow, your running of Fireball sounds more  
characteristic of explosions. I'll try to get our group to adopt it for all  
explosion-type magic. Incidentally, "Non-vet Jungooneers at Claracout refer to  
Fireball as "the magic Thud-gun" (Thud-gun is the 40mm Grenade Launcher),/since  
wizards are Wayne Chew's idea./Wayne has already developed 100 Crestcates, and  
runs that; he worked out an agreement: he publishes crestcates, I publish Sphinxes.  
/ To whom it may concern about unaligned swords: they do exist; we figure +1 or  
+2 nonaligned as being merely a tough alloy. However, we now have intelligent &  
aligned shields . . . .

W. WOOD: liked your notes on developing a mythos, especially on "secret  
destinies". M's, take notes!

FBI: So you run Kinnu, eh, so. I would be interested in hearing how you do  
it, his history in your mind, etc. (I've always figured him as Paladin material,  
with a nice spell to that V. L. - something.) Seriously, Japanese cartoons are great  
source material for characters, monsters, world-myths, etc. try them.



5  
MICHAEL GILGIAN: I knew the master Anderson has or had a cat - I remember seeing a photo of him posing with one on a dust jacket. Don't remember whether it was a Siamese, though. Purr./Great criticism, but I can't believe Charin's laud. Did not his alignment as Hungry./ gave with you on strange D&D stuff. I'm not sure it was only on wilderness, but there was a second Clermont group that ran it that way all the time until they heard of our spell point system.

JOHN COLTON: Cheshire Synthian poison . . . sigh./Told the agents-walter to try a werbear. They hit just as hard, and are more common in the D&D system.

PAUL LOUIS-D'OU: You have created the most elaborate, best thought-out set of special characteristics I've ever seen. Congrat's.

DR. PEARSON: 'Asperoline is a neat surgeon. In this system, only Black Hole is deadlier./Speaking of Black Hole, its AI is inviting you in and then you're in the area, and as long as you'll be there I can take you up on your offer. Go to Perezoz/I've heard rumors of blings of accuracy and plus sling missiles./ You must use the same hit points from game to game. Have us roll them separately each game, figuring as the state of the character's health. In this case, "permanent unconsciousness" means "too sick today - pick a substitute./ I found out some more about Humbabas: the Neutrals attack only if you try to take or harm whatever they're guarding (usually cedar trees); the Chaotics always attack and about Perytons: each Peryton will pick out and attack only one man, and will fly off after the kill; but Peryton fleets are usually bigger than expeditions. . . . The Perrin Conventions allow Florentine, but require Strength/Intelligence/Level 30.

MICHAEL GILGIAN: A lot of my characters feel like Chain. This heavy of Laladera, Neutral 4th-level Chicago mage. His philosophy is "Maximum gold with minimum risk." By the way, Chain is now 2nd-level, and feels more secure since he could afford a chain byrnie, gorget, and greaves.

JIMMY JAMES: I wonder whether Inge's sword isn't too powerful. Maybe you could shorten the duration - I'm not sure. As for your saving inner formula, I'm worried it might be too complicated for actual play. I don't want D&D to become too complicated to be enjoyable./noblesse oblige . . . sigh again.

LEO WOLKOFF: You have been on some very weird expeditions./lost dragons out here have a beginners Dragon for a first level.

JAMES MAY: So you're the guy with Cheval? Maybe you could tell me the identity of 4-37's god and the location of Spire Vigilant./The biggest chaotic act was a crackup. No wonder D's act flaky./ Right now, I'm running out of steroids, too.

SHANN BLACON: If some of the D&D spells haven't destroyed feudalism in the D&D world, a few guns sure won't./I don't mind high-level gross magic items, and I am bitchy about is when a character gets then practically handed to her/him without much of a hassle. This goes for experience points, too./also I maintain, it isn't hellish casualties that makes an expedition tough. It's the effort the players have to put into it to get loot/experience./ On crooking wishes, Blacon, you are definitely Chaotic. I recommend use of the amulet of protection against chaotic D's in your presence./Synthians come from a high-technology universe, so would you allow one into your non-technological Earth?/I'd like to see your Black Hole - masking group in TRIPOLI or BLACK HOLE.

Well this is running too long and deadline is upon me, so I'll have to sign off. Hopefully, I'll have sphinxes ready for 12/13. Parting thoughts:

Forget that limited double speed ability for Synthians. I've operated one through nine games without using it once, and feel it's largely useless. Biggest ground Clermont is that Synthians bear litters of 1-4, and grow to adulthood in about 15 game years. All Anderson says about this aspect is that the wife starts with the mother and are carnivorous from birth.

Speaking of Anderson, I've been paranoid about his reaction to all this. I mean, he originated the Synthians - I just fitted them into the game. I keep worrying what he thinks of this - especially about words like "ripoff", "plagiarism" and "plagiarism". Seriously, I'm scared. Any advice?

Well, if my job allows it, I hope to be at Sanford. It's not certain, though.





# " I have an egotism of 20! "

#1

...which is a pretty obnoxious title for anything--but then so is Savonarola, the "I" above. Sav is a 10th-level MU in Endore, New York's largest campaign, who is fairly average except for his excessive skill in dying (or getting killed), and his excessive egotism, as above (greed, luck, and egotism are three new characteristics most NY GMs include). He sits around saying things like the above on most expeditions, until he gets killed--which has happened to him at least 20 times.

Actually, D&D in New York (or "dudging," as some of us call it) and the surrounding areas seems to be split into two groups: excessively serious players who tend to play straight Gyax and fret when confronted with non-rulebook anythings; and the rest of us. Fortunately, the first group tends to dwindle, and the second grow.

The core of NY D&D (or at least the core of OUR NY D&D) is mostly composed of Diplomacy players (and ex-Diplomacy players). NY Dip. players brought a flippant attitude and non-competitive stance to the game, which most Diplomacy players from other areas didn't follow. It was natural that we would do the same to D&D, which, after all, is much more suited and susceptible to that sort of thing.

We still occasionally run into the "serious" gamer. We met some at the Princeton Dudgecon, including one GM who, alas, couldn't take us. Princeton wasn't all like that, though; there was one classic expedition.

There were about three or four GMs all running expeditions in the same large dungeon complex. Parties were running around and could, in theory, meet up with each other. A party of five--Ben Grossman, Matt Diller, Jerry Paulson, Ray Heuer, and myself--met another group. When we saw them we began shouting "Plague!" and similarly enchanting expressions. (Later, we discovered that they actually had come into contact with some Bubonic earlier.) They were fighting some mummies; the mummies were between the two groups. So, with two parties hacking away from either side, the mummies didn't last long. With them disposed of, we told the other party to watch out for the large band of orcs we had just escaped from. An MU used ventriloquism (a rare occasion!) and Phantasmal force to simulate the advance of a band of orcs from behind them. They turned to fight--and believed, of course--we closed ranks behind and did away with them.

There were some touches of finesse in there that I've probably forgotten; but it was a neat trick. Later on another party did something very similar to us--though, if I remember right, they just charged us (no style). Most of us died immediately, including one with a ring of wishes. The only remaining live player dived for the ring, with fighters hacking at him from above. It was a losing proposition, of course; so we resorted to screaming "Arioch! Arioch!"

All this time one poor guy was running back and forth between us in the basement and the other parties upstairs, telling each GM what the other had done. Our GM, Stephen Tihor, rolled and declared that our cries for divine intervention had worked; but some spoilsport serious GM from upstairs--Howard Mahler, I think--reversed the ruling. We ended up with a "Most Chaotic Party" award at the end of the con.

The dungeons and worlds that are the most fun for the players are those with a proper balance between flippancy and serious organization. Greg Costikyan (publisher of FIRE THE ARQUEBUSIERS!, a 'zine that includes nearly all the products of the NY GMs' dementedly creative minds, including extensive sex rules) has a world that most nearly approaches this; for instance, one player is a blink dog with a pack of blinking followers. Another carries around barding to be used as an offensive weapon. Another is a Doppeltganger-turned-Maoist who normally looks like the Chairman.

And then there's the one about Egbon and the baby rust-monster...



## A BRIEF GUIDE TO THE NEW YORK D&amp;D WORLDS

ENDORE is a conglomerate of many individual GMs' efforts. Stephen Tihor is "Worldmaster"; he GMs some, and so does Ben Grossman, who has his own little section. Jerry Paulson is working on a section. Tirien, my own world, is ostensibly Endorian (it's somewhere on the same planet), but not really connected.

The central group of Endorian characters have been playing for a year or more; the average level is tenth or eleventh, with some up to fourteenth. Endore is fairly serious, and many players have devoted huge amounts of time to it. Characters have become fairly powerful.

Edi Birsan runs the most carefully and painstakingly designed world. Edi is much, much tougher on players than Endore--highest character after about six months is probably fifth or sixth level (though I may be wrong), but there's no resurrection, and Edi rarely pulls his punches. There tends to be less magic in Edi's world, and more knock-down-drag-out fighting. It's very fun in its own way--with Edi's damage system, for instance, once a character has exceeded his number of hits, he doesn't die immediately; Edi randomly figures out a spot of his body that has been afflicted (of course if it's a vital place, you usually do die immediately). It's HOW he randomly figures it out that's fun--he picks up a dart and throws it at his dartboard (which is conveniently numbered 1 through 20). When Birsan throws a dart, players tremble. It's fun to watch them writhe.

Greg Costikyan runs Intas and Thalassa (the former rapidly being phased out). Greg's world, as described above, is a haven for players who want to be strange things. Once I was a clerical phase-spider, homosexual with an oral fixation, masochistic (the sex characteristics are determined randomly, not by choice)--and soon dead. Thalassa tends to be a little disorganized, but few notice or care.

Ray Heuer used to run a dungeon strictly by the rulebook, but nobody liked it because there was virtually no treasure or experience. I guess Gygax would like that; but you really can't challenge anyone's ingenuity with a lot of empty rooms. I've got nothing against being tough on players; but keep it interesting, at least.

Tirien is my own world, starting up in the near future. I'm trying to synthesize flippancy and organization, infused with whatever else I come up with, but we'll have to see how it works. Tirien is described and run through my own D&D 'zine, THE COSMIC BALANCE (30¢/copy. \$1/4--12 pages monthly).

Down at Princeton Howard Mahler runs some sort of a campaign too, I think. The only taste of it I got was at the dudgecon. It really didn't impress me--it was too dry, too logical, and lacked that element of fantastic inscrutability that makes D&D interesting.

\* \*\*\*\*\* \*

I don't like EMPIRE OF THE PETAL THRONE. Oh, it's not that I think it's a bad game--maybe a little overpriced, but the board is nice. I object to the concept. What it is is one person's concept of a world of D&D. He's taken things and made them specific: drawn up a wilderness, invented cultures and backgrounds, even alphabets.

Now that's great. But every D&D GM should be doing the same thing! It seems to be a cop-out (though I don't particularly like that word) to have somebody else do all the work for you. Now you don't have to have any imagination if you don't want to. Of course, TSR doesn't make anyone buy it--you don't have to waste \$25 unless you want to. I'd much rather enjoy myself designing my own world, thank you.

ELDRITCH WIZARDRY seems a little better than that colossal rip-off, BLACKMOOR (a/k/a BLACKMANURE). But "psi" rules, to my sensibilities, seem a little alien to the nature of D&D. To each his own, certainly, and I'm sure there are those D&D worlds that have many a touch of sci-fi; I prefer to stick to straight fantasy.

"I HAVE AN EGOTISM OF 20!" comes to you from Scott Rosenberg, 182-31 Radnor Rd, Jamaica NY 11432.



THE TYLDARIEN POSTCARD #2

hopefully produced by Jason Ray, 3911 Franklin Ave., LA, CA 90027  
Intended for A&E #12

This issue, I am quite pressed for time, so I will start off with  
COMMENTS :

Lee : I think a Full Wish is worth about 175,000 gp.// I have a detect alignment spell. It works only on creatures that are intelligent and is 3rd level. This is fair, I think, but I would like your opinion.// Aurifax (Fang's character) is going to research Anti-anti magic shell.// Try running fireball this way -- You can throw a fireball with a minimum burst radius of 2 feet and a maximum burst radius of 20 feet.// I like the Druids from Eldritch Wizardry, but I don't think they are quite perfect yet. I am going to research some of their spells.// I am no longer letting people get things analyzed in my Dungeon. It was getting out of hand.

Al Araaf : Lovely write up. Bravo sir, and welcome to A&E. We need more people like ~~me~~ you.

Fang : Nice definition of Neutrals. I am using that in my Dungeon.// Why do Syntarians have more disadvantages than advantages????

Mark Swanson : Stone Servants are nice// Where can I get one??// Twit monsters indeed!!

Wayne Shaw : I hate to say this, but your new Special Abilities Chart has little improvement over your first. Your advantages are too great, and your disadvantages are too great.// The Blachmoor hit location system is too visious (or viscious) ((or whatever) Too nasty.// Tentacle should be at least second level. You are getting more advantages than a Web spell, and are getting a limited use Rope of Climbing. 3rd at least. Powerdisc is within reason. Force Burst should be 4th. Firebeam is within the limits of reality.//

Nicolai : LOVE THAT WRITE-UP!!! // I don't agree with you about Gygax. If you don't like the way he runs D&D, than don't run it his way. Simple???

Eric Holmes : Normal shares PLUS 500 gp a man. Warriors are not that easy to come by, 'specially ones with 15+ strength.

Grant Louis-d'or : Like your special abilities. Will use it along with the others I like... Swanson, Root, Davis.

Lee (again) : Nice thoughts on swords. I will have to modify that, being I run sword etc. ego on three D6.

Jerry Jacks : Like your saving throw system. I will use it.// Mages Sword is OK as a spell, but I don't like the idea of MU's using swords.// The Dungeon of Tyldarien would like to have an outlet of Crocker=Denizens. My Dungeon is one of the more popular at LASFS, and people want an outlet for Crocker. Hmmm???

Want to comment on all, but no time. See you all next ish!!!

Jason Ray, (or Tyldar)

