

# ALARUMS & EXCURSIONS 14



AUGUST 76





## 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 association).

1. If you have a contribution, there are three ways to submit it.
  - a. type it on a NINE-hole (or if you have to, a FOUR-hole) mimeo stencil and mail it to Lee Gold, 2471 Oak St., SM, CA 90405. Include 50¢/stencil.
  - b. Print it yourself. Copy count is 200. Send it to Lee Gold. If you mimeoed it, send stencils too. 25¢ credit/page given toward postage costs of mailing A&E to you.
  - c. Send a letter to Lee Gold, and she will type it and mimeo it. Send \$1/page (or fraction thereof) for typing, stencilling and printing. Typing automatically includes improving 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. 4+ pages, free (if we've had a good month) or half postage.
  - 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 and 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 retail establishments: 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-\$1.50 for first class with a four day lag, 77-88¢ for third class, 25¢ for book rate (with a 3-4 week lag), 90¢ for UPS (with a one week lag) and no cost whatsoever (with up to a year lag) for hand-delivered.

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## ZINES OF POSSIBLE INTEREST TO A&E READERS

The Cosmic Balance--monthly mimeo fanzine by Scott Rosenberg, 182-3 Radnor Rd., Jamaica, NY 11432. 12 pgs. D&D zine intended primarily as an information and amusement 'zine for players in the world of TIEREN. Scott hopes to make it a genzine. 25¢ or trade.

The Dragon--offset prozine. Published by TSR bimonthly, Box 756, Lake Geneva, WI 53147. Wes Ives and Lee Gold have articles in #1.

The Dungeoneer--beautifully offset, digest-sized, 12 pages, bimonthly. "Purely a DM's magazine." Each issue is to have 3+ new playable monsters, new treasures, tricks and traps, articles on rules variations, artwork, and a complete D&D adventure (with maps). Write Paul Jaquays, 3105 Dorothy Lane, Spring Arbor MI 49283 (summer address). \$3/6 issues (Canada \$4). Single issues & back issues 60¢ (Canada 75¢). They request material, preferably illustrated.

The Fantorgn Scrolls--mimeoed fanzine, 8 pgs, from James Hayes, 1409 E. Flora St., Stockton, CA 95205. Covers a PBM game of FANTORGN; also D&D articles. 6 weekly. 40¢/copy.

Fire the Arquebusiers--D&D fanzine. Mimeo. #1 was +30 pages. #2 is out. Available to Contributors, LOCers, traders, or 50¢/copy. 6 copies/\$2.50. From Greg Costikyan, 1675 York Ave., NY, NY, 10028.

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

PBM D&D, Chip Charnley's Rules--for an expedition to be held in Chip's Dungeon. You pick a character he has rolled and flesh it out and play it. Elaborate but possible spell point system. Uses all TSR supplements to date. Rules apparently cost 75¢. Write Chip at Box 124, Buxton, NC 27920.

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

The Wild Hunt - D&D apa (nearly as big as A&E), Boston-based, DM-oriented. Edited by Mark Swanson, 9 David 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 printing. Copy count was 70 when last known.

Haven Herald--mimeoed fanzine, 16 pages. From Ben Grossman, 29 East 9th St., #9, NY, NY 10003. Write-ups and news of the Endor Dungeons and Dragons Campaign (Dms are Stephen Tihor, Ben Grossman and Jeremy Pualson). 50¢/copy; reprints of charts at a penny/sheet. The #5 (February) issue sent A&E included a remarkably complete equipment list ranging from gold-tipped arrows to snow shoes, with encumbrance and cost listed for each piece of equipment. Date of current issue not known.



**DEADLINE** for A&E #15: **SEPTEMBER 22** for anything needing to be typed. *Typing rates are now \$1/page.* Partly the price of stencils has gone up; partly I just can't afford 30 hours a week typing these days. I got rear-ended last month stopping for a pedestrian at a crosswalk and now have a whiplash. Oh yes, printed materials should be in by Sept. 24th.

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current address requested for Nick Smith of Cal Tech D&D  
current address requested for Paul Michael Serio who used to  
live in Washington, DC. Mail sent to both comes back.

**WARNING:** In future issues A&E will not publish/include any material  
rehashing character/spells/monsters written up (and copyrighted) by TSR  
or anyone else. (Cf. Burwasser pp 7-8). Further on this, nextish.







Scott Rosenberg: A&E is pubbed on a Gestetner 120 (the old hand-cranked model) and slipsheeted. If reader demand keeps rising though we are considering going to photo-reduced offset about the point that copy count hits 250.

Swanson--Undead in Nyosa will exhibit Ardry Behavior. (Read Territorial Imperative). They will turn/dispel normally in the streets, as if ten levels higher in their own dwellings and as if ten levels lower in someone else's dwellings.

Konkin--"Clerical Sleep" is a euphemism for bashing someone's head in with a mace (or some such).//To use a familiar, you concentrate your attention on the animal until you see the world through its eyes, not your own. Your spells then increase in power, range and duration according to the specifications laid down by the creator of the familiar. Familiars are not purchasable nor acquirable in any other way than finding them in someone else's dungeon/wilderness/city. (See Bell, Book and Candle for further details).

Eney: thanks for the terrain generator.//I like your poison damage equals hit dice idea and will use it in future for all animals whose only method of attack is poison. Other animals will have 1/2 HD D6 poison damage for poison as second most powerful means of attack, 1/3rd for poison as third means of attack, etc. Various sentients in the same area can take the poison of these latter beasts and refine it to full HD = dice of damage potential.

Sherna--like your dwarf level/Dungeon level trap detecting matrix. Could you pub it?//I am currently using Vertigo as a standard save 1st level spell, variable save 2nd level spell. Cost is the same.

McIntosh: I like titanium sword. Cauterize would probably also work with it, as would a proposed seventh level spell for clerics: Cure Critical Wound. Somehow I think only an undead or non-protoplasm creature would want to carry such a weapon, just in case it hit itself.

I have been working on Nyosa a lot lately. I have finished the first district (Presto Slum, Champagne Entertainment Section, and Thieves Guild Hall). Champagne includes among other things a place where gamesters can play YOU BET YOUR BOD, a fun game (presented on TV once a week) which rewards winners with extra life-energy levels (from a succubus in a cage of contrariness) and penalizes losers by spinning them through one to twelve polymorphs. Those that endure all the changes alive usually come out with a rather different form than they went in with.

I have also done up a table of drowning, a table of damage per amount fallen given variable armor class and variable dexterity. I am torn between printing these things up as they come in A&E or putting them all together with all Nyosan monsters, special spells (the Magic-Users guilds and the various churches have been busy researching), special artifacts, etc. - and publishing it as a supplement for, say, \$3, A&E contributors \$2.50. Since the latest Gygax supplement is supposedly the last they will publish I presume Gary wouldn't be too displeased as long as copy count was kept on the amateur level, say about 300-500 copies. Your reactions appreciated.



ELDRITCH ELEMENTALS --Eldritch Wizardry introduces the possibility of a Druid conjuring a Fire Elemental of up to 20 HD. Such an elemental (given the system I presented in A&E #13) would be called a FIRESTORM. It has 18-20 hit dice. (The Druid has 50% chance of generating a Holocaust, 50% of generating a Firestorm).

A firestorm can move up to 18'/turn. Can cross water but suffers loss of half its life energy levels (and hit points) after doing so. Otherwise it resembles other fire elementals. It does 3D20 damage to non-fire-users, 2D10 + 6 to fire-users.

I am currently allowing in Nyosa some new magic spells for anyone to use. There are introduced to help the balance of the game.

7th level spells:

ANTI-SCIENCE SHELL

ANTI-PSI SHELL

6th level spells

Inactivate Gadget

Range and-duration are the same as an Anti-Magic Shell.

Range and duration are the same as Remove Curse.

NYOSA, I found when doing detailed layout, has four different established Churches, all Chaotic. The Hierophants (clerics of 20th level and above) of these faiths have researched a number of new spells, some in common but some only available to clerics of that particular faith. The former are available to all Chaotics at 1500 x spell level, Neutrals at 2000 x spell level, and Lawfuls at 3000 x spell level. They are:

1st level

Detect Holy Object - must be sanctified by same faith as that of cleric, not just same alignment. 240' range. 30" duration.

Detect Poisoning--detects the fact that a living thing has been/is being poisoned. (Does not detect poison.) 30' range; 1 turn.

2nd level

Detect Undead--detects undead higher than or more than cleric can possibly turn/persuade. 60' range; one hour duration.

Detect Shape-changers: works only if shape-changer is not in natural form. 30' range. One hour duration.

3rd level

Detect Possession (by MU or Demon) - 20' range. 3 melee rounds duration.

Detect Lies - lasts D4 minutes. 30' range.

4th level

Remove Lycanthropism - as Dispel Curse. Turns being not born as were back into normal form permanently. Being has saving thrown. 10' range. 1 melee round duration. Cleric must rest 4 days afterwards.

Insure Lycanthropism--insures that a being wounded by a Lycanthrope will become one such himself. Being has saving throw. 60' range. 1 melee round duration.

fifth level

Awe - affects D8 persons - or one person at +4. Deters them from attacking cleric and causes them to listen to cleric. Spell broken if cleric attacks group (or his party does so) and victims then attack back at +3.

more next month



## DEFIANCE DUNGEON

written by Sean Cleary, 11 Vancouver St., Boston, Mass 02115  
typed by Lee Gold

If I ever get my system together and coherent, I will probably publish it in The Wild Hunt as well as here. I am beginning to feel that some of my game rules stuff should be. (If you find this zine in TWH, ignore it. You will have already read it here. It's just that I feel I want to spread my ideas locally as well as nationally, and the overlap is too small for my liking.)

Comments on past TWHs: from one who follows the pack but does not comment often. (A horse?)

Mark Chilenskas: I have enjoyed your zine. Most useful article for me yet has been your stuff on magic.

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Aside type thoughts:

We got a Cal-techie out here. He appeared last weeked. Has a very different dungeon. Alas he does not appear to be typical of the Cal-tech dungeons or the LA brand, both of which would be nice to have around. But he will provide a great deal of variety around here. Generally most MITSGS dungeons show the evolution of ideas that brought us to our present states. I have forgotten his name.

Has Glenn described a Slavus the Clever Box in A&E yet? It might be interesting to show what we often have to put up with to gain "free" treasure.

I am still having price problems. While A&E has helped, the basic formula of multiplying an A&E price list by some reasonable number has sometimes produced crocks. Glenn, Mark, could you list what your reasonable prices are.

(A Chaotic Vorpil Blade was found in Defiance Dungeon recently. The twits that found it (my little brother and friend) were running Neutrals at the time. Having no use for it, they sold it--for 5000 GP! Offers will be taken for one year. Lowest bid: one million GP. Make that "found, fought for--but the \*\*\* fighter rolled almost all ones.

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Sacks is a Vatch? (Glenn now has permission to recount the Midgard Ltd. Scene. I prefer him to Margaret as he has a better idea of what I was thinking.)

Mark Swanson on defensive spells: there should be more of them. Would a spell that turns normal walls into orthanc hardness be in line? On spells in general: if you and a few others push for it, your suggestion of Demon Summoning being a low level spell and Demon Control being a high level spell could be common.

Glenn: as you have never allowed a non-Gygax character type (except those you made up), I am going to take you up on your offer of being a golden dragon. Did you say 100,000 ep for first level or one million? I'd prefer 6X fighter ep (or 6xMU ep for a magic-using dragon). I seem to recall being allowed to fight on the 10 dice creature table and getting 10-12 HP/level. Should you not remember this, this was the week before Summercon. Kevin S. was there.

Mark Keller: longbow & other weapons & fighting styles material is great!



(It's getting so hard to tell the different dragons apart that I bet AMUs will bring a spectroscope along to help. How about multi-colored dragons--maybe with distinctive markings?) (Thought "All the Colors of Dragons" was excellent.)

Martin F. Druids are cool. The magic I have read before. Alas, I use Klutz factor magic and haven't found a translation. Your system is within the realm of balance. It seems cool, tho unuseful to me.

George: I guess I misinterpreted your new religion. I now have in my game two small religions: the REal Inspired True Church of Our Lord Slayer of Heretics and the First True Church of Our Lord Slayer of Heretics. It's strange I haven't gotten any player to run a character as such.

Wesley Ives: Please more on sword and spear. Excellent suggestion for sleeper weapon. You beat me to print, though I've got no proof. Another case of bright people thinking along the same lines. Great sword (vs. dragons) story.

Whoever suggested the dungeon should hold players for ransom give yourself the good Idea award. My trouble is what to do with players who don't have related characters back in town. Most "make them up" schemes seem easy on the ransomees.

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Thank you for bearing with me. Now A&E comments:

'Tales from the Red Wolf Inn, page 9: I was there at that expedition (Alf at Boskone). I got informed that our highest and only cleric wasn't going to be able to use CLW even. Because he had been taken over by a sword. And so I put the Idea into the fighting man's head that "it might be nice if we had our cleric back, and what kind of chicken fool of a sword would take over a cleric anyhow, and the cleric can't use his spells because of that sword and if he fights with it, then that's worse, add if anyone should think that this course of action should be done, you should do it as your dexterity is better than mine. And I have a good sword as well."

I believe I also defended or announced that I would defend the fighting man when he disarmed the cleric. I did get called into the Court martial, but I think that a lot of those questions should have been answered by putting the sword on trial. I got off free after questioning.

I have photocopied all the monsters from all the A&E issues. If Gary hates people who rephotocopy from the D&D books, I suggest using the type of reproduction that Ken Pick (leafing through for an obvious example) uses. It always makes its saving throw vs. xerox. (Not that I wanted to imply Ken's stuff is harder to read than everyone else's.)

I've read the original story on crest cats. They're worse than balrogs! If you are running a psionic game, they're worse than Great Old Balrogs! "Able to battle a man in nearly full space armor armed with practically a portable blast cannon (or at least "all the latest sports equipment") and able to come out even in such battles. Also they generally fight in packs, I believe...and can in any case be found that way.

I am surprised at the number of balrogs that exist. Considering the number that get killed off, isn't it strange that one never sees a pregnant balrog? I feel that they should have the breeding habits of tribbles, only with a longer time span between births.



Now, a monster for your Demon-slaying Wizard to run into--also useful for hiding on the bottom of your dungeon in case someone levitates it into the air, turns it over and calls down a bunch of large rocks:

THE CHROME GREY DRAGON (also known as a Mark XX BOLO, aka as a continental siege machine) Highly Intelligent, loyal to all who know the regimental password and a few other very convincing facts (darn few people will even get the first one out). Rather touchy. In Battle Mode will assume anything not a friend is to be killed. Friendly with its buddies (other Mark XXs). Picture and one of the several stories were in a recent Analog. See other stories. Most impressive.

Weapons: besides the 1/2 megaton /second HellBores that are its main weapon, it has many anti-personell weapons mounted along its sides. Consider these to be some Gattling/machine guns aimed by a marksman/computer that can almost aim each bullet and take in the tactical/strategic situation at the same time. 30 of those.

Defenses/armor class/hit points: AC -50 skin and a force shield around that. I doubt tactical Nukes would bother it once the bolo stopped bouncing around the countryside. (see dinochrom brigade) Give the bolo a million hit points without the ability to regenerate unless/until it reaches a power source and a high class machine shop. Others with info on tactical nukes in TWH can add more. Reaction time is such that it can re-aim its hellbore on ten different targets in one second with only a loss of a quarter of its fire power if the targets are widely spread out and circling it.

#11--excellent detect cartoon by Jack (but saying that is redundant).

What is a Naga?

Chiyes. That character that suicided so it could be raised should be chaotic or at least neutral. I would not have allowed the Raise to restore full magic use. I would have ruled that discharging that wand into somebody who was alive would bring them up to full working capacity--just to discharge the wand faster.

Crocker Denizens - and orcs bearing gifts:

While none of my player characters had enough money and as little common sense to become possibly incompatible with the local dungeons as to purchase from you yet, the entire money-rich and magic-poor world of mine, Chaotic cities and capital, Neutral etc, Lawful etc. and the entire Defiance Dungeon would like to purchase any of the equipment listed in #10 under Theresarium/Multiversal Trading Company's price list at those prices. I suspect Edwyr and Gorree will not be far behind me in taking advantage of your prices. I ask them not to start a price war, but just to be patient. All of our regiments can be equipped with +1 swords if we just wait and don't drive the price up. On #12: even at 1.5 the price, the above stands. I hope no !@\*+ turkey has revealed just how far we will go. If so I wish to apologize for them; they knew not what they said.

I have just received word that several Dragon families from Defiance Dungeon would also like to see how close they can come to buying you out. They figure they can convert their hordes of cash into valuables and come out ahead. Of course to avoid retaliation for starting a price war, they will take everything at your stated prices rather than overbidding.



#12...Sublime Portal: I have been using a "the players have ten Seconds to think of something" routine whenever it seems needed. It has worked very well. Kevin Slimak, Glenn, Mark Swanson and others around here do something on the order of this as well.

Lee: I second Nicolai's idea of pubbing a best of A&E with Monsters as well. No stories. More so if back issues are to be discontinued.

Nicolai: on uncrockable wishes: can you say those multipage wishes using the words I wish only once? and avoiding other constructions that may make it sound like more than one wish?

Does anybody know a hit point to size of dragon conversion that is commonly used? I have used 10' wide by 30' long and 10'-15' high for 20 hit points. I have not yet needed wingspan, but I'll think that this would not be too different from the length of the dragon. Does that sound right?

Sigh! I must have been sleepy that day. After saying that there is only a small crossover betwixt this zine and TWH, I pubbed TWH comments in here. Still I think that the people who were commented to do read both zines.

The Cal-techie's name is something like Paul Gavin. Tall and thin. Anybody out there know him?

I am trying to bring order out of chaos and institute a system that is both reasonable (explicable in terms of my world-system and self-consistent) and is game-balanced. I got an idea. I can't see magicians being combat effective even with their dagger. I can see someone getting training as a fighter who is an MU (and vice versa) and being able to wield weapons well. This skill should be hard to acquire and something that must be in use or it goes down. Practice keeps one sharp.

The problem is to crock this so that the elves won't scream "unfair." A system that I would like to have evaluated in terms of present game balance is: MUs can use all weapons. They are initially -6 with them. If they pay 5000 GP they are -5 with all weapons (or most common weapons). If they then earn 1500 experience points as a fighter using weapons and pay another 5000 gp, they go up to -4. This last step is repeated until the MU is standard, at which point he starts out as a first level fighter. MU/FM types also slowly convert their D4 dice rolls into D6 dice rolls.

They have another disadvantage: for every 5 ep earned as a fighter, they lose 1 ep on their MU column. For every 5 ep earned as an MU, they lose 1 ep as a fighter. If they go down a level, they lose the capacities of that level. The time spent with a minus factor is counted as a level for determining the 20% trade off but not for level draining creature type effects.

Is this reasonable? Oh, hit dice (for non-equal levels) could be the average between the fighters' dice and the MUs'.

Robert Sacks has a new monster--dragon mice. As good as Lee's monsters. (see other words for excellent).



I am in the process of assembling monsters that I photocopied, checking them out for inclusion in Defiance Dungeon. Those without a good description get discarded fast. Those with poor repro are questioned. Those with censored out capabilities are not included. Technics that have to live on the first three floors to survive are not included. There were some that I thought I had to include: the Vance Dragons, Lee's dragons, bandarlog, those balls of lightning or whatnot that vaguely resemble spheres of annihilation, the Imps and the demons. (The balls of lightning are magic absorbers).

NEW MONSTER:

Acid Dragon. Color is all colors, constantly flowing along its skin. About a third of the colors are "electric" or "psychidelic" in intensity. Not all colors at once and not flowing in any discernible pattern. It is somewhat affected by its breath weapon and is trying to camouflage itself. It has adjusted to a world where all passages and walls are sloping or shifting, if not closing in as a trap. Its breath weapon is a mixture of LSD, hydrogen cyanide and ether. The last is explosively flammable in a broad range of mixtures of it and air. Body structure and hit points and damage are as with golden dragons with one exception: the acid dragon also has an option to use its tail in combat as a crocodile does, doing  $D6 \times \text{age}$  (1 = young, 6 = Very Old) for damage. Treasure is as Golden Dragons. Alignment is Neutral. When using, ask who is holding a torch. They will set off the flame. Acid Dragons are flameproof like golden dragons. They also are resistant to poison, ether and most other sleep gases. While not totally resistant to its LSD breath weapon, it has lived with it so long that it can function as well as if it weren't high. It has a tendency to believe in strange types of phantasmal forces though. Or to just believe in them all. It may (say 5%) believe that the phantasmal is something else.

Will someone from around here describe Lowenbrau and their spells and how they are run? I have a lot of them in my world and one or two are getting to be a respectable level. They have been using standard clerical spells, but this can't last. Also the dianeticist.

I am almost finished trying to alphabetize the new monsters. I have rejected monsters that do not have the amount of damage that the monster inflicts listed. Though the longer article on Archghouls made its save vs. xerox, I have found a smaller good copy. Hokus as player characters didn't come out too well. I've decided to wait until a reprint shows up before including cynthians. The xerox was almost unreadable. As the old monsters were glued in my alphabetizing system has been randomized somewhat. Cheshire cats came out very well.

Cheshire cats of about third level and below should be chased (or found being chased) by blink dogs. Especially if the party is L+N but leans more to Neutral. I found out what monster I lack from Edwyr. Glenn, please republish wormfaces so they can be xeroxed. (I thought wormface article was Archghoul article).

Do many LA fans know about the place in the US fannishly called Mordor. It's near New York? It's a place where a highway runs thru an oil refinery type place. It's dark and smelly and rather like the real thing--missing only orcs.

Notes from the underground: rather good article on survival rates.



Of course using your stats, one would turn around when the MUs ran out of spells, run expeditions more often and get a higher survival ratio. Also, if the characters advance slowly the DM will have time to get used to the new capabilities, and the game won't have to be restarted again for having unkillable characters. But in spite of this, there should be a voice against killer dungeons, and yours is good.

I feel the only one who would not take alignment damage from a Ring of protection vs. chaotic DMs would be Gary Gygax. He'd choke if he saw some of the encounter tables used around here. (Mine included.)

NEW CROCK ITEM: Wand of Chaotic DM Summoning. Endless possibilities! Roll for killer or giveaway! Crock everything! Parody your worst DM! Have fun while the players die of disgust.

Two different Rakshasha: Nightstalker and Lord of Light. Both need better write ups. What AC? Hit Points? Damage? Physical description.

Some descriptions put as little energy out as did Gary--and there is enough controversy about those. Not knocking the above, as they had details many lack, just not getting the concrete.

Gasp! The Stoned Acolyte/Wes Ives uses straight Gygax Magic?! Wow! What is your kill rate? And what's the official (or your) explanation of why this works this way.

After changing the rules, Gygax should sell bunches of D8s. They are needed more than D6s now. I may resort to getting them through that company.

I am still not into my new "look the % up on a chart"; 2 x klutz system. I've got to get into it before writing it up.

Glenn was right about my two monsters, the slasher and the crunchii. With an 18<sup>00</sup> strength and dexterity, they hit all the time. I suggest modifying this to rolling on the 18 tables. They turned out to be grosser than I thought. I still say Glenn and some others have done me one better on some occasions. Anyway, someone will come up with a crunchii predator some time. After all, they are horse-shaped, and there is a lot of meat there--if you can kill it.

NEW MONSTER--actually a variant. This is a one hit point air elemental. It's called a Playful Breeze. It does no direct damage, but keeps the party's torches and lanterns out while something sneaks up on them. All else as elementals.

If your monsters use infrared vision or normal vision, a party surrounded by a pool of light should attract arrows coming out of the darkness. Missile fire range is a lot longer than seeing range in dungeons, normally. But if your target lights itself up for you, then you can plug it without being seen. If you (as a monster) don't need light to see by, you can get many free shots. If they don't seem impressed by your missile fire, there is a good chance of escape. Or if the corridor is long enough, just back up and keep pumping. AS they don't even know the range, they will likely miss.

My dungeon needs monsters that are about three dice in difficulty. The xerox run provided some. Much thanks to those who contributed. Most people who go from a klutz/backfire system to a spell point system have a great feeling of relief, of bonds being removed. Does this have something to do with restraint?



## THE STONED ACOLYTE

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Comments on #12: I'm gonna do the comments first this time, since there are Irons on the fire as I type this that will make interesting reading if they are resolved before the deadline: bubble, bubble, toil and trouble....the air is heavy with the scent of murder, mayhem and revenge here in Homlas.

TANTIVY (LEE GOLD): in re: coalition equipment pools. I don't consider it a problem in Homlas, probably because I don't allow the players to run "stables" of characters. Each player gets one personality-character; this character, in turn, is assumed to have been able to convince a few of his friends to join him for a life of adventure, riches & sundry madness--the number of friends he could convince is determined by the player-character's charisma score, and these "follower" types advance at half the rate of the player's character. If the player-character is killed, then the player is randomly assigned a new player character from the ranks of the followers. It is assumed that the followers get together after their leader's death and decide upon a new leader. There are two beneficial side effects from this system: 1) the players take good care of their followers. No longer do they expect suicide from their followers as a matter of course; instead they go to extreme lengths to keep their followers alive, spending gold for resurrections (when such are available) and expending valuable spells otherwise. 2) although the players usually have pretty good rolls, there are several who are leading other characters with considerably higher scores. But since the player has only one character, the problem of players using only their best character is solved. Unless the player is willing to sacrifice half of his accumulated experience points, he can't get a different character--and the one he gets will be randomly determined, so he is just as likely to get the 4-9-5-8-8-6 as the 15-18-11-17-14-16.

SO: when the time comes for the apportionment of magic & treasure, the rules are as follows: everybody gets an equal cut of the treasure (including the next of kin of any casualties) and may do with it what he will, with the exception of 20% of each person's cut which is placed in a party pool, administered by the Leader for the benefit of the party. Magic is distributed by the leader to those who can use each item to the best advantage, as the leader keeps in mind the morale problems that would result from an inequitable distribution. Once distributed, magical items can never be reapportioned, except in rare cases (a sword that is simply too powerful for a character to control, for instance) or when traded for an item of equal or greater value (a fourth-level follower will give up an unintelligent +1 sword in order to take over the aforementioned too-powerful weapon, giving the first-level who formerly wielded the powerful weapon his old sword) or, of course, upon the death of the former owner.

If two different players want to swap magic or lend items or give the stuff away, I don't mind. But the players can only trade, sell or lend items that their single character has in his possession. NOTHING will convince a follower of a player to allow anyone else, especially someone in another party, to use his magical items.

Concerning death: I had the opportunity to run a reincarnation spell a few weeks ago. A good 4th-level follower, named Doen, had fallen honorably in violent melee. His sword, Wavi, was heartbroken and inconsolable, so Doen's leader read a reincarnation spell from a captured scroll over his broken body. Nothing happened, except that the spell disappeared. The mage threw the blank parchment away, cursing the "fizzle factor" that is ever-present in attempts at high-level magic. Wavi was beyond comforting. (Meanwhile, I was frantic-



ally rolling dice. The spell had not fizzled: Doen's spirit was now safely ensconced in a fresh body somewhere, but where? The percentages went like this: humanoid--80%, animal--15%, other--5%. The result was humanoid; the percentages then were (since the party was near woods and mountains, and unknowingly very near the city of the Dwarves) Dwarf--60%, Elf--20%, Human--15%, Sprite--4%, other--1%. Doen was now a Dwarf.)

Doen (as he related upon rejoining the party) awoke after being hit by the wyvern's sting and found himself lying pressed painfully against a rock-strewn surface, with heavy, dank objects pinning his limbs and pressing on his head so that he could not see. But he could hear, and what he heard frightened even the normally stoic Doen; he had heard these sounds only a few times before, but he would never forget the hissing, coughing speech of Ogres.

But he had too little time to be scared before a clattering of stones announced the arrival of one of the foul beasts near Doen. The creature tugged at whatever covered Doen; eventually he dragged whatever it was off of Doen's head, allowing him to see his surroundings.

It was a scene of surpassing horror. Inches from Doen's face, lighted in what seemed to be unnaturally bright starlight, lay a severed hand still clenching a war pick; beyond the hand and pick were scattered dozens of other bodies, mostly smallish and stunted-looking, but there were a few that Doen recognized as ogres. Picking through the bodies were other ogres, still living, robbing the dead of whatever they carried, occasionally making fast work, with their razor-sharp claws, of any wounded they came upon. Rolling his head upward, Doen saw that the ogre that had approached him was going through the pockets of the stumpy creature that he had rolled off of Doen's head...as he lay there, Doen attempted to move, to find a weapon, anything--he had given up for the moment explaining to himself how he came to be in this place, with its strange, blurry lighting and overwhelming feeling of menace unspecified--but the movement of his pinned arms caused the creature lying athwart Doen's arms to groan, very softly, but groan nevertheless.

The ogre bounded from his ghoulish work and seized the small creature's beard, yanking his head back and slicing his throat; then dropping the head, he strode back to his unfinished work...and in the process stamped firmly on Doen's shoulder. Try as he might, Doen was unable to keep from drawing in his breath in an audible hiss.

The creature reached down and wrapped his fist in Doen's long, flowing beard (beard? thought Doen, incongruously--the last he remembered he had a moustache but no beard) and slashed at Doen's throat--and his claws passed about two inches above Doen's parched throat. The ogre grunted, satisfied, and released Doen's beard. Doen endured the creature's pawing as it searched him and remained quiet until they left, and even longer, until he heard the hyenas and jackals arrive. Then he stood, unsteadily and staggered away from the scavengers and their food, carrying a small axe he had found. He wondered as he walked downstream along a small brook he came upon, just what manner of fate had befallen him.

After a restless night spent sleeping in the open, Doen was till no wiser, but he wasn't as sore either. He had a large lump on the back of his head, and his hair was soaked with blood, but after washing in the stream, Doen felt almost human again...check that--Doen didn't look human, really, and now that he thought about it, he didn't really feel like he should. There wasn't anything wrong, exactly, but there were odd feelings and impressions; Doen was painfully aware of the slope of the land he stood on, and the idea of open space filled him with a vague uneasiness; he was much more at ease when near large



masses of rock (and rock itself looked, well, different, more detailed, more meaningful, more purposeful); it was all very mysterious to Doen ...and his coordination was shot all to hell: his arms were too long in proportion to his body, and his legs were too short, and the whole was entirely too small, even if the proportions had been right, and that goddam beard was almost long enough to trip over, but it was tremendously comforting to stroke whenever he was thinking, like now ...not only that, it felt somehow wrong to be in the sunlight, not terribly wrong, but gauche, vaguely embarrassing. The second night, Doen found it much easier to continue traveling. There wasn't really any reason to follow the stream, but it had joined a larger river and the terrain was looking strangely familiar. Perhaps if he followed the stream far enough, it would lead to one of the human towns.

But Doen was as surprised as anyone when he came upon a group of men encamped around a pair of low-burning fires. With his (still-surprisingly acute) night vision, Doen could easily see the guards alertly watching the slopes of the hills as he slowly crept forward. When he was twenty yards or so away, he called out to the guards and then came forward upon their commands.

When Doen came within the circle lit by the fire, he stopped and stood, blinking his surprise. Standing around him, hands uneasily resting on their sword hilts were all his old companions-in-arms, Daies, Tosar, Throngoer and Wavi, his bejewelled hilt under the hand of Daies. Doen bounded forward, joyously calling his friends' names, and then stopped short, as his companions drew their weapons and took up fighting stances before him. "Who are you, that you know our names and what manner of creature be you that you would wander alone in the wilderness?" asked one of the party.

Doen answered, laughing, "Why I am Doen of Homlas, as any fool can, ah, er..." and Doen remembered his long beard, his short legs, and the strange reflection in the pools he drank from, and finished lamely "...ah, and I think I'm under some sort of enchantment, or something."

The announcement met with disapproval. Tosar shouted at Doen, "In a horse's ass! Doen died in combat three days ago, and his cairn is no more than a hundred paces away!" He turned to the other members of the party, saying, "I say we dispel his enchantment by sword and rid ourselves of this insulting creature."

"WAIT," shouted Daies, in a strained voice. "I know a simpler solution," he continued. Daies' face was purple with strain and his eyes twitched with the effort of not looking at the hilt of his sword. Doen, fascinated, saw that the gemwork on Wavi's hilt was sparkling just a tiny bit more than normal and suddenly realized what had happened.

"Wavi?" asked Doen, stepping forward cautiously.

"Aye, I am Wavi, creature-who-calls-himself-my-friend. Here," said Daies/Wavi, "if you would prove yourself, hold me and allow me to see for myself. You others--if this creature is not Doen under another skin, you will hear the flesh fry on his palm; if not, he is truly Doen." And Daies/Wavi extended the sword, holding it by the guard and presenting the hilt to Doen.

Doen stepped forward and firmly grasped Wavi and once again felt the warmth, the total communion, the oneness of his companionship with Wavi flooding through his mind and soul, and he heard his own voice say, "It's him, all right," and then the good feeling faded slightly, leaving Doen in gentle contact with Wavi, but no longer overwhelmed by his presence.

The party lasted for the rest of the night, as all concerned compared tales and pieced together what had happened. Evidently, Doen's spirit had been sent to another body, but just any random body. There is a justice to the world, and this justice would forbid banish-



ing one soul that had committed no trespass in order to house another soul in a suitable body. So a body was picked that would, without the intercession of great magic, soon be separated from its soul (the Powers that rule Magic know these things); and then the soul is allowed to depart a few seconds earlier, and the new soul take its place, whereupon the magic will cancel the event that would separate the two. Thus the Ogre's claws passed above Doen's throat, but the Ogre was magicked into believing that he had successfully slain Doen; there the magic stopped, and afterward Doen was on his own.

Fortunately for Doen, Throngoer, the leader of the party and the mage who read the spell, had ordered an encampment and mourning for Doen, to last five days. Doen had found his new body less than twenty miles away on the banks of the selfsame stream his comrades were camped on, and thus found them again. Otherwise, he may not have survived.

As it was, Doen lost two levels, becoming a second-level fighter, since he was so unused to his new proportions. He is confident, though, of retraining himself to his former level of excellence.

In re: critical hits. The crit hit chart I'm using is included here-with. It's gone through a few revisions, and I'm content with it as it is now. The chart is to be used with a flat-curse hit probability and variable weapon damage. It isn't as detailed as Steve Perrin's chart, but then, I wouldn't use the Perrin effects, except perhaps as a 5% chance somewhere on the Special table. Perhaps substituting "roll again on Perrin table" for "no effect" in the 86-93 range....

#### CRITICAL HIT CHART

01-60: No critical hit

61-75 Double Damage

76-00 Special: roll again on following

- Roll when:
- 1) 20 scored to hit
  - 2) hit scored from behind or by surprise on 18+
  - 3) hit scores maximum possible or 10+ on subsequent D12 roll of = or less than # of hit

#### %ile roll: Effect

1-20 no effect

21-29 roll again: 1-4: arm hit; drop whatever held, no attack with that arm next round.

30-35 as 21-29, but 5-6: leg hit. -2 on initiative next round

36-38 as 30-35, but limb sprained: no use for 1-4 weeks or until healed. (10% total HP restored or 3 points restored, whichever less)

39 Limb broken/mangled. No use for 2-8 weeks or until healed. (20% total HP or 6 HP)

40 Limb Severed: Bleed 1-6 points/turn until healed (25% total HP or 7 points) or until tied off. May be restored only if limb is saved and protected, or until a regeneration spell cast--5th level clerical spell.

41-65 No effect

66-75 Stunned, -1 on initiative

76-80 Stunned: -1 on initiative, -1 to hit for 1-4 turns

81-3 Stunned: -2 on initiative for 1-6 turns; -2 to hit, -1 damage for 1-4

84 Stunned: -3 on initiative for 1-8 turns; -4 to hit; -2 damage for 1-6.

85 Serious injury: as 84 but also bleed 1-8/turn until healed (35% total HP or 10 points, whichever less) or stunched by other means

86-93 No effect

94-97 Groggy: attack at -6 to hit, -3 damage for 1-6 turns, -3 initiative for 1-6 turns.



98-99  
00

Unconscious for 4-24 turns  
Dead

Tuesday Morning Report (Steve Perrin): Your thoughts on advancement of elves make all sorts of good sense; it limits access to the higher levels to the better characters, which is pleasing; one gets the impression that the humans are just galumphing along with any rolls that they can get, blundering and bashing their way to the top; an elf should have more style, or perhaps more humility and respect for the ways things oughta be.

Same goes for the idea that Dwarves impress their powers on the magical weapons they create. How about taking it one step further and assuming that they place their entire personality into their life-work's weapon? Only very special, very "holy" dwarves would be able to do this, but it would make a fascinating basis for a sword's personality....

THE GLITTERING SWORD (W. Stead Watson): I am going to give your ideas a try and see what happens. Watch this space for results.

SECOND TUESDAY (Perrin the REappearing): I threw away all strength-multiplying devices and abilities, substituting a points-addition process, or the ability to perform, for instance, one phenomenal feat per day, or some such. An 18° only happens to .008 of the characters, which makes such strength something truly incredible, and a strength of 300 is inconceivable.

KIREL'S MIRROR (Kay Jones): How about a dragon that breathes thiotimoline, that stuff Isaac Asimov discovered, that dissolves .04 seconds before it is immersed in water? If it breathes on you (it breathes the dissolved element, of course) then you will be engulfed .04 seconds later by water: a very sudden rainstorm, a collapse in the floor, plunging you into an underground river, or maybe your Cleric blasts you with a Create Water spell, quite against his will.

THE VOICE FROM THE DUNGEON (Charles McGrew): If someone gets a Deck of Many Things, the rules state that the cards are reshuffled into the deck after they are drawn. So if someone can draw two jokers, as we did in your dungeon, or more than one Queen of Hearts, as someone else complained, it's legitimate. Have you ever known anyone to willingly quit while they were ahead? If I remember correctly, I drew one of those Jokers (the second one) and then went on to lose my most prized magical item and die, in that order. Decks are nothing but legitimized button-boxes, anyway, and if someone has the luck to draw the Queen of Hearts four times, then more power to them.

THE STONED ACOLYTE (Hissel): Speaking of Thorbjorn the Ranger: Thorbjorn stepped on a neutral player's toes a few weeks ago, starting a blood-feud that was just recently resolved and which left Thorbjorn lying in the streets of Heuvli, incapacitated by the hero Xalo. Xalo spared Thorbjorn's life, feeling that the slight was not a killing at all, but he did lighten Thorbjorn of his Horn of Valhalla. Xalo is now roaming the countryside looking for Parthnir and Kaspar, his two erstwhile compatriots who deserted him and attempted to foil his plans for Thorbjorn. Xalo does consider treachery a killing affair.

LABYRINTHINE LINES (Nick Smith): The more I consider Eldritch Wizardry, the more I like it. It is a goldmine of ideas and has long been needed. In most fantastic literature, a gifted individual is limited,



endangered, and granted power by his "gift" which is exactly what EW allows. Also the gifts are truly rare, with only about 10% of the characters able to use psionic powers [*Only a quarter of the characters have Intelligence, Wisdom or Charisma of 15+, so possible psis are 2.5%--LG*] and even fewer than that willing to take the risks and loss of normal ability that accompany the Power. The Psionic Combat is complex, and I haven't really become familiar enough with psionics to institute them into my campaign, but as soon as I feel that I know the rules well enough, here they come.

The lack of Demons has also been a major shortcoming of D&D since its beginning. Just who do Evil High Priests worship and why? Well, now we know.

And the artifact tables are great for cranking up your own special items, especially in that the tables continually warn us that there must be a catch: no item is all bennies. After I've been using EW for a while, I'll write it up and see how it works.

NOTES FOR THE UNDERGROUND (Nicolai Shapero): According to Sword and Spear, the following are the damage scores for various missile weapons:

<u>weapon</u>	<u>damage</u>	<u>weapon</u>	<u>damage</u>	<u>weapon</u>	<u>damage</u>
throwing axe	3+D6	dart	2+D6	light crossbow	2+D6
spear	3+D6	regular bow	D6	heavy crossbow	4+D6
javelin	2+D6	comp. bow	D6	arquebus	4+2D6
		longbow	D6		

This is approximately what I use, though I have changed it to a single roll per weapon without additions. That is, since the average of 3+D6 is 6.5, rolling a single D12 gives the same average.

MITHRIL FOR SALE (UCLA Computer Club): I have xeroxed your guidelines and am giving a copy to each of the chaotic players in the Homlas game. I like to ref chaotic parties and chaotic players; they're more fun than lawful/good types, what with all the sneaking, stabbing and lying going on. Of course, they don't get very rich very fast, what with not being able to go into a game without covering their own flanks--but whenever I play D&D and I don't have a ranger, I play a good Chaotic (if the ump is using the fourfold path) or a plain, simple country chaotic if all else fails.

COLORADO COMMENTS (Joel S. Davis): the length of time it takes to remove plate armour is always too long; if the player falls off a raft and into the creek wearing plate, that's it! What else are potions of water breathing for? Snap-release plate would be almost as close to worthless as anything I can think of. I'd put it on the armor tables as a crock.

You're right about Web. I've been running it too loosely. Thanks.

By the way, the solution you proposed for the preservation of castles and other structures has been adopted wholesale in Homlas, with cries of joy from all concerned. Such a simple answer to a bastard of a problem. My helm is off to you, sirrah!

Concerning arguments and rules interpretations, I can't imagine a D&D group that wouldn't occasionally argue. Even in Raleigh, among approximately 30 players, we have at least four totally distinct styles of umpiring, with 100% different tables in use at times, and always with different personalities at work on the games. So even competent players get rules from one game confused with those from another at times, sometimes with disastrous effects. And sometimes I'll announce a rules change or difference in interpretation that not everyone hears, though that isn't as common as it used to be.



But the fact remains that unless the DM sticks by his calls, he isn't going to ref a very enjoyable game. Unless the DM can make a decision and stick by it, the entire run will be taken up by the ever-present twit that wants to argue every point. Face it, a DM is fair; if you're refing a game and you aren't even trying to be fair, it'll show very early on and the players will nail you; and unless you keep yourself honest, you'll never be able to accomplish a good campaign. It was Heinlein, I think, who said that the essential part of leadership was the ability to make decisions right then, and if the decision was the right one, so much the better.

Haven't you ever wondered why referees at baseball and football games never change their decisions during the course of a game, even when the instant replay proves without a doubt that they were wrong?

Likewise, though, a DM must be fair to the players when they do something the DM didn't think they would be able to. For the length of one run, if the players find a quirk in the DM's interpretation of the rules, the DM will have to live with it, just as he expects the players to live with his odd calls. Closing of quirks should be allowed only if it is made very clear exactly what is being done; and if necessary the player should be repaid for any losses he will suffer due directly to the change (for instance: if a player spends 100,000 developing a spell that turns out to be too powerful, then he should get a refund of his cash, at least, if the DM bans the spell. He should also get back the time spent, if possible.) since it isn't his fault he out-guessed the DM. Of course, I expect players to be up-front with me about what they expect to do with anything they ask permission to develop/construct/learn. It's only fair. VOX DEI, VOX DEI. But without the players, D&D is awfully dull.

Joel, you sound like you DM a tough campaign that anyone would be proud to get a thousand GP from. How about some reports on your social/political setup this summer while the pressure is off for a while?

MANY WORLDS (Margaret Gemignani): What can I say? Tough talkin', but I agree with every word of it.

NOTES FROM THE REALM FANTASTIC (Richard J. Schwall): I'm a sucker for different rules-systems. Please print them.

1-character/player campaigns: see the very start of this 'zine. Been doing it that way since day one. Basically I'd never heard of running more than 1 character/player until recently.

Limited magic on items. Better, I think to give a personality to very strong magical items--and make it a personality that is not a slave, but rather one that is willing to help if the work isn't too heavy. I do limit rings, but they have around 200-500 charges each. After all, they were meant to be permanent.

THE SUBLIME PORTAL (Jerry Jacks): I am using your Sage rules in toto and will allow the players in Homlas to bankroll worthy youngsters and have these worthy youngsters as their resident sage. Of course, this will remove a potential Mage from the players' followers.

VULTURES ROOST (Dan Pierson): Really liked your Ring table, and I'm looking forward to hearing more about C-D Bank.

THE PORTAL TO TEMPORALANA (Wayne Shaw): on the subject of just how many rolls a character should get to determine his/her capabilities: in Homlas a player is allowed six rolls for the four Prime Requisites: he rolls six times, takes the best four and distributes them as he wishes between Strength, Intelligence, Wisdom and Dexterity. That way,



two benefits result. First, no player is stuck with a character type he doesn't want (remember, only one character per player in Homlas), so a player that likes to fight can put his highest score into strength, etc. Second, the characters tend to be just a tad above average, which is as it should be. After the prime requisites are determined, the player rolls twice for constitution and charisma and keeps the highest, naturally. These two rolls are reduced to one if the player persists in either dying or suiciding.

The results of this system are that there are 25 players in the Homlas campaign (and I might add, ONE DM who is a glutton for punishment or dedicated, depending on who you ask) and of the 25, there are two rangers and two people, one mage and one female fighter who have 18s in their prime requisites.

The players' followers are rolled one time, six straight rolls, and their character type is determined by their highest roll.

The whole thing seems to work out quite well. But if I allowed the players to roll up stables of characters, I would have them roll straight.

RANDOM COMMENTS AND VARIEGATED MADNESS: Do you want to know how the mind of a typical dragon functions? Read The Dragon and the George by Gordon R. Dickson. It's available from the s.f. book club and worth it.

Recently Xalo the hero, returning to his home base in Newton after his grudge-match with Thorbjorn, met up with Kormac, a swordsman of some small renown and the two decided to pool their parties and resources and go a-wildernessing in the mountains north of Newton. So they stabled their horses, bought up a dozen or so donkeys and set out, twelve strong. They were Kormac, Blanir, Dolganla, Vinas and Illir, all fighters in Kormac's party, along with Silura, an attractive female thief who had just joined the group, and Gromora, her friend, who had come along. (Kormac has a 12 charisma with males and a 16 with women, so there is a 25% chance that any follower he gets will be female. Dolganla is a woman, too, and is married to Vinas. Either one of them can break Kormac in half.) Xalo was accompanied by Olon and Azon, fighters; Belos, a thief; and Fontir, a medium. Xalo is also guarded by Xinir, his attack dog.

The expedition was two days out of Newton and had discovered nothing except for the occasional animal, when the sky clouded over and a rain began to fall. The group slogged about for a few hours until they found a shelter in the form of a more-or-less unoccupied cavern, about thirty yards deep and quite large enough to comfortably house the entire party and the donkeys besides. So they camped out and waited.

After two days of guardshifts, cleaning and sharpening swords, and generally being bored stiff, the guards on duty called to Kormac that they could see shapes approaching. Kormac and Xalo scrambled to the mouth of the cave along with the others (save Vinas and Olon who were busily gambling away their share of the treasure to Silura). They were shocked to see three huge shapes galumphing towards the cave, shapes that looked like, were, dragons.

Kormac: Three. Two real big, one smaller. Maybe they'll go on by.

Blanir: Not bloody likely. They're making a beeline toward us.

Xalo: Well, we might as well invite them in, before they walk in on their own.

Kormac: yeah, you're right. (Shouting, in Common) HO, DRAGON!  
The DRAGONS stop and ponder the cave mouth.

KORMAC: (still shouting) ACCEPT OUR HOSPITALITY! COME IN OUT OF THE RAIN!



The Dragons come forward, warily. A few yards from the cave mouth, one pauses and says,

DRAGON 1: Who are you, men? And why are you in the mountains?

KORMAC: I am Kormac, and I offer you food and shelter.

DRAGON 1: FOOD? (a quick conversation with the other two dragons. The two larger dragons are so obviously old that they cannot be distinguished as to color, but the youngster is a bright red.)

You have food? Well, I could stand for a snack.

Dragon 1 enters the cavern, looks around and then calls to the others in unintelligible Dragonese, and they also enter.

DRAGON 1: Ah, it's good to be out of that miserable weather. Are they the food? (nodding toward the terrified donkeys in the rear of the cave.)

XALO: Yes. Will one each do for now?

DRAGON 1: Admirably. (as he kills and begins to eat the donkey) By the way, my name is Vanbosin, and his is Brothgnar. We were taking our egg there out and showing him how to steal, er, collect tolls from humans, when this rotten rain started, and we had to start walking. (CRUNCH go the donkey's bones) By the way, do you have any gold or jewels?

KORMAC: Us? We're broke. That's why we're out here.

VANBOSIN: Why?

KORMAC: To find treasure, of course.

VANBOSIN: Really? (some more roaring and coughing, as Vanbosin and Brothgnar talk this over) Well, maybe we can work something out. I'm going to sleep now; Brothgnar says he'll stand watch.

VANBOSIN flops down onto the cave floor and is asleep. Brothgnar moves to the mouth of the cave and lies down across the entryway. The night passes, somewhat uneasily for the humans. They do, after all, have to contend with a frisky, 800-lb dragon pup who loves to sneak up behind a man and give him a hot-seat--and Brothgnar is definitely a party-pooper, watching the humans with his baleful catseyes in the dim firelight, the occasional wisp of smoke escaping from his nostrils.

The next morning, the rain stops at dawn, just about the same time as Vanbosin wakes up. She moves to the entrance, sees the sunlight and roars a few times at Brothgnar.

VANBOSIN: (to KORMAC) We're going to lie in the sun. Would you like to come along?

KORMAC: Yes, certainly.

VANBOSIN: (after getting settled on the slope a few yards from the cave mouth) Those horses were good. Thank you for giving them to us. They'll last several weeks.

KORMAC: Wait a minute! You can't have all our donkeys!

VANBOSIN: Whyever not?

KORMAC: Well, we need them.

VANBOSIN: But can't you get more? You humans keep lots of them in your warrens, don't you?

KORMAC: Well, yes, but--

VANBOSIN: Then there you are! You can get horses any time you want, but we have to wait until they leave the warrens. Humans get all incoherent if we try to go into their warrens and take them, but they don't mind you. So we can keep these and you can get more in the warren.

KORMAC: But we don't have any money!

VANBOSIN: What's that got to do with it?

KORMAC: We need money to get horses. That's why we're out here.







## THE VOICE OF DARIOMORE

an irregular D&D zine published from time to time, every once in a while by: Mark A. Kramer, 12520 Stagg St., No. Hollywood, CA 91605 This zine is dedicated to two people: first to myself, for without my devotion and effort it could not be published, and secondly to Lee Gold, for without her devotion and effort (and stencils) it could not be published either.

### Comments on #13

Lee Gold: I like your method of adding some spice to previously bland Elementals. One question: how would one determine the size of an exceptionally (i.e. 20 die) large elemental as conjured by a Druid Conjure Fire/Earth Elemental spell? What die determination would you give? Also, where did the specs on Balrogs appear?

Nicolai Shapero: Your were-creatures are great (more?), but I'm afraid it's thumbs down on poets. As to death demons and sheem spiders, I am adopting them intact, but how many are encountered? If you have no objections, it's 1-4 death demons and 1-8 sheem spiders. I haven't read your specs on Nazgul, but I am including my own interpretation of them later.

Glenn F. Blacow: Kalidahs, lust-crazed trolls and skull warriors seem workable, but I'm not sure about the others.

I agree that some DMs are overly generous; consider the DM who puts things like +2, +2 warhammers in the hands of zombies and gives out a hoard in which a Ring of 17 Full Wishes is a small part (and with no one killed/injured to boot!) but how about when a party averaging 5.0 met a wandering army (73 myrmidons, 6 evil high priests and 3 18th level vampires) and after picking up the remains of 60% of the party (lamenting over the loss of the Wish we used to give us a chance against the vampires) find 73 +1 swords. You are entitled to an opinion, but I am sure you can express your qualms regarding paladins, monks, rangers, etc. in a much more rational manner than you did in A&E 10 and 11. I look forward to your zines and find them creative and well-written; if we could only channel our gut reactions into creative writing that gets the point across while not squashing too many toes/feelings.

Steve McIntosh: Getting 2D6 at level 1 and having magical abilities, Pixies (if allowed at all) should also have minimum constitution and intelligence of 15. Owing to their armor class of 2, they should also have an above average dexterity. Have you ever been hit by anything at 300° C? It does a lot more than one pip of damage. As to androids, multiply the gold pieces needed by ten and in any magically based area roll a D12 (1 means that their bionics do not work that melee round, and a 12 means that their bionics short out, rendering that part affected useless until repaired) and I'll buy them, grudgingly.

Larry Schoen: Two good monsters in vaders and mogos. Whatever became of that vader we bottled (now was that a very good year)? Again, how many does the party get to find. (I'd say 1-3 for vaders and 1-6 for mogos, but you didn't say in your writings).

Wayne Shaw: Those new weapons sound nice, quiet and deadly (absolute musts for monks and assassins) but how much do they cost/weigh? Beast masters sound plausible but at what level do they develop empathy with which types of creatures? Love to run in Temporalana someday and snuff the demon of space/time.

Now that I have one foot implanted firmly in my tonsils, I suppose you're all wondering how I'm going to get the other one in there with it? I'll show you how....



## Some monsters/treasure from Dariomore

Nazgul: usually one will appear, but there are nine total.

Armor class: at the very least, -7.

Move: 12" on foot, 24" on horseback, 48" on eagle [*Remembering that in LotR, the Nazgul on horseback didn't travel all that fast, I'd restrict them to the type of horse they were on for speed: 12"/heavy, 18"/medium, 24"/light.--LG*]

A nazgul's abilities are all 18(00). They receive no encumbrance penalty, even though they normally wear adamantite plate armor.

Nazguls get 30D10 HD (except for the Black Captain and the Black Lieutenant explained later) and are immune to all non-magical weaponry and all weapons under +4, unless wielded by a paladin. When struck by a paladin/ranger, Nazguls sustain double damage (even with normal weapons) and quadruple damage if a magic blade is used (if holy sword is employed, octuple damage). Elven blades will always do octuple damage on a nazgul and have a 5% chance of dispelling a nazgul forever, but after striking the creature the blade will vaporize completely.

Nazgul are 75% magic resistant.

Any creature in the shadow of a nazgul will immediately take 2-20 points of damage from cold (as well as losing 1-8 points of strength, half if creature saves, and creature must save vs. double strength fear as well).

Nazguls cannot be touched by anyone under eighth level, and the mere sight of one sends anything under 6HD fleeing in fear. They drain 1-8 levels by touch (1-4 if save) and are armed with dbl dmg flaming swords, +3 dbl dmg maces, and Morgul knives, +2, 2D6+2.dmg, creature saves -4 vs. any further nazgul attacks and a double life drain (2-16, 1-8 if creature saves). [*My own Morgul knives merely break inside a creature and work toward the heart, converting him to Chaotic and subduing him to the wielder in 1-12 turns plus creature's level. They require Cure Serious, Dispel Curse & Continual Light to remove.--LC*]

Nazguls can throw continual darkness, detect magic, read magic, read languages, detect invisible, locate object, ESP, dispel magic, clairvoy, use clairaudience, suggest, cause a double strength fear spell, telekinesce 6000 GP weight, lower water, track as an invisible stalker, and use Mass Charm once a day.

In addition, Nazgul wear each one of the Nine Rings of Power.

Nazguls are immune to the effects of any type of aging and, although they are a type of undead, they are not subject to items specifically used against that class (i.e. high level clerics, the disruption powers of a Mace of Disruption, and the like).

The Black Lieutenant: As above but has the following additional powers/characteristics:

40 D10 HD.

Shadow causes 3-30 points damage and drains 1-10 strength points (as well as the double strength fear capability). He is 80% magic resistant and drains 1-10 life energy levels (2-20 with Morgul knife). He cannot be touched by anyone under tenth level and sends anything under eight hit dice fleeing in fear. He is armed with a triple damage flaming sword and mace, in addition to the morgul knife. He can telekinesce 8000 GP weight, animate dead (as a 14th level mage), animate objects, monster summon IV once/day, use any clerical symbol once a day each, and use Power Word Stun once a day.

The Black Captain: Has all the abilities of his Lieutenant plus the following additional powers/characteristics:



50D10 HP, his shadow causes 4-40 points and drains 1-12 strength points (as well as the double strength fear capability). He is 85% magic-resistant and drains 1-12 life energy levels (2-24 with Morgul knife). He cannot be touched by anyone under 12th level and sends anything under ten hit dice fleeing in fear. He is armed with a quadruple damage flaming sword and mace in addition to the Morgul knife. He can telekinesce 10,000 GP weight, create a Wall of Ice, cast Feeblemind once a day, create Evil [*!?*--*what does this mean in terms of game-play--LG*], use any symbol once a day each, use any power word once a day each, time stop once a day and throw a meteor swarm once a day.

Miscellaneous Notes: Nazguls prefer to fly on the backs of eagles (10 D8 + 2, armor class -3, three attacks/melee (two talons, one bite; 1-12/talon, 2-16/bite) but when unable to mount their eagles, they will ride their horses (5D8 +1, armor class 2, three attacks, two hooves, one bite; 1-10/hoof/ 1-6/bite).

Any creature killed by a nazgul will not turn into a nazgul but will become the Nazgul's slave forever unless the Nazgul is vanquished.

Nazguls regenerate 1-4 points/melee and have a constant protection from good 10' radius emanating around them. (This is my interpretation of the earthshaking nazgul from Lord of the Rings. I hope you like/ tolerate them and would greatly appreciate comments on them.)

### Other Monsters

Blood Moth: 1 appears. Armor class 5. 6 HD. Moves 12"/18" in lair 1%. Type I treasure. Appears as a very beautiful human female. These evil creatures attempt to lead male members of a party into amorous positions at which point they reveal their true selves: great insectoids resembling moths that tear into the soft bodies of their victims to suck their blood (1-12 HP/melee of attachment). They have the following powers: Charm Person, Hold Person, Suggest, ESP, and ShapeChange (to any female humanoid). They have 3 attacks: two claws (2-12 each), 1 protcusus (1-4 + blood drain). They are susceptible only to magical weapons/attacks. (Cold has no effect, lightning does half damage, fire does full damage plus 25%). They are quite intelligent.

Neaman Lion: 1-8 appear. Armor is special. 5-9 HD. Move 12" but can move 18" for short periods of time. In lair 35%; Treasure B.

These seem to be large lions but are much more formidable. Their skin is so strong it cannot be hurt by weapons of ANY type (including enchanted weapons). The lion resists magic as an MUII and gets three strikes/melee (2 claws @ 2-12 each, 1 bite @ 2-16).

If a large group is encountered, it most most likely a pride of one large (9 HD) male, 1-4 full-grown (7-9 HD) females, with the remainder being cubs (.5-1.9 grown; 5-7 HD). If the young are attacked the females attack at triple value (on attack dice and damage done) for three melees and half value thereafter. If the females are attacked, the male will attack at double value for six melees and normal thereafter. The eldest young will fight as a berserker until slain, if all adults are dead. After all save the youngest are killed, the party can attempt to train them or let them go (resulting in their starving to death). If training is successful (at DM's discretion, but a base 40% sounds good), the lion will be faithful unto death.

Neaman lions move, hide and hear as a 10th level Thief, see as an Elf and fight to the death if provoked without checking morale. Training is long, hard and not cheap (two months and 10,000 GP sound fair. Of course, treatment of the animal will influence this figure greatly).



Errata: Elven blades vaporize only if the nazgul is disspelled.

Concerning Dragons: It truly amazes me when a DM runs a very intelligent/wise/proud creature such as a dragon as if it had lemon jello for cerebral equipment. Example: a party of Three 1st Level characters subdue an OLD GREEN DRAGON with NO ONE KILLED/INJURED! This cheapens the game and the characters. Dragons are NASTY! Run them that way! In the face of these races of dragon semi-morons, I feel it necessary to include how I feel about the most wondrous/formidable creatures ever to be contemplated: the dragons.

First, dragons are very intelligent: 16 for non-speakers, non-spell-users, 17 for non-spell-users, and 18(%ile) for talking spell-users. Next, dragons belong to a race that is known for its wisdom and dragons encountered should show it by having at least 15 on their wisdom scores. If a dragon is able to employ magic, he/she picks his spells to the absolute most foresight that is within his ability to summon.

Dragons are much cleverer than most humanoids; they SHOULD be run that way. Examples: a spell-using Very Ancient Red Dragon selects as a spell Fireball (seeing a very probable use for it). Said Dragon is encountered in his lair and detects (by his keen sense of hearing and his ESP spell) a group of humans outside with the intent of STEALING his hard-earned bed of treasure! Thinking quickly as the humans enter he casts a fireball of 44 points. The humans, too busy with their visions of greed, jump to the conclusion that the dragon is only half his true maturity, but on close inspection (i.e. when he breathes) those that have survived the blast try to retaliate, they notice a remarkable thing. The dragon is no longer visible (invisibility is something no self-respecting spell-using dragon should be without) only to reappear on the other side of them and breathe again (if they have enough room, dragons can move as silently as an undead/bugbear) turning the party of would-be looters into weakened hulks and/or crispy critters.

Dragons are compassionate, and this dragon might even spare these unfortunates...provided they leave all the treasure they were carrying in his treasure bed. Notice that the dragon could just as easily have killed the party and taken their treasure; remember that all you people who think that dragons have nothing better to live for than being hacked to pieces.

Dragons are about the strongest creatures around and they should do more than 1-4 points/claw attack. I would like to propose the following system as a way of determining claw damage as dragons reach various levels of maturity.

<u>Age</u>	<u>Claw Damage</u>	<u>Age</u>	<u>Claw Damage</u>
Very Young	1-4/claw	Old	1-12
Young	1-6	Very Old	2-16
Sub-adult	1-8	Ancient	3-18
Adult	1-10	Very Ancient	2-20

It also strikes me as odd that a very young dragon bites for the same amount as an old one, so to remedy this:



## BITE DAMAGE FOR DRAGONS

<u>White/Brass Dragons</u>		<u>Black/Copper Dragons</u>		<u>Green/Bronze Dragons</u>	
<u>Age</u>	<u>Damage</u>	<u>Age</u>	<u>Damage</u>	<u>Age</u>	<u>Damage</u>
VY	1-8	VY	1-10	VY	1-12
Y	1-10	Y	1-12	Y	2-16
SA	1-12	SA	2-16	SA	3-18
A	2-16	A	3-18	A	2-20
O	3-18	O	2-20	O	2-24
VO	2-20	VO	2-24	VO	3-24
A	2-24	A	3-24	A	3-30
VA	3-24	VA	3-30	VA	5-30

### Blue/Silver Dragons

<u>Age</u>	<u>Damage</u>
VY	2-16
Y	3-18
SA	2-20
A	2-24
O	3-24
VO	3-30
A	5-30
VA	4-32

### Red/Golden Dragons

<u>Age</u>	<u>Damage</u>
VY	3-18
Y	2-20
SA	2-24
A	3-24
O	3-30
VO	5-30
A	4-32
VA	4-40

### The Dragon King

The Platinum Dragon does 6-60/  
bite and 3-30/claw

### The Dragon Queen

The Chromatic Dragon does bite as  
specified for White, Black, Green,  
Blue & Red Very Ancient Dragons  
and does 2-24/claw

Dragons' senses are well developed, their sight as good as any elf. They hear noise as a 14th level thief and their sense of smell is so keen they could probably locate an invisible person by scent alone (1-6 on a D8 sounds fair). By their very nature, dragons must have an above average constitution (in cases of 15+, the dragon's hit points are increased, but NOT the damage done by his breath). Dragons have a fierce feeling of pride, and woe to the character who is foolish enough to wound that pride (like those who have the gall to subdue a dragon). The only way to possibly keep a subdued dragon in line is to keep a dragon-slaying sword at its throat 26 hours a day (and that doesn't work all the time either).

That's about all I have to say about monsters this time.  
Gadzooks! I've run out of feet and my mouth still is far from empty.  
...Oh well, if I sprout another foot, I'll print my ring table.

What's this? Another foot?

### KRAMERS' RING/RING OF POWER TABLE

Rings--while the Greyhawk Ring Table is a bit stingy, the Davis Revised Table (A&E #4) is far too generous. In order to strike a happy medium, I am including the tables I have devised for my own usage. Your comments are greatly appreciated.



RING:

01-06	Invisibility	67-70	Fire Resistance
07-12	Mammal Control	71-73	Cold Resistance
13-18	Human Control	74-76	Regeneration (1 HP/turn)
19-26	Weakness	77	Troll Regeneration (3HP/turn)
27-28	Poisonous (as Poison Cloak)	78-80	Djinn Summoning
29	Unique	81-83	Shooting Stars
30-34	Protection, +1	84-86	Telekinesis
35-37	Protection, +2	87-88	X-Ray Vision'
38	Protection, +3	89	Unique
39-40	Three Wishes	90-96	Contrariness
41-54	Delusion	97	Spell Turning
55-58	Water Walking	98	Spell Storing
59-62	Freedom	99	Many Wishes
63-66	Movement	00	Ring of Power

Rings of Power:

01-50: Any two powers on one ring, ignoring rolls of crock powers (weakness, poisonous, delusion, contrariness) and 00.

51-80: as above, but there are three powers on one ring

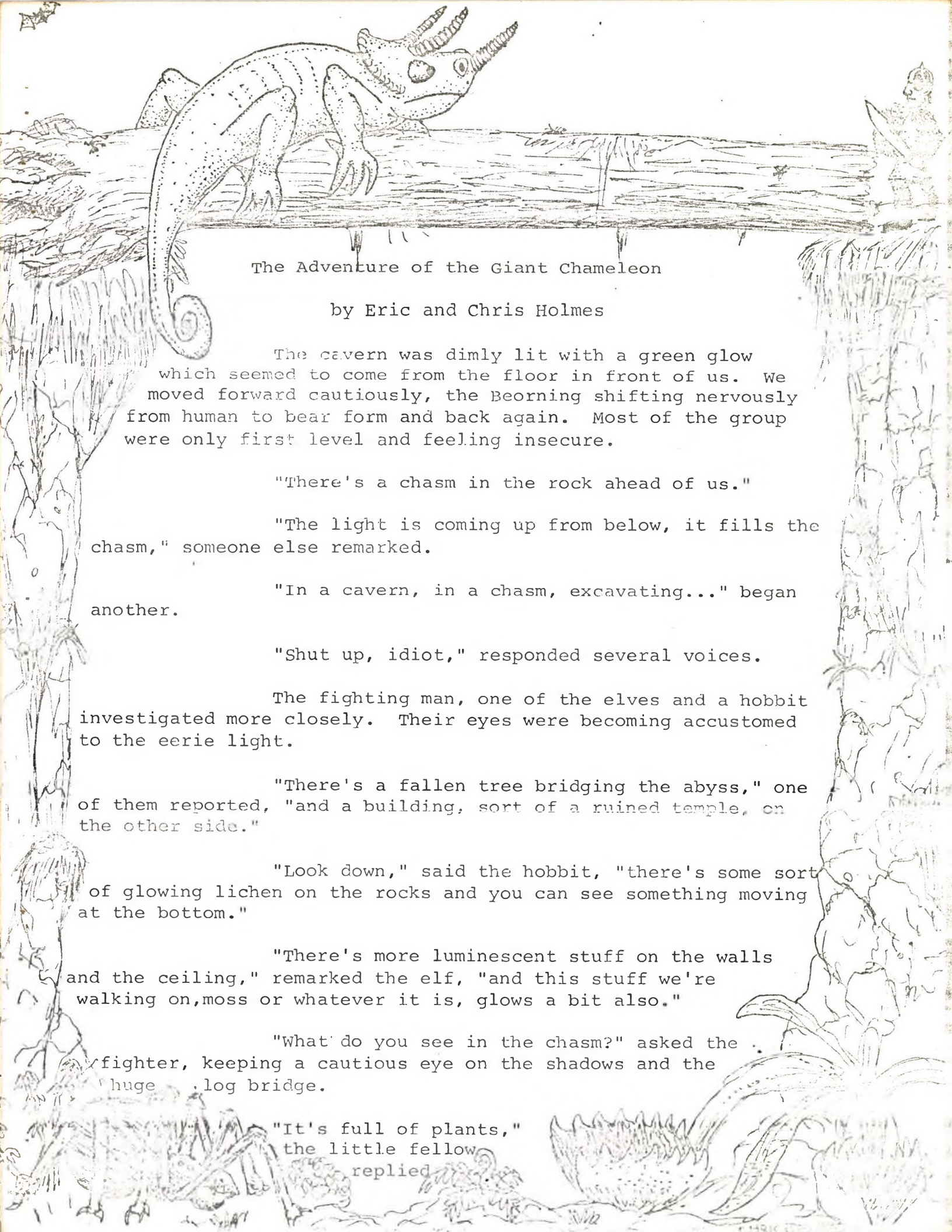
81-89: One of the NINE (usually found on Nazgul), these rings give the wearer an additional 2-12 points on strength and constitution plus an additional 1-6 Intelligence points. The Ring will add fifty years to the wearer's life span and has built-in Human Control. It carries 1-2 Full Wishes and 1-2 additional powers (ignoring crock powers, Human Control and 00).

90-96: One of the SEVEN. These rings add 3-18 points of strength, 2-12 points of constitution, and 1-6 points of dexterity. They add 150 years to wearer's life span and have built in Telekinesis. The ring makes the wearer a controller of Dwarves, Gnomes, Gnolls and Kobolds. The ring can build the equivalent of 101 Dwarves working 101 days in one month of uninterrupted concentration and can shake any non-Dwarvish structure as a quadruple Horn of Blasting. The ring carries 1-2 additional powers (ignoring crock powers, Telekinesis and 00).

97-99: One of the THREE: these rings add 2-12 points to the wearer's intelligence, wisdom and constitution. The ring adds 400 years to the wearer's life span, gives him 1 HP/turn Regeneration, Elf and Orc control and makes him an Animal Friend. The ring carries 1-4 Full Wishes, 1-4 random Clerical spells (level 2-7) and 1-3 additional powers (ignoring crock powers, 1 pt Regeneration and 00). The ring promotes compassion and Lawful/Good action.

00: The ONE. This ring adds 2-12 points to intelligence, wisdom, plus two other characteristics picked at random, 1000 years to life span, carries 1-6 Full Wishes, 1 pt Regeneration, Invisibility, Animal/undead/Human Control, 1-6 random Magical Spells (level 2-9) and 1-6 additional powers (ignoring crock powers, invisibility, 1 point Regeneration, Human Control and 00). The ring promotes greed and overconfidence; the wearer is put under permanent suggestion to call the ring his own and can be taken over by the Ring (treat Ring's level as twice the sum of its separate powers plus its highest level spell). Treat further relationship between ring and wearer as with magic swords, except that the ring has control over the wearer 99% of the time until he is six levels higher than it, has control 75% of the time between 7-12 levels higher, 50% chance of control between 13-18 levels higher, and so on.





The Adventure of the Giant Chameleon

by Eric and Chris Holmes

The cavern was dimly lit with a green glow which seemed to come from the floor in front of us. We moved forward cautiously, the Beorning shifting nervously from human to bear form and back again. Most of the group were only first level and feeling insecure.

"There's a chasm in the rock ahead of us."

"The light is coming up from below, it fills the chasm," someone else remarked.

"In a cavern, in a chasm, excavating..." began another.

"Shut up, idiot," responded several voices.

The fighting man, one of the elves and a hobbit investigated more closely. Their eyes were becoming accustomed to the eerie light.

"There's a fallen tree bridging the abyss," one of them reported, "and a building, sort of a ruined temple, on the other side."

"Look down," said the hobbit, "there's some sort of glowing lichen on the rocks and you can see something moving at the bottom."

"There's more luminescent stuff on the walls and the ceiling," remarked the elf, "and this stuff we're walking on, moss or whatever it is, glows a bit also."

"What do you see in the chasm?" asked the elf-fighter, keeping a cautious eye on the shadows and the huge log bridge.

"It's full of plants," the little fellow replied.



"with big open flowers and moving tentacles, and there are giant spiders in webs strung between the walls."

"Stay away from the edge," someone advised.

"How safe is the bridge?" asked one of the characters in the back.

"Looks safe," reported the elf, "big enough. Something on the far end, though."

"No," said the hobbit, "that's just a lumpy part of the log."

The log was sixty feet long and at least ten feet in diameter. The nearer end, broken off, covered with moss, lay firmly on the rock precipice.

"Who's going across first?"

"We'll have to go one at a time."

"Send somebody over to scout it out."

"How will we ever get the mule across?"

This interesting discussion was interrupted. No sooner had the fighting man stepped onto the natural bridge than the "lump" on the other end of the log began to move. As the group around the near end of the log drew back warily, the detached mass advanced to the middle of the span, and two great golden eyes opened, one on either side of the head, to regard them. Now the reason why they had not been aware of the monster earlier became apparent: It was a giant chameleon and had been maintaining its skin coloration so that it literally looked like a bump on a log. The beast was an African three horned chameleon (*Chameleon oweni*) grown to incredible size. Clinging to the log with feet and coiling tail it continued to advance.

A chorus of yells from the rear warned the front rank to fall back from the edge of the precipice and the oncoming lizard. The chameleon shot out a long grey-green prehensile tongue, questing the air. Murray the Magic User let fly with his "charm reptile" spell. The air sparkled around the beast's head, but the spell did not take. The rope-like tongue flashed out again, encircled Fito the Fighter, closest to the log and drew him struggling into the gaping mouth of the chameleon. Confusion reigned. Some shouted to attack, others to withdraw. A second spell flashed towards the monster and also failed to influence him. Faintly, within the great lizard's gizzard could be heard the muffled voice of the swallowed man, yelling for help. The



chameleon gulped a few times but kept his struggling prey down and did not vomit him forth. Fito's voice grew weak and finally ceased to be audible. The chameleon advanced to the end of the log. A third spell flashed about him without effect. Red Hawk the Indian cleric strode forward from the confused band of adventurers, tomahawk ready in his hand. The chameleon snapped and missed. The valiant redskin lopped off one of the horns on the creature's head and proceeded to pound the armored cranium. Jaws snapped, prehensile tongue flashed, Red Hawk persevered, a lucky death blow with the flint tomahawk ended the conflict, but the swallowed fighter was already dead and digested.

The great carcass was pulled off the log and the party traversed the bridge over the danger-filled abyss without incident. The ruined temple beyond contained a treasure of gold and two scrolls — one of awaken spells and one of two spells of charm mollusc.

"Charm mollusc!" cried the elf, Glorfindel, "who on earth would want to charm a mollusc?" Little did he know that he himself would need such a spell a few weeks later when confronted with the giant kraken in the Adventure of the Sorcerer's Isle?

To be Continued.....











To those who think that the ELDRITCH WIZARDRY demons are too weak, I must register disagreement. As an onlooker to a battle between a Balrog and a party of twelve Adventurers, I can only say that if they are played with cunning and skill, these can be the worst things you'll run into (not including real ELDRITCH monsters). This party included a 16th level Cleric, a 12th level Chaotic MU, a 6th level Dwarf Fighter and various sundry Rangers, fighters, monks, clerics and MUs of the 3rd to 6th level. Of these, three survived with absolutely nothing to show for the adventure except the memory of many tortured friends.

Homemade demons are nice (and I modify all that I put in my dungeon to fit the mythos) but there is definitely nothing wrong with the EW ones. My view of their structure is that they are dwellers of a different plane, called down to this one. They do not actually resemble the physical structure of their bodies as our characters see them. That is just the way their being manifests itself while in our universe. Demons from other planes might manifest themselves in a different form. There is room for them all.

After working up various forgotten forges, kitchens, janitorial areas and other such things in my dungeon, they seemed like good places for well hidden magical items. These would be seemingly normal items that could be useful in a battle but were originally used for some other task:

The Old Kitchen: Meat Cleavers: +1/+2/+3--originally designed for cooks and butchers, these do 1-2-3 extra damage, making it easier for the kitchen staff to get things done on time. They hit as hand axes with no better probability.

The Spit of Triple Strength--part of a barbecue set up by one big fireplace, this spit is made of iron and is usable as a spear. When one does pick it up, one is endowed with 18 strength. This helped the man turning the spit to cook several carcasses at once very easily.

The Cauldron Lid of Fire RESistance--A cauldron lid which when picked up and used as a shield offers complete protection from fires, normal and magical. This kept various sauces, soups and other stuff from boiling over or burning. It otherwise acts as a normal shield.

All sorts of ideas along these lines can be used to spice up the treasures and make the players use their heads.

Some ideas on other Clerical Spells:

CONSECRATE: performable only in a cathedral presided over by the casting cleric. The cleric must have a holding (worth at least 100,000 GP) and men-at-arms. To cast the spell requires only one turn, but forces the cleric to remit half of the tithes gathered (only brings in half that year) from the holding and lands performed in.

The result of the spell is to make holy the object consecrated. It may only be used for Lawful purposes or its virtue passes. Protects from undead, magically enchanted creatures, and werebeasts. Repels all lifeforce attacking creatures and dispels invisible monsters/returns them to their home. Also disintegrates efreet, repels 1st-4th level Demons and casts light 10'. It is a 9th level clerical spell.

The Chaotic equivalent forces the EHP to slay half his peasants. It stops the six lesser orders of Angels, protects bearer from Lamasu and slidhe and allows one to control 12 levels of undead at any one time. (12 Skeletons or 2 Wraiths, for example). Casts Darkness 10'. Must be cast on a Black Altar during a Black Mass or equivalent.



Note: these items will not stop/control Vampires.  
A very expensive but useful spell. If a cleric owns 5 fiefs, he can cast five spells per year.

#### MAGIC USERS' SPELLS:

The Forget Spell: range 240 ft/yds (below/above ground)  
Level varies from 1st to 10th.

Operation: take the level of spell cast and add to 20. The person it is directed against rolls a D20 and subtracts number rolled from level + 20. If level is equal to or greater than the resultant number, he saves. (Example: Rishi is a 4th level MU. A 2nd level Forget spell is cast.  $20+2 = 22$ . Dice roll produces 19.  $22 - 19 = 3$ . Rishi is 4th level and thus he saves.)

Result of spell: the person forgets you are there as long as you make no hostile actions.

Affects one person per level of spell. The spell also protects one person per level. Thus the first level spell causes only the presence of the caster to be forgotten, while a 9th level spell would protect all the RingWraiths of Tolkien (from your memory anyway). The spell lasts one turn per level.

Note: the power increases mightily with level. A first level spell is only guaranteed to get you by a first level type for a few minutes, while it's possible with a tenth level spell to romp around ten EHPs for ten turns with a half score people. The algebraic progression really builds. It's a handy spell for guards and guardians. Thieves will usually pay highly for a scroll with this spell.

MAGIC ITEM: lustrous golden mail. AC 0.

A magic golden chain mail finer than gold lace. It has a soft golden glow about it and adds +5 to the wearer's health and +1 to his healing rate. It changes form as one shapechanges and is a part of the wearer until death does them part.

Halo: gives permanent Infravision as long as worn. It also holds spells (like a spell book or runestaff, not like a sword or scroll) for memorization purposes. It also functions as +20% on luck and as armor for the head. It sheds a soft clear light around the person. It emanates from the circlet around the head. The halo will not function with helms, luckstones or magic gloves, girdles, boots or bags being used by the owner.

Lawfuls have their strength doubles (equivalent to Hill Giant Strength) and Chaotics shed a black light = a 10' Darkness spell, besides doing +2 damage on all hits.

It is an amazing artifact. It merely glows if the wearer has swallowed potions or is using any magic stone/rock/gem/faceted crystal. With those of a Fire aspect, it can keep them warm (Fire Giants or False Salamanders. Those of a cold aspect/nature are kept cool (Frost Giants or True Salamanders).

A WONDERFUL MONSTER THAT WILL SOON BE A PLAYER CLASS

or take a Shroom to Lunch Week

The Mushroom-Manta Ray or "Shroom"

stands from six to eight feet high on the average. Vaguely mushroom shaped with one central eye facing forward. The stalk area ends in a large foot, by which the being moves.



The "wings" of the shroom are the edges of the mushroom area off the main trunk/eye-brain area. This beast has no bones and so can mold itself into various shapes, though it will keep to the general Shroom shape. It uses its wing edges as airfoils which, when propelled by the powerful foot, can lift the shroom into a highly controlled glider-type flight. The Shroom may also hop along to keep pace with non-flying or slow moving creatures.

<u>Hit Dice</u>	<u>Flight</u>	<u>Move/Turn</u>
2+	40'	100'
4+	60'	120'
6+	80'	160'
8+	100'	220'

The Shroom is a highly intelligent Fungus creature. It has only one main sense organ (touch is available) that being its massive eye. The eye may see ultraviolet, infrared, etherial beings and sound. It is

capable of telepathy with other beings with massive eye-brains (Beholders, et al). Other persons or monsters can communicate only by ESP/Telepathy, though Speak with Animals or Speak with Plants will allow you to communicate with but not control these beasts. Otherwise crude sign language is available.

The shroom is originally from a very high gravity system and is extremely powerful. (It floated to earth in spore form.) It should be treated as an 18 Strength, 18 Dexterity fighter. It can effectively bounce itself off the walls or ceilings in flight. The distances given in the FLIGHT table are the distances a shroom can travel before having to touch a surface and push off again. Once a day a shroom may double its speed for one hour, but during this time it takes double damage from any attacks. A shroom has such complete control of the structure of its body that the wing edge strikes as a sword +1 and the foot strikes as either a sword +2 or a Hammer +2.

The shroom has a saving throw 2 better than an equivalent level fighter, for everything but fire weapons. It is not subject to poison or disease. If a shroom is damaged to one quarter of its Hit Points and is then killed, it will use its last ditch weapon: It will explode, causing 1-6 damage in all within ten feet and casting spores in a radius of thirty feet. Anyone breathing in these spores will become infected and within a week will start the transformation to Shroom. He can be cured with a Cure Disease spell but only in the first three days after infection.

Shrooms are curious and will often follow men or monsters around to see what they do. They are generally not too aggressive, but will fight daringly if attacked. Shrooms are not subject to any attacks that involve the loss of energy levels (Undead, Demons, etc.)

Most magic items are useless for them (cloaks and robes being a possible exception.)

Coming up as soon as I can get really settled down may be:

Phoenixes - as player characters.

Wind Vampires

Fire Magic Vampires

Perhaps even an article from Nameless himself on how to keep your Vampires alive (or undead).

Thanks to the Steve Marsh Collective for their ideas, used with permission.



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Northbrook, Illinois 60062

copying permission granted to anyone who has Lee's permission to  
copy A&E in its entirety.

I agree with others who have noted the reduced value of "mailing  
comments." I will make no comment unless it is used as a lead-in to  
something of general interest.

I hereby express my thanks to Lee for patiently typing this rag  
and others. I suspect that there is much of value in A&E that would  
never see print if turkeys like me had to cut our own stencils on semi-  
portable junkheaps like this one. Danke Schon!

There has been some discussion about what a player should be  
allowed to do if he rolls a truly inferior character, below average in  
all abilities. In my game this has been cured by rolling only five of  
the abilities and choosing the last so that the total of all 6 is 63.  
If the last (usually charisma) is less than 3 or greater than 18,  
then points must be transferred to or from one other ability so that  
all six abilities are between 3 and 18. Thus all characters end up  
average in an overall sense but still vary widely in any one ability.

Do coalition equipment pools bother you? Some solutions short of  
simply forbidding commerce in magical devices (that sort of DM tyranny  
is extremely distasteful):

a) the King's bureaucracy requires all magical items be regis-  
tered and charges a tax (10% of assessed value) on all sales and  
rentals of these items. If the King's gendarmes catch you with a magic  
item without the appropriate papers of ownership, sale or rental, it  
is confiscated and you will find yourself in the King's gaol.

b) the whole kingdom has got a Joe McCarthy complex. Anybody  
even suspected of communism or a communal equipment system will be so  
socially stigmatized he won't even be able to buy any sort of equipment  
for any price. No horseshoes, iron spikes, holy water....

c) Magical devices take time to adapt to their wielder or have  
a 10% chance of burning out due to the shock to them whenever they  
change hands, or they burn three times normal charges the first time  
they are used by someone other than their last user. Choose one of  
these depending on how you normally handle magical items.

I find it needful to have a method of generating random names for  
characters, monsters, etc. I can use these names to differentiate  
between characters that have grown up with different backgrounds but  
similar names (i.e. Tolkien elves, Anderson elves, Gygax elves). M.  
A. R. Barker printed such a system in Strategic Review #4, but it  
is not much good if you can't pronounce Arabic "qaf," Aztec "atlatl,"  
or Welsh "Llewellyn."

The last two pages of this rag are my charts for this system.  
The first describes how the symbols are pronounced; the second is the  
die rolling tables. Roll for pattern of consonants and vowels first,  
then proceed to roll the individual phonemes. If your %ile dice  
have been painted for 1-20 use, you get the 25% roll at the same time  
you roll for the first medial consonant. If both digits are in the  
11-20 range, then you get a double consonant.

The very shape of a scroll leads me to several ideas for scrolls  
besides simply putting spells on them. A few follow.



TV Scroll: when opened, its flat surface forms a picture screen which shows what is occurring at the place it is attuned to. There is a small printed "activate" button which, when touched, returns the screen to the place it now is. It does not require light to operate. If attuned to a bright sky, it serves as a bright blue flashlight when opened. Found with 1-20 charges in it.

Duplicator Scroll: printed with a mazy geometrical pattern. It duplicates anything less than 12" in largest dimension which is laid on the pattern. If duplicating a magic item, the scroll's charges are used up on a 1:1 basis charging the duplicate. If the original had unlimited charges, the duplicate will have as many charges as the scroll had and the scroll is burned out. It takes one charge to duplicate a non-magical item. Duplicates of complicated technological items like radar sets will not work. Found with 1-20 charges.

Reflection Scroll: inside surface is a mirror which reflects all magic. Also works on laser beams, radar pulses and heat beams. Also can be used for ordinary mirror. 10-50 charges. Does not reflect when closed.

Whirlpool Scroll: spiral pattern printed on it. When laid flat on a large body of water, it forms a whirlpool large enough to drag down galleys and dragon turtles. Unless the user has been quite clever and careful, he will also be dragged down.

The whirlpool scroll above reminds me of one of my favorite points about magical items. I have very few outright traps like the ring of delusion, but many of my items are hazardous by nature. Example: a potion which soaks into lead and turns it into gold. Delivered in a gold bottle. Poisonous if drunk. Example: a clearly labelled potion for "protection from Giants." It works! It makes you stink so bad no giant (or any other humanoid) will get near you.

I run dungeon combats on a hex grid with each character being allowed to move half his D&D speed in hexes each combat round. I have heard of some DMs (including Gyax of two years ago) who just try to keep the player and monster positions in their heads, if they consider position at all. I would like to hear about any other methods used.

Some things are almost impossible to put into charts. I have seen some frightfully elaborate attempts to have charts of the shops or random citizens encountered in town or the personalities of characters. What these amount to is an attempt to put the entire world in a chart. This has already been done! The chart is called a pocket dictionary. Just open to any page and start reading words until one stimulates your imagination to come up with something. This is really a randomizer for your mind. In lieu of further explanation, examples: (I'm doing these as I write, as in a real game):

a) needing a shop: LABEL is the word, bringing to mind the sign-painter's shop.

b) another shop. FRONT is the word, bringing to mind an establishment hiding an illegal activity. THRILL brings drugs to mind so we have a dope den in the back. LANDLORD immediately tells us what the front man does.

c) a citizen in the tavern. FLUNK tells us he has no education. REMAINS tell us he is the mortician. INTERNIST that he is not the head man at the funeral home.

d) the players are trying to get a loan at the bank for expedition equipment. LOVING tells us the banker loves the idea and offers good terms.

I admit I got lucky with these words. Sometimes I have to go through several words before my imagination responds. After all, what do you do with PLUVIAL in case d. [They get a rain check?--LG]



# TYPEWRITER ENGLISH PHONEMIC SYSTEM

<u>Symbol</u>	<u>TEPS example</u>	<u>English spelling</u>
B	beybiy	baby
CH	chaans	chance
D	daug	dog
DH	dhls	this
DZ	bedz	beds
F	flynd	fiend
G	trigur	trigger
H	haat	hat
J	jau	jaw
K	kaat	cat
KH	lokh, akh	(Scottish loch, German ach)
L	laanggwej	language
M	mays	mice
N	noyz	noise
NG	saung	song
P	poniy	pony
R	rawdly	roudy
RR	verriy	very (trilled)
S	simpul	simple
SH	shak	shock
T	taut	tight
TH	thin	thin
TS	raatz	rats
V	vishus	vicious
W	wizdum	wisdom
Y	yes	yes
Z	plaaaz	plans
ZH	trezhuur	treasure
A	hat	hot
E	bend	bend
I	fish	fish
O	hop	hope
U	tuf	tough
AA	flaap	flap
AU	caut	caught
AW	clawt	clout
AY	layt	light
EY	feyt	fate
IY	tiym	team
OE	rroeslayn	röslein German
OO	rood	rude
OY	toy	toy
IIF	fuer	für German
JU	fuut	foot
'	baak'haand	backhand (phoneme separator)
-	aantu-nimz	antonyms (stress shifter)

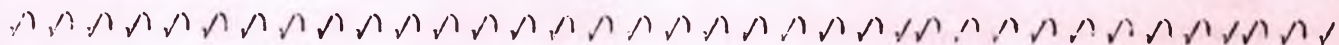
Primary stress falls on the second-to-last syllable, then weaker stresses on every other syllable counting backwards. Any part of a word separated by hyphens (but not apostrophes) is counted as a separate word for stress. If you still can't get the stress where you want it, underline the stressed syllable.



PATTERNS

00-05	VC	If a medial consonant is not marked with * there is 25% chance for double consonant. If successful, roll for second consonant. If the second is *, reject it.
06-15	CVC	
16-25	VCV	
26-46	VCVC	
47-66	CVCV	
67-76	CVCVC	
77-87	VCVCV	
88-92	VCVCVC	
93-97	CVCVCV	
98-99	CVCVCVC	

Consonant				Vowels	
00-03	P	52-55	CH *	00-09	A
04-07	B	56-59	J	10-18	E
08-11	T	60-62	TS *	19-28	I
12-14	D	63-66	DZ *	29-37	O
15-18	K	67-70	H I	38-47	U
19-22	G	71-74	M	48-54	AA
23-25	F	75-77	N	55-61	AU
26-29	V	78-81	L	62-68	OO
30-33	TH *	82-85	R	69-75	UU
34-37	DH *	86-88	RR *	76-80	AY
38-40	S	89-92	NG *	81-85	EY
41-44	Z	93-94	Y *	86-89	IY
45-48	SH *	95-96	W *	90-94	OY
49-51	ZH *	97-99	KH *	95-99	AW



Monsters from NYOSA --- by Lee Gold

VARIABLE SHADOWS. 13th level. Armor -3. any hit takes D4 points from a characteristic. Roll a D8 on a hit. 1-6 is standard characteristics Strength through Charisma in normal order. 7 or 8 is Prime Requisite. (at random if has several specializations). Victim becomes Variable Shadow on death (any characteristic dropping to zero). Point loss in a given characteristic is permanent for non-killed Victim, but victim can steal back points lost each time hits in close combat by %age chance of points down. Thus a victim down to 70% of his previous total number of points has 30% chance on any given hit of stealing D4 points from his victim in one of areas he is down. Next time he hits, his %age of success will be lower if he succeeds in taking points this time. Such stolen points last only one day and then fade out on sunrise.

Delgonian Overlords - vaguely like intelligent reptiloids with apish heads. Armor 5. Illusionists and/or fighters. (Can specialize in both simultaneously). Delight in torture. Are able to torture life force out of victims, 20% chance one life energy level per three points of damage inflicted. (Roll separately for each 3 points of damage). Have telepathic powers. 1-100 appear. 20% A treasure with 50% chance 1-5 captives being tormented. Move as human.

Delgonian Overlord is able to charm being into committing suicide if gives instructions cleverly enough. Can also delude beings into attacking their closest friends and lovers, turning Chaotic, etc.



TALES OF GRAMARYE- The first of a series of articles concerning the adventures of the intrepid (or is it inept?) dungeoneers of the Island of Gramarye.

The island of Gramarye is of volcanic origin and is approximately four hundred eighty miles East to West by three hundred twenty miles North to South. The entire northwest corner of the island is desert and the east central portion is marsh and swamp. The center of the island is a volcanic crater surrounded by mountains and heavy forest. The balance of the island is savannah (a map of the island may be included with a later article).

Magic, monsters, treasures and characters are basically as in TSR D & D with the following exceptions:

1. Fatigue factors per The Dungeoneer #1 are used.
2. Armor absorbs a limited number of hit points, at which time it ceases to have any protective value. It can, however, be repaired for  $\frac{1}{2}$  the cost of new armor.
3. In line with #2 above, Magic armor +1, +2, and +3 when repaired do not regain full power, i.e. +3 is repaired to +2, then +1, and then normal.
4. Mithral and Adamantine armor are self-restoring.
5. Very few magic swords have Ego, Intelligence, or Special Powers.
6. The maximum number of experience points which can be purchased for gold (training) is twice the number earned by other methods. Thus, if a character gains 1,000 points for melee, magic, etc., he can purchase up to 2,000 EP worth of training. Note that I say purchase, not receive. If he takes the EP he loses the gold. 'Nuff said.

The characters in the adventure which is being set forth herein for your enjoyment are a hearty and seasoned (?) group. They are attempting to delve into the treasure troves of the Castle of Busyrane, reputed to have been a school for sorcerers before evil days came upon the island. Here are the adventurers:

Alaric Anyarson- 7th level FM. Surviving member of six brothers disenchanted, after a five hundred year wait, by Morris (the Marauder). 17 strength, 17 constitution, and 14 intelligence. Magic bow and 14 +1 arrows, Rings of Fire Balls, Fire Resistance, and Water Walking, Rope of Climbing, and Cloak of Blending.

Morris (the Marauder)- 4th level FM. 21 strength, 15 intelligence. He wants to be a Paladin so much that he is fanatical on the subject (but with a 10 charisma, no way). He has a Necklace of Missiles with 2 baubles left, a Helm of Brilliance, Sword of Sharpness, Adamantine plate armor and 2 other swords and a spear that he isn't sure about. He received the nickname the Marauder because of the way he rambled through the Dungeon Gramarye wrecking havoc.

Odlid son of Odlid- 1st level FM. He has to rely on his ringmail, sword and 17 charisma to survive.

Sparrowhawk- 2nd level MU. His 14 intelligence is his strongest characteristic. His Read spells and Scroll of Spells have not helped him as much as his Javelin of Lightning Bolts. Of course, the Ring of Many Spells (clerical) which he recovered from the Ents is helpful.



Peter the Tuskbearer- 3rd level Dwarf FM. 24 strength, 10 intelligence, 4 wisdom; this may be why he hasn't had the vase he has been carrying around analyzed. It is an enchanted Gray Ooze. His only magic is two Rings, Water Walking and Protection +2, 5' radius.

Peregrin- 1st level Dwarf FM. 16 strength, intelligent, fast, and sturdy. He is a doughty fighter, but so far he hasn't found any magic and little treasure.

Patrick- 1st level Half-Elf FM. 24 wisdom and 17 charisma, but the clergy was not for him. So far, his record has been mediocre.

Sean- Brother of Patrick, 1st level Half-Elf Thief. He should have been a magicker, with a 13 intelligence. His record has been no better than that of Patrick.

Eric- Brother of Patrick and Sean, 1st level Cleric. The only one of the brothers to follow his characteristics. He destroyed a G. Cube and discovered a Bronze Horn of Valhalla.

Traff- 1st level Hobbit Thief. An untried novice straight from the back streets of Rizal, but with excellent potential.

This tale opens with Morris leaving Patrick, Eric, and Sean at the Rizal Warriors Guild Hall, where they are to seek to engage warriors for a sortie into the Castle of Busyrane. While they are doing this, he will try to secure a meeting with the Archbishop of the Church of the Way, Rizal Diocese.

Morris secures his meeting and in light of his piety (and the 1,500 GP which he contributed to the church), the Archbishop uses a commune spell to determine the nature of the robe which Morris has been carrying for the last four months. Upon discovering that the robe is a Wizards Robe, he spends the remainder of the day visiting the various wizards of Rizal seeking a buyer and after much dickering, sells the robe to Archibald the Munificent for 10,740 GP. Pleased with his days work, he returns to his lodging at the Bull and Iron Inn to see how his companions have fared.

At the Bull and Iron, he finds his crew in a heated discussion with Alaric Anyarson and his crew concerning division of any treasure found. After a long night and two barrels of wine, agreement was reached and all involved took to their beds.

Having slept their hangovers off, the now united group began discussing objectives, ways and means. Both parties had been to the castle previously, but Morris did not know that the Fire Giant Beldagor and his Hell Hounds were living in the castle. Considering that such an individual must have substantial treasure, Morris convinced the group that removal of the Giant and his pets should be an easy job. "After all, it will be 18 of us against 7 or 8 of them." said he. (He was counting on the 8 Berserk Heros which Eric can summon with his Horn of Valhalla.) "When we've finished with them, we can remove the drawbridge, use it as a raft and float down the lake. Then we won't have to leave our magical finds with the Entwood." (The Entwood consists of several hundred individuals who have been transformed



into Ents by a former resident of the castle. They require all adventurers who enter the castle to search for the ring which holds their souls locked in this form. All magical treasure found in the castle is held by them between expeditions to insure that the adventurers will return for further descents.)

The next day the group purchased provisions, weapons, wagons and mounts and took to the road. As soon as they were out of town, Eric used his Horn of Valhalla which summoned 5 Berserkers. The next week was relatively uneventful. The group did meet 5 Brothers of the Sacle, (Neutral Martial Clerics) but a confrontation was avoided. By this time the group was across the short spur of the Devil's Waste (a large desert) and heading up into the central mountains. Eric summoned 3 more Berserkers. The group sighted 5 mounted Orcs, but the size of the expedition resulted in the Orcs rapid departure from the area. In another 5 days the Entwood was reached. The group recovered the items which had been left with the Ents, and then, so that the Horn could be ready for use when needed, camped in the Entwood and recovered from their journey.

On the morning of the seventh day Patrick, Peregrin, and Odrid mounted their horses and led the party across the 200 yard causeway running out over the lake to the two outer guard towers. All unnecessary items were deposited in the west tower and the group continued on across the drawbridge (40' x 40') through the entry port (40' x 50') and into the castle courtyard. Morris gave Sean his Spade of Colossal Excavation and said "Go back and start to remove the drawbridge". As soon as Sean started digging, the noise attracted the Giant.

He stuck his head out of his doorway and kindly told the party to "stop that infernal racket". At that time he was subjected to considerable verbal abuse and an arrow from Alaric's Magic Bow, which just missed. Sensing the possibility that this group might not be entirely friendly, he called out his Hell Hounds. Two 4th level HH came around the south end of his domicile (once the castle messhall) and headed toward the group at a dead run. They were met by a flight of arrows and a fireball from Alaric's Ring, all of which they negated with their fiery breath. The Giant then stepped out of his doorway swinging a huge hammer (Mattock of Titans) and around the north end of his home came 5 more Hell Hounds (4 5th level and 1 7th level).

Yelling wildly and swinging his sword valiently (and foolishly), Peregrin charged the two south HH and was promptly parbroiled. Odrid, Patrick, and 4 of the Berserkers then attacked the 5 HH attacking from the north, 4 Berserkers attacked the Giant, Alaric loosed a Magic Arrow, Sparrowhawk threw a Lightning Bolt Javelin, and Morris threw his two Necklace missiles at the south HH. The 5 north HH were all wounded and 2 of the Berserkers were killed; the Giant was wounded and two of his attackers were killed; and one of the south HH was killed.

Morris then threw up a Wall of Flame between the remaining south HH and himself, Alaric, and Sparrowhawk. The attacks against the Giant and the north HH were the same except that Traff and Peter each loosed an arrow at the North HH. The south HH broke through the Wall of Flame and attacked Alaric, doing fatal damage, but another Lightning Bolt Javelin from



Sparrowhawk destroyed the HH. The north HH received more damage and another of the Berserkers was offed. The Giant received additional damage but destroyed the two remaining Berserkers fighting him.

Next the Giant was attacked by Patrick and Odlid with couched lances, more arrows were loosed at the north HH, Sparrowhawk pulled out his Scroll of Spells and began to incant a Confusion spell against the HH, and Sean blew his horn, which summoned 6 more Berserkers. The HH received more damage and Patrick damaged the Giant, but alas poor Odlid: his lance missed and drove into the dirt. This unhorsed him, and he was promptly squashed by the Giant.

Now things were beginning to get sticky. So Morris grabbed Alaric's body and ran for the entry port; Peter did the same for Sparrowhawk; and Traff, Sean, and Eric headed for the drawbridge, while the fresh Berserkers attacked the Giant. The Giant was killed during the ensuing melee, but so were all 7 Berserkers. The HH then went to the inner side of the entry port and watched the disordered group fleeing across the drawbridge, led by Patrick and Odlid's horse.

This brave (?) group was attempting to rally at the south end of the drawbridge when they noticed that the Hell Hounds had not left the castle. In fact, they were not in sight.

While Sparrowhawk employed the Raise Dead spell from his Ring of Spells on Alaric, Traff employed Alaric's Rope of Climbing to scale the outer wall of the castle to reconoitier. As he peered into the courtyard, he saw one of the Hell Hounds run from the door at the right of the entry port to the Giant's residence. He also noticed that the only bodies and weapons remaining in the courtyard were those of Odlid, Peregrin and his horse, and the 14 Berserkers. Poor Odlid's lance was still stuck point first in the dirt like a forlorn standard.

He returned down the outer wall and reported his findings. Morris convinced the rest of the group that the bodies of Peregrin and Odlid should be recovered. Since it was his idea, he and Patrick started back through the entry port while the remainder of the group waited at the north end of the drawbridge. When they were halfway through the entry port, wooden doors began to rapidly slide down at both ends of the entry port and a thick gray ooze began to pour out of holes along the bases and tops of both side walls. Only the fast reactions of all parties enabled the two to escape. The individuals at the north end of the drawbridge jammed the door with their spears. The spears held just long enough for the two to escape, though Morris did get clipped by the falling door as the spears snapped.

The surviving members of the party are now resting in the west outer tower and squabbling over what action to take next.

More to come next issue.

\* \* \* \* \*

To all interested D & Ders

I am interested in trading dungeons. I will trade either the Dungeon



Gramarye, the Castle of Busyrane, or both.

In the eight months that I have been trading, I have received one useable dungeon (useable with only minor changes), 9 dud dungeons (my own judgement because of poor ref notes, discontinuous mapping, and only one or two interesting tricks/traps per dungeon [at most]), and four rips (these clowns agreed to trade, received my dungeon, then decided that though they enjoyed Gramarye they just couldn't afford to copy and mail their dungeons). Actually there are three other DMs who are in the process of preparing their dungeons for shipment, but I've been waiting for them for over two months and I'm afraid that unless I give them a small verbal goose, another two months may elapse before anything is forthcoming. So Acton, Landover Hills, and Halifax, how about speeding things up a little? Okay?

Because of my bad experiences, I am requesting that anyone wanting to exchange send a sample of their work (one or two room or trap descriptions will do) then we can trade. I am interested in quality, not quantity. I would rather have a small interesting (and challenging) dungeon like F'chelrak's Tomb (see The Dungeoneer #1) than 4 twenty-five level dud dungeons.

As I said in my letter to Ms. Gold (which I didn't expect to see published in A & E), trading is a necessity for me. The nearest D&Ders, other than two local neos who are just getting started, are over 100 miles away, so there isn't much opportunity for ~~idea~~ interplay and exchange. And when a simple 6 level (so far) dungeon like the Castle of Busyrane takes over 250 hrs. (so far) it is mindboggling to consider having to prepare 7 or 8 dungeons, castles, tombs, etc. to place around the island. So I hope I haven't turned too many of you off, but "once burned, twice wary".

I'll see you at GenCon and in the next A & E.

Safe descents.

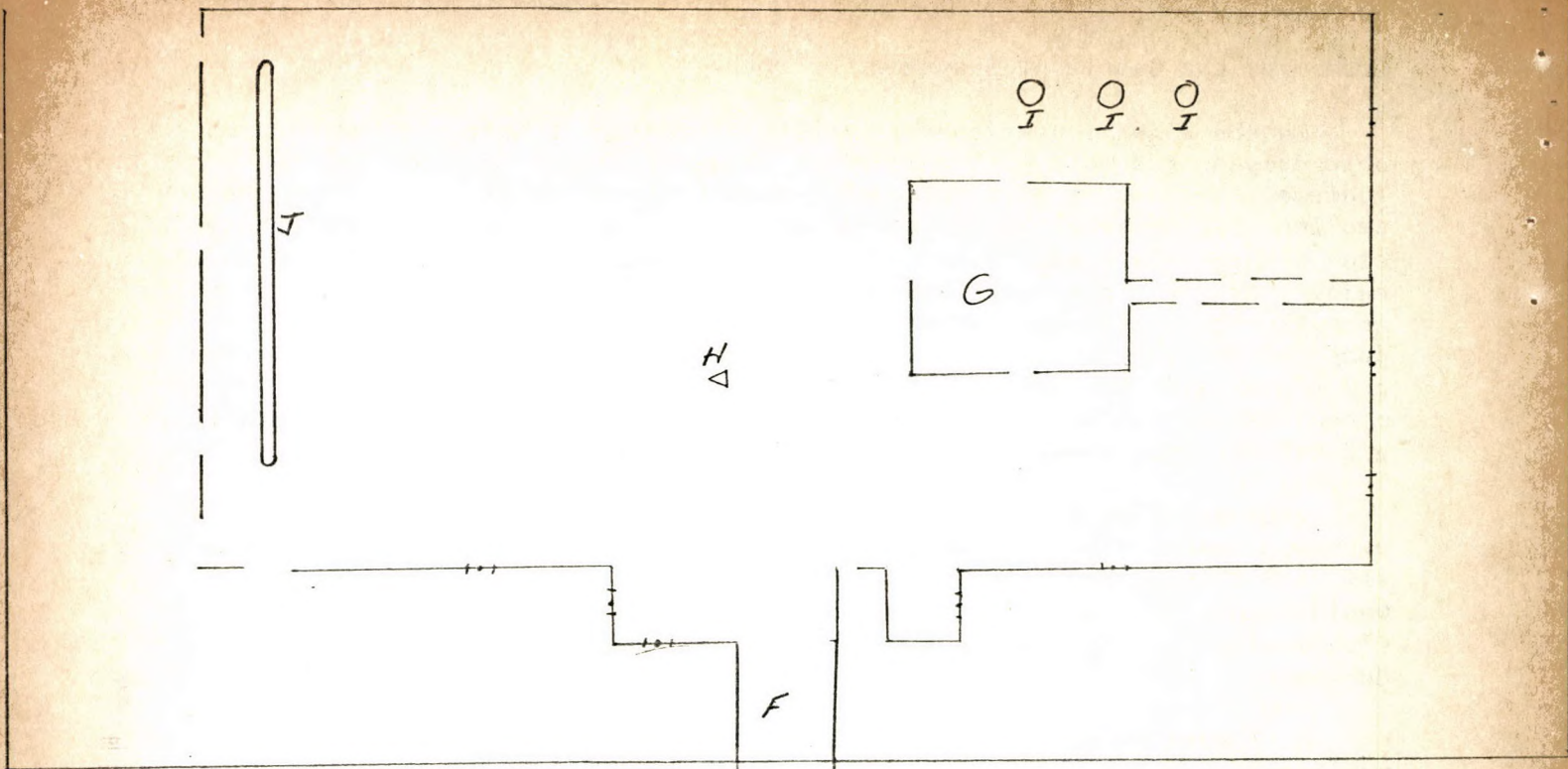


Earl W. Baker  
245 Clark St.  
Chillicothe, Mo.  
64601

P.S.

A map of the combat area is on the next page. Scale 1/8" = 10'.



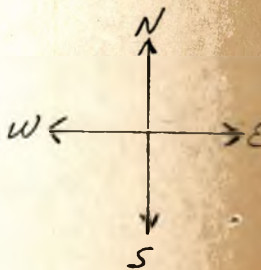


- A- Entwood
- B- Lake
- C- Causeway to castle
- D- Outer guard towers
- E- Drawbridge
- F- Entry port
- G- Messhall (Giant's residence)
- H- Pillar and Sword
- I- Wells
- J- Watering trough

B

C

B



A

A



THE LOST MASK #2

By Stewart Levin

1120 S. Mason Rd., St. Louis, MO 63131

"The Sword is mightier than the Pen."

OK now, let's get some things straightened out here. First, unless the following people go to a typing or spelling school, they are cursed to never sleep again and all their dice rolls will be bad, OR they apologise for the misuse of my name. It is Stewart, with a "T"!! Not Steward! I am not a male stewardess (although I sometimes like to pinch some) And I do not fly for BRANNIFF, AMERICAN, EASTERN, OR TWA!! (pinch female stewardesses, not male!) The people that my curse is pronounced on are Charles McGrew and Wayne (Copycat) Shaw!  
On with the rest of the story.....

When we left off our story last month, the intrepid group of adventures were listening to a voice that was laughing hysterically..... ".....a wandering monster, yeaaaaaaa!!!!!!", WHOOOOPEEEEE!!!!!!" The party continued on while groans and yells that seemed to come from nowhere were heard. (Hey! how come I didn't get loose! What! I wasn't even looking at her I was looking at the dang-blasted book! It is all a blasted Commie conspiracy!!) The walls of the dungeon shook at the last comment and the noises stopped abruptly. Then we came onto a green hallway. Dellimore, being a gentlemen said, "Ladies first!" The Succubi agreed, walked into the hallway and was promptly paralyzed. (Change: In Brians dungeon Succubi's kisses kill!) Drogo, crying out in fear for her, ran to her and tugged her back. (he was a STRONG hobbit)

We formed a carry that years later was going to be named after me, it was called a Fire-man's carry (what else do you call a Druid!). We then found after killing a rather large snake a cabinet with three levers in it. Dellimore told us that one of the levers cured a person of paralisation so we laid her on one and got a golden snake, another and she disappeared and our charmed status was gone! (To forestall arguments I challenge anyone to make something out of that! Our characters didn't know that he was lying and all we knew is that she loved and trusted him and so we did the same!) The hobbit pushed the third one and saved against the poison gas that flowed out, fortunatly everybody else was far away enough to escape the gas, (Except Drogo)

We then went back to the hallway and found out, by ambushing the party of Evil Priests that came along, that it had three colors, Black which the hobbit unfortunately found out that the color killed, Green which paralyzed, and ~~ex~~ blue which caused sleep. (You save against magic or whatever that color is ~~it~~ happens to you. (The colors would stay as long as the door was kept open on one of the two ends) Well, to make a long story short we propped a door open and everybody was secured to each other by rope (50 ft of rope between us) and promptly after a few dozen tries everybody was snoring in the hallway and a rolling sound was heard and then a voice from very far below said, "Another wandering monster Cboy!" Then "O.....censored...it is a lammasu." BUT WHAT WAS THIS! Dellimore was not asleep and he was heading for the door on the other side of the hall and he made it though it!!!!!! A collective sigh was heard that came from everywhere and nowhere. Then he started to haul us in and the lammasu departed, seeing that Delli was only neutral! But as the Lammasu left (Dimensioned doored out), the Hell Hounds were a 'Knocking at the door. Dellimore was in a tough spot there, but Palorn, who had been dragged out of the hallway revived and held the door while Dellimore pulled us out, just as I awakened, the hobbit had found a secret door and ~~it~~ Palorn and Dellimore leaped over him and took off, now that there were no people holding the door the door was torn off it's hinges and.....



.....I leaped lickety split for the now closing secret door and just barely made it. I found that the hobbit, Drogo was holding the door and so he and I ran. (O Christ, I forgot the Hobbit was dead, Bellimore found the secret door and Palorn was holding the door, SORRY!) We then went to the local tavern and the last thing I remember before being whisked back to Brad's D&D ~~ix~~ world is of the hobbit reincarnated into a elves body and saying, "Now fellows you know, that Succubi was quite pretty once you think about it" and the surviving party members getting up and dumping him amid his protests into the nearest beer barrél....

Now for some comments and Lectures.

Now, Wayne Shaw in answer to all the protests questions and screams here is the simple reasons that Clerics cannot use firearms. One, Peggy and I have talked about this until I decided to go to the local library and research the subject. I found out that priests of the Holy Wars were as bloodthirsty ~~as~~ as the next man, BUT, they could not shed blood! Already I hear the clanking and whiring as some of you decide to attack, but it is true, clerics(priests) cannot shed blood or draw blood!!!!!!! Now, I think some of you will say but what does a mace do? The damage of the mace is the impact of the mace with the bones under the skin! the mace does not break the skin, it bruises and breaks the bone underneath it (Or taps you on the noggin) Now we have the typical cleric who has a .45, the bullet is blunt ~~xxx~~ true, BUT the bullet breaks the skin and tears the crap out of the flesh beneath and in the process shedding a ghodawful amount of blood. I am not saying that the cleric can't do it I am saying that his ghod or ghodess would forbid it of him or her and if he persisted in using it or even using it, the ghod/ghodess would blast him/her with heavenly/unholy fire! The same is true of these other weapons: dagger, ax, sword, morningstar, flail, spear, pole arm, Halberd, Two-Handed sword, Lance Pike, regular arrows, and all sorts of magical and unmagical items. (forceblades included). The exceptions to this are blunted arrows used for hunting small animals such as rabbits and squirrels. When used against larger foes they do 1 to 2 hit points except on criticals, there they could have hit an eye or something.

Another thing that Peggy and I talked about was the fairness of such weapons (that argument comes later in her zine, Many Worlds, (ad plug) At this I disagree, I say that you can have them. IF you place the proper restrictions on them. Here are the restrictions I have placed upon them

#### First, Guns

The handgun fires fourshots a melee round (either 10 seconds or min.) and does 1-6 damage each shot that hit. But, since the weapons are so old, there is a 5% chance that the powder in each bullet is impotent and if it is impotent, then the gun blows apart in your hand (30% chance) or it jams and the gun will not work again unless worked upon by a AMU OF the 29th level or higher (personally I hate that character class. because well, it is too unscientific) Also there is the chance that it has a ~~trigger~~ "hair" trigger which causes it to go off at all sorts of bad times, like when you are gesturing toward a friend or a monster that you were negotiating with????? (10% chance) And if you don't clean it after every adventure or drop it into a river, swamp ect, it will not work or it will blow up in your hand (65%) To use you will fire as first level until you go up a level then you fire as second level and so on..... Clips come in 20 shots to a clip. I now hear the groans of all the Bay area people and others all about the country but people, you have to remember that the world is a ~~medieval~~ medieval one not one for future and 20th century technology.



THE LOST MASK 3

Nicolai Shapero: I bet you that you can't<sup>go</sup> three issues without insulting Peggy.

LEE GOLD: Great work on the Elementals info on stencils. (Ghod knows I need it)

NICOLAI SHAPERO (again) On your death demons you said that they beams from the eyes ALWAYS hit the target and some of the demons have flails of life blasting, what happens when one of the players kill one of ~~them~~ them? Do they get the flail of life Blasting? Or does it disappear as with the demons in EW? Another thing, do you allow 1 attack for each hit dice that the player or monster possesses? If you do then that means that anyone below AG 3 will be hit 20 times a melee round for the class six death demon, AC 4 for the class five death demon (also the player will be hit 18 times a melee round) and so on down the line. Has anyone killed one of them ever (I mean class four DD and up)???

Kingsbury: Good note on the Black Night from Monty Python, I incorporated him into my campaign and he keeps my players in laughs for awhile. ("Come Back, COWARDS! I'll chew your heads off!!!!!!")

GLENN BLACOW: What are you supposed to forgive me for? (See MANY Worlds A&E 13) Also, how did Ariel get her joke book and ring vs Lust and how does the ring work? Lust-crazed trolls (snicker, snicker) Skull warriors seem to be just high level skeletons!?. (which I already have.)

SCOTT ROSENBERG: I say that it is poetic licence. Your song had me ~~rexxx~~ rolling on the floor with laughter.

Margaret Gemignani: I bet you also that you can't go three issues without insulting Nicolai or his playing, (Boy am I going to get it come A&E 15) Also, what is Glenn supposed to forgive me for?

STEVE MCINTOSH Like your androids.

Gary Martin : How did you kill those 73 sixth level types?

STEVE PERRIN: How in the world does a dead person drink a Lydia Pinkham?

Ken Pict ALSO in A&E 12 a aid ran up to ~~Myrdin~~ Zed who was in his ELVEN CLOAK and told him that Chief Brombden was slain and spoke of a potion that raises the dead... How does one talk when dead? And how does the chief drink the healing Dr. Pepper? Normally when you die, everything stops. Also how did the aid find Zed?

KEN PICK: (again) In Hiero's Journey, I rate Brother Aldo as around 24th level, when you are that high you can afford to be AC 0 and use only a dagger. But you forgot that I put them as a group of sub-clerics or pseudo-clerics so the only weapon I would let them have would be a dagger, (by the above I mean the only edged weapon.) For armor I now say that the levels 1-3 could wear plate, 4-9 chainmail and the rest of the levels to be leather or just clothes.

CHARLES MCGREW: Right, only when a creature or a group of creatures are contacted and they save vs magic then they don't come but that is it for the Creature call. (Or the creatures might come but Only to beat the hell out of the Eleveners (disregard for low intelligence creatures and Lawful ones. Neutrals 50% chance)

WAYNE SHAW: Glad you liked the eleveners, see more info on it above.

Now it is BLASTING TIME! First, all the beasts that Hosteen used were beasts not monsters! Would you call SURA a monster? What about HING? And BAKU is an eagle. Sura is a Dune cat (cat of the desert) and HING is just a meercat, a teddy bear with long and sharp claws. How the hell does these three constitute MONSTERS!!!!!! Of your controllable monsters I would allow only ~~these~~ these: Pegasi, Hippogriffs, Rocs, GRIFFIONS and Blink dogs and regular spiders not phase spiders! I can see it now...

GM "Alright you have surprised a Phase Spider what do you do?"

Player/Beastmaster "Link up"

GM "OK you got him."

Beastmaster "Alright add it on to my other 6 phase spiders, 4 hellhounds and 2 Hydras, 1 Wyvern, and two mantikoras."



(ANSWER to sphinx riddle "Darkness")

You see the problems this can cause? I run Beastmasters differantly and I think that I will ~~put the class~~ reveal it later (or someone else will)

\*\*\*\*\*

Since everyone else is revealing his or hers characters I will reveal the best one that I have. This character was really rolled before a group of 7 people and is true. His only treasure is a ring of Vampire regeneration and he found fame and death.

KORVACK OF THE IRON MASK (Remember the SMOKY DRAGON ROLL!) Level: 8

S-18(00)

I-17

W-12

C-18

D-17

ch-3

Also Barbarians lose 75% treasure by wench-ing

Korvack is a barbarian (class which will be explained below) and hopefully will be attending the Science Fiction con in Kansas City! Now as I put on my protective armor against jeers, jibes, and name-calling I will proceed. The chances of rolling two 18's in a single character is 1 to 10,000,000. I happened to roll them and tough buns to whoever doesn't believe it. The character class is Barbarians and was developed toward giving a CONAN-LIKE image as possible.

BARBARIANS

The barbarian does not trust magic that well and if he or she is hurt by a magical item he/she will leave all types of that magic alone. He cannot wear any armor except chainmail and leather armor or just clothes (although he will become irked at the chainmail and probably switch to leather.) (DM's option) His advantages are a 10-sided hit die, hears as an Elf, +1 on detecting traps and ambushes/surprise (what I mean is roll a one on a six-sided die and he detests it!) (On surprises roll separately and if the barbarian does detect surprise he CANNOT tell his friends but is able to react to whatever it is) He gets one die a level plus his constitution bonus. On a roll of 1-2 on a six sided die the barbarian is ambidexterous and can use two weapons one in each hand at regular skill) The disadvantages are, you have to be 16+ in three categories strength, constitution, and dexterity. He has no social manners but no reductions on charisma are necessary. He progresses as a fighter doubled so that he reaches 2nd level after he gets 4,000 ex. pts. and so on just double everything that a normal fighter has to reach. Also +1 vs. poison.

They move 15' a turn unencumbered! They heal THEMSELVES 2hps/day.

NEW MONSTER -HELLCATS taken from the GUNS OF AVALON by Roger Zelazny.

APPEAR	AC	MOVE	HD	STRENGTH	DAMAGE
L-12	0	20"	10(12-sided)	18(95)	1-8claw, 1-12 bite

These cats are definitely from hell and they prove it! They can talk but in a very high and shrill voice. They cannot be killed in any way except by combat since they are 159% immune to magic spells from mu's, staves wands, and any other source of magic except for the following: webs, which it will break free in 1 meleé round, SPHERE OF ANHILATION, any sort of magic weapon, sword, mace, dagger etc...etc Even when the cat is killed it will regenerate at 10 pts a turn until it is able to fight again when it reaches 20pts. (a turn for them consists of 6 meleé rounds no matter what their length.) They can only be killed permanently by silver or a Holy sword +5. Since a silver sword costs 10,000 gps for the alloy and the time period (4 months) it is very rare that one actually kills one. A Vorpal blade employed against one of these will cut off the head sure, but the world has to be made cold to stay. Also the same for a sword of Sharpness

Also if they are brought below twice the number of their hit points they will die.

PS Looking for players for my All for this issues



# Kill Slavs The Clever



KILL SLAVS THE CLEVER #3 is written and drawn by Glean P. Blackox, of 139 Arlington St., Boston, Mass., 02110. The instrument being used is a new-to-me Olympia portable, not the best in the world.

I deem it advisable to begin with a few essays of general interest, arising in part from a certain discussion involving the Black hole expedition, and in part from other interesting bits of interpretation. I will begin by admitting that I've got a reputation (according to the MIT players) of being one of the stricter and stingier DMs in Boston. What follows is my interpretation of rules and suchlike things...

ON FIREBALLS... The operative word is fireBALL. Which is to say that it's a sphere, occupying volume, not area. To throw one safely in a dungeon, one requires a spherical area 40'x40'x40'. Any lesser area, and the fireball will have to try to find space in other dimensions. So, if your twits throw a Fireball spell into a space that's 40'x40'x20' pull out your pocket calculator and figure how many cubic feet of corridor the fire will backblast down... I also rule that if a Fireball (or Lightning Bolt, or whatever) does (say) 44 points of damage, it does that much damage to everyone within twenty feet/yards of the impact's center (for FB) or in line (for LB). (Though I'm beginning to think that people on the fringes might not take complete damage). Fireball should not be a spell for dungeon use at all. I can recall only one case of a FB being thrown in a day's dungeon; the thrower would have died of fireball backblast anyhow, even if the Charmed Hellhounds hadn't fried her...

ON A&E 12 COVER... My rapidograph started leaking ink at just the wrong time (this was after Gnomer Copy fouled up the first cover drawing). So I had to do the cover over again, at a time when I didn't have the cash to replace the cartridge on the pen...%\*!\$%\*!! Apologies. Especially if the damn thing didn't make it to the collation in time...

ON THIEVES... Look, I know thieves are fun and all that, but consider that they are based on real thieves, with some of the limitations that fact implies. Professional thieves are primarily an~~5%~~ urban (or at least big town) class. Anything smaller than that can't support them (thieves are parasitic, remember?) and generally won't tolerate them. Even in cities,



thieves are not considered to be full citizens. They are not voters, they aren't enlisted in the city guards, and so on. It is very unlikely that a thief, not being counted on to defend the city walls, would be trained to handle distance weapons like composite bows, heavy crossbows, longbows, etc. Even light crossbows are unlikely. (Imagine the thief meeting members of the watch and trying to explain why he's toting a crossbow around within city limits). Not outside of the fact that a thief is unlikely to be able to spare the time needed to learn how to use long-range missile weapons, they have too many other disadvantages; they are conspicuous, they are noisy (arrows or quarrels tend to rattle), they are clumsy (it takes a full noised round to string a bow or wind a crossbow--- and carrying around a strung bow or cocked crossbow is going to do bad things to the string and hence to accuracy), and, above all, they are unnecessary in the native milieu, the city, where ranges tend to be in the tens of feet. Throwing knives are absolutely inconspicuous, completely silent, take no time to prepare, and have perfectly adequate range and damage for city (or dungeon) use.

A further factor is that thieves should not be using anything but swords and daggers anyhow (though gambes, slings, and suchlike would even probably additions to the thief's arsenal). LHM, while GURMIAK limits thieves to magic knives and swords, it doesn't say that they can use all other non-magical weapons. I fear Gary's inability to write very clearly has struck again. If you look closely at the paragraphs describing clerics and MUs, you can see that the same mistake has been made there... By only talking about magical limitations, Gygax has left loopholes for people to claim that MUs can wear non-magical armor of any sort, or that clerics can use non-magical edged weapons. By my logic, the only weapons available to thieves by the rules are swords and daggers.

Finally; thieves are not fighters. They lack the armor class and the hit points for the job. The proper reaction for a thief in a tight spot is to try and hide in shadows (or climb a wall, or whatever) and try to get behind the foe. A thief striking from behind is murderously effective. Trying to take on a fighting man from the front is stupid, and strictly a last-ditch resort in a very off-Gorrec.

ON CREATING PERMANENT MAGICAL ITEMS... Mark Seaman and I have been doing some preliminary work on the subject in self-defense after one of the less-than-restrained MUs produced a sheet purporting to show how a Wizard could make a shield in two days. Well, a 11th-level MU (base Wizard) can make potions and write scrolls, but not create magic armor, wands, or much of anything else. Why? Because one doesn't produce magical armor (for instance) by throwing a protection spell on a suit of metal or leather. Such might work, for no longer than the duration of the spell (two hours, if I remember correctly). So, one needs a PERMANENT spell placed on top of it to make it stay (plus various other things). I also note that (as per TOS the best), a magic-user cannot do anything else but work on the item involved while making it. No expeditions into the dungeons or wilderness, for example...

There were a number of comments on me concerning the Black Hole expedition. I had intended to be as polite as possible in replying to some of them (anners are usually desirable), but since several of the commenters showed this deplorable tendency towards nastiness in A&H IR, I feel less need for restraint in answering. See on to comments on The Black Hole TANTIVY TANTIVY TANTIVY, A-HUNTING WE WILL GO!



The first thing I noticed when I stepped out of the plane was the humidity. It was a sticky, oppressive heat that clung to my skin. I had heard that the weather in the South was terrible, but I didn't realize how bad it would be. The humidity was like a heavy blanket, making it difficult to breathe. I had to take a deep breath and try to adjust to the new environment. The humidity was a challenge, but I knew I had to push through it. I had a long drive home, and I needed to get some rest. I was exhausted from the flight and the heat. I had a long drive home, and I needed to get some rest. I was exhausted from the flight and the heat. I had a long drive home, and I needed to get some rest. I was exhausted from the flight and the heat.

My first job was at a construction site. I was hired as a laborer, and my job was to help with the foundation work. The work was hard, and the heat was even more so. I had to work long hours, and I was often covered in sweat. The humidity was a constant reminder of the heat. I had to take frequent breaks to cool down. I was used to the weather in my home, but this was a new experience. I had to learn to deal with the heat. I had to take frequent breaks to cool down. I was used to the weather in my home, but this was a new experience. I had to learn to deal with the heat. I had to take frequent breaks to cool down. I was used to the weather in my home, but this was a new experience. I had to learn to deal with the heat.

After a few days, I started to feel the effects of the humidity. My skin was itchy, and I was having trouble sleeping. The humidity was making it difficult to concentrate on my work. I had to take more breaks than I had before. I was starting to feel the effects of the humidity. My skin was itchy, and I was having trouble sleeping. The humidity was making it difficult to concentrate on my work. I had to take more breaks than I had before. I was starting to feel the effects of the humidity. My skin was itchy, and I was having trouble sleeping. The humidity was making it difficult to concentrate on my work. I had to take more breaks than I had before.

One day, I was working on a concrete slab. I was using a shovel to mix the concrete. The heat was unbearable. I had to stop working and go to the shade. I was sweating profusely, and I felt dizzy. I had to take a break and get some water. I was starting to feel the effects of the humidity. My skin was itchy, and I was having trouble sleeping. The humidity was making it difficult to concentrate on my work. I had to take more breaks than I had before.

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the better spell.

Allowing a Magic-user to throw spells from the middle of a W.B. is fairly completely wedged. I have grave doubts he could do much more than draw a dagger, let alone wave his arms around to throw spells. Further, I doubt that he could see through the W.B. Crack, crack!

The Polymorph spell I meant was POLYMORPH OTHERS, of course. Admittedly, it will indeed decrease the magic strength on hand. However, given that there were six wizards in the room, magic was hardly what was needed. Melee ability was! And your chances of surviving a POLYMORPH OTHERS spell are better than those of being RAISED; very little risk for someone with a good constitution, especially if he's going to get his head taken off in one melee round anyhow.

Now...let us suppose that I was in the room when Steve was running the rumble and he'd asked me to run the wizards. OK, let's roll some random characteristics for the six (important!)

- 1) 5/15/9/8/15/11 28 hit points
- 2) 11/12/15/7/14/6 29 hit points (transfer wisdom to  
Ect. 15 intell.)
- 3) 7/14/9/8/4/8 21 hit points (transfers made)
- 4) 10/6/8/9/14/13 17 hit points (transfers made)
- 5) 10/11/10/11/8/8 23 hit points (ditto)
- 6) 6/12/9/11/14/10 35 hit points

Not all that impressive. I choose spells for wizards in a dungeon. Party proceeds to arrive, address us in lawful, and manage to kill #s 1 & 2 before they can get their spells off. Four spells then arrive.

I. CLOUDKILL. Using most favorable saving throw on (POISON) hand, you start making saving throws. All of your characters are on 1st table, so its 11 for clerics, 12 for FM, 13 for MUs. Mimirne (18), Marendol (20), Marodin (6), Grey Mouser (20), Pendragine (5), C'vic was already dead, Antar (6), Chee Ian (7), Zed (2), Aaron (15) You say Zed is immune to poison, so he might still be alive; the two thieves don't have to save and are still Charmed. Three failed to save vs. Poison, leaving five characters.

II. ~~WIZARD~~ MOUNTER. which, against creatures of less than 4 hit dice, will 2 or 3 DG (I forget offhand) worth. Assume it hits only 7, of which three are among the dead. The Mouser isn't hit, Mimirne (4), Marendol (13), ~~Pendragine~~ (19), and Zed (18). Two of the remaining ones aren't going to be doing anything next round. (Victims were determined randomly).

III. POLYMORPH OTHERS. On #6 wizard, who has just turned into a Beholder. He only needs to roll 30 to survive; he gets an 05.

IV. SHOTGUN (alias MAGIC MISSILE)---five missiles per spell for a wizard. Aimed at Marendol (Wizard doesn't know he'll be charmed. Assume he's in plate and shield; two hits are scored, doing 9 points of damage. (Since he's already taken half-damage from the CLOUDKILL, this may kill him)

V. SHOTGUN. At Zed, who would seem to be Armor Class 6. The wizard only needs 7s to hit, and all 5 missiles strike, doing 25 points of damage. I think Zed just died. (This last one may or may not arrive---a dexterity of 14 for Wizard #2 might not suffice to get the spell off).

We now enter the second melee round. Active combatants now include (most probably) Fred and Arnie, ~~Arnie~~ ~~XXXXXXXXXX~~ Grey Mouser, Aaron, and maybe



Zed: The MUs (make that MU) can no longer function in the Anti-Magic Ray from the McHolder, who also employs his Flesh-Stone Ray, Charm Person, and Fear Rays. Fred failed to save vs. Stone, as did all of the others, leaving only Arnie in the field (plus some of the Charmed ones). I will grant that you got #3, and maybe even #4, but the party is gone...

And Wizard #6 gets back to his previous form alive, leaving the surviving Wizards with a third-level half-elf female MU to vent their spleen on...

A minor matter...since Wayne mentions that fact that the power pack on a force sword will blow up if hit by a laser, why didn't the power pack on C'Vic's blaster explode? And why did the carbonated Dr. Pepper also not explode? Or haven't you ever seen that happen to soft drinks?

ON TELLING LOW-LEVELS FROM HIGH...You mean to say that the high-ego swords of higher-level types don't demand jeweled scabbards? That higher types don't spend money on good clothes, jewelry, and such? Do your low levels glitter in the moonlight, carry staves and wands, and bedeck themselves with gold and gems? God, if your upper levels wander around in scruffy second-hand armor just like the nees, it's a wonder that the immigration authorities will let them into other dungeons! Of course you can tell them apart!

COULD SOMEONE EXPLAIN what a "pinned character" is? The term isn't used around here.

NEW CHARACTER TYPE ENTHUSIASTS...I am presently play testing a Gypsy Thief in Gorree. Specifications next issue, probably.

COLLATION COMMENTS on #11

Sometimes known as The Epistle to the Balrogs, because of all of the flaming going on, here and in #12

LIE GOLD (TAN IYY)...Glad to see you liked wornfaces.//New rules on FIRE-BALL are an improvement and give me cause for thought; but see earlier essay on the subject.//My impression of the One Ring is that it was intelligent but non-communicating.

MARK CHILENSKAS (AL ARAAF)...Sorry to hear about your losing all of your tables and information for the Ukraine and your HPT game. But glad to see you in A&B.

HANG (UETSALPATUL)...Leprechauns interesting, but I think I prefer to use the information to run them as monsters. Syntharians are certainly different. Are they your own creation, or is there some sort of base for them?

MARK RUSMAN (BILLY BALROG)...What do you think of the new, improved system? One spell per turn (movement was too limiting), requiring "prep" time tends to discourage use of the higher spells.

A certain elvish twin is out to get Dracar Redtongue. Hurry up and finish that part of your world, please.//Sniveling coward or no, Dracar is certainly an exception to the harmless Chaotic wizard stereotype.//Isk. The great-grandneices were just pushing the wrong buttons in Ariel's mind. Elvish princess indeed! What do you think the twin elf is, a twit?//Stone servants are fun. Rather vulnerable to Gypsies, though (snicker!)

WAYNE SHAN (BILLY BALROG)...The idea of a 100th-level player character



is probably the biggest wedge I've ever heard of. The thought of that many Librams of Silver Magic showing up in any one game or series thereof is sufficiently unrestrained as to cause me to hope that some outraged player will lynch both the owner of the Wizard concerned and the turkeys who were running the game.///It would seem sufficiently obvious that I was speaking of player types. Demons and such are that powerful by definition.///It is impossible for a humanoid type in any local dungeon to get any characteristic up over 18. And I'm completely unimpressed by the idea of spells more powerful than WISH or GATE.

Oh, there are some limitations on certain character types. I am not impressed by them, however. Paladins and Monks are both Creeping Plague character types anyhow. And (as you seem to have discovered in A&L 12, Monks are a character type.

As to the urging towards "flexibility": I have had a character come into Edwyr and announce that he was hitting the door, bursting through, and firing his heavy crossbow into a zombie's gut. I told him that it wasn't that simple. Lessee, you hit the door with a cocked and loaded crossbow. Did the door open? Yes. Did the crossbow go off when you did so? Yes. Did you manage to hit yourself? No, unfortunately. ("I'm drawing my sword to take a hack at the zombie!") (At this point I looked at Rod "The Barbarian" Burr and he looked at me, and we both sighed). Roll D20, get a 1. Tell the twit that he just dropped both the crossbow and the sword, and that the zombie got two free hits---which it failed to connect with.///Or consider the twit who was trying to hold a 5-foot door in company with two other men---and using a morning star. I rolled D20, and he did indeed hit. Not himself, not the enemy. But he did get KPs for killing the party member next to him.///Or the MU who, in a burst of cleverness, threw Wizard Lock at a Chaotic Wizard's mouth.

This I should be tolerant of? Supposedly experienced players pulling idiot tricks like this? I should be "flexible" and allow it? Gobble, gobble.

No flying creatures in the mirror? No MUs with Fly spells or flying equipment? No MKVD types who might try hitting the Turkey with a FIREBALL on the way down?

Just can't see why people are bothered by force blades, huh? All of the problems involved, like what happens when you miss? Wayne, old man. As I recall, your force blades are +10. Using one, a 7th-level fighter with a strength of 13 hits things with a roll of 1. Tell me some more about how crooked they are? And your blaster (found on the first level, as I recall) +8 to hit, and 15DB of damage. Or the +3 axe with Shatter Inorganic Material? I begin to see why you don't think force blades are unrestrained...

Quicksilver affecting lycanthropes? But quicksilver is mercury. Can't see it bothering them at all--unless they eat too much tunafish.

Your new table is a vast improvement; about the only major complaints I could make would be the immortal/hemophilic combo. I also tend to disapprove of handing out Detects, but if some character did wander in with the Detect abilities, I'd probably let them go by.

NICOLAI SHAFERO (UNDERGROUND)...I note with pleasure that you're as distressed with the low prices of some dungeon magic shops as I.///I have about twenty characters now; far too many of them are in Gorrel. About a third of them were transferred in from DUNGEON games in Minneapolis.

I am quite aware that dungeoning is dangerous. However, your initial statement gave the impression that 60% of ALL expeditions, regardless of



level or degree of familiarity with Stormgate. A kill ratio this high for experienced parties indicates a "killer" dungeon. Kevin Slimak's HELLSGATE manages a fairly consistent 50% casualty rate for experienced parties, regardless of level, and approaches 100% for nees and those who are used to easier dungeons. But then, RAWISE DEAD is far more easily gotten in HELLSGATE than in EDWYR or GERRED. //Considering your EP advancement tables, I am rather doubtful that your Wizard is 16th level, or your highest PM is 10th.

Now, for your first scenario. We rush in, kill this old man, are cursed, and "God" informs us that we're all Neutral, huh? End of episode, huh? Nope. I turn to "God" and say, "oh, Great Turkey In The Sky, what happened to our Detect Evil (handy little spell, 1st-level clerical, and MD) and ESP spells?" And if said turkey tries to claim that said spells were backfiring, I'd point out that entrapment is a Chaotic act. Look, the choices are not between turkeying around by telling your opponents who you are (giving them the initiative) and rushing upon everyone and beating them to death for fear they'll do something to you. If you're too low-level to have MD, then for crying out loud, talk in Common, which gives nothing away. The first time somebody pulled Maren-dol's error in Edwyr, the response was a barrage of spears, one of which scored a Critical Hit. The last time, the Chaotic Wizard just smiled, lifted the Cold Band he had been holding in the folds of his robe, and proceeded to turn half of the party into peoplecicles. And what's to keep Chaotics from answering in Lawful, anyhow?

Second scenario. (God, but your wizards are twits!) Yup, there you are in Edwyr. You've just busted the door in, and are yelling "Be thee for Law or be thee for Chaos." This is extremely bad manners in Edwyr. If the occupant is lawful, you're going to be shelling out several hundred GP for a new door. Neutrals will take this as a sign of hostile intent on your part. And as for Chaotics, well, the Wizard starts gesturing. You step forward to pound his head in, you say? Well, there's this minor obstacle or two--his hiring fighters, for one. Possibly his pet cockatrice as well. And he may have a pre-set, artifact-held spell that can be set off by simply stepping on a tile in the floor, releasing (say) a Death Spell. If he has not done the last, however, you still have to get through his hirings and/or pets. No, you don't run into sets of wizards living together in eggshell anxiety in Edwyr. Wizards each have their own domicile, with an apprentice or two, bodyguards, and a nasty pet or two. My Wizards tend to have brains and use them for self-preservation.

Now, in A&E 12, you made a gratuitous crack about not being able to read maps. I'll admit to not even bothering to look, certainly. You, however, seem to have some slight reading difficulties of your own. I will point out that both "magic-users" and "fireballs" are plural nouns. There were 6 Wizards in that room; had there been room and had they all thrown FIREBALL, the most minimal of rolls (1 on every 36) would mean 36 points of damage. Does your 14-hit point PM still want to check his saving throw? And yes, FIREBALLS do tend to come back and bite you--far more so in Edwyr than in most dungeons. However, I stated specifically "unless there was no room". (RSTC #1, p. 2 bottom).

As to POLY OTHERS; you don't need that good a constitution--you had one of only 11, and had an 80% chance of survival. Much preferable to having ones head bashed in by random twits.

The expedition in Robber's Boast; well-told. I'm highly distressed, however, by the loaned-out Cold Band and Flail +4. (MARR S. AN-S N: Take a look--4 out of 7 expedition members are Kryptonite-bait!). Three captive Chaotic wizards? Right. Completely harmless, these wizards. And considering that you were only going to the second level, I would have told Sir Nicholas to go pound tar. Who needs a Cold Band on level 2?



TK. Wasn't it you talking about rushing in and bashing unknown heads a while back? And about throwing fireballs in dungeons? And how many charges on the wand did you burn on a lousy 14 orcs? (And how-- at the time--did you know they were 4th level orcs?) ///Consider me to second Mark's comments concerning the amount (and quality) of loot picked up.

THE UNCRUCKING OF GYGAX. You seem to be ignoring large amounts of contrary data in your discussion. To begin with, your party is ungodly small by Gygax standards; he seems to lean towards parties of 10-20, from what I've heard. Hence, you're likely to have hit a large number of rooms before anybody gets killed. Secondly, your party has damage bonuses and dexterity bonuses, while the monsters do not. You are probably all AC2 to their average AC 5. You are likely to have pretty good missile fire, while an awful lot of monsters are things like insects, toads, spiders and such, which don't. Not all encounters are hostile, many monsters are rather helpless (Cleanup Crew), and if a sufficient number of fighters get wounded, one can always leave the dungeon and recuperate. I also fail to see why you think there is no RAISE DEAD. A properly-run base city or town usually has a non-player cleric who can (and usually does) RAISE people. I don't play Gygax rules myself, but I wouldn't run away screaming in terror from a campaign played by them. In such a game, with good leadership and intelligent play, I'd expect to get my second level FN in 2-4 expeditions.

Advancement is slow in the major local campaigns, treasure and magic scarce. Other local campaigns are run much more in line with some of the more extravagant West Coast campaigns. Neither Swanson nor I have any trouble getting players from our games (if anything, we have too many players); some of the others simply can't be run for lack of participants if one of the major games is being run. I don't know, maybe the MIT players are ~~frnk~~ insane...

ERIC HOLMES (WARRIOR FOR HIRE). The Warrior's Guild in Edwyr maintains a Hiring Hall. There's a twofold reason for this. One is maintaining of auxiliaries for parties lacking certain types (there are similar ways of hiring MTs and clerics). The other way is to allow people who haven't got characters of suitable levels for deep expeditions; one takes out a hiring hall type. They are pre-rolled, the higher level types have some minimal magic, and start out at base EPs for their level. At the end of the expedition, they get full EPs and a full share of claim on the treasure; once this has been divided, they return to the Hall. Which Hiring Hall characters are in on any given day is determined randomly.

MIS IVES (SPUNED ACURTH). Hello! The only animal being trained at present is a sabre-toothed tiger. 10% chance of going feral per expedition and considerable chance of losing control of him in case of heated melee. And if he kills something, he's going to want to eat it. Undisturbed!

Bitten by werescrooges? Not exactly. But in college I was known as The Werewolf of New Bedford. I had this tendency towards looking harmless, then turning around and biting people. I came to develop a taste for raw turkey.

GRANT LUIS (DRAGON CANTHUR SET). I prefer developing my own characters, but it seems a reasonable guide for the lazy.

HILDA HANNIFER (MCKEHTLE). Interesting idea on increased level improving armor class. ///Good comments to Steve. ///\*\*high\*\* Throwing a fireball in a 10x10 corridor? Should have fried both parties, not just one person. I'm rather doubtful that a fireball has any weight, so I'd probably rule that TK wouldn't affect it (and in any case, (see beginning article on



FIREBALL) I doubt that he could make it move far enough to make a difference) How many Rings of Regeneration were there in your party?///Dwarves rolling on the swords abilities table; HELP!///Heirlooms magical items---a Staff of Command??? HELP!!!!

JOHN BRENNICK (letter)...Why not come up to MIT some weekend? We play at Walker Memorial Building, on Memorial Drive, east of the MIT Bridge.

SEAN CLARY (DEFIANCE DURGON)...MLtd., alas, was ceased by Scott.///Silence-in-Thunder is now only on the 13th (or bottom) level. There will be none lower, but probably some intermediate ones built.///I've expressed my opinions on allowing people to use spells higher than their proper ones.///Sorry, but zombie ping-pong looks out. Too bad; an entertaining, if somewhat zany, idea.

DAN PIERSON (VULTURE'S ROOST)...For a cleric with a Swanson Ability of +1 with bow or crossbow, fowling arrows or quarrels from a standard bow or crossbow is another possibility. (1-4 points on man-sized, 1-2 on larger).///Glad to hear that the Raise Dead Fully potion has gone.///I would guess that someone in real, full plate, would need help in getting out of it at all.///On analyzation; in Idwyr, there is a good chance that if the stuff brought out is good enough, the analyzer may steal it. Also of the NB making a mistake. I may print my charts this issue or next.///But I thought the Dragon was a Blue Dragon, which breathes lightning, that was fighting Tedron. And if it was Green, shouldn't he have had to save vs. Poison?///Oh, then CHILL is useful! At least twice we could have gotten treasure out with it. I read the description of LIGHTER hastily, and thought its range was 6", not 8". Quite a difference. Apologies. Other information useful, too.

LIE GOLD (Swords)...Excellent!

ERIC C. BAINES(WORD FROM 5000 FEET)...(dwyrian FIREBALLS and LIGHTNING BOLTS do full damage to anyone in their area of effectiveness; a 20" radius sphere for the first, a 6" line for the other.

PEGGY GEMIGNANI (MANY WORLDS)...Hi! No MidAmeriCon, but there is a (faint, very faint) chance of my making it to ORIGINS in Baltimore. Poverty and jobs allowing. Certain info I don't have yet...

KEN PICK (CHARACTER CORNER)...I wouldn't try suggesting to the local thieves that they're light feet. The dirty looks you'd get!///\*\*\*Sigh\*\*\* Yup, take a last drink and pick up the power of flight!///Gargoyles can only be hurt by magical weapons.///Didn't the (chre Jelly do any damage?///The episode with the dwarves shows what's wrong with your handling of thieves ("your" being general). Why did the thieves stand in the doorway (such perfect targets!), and why did the non-charmee one go charging out into a Cold wand blast? Goddamn turkey thieves! A good thief should have gone hiding into shadows. At best, you could have had to hose down the room with the Cold wand to get them. At worst, one of them might have stabbed someone in the back.///TWO Helms of Brilliance in one expedition?? GAD!///Throwing a Magic Missile into a hand-to-hand combat??? On a roll of 1-6, he should hit his own party member!///You mean the Hanticores only got off one round of missile fire, even with complete surprise?

BOB SACKS (TRAP CHARTS?)...The party's dwarf detected sloping passages, and we KNOCKED the one way door at the top.



JERRY JACKS (SUBJUNK PORT) ORIGINAL (Sob) Twitt Turkyt Gobble  
 gobble! MAGE'S SWORD indeed! derry, the rules state, clearly, and  
 concisely, that (except for eyes) Mages CANNOT use swords. So, I don't  
 care where the sword comes from, whether hammered out on a forge or  
 brought forth from a hair plucked from the infant Jesus on all souls  
 day in the holy of holies. YOU CANNOT USE THE DAMN THING IF IT'S A SWORD  
 AND YOU'RE A MAGE! Muter, mutter, grumble, gribe, bitch, bitch, bitch!

JASON RAY (TIDIANIN POSTCARD) Interesting history.///Tsk, CHARMING  
 Orcs is chaotic, all right. The argument that "well, if we didn't do  
 it, they'd be dead anyway" is one of the oldest arguments for slavery  
 in existence, and why get rid of him/her/it anyway? I've got an orc in  
 George that was CHARMED, got the hole for his Charmer, and turned  
 Lawful. Also, there is no NEED to push buttons. If you don't want to  
 risk lives, then leave the goddamn buttons alone. If said friend is  
 too greedy to follow this eminently sane course, then T.S. for him.///  
 The story on the unicorn was unneccessary, why have so much patience with  
 the offender?//So Dagobert CHARMED people, even his friends, just in  
 case they're useful? Sounds downright chaotic to me. Wizard's robes  
 or no, would his CHARM spell even function in the presence of a 25th  
 level Balrog? I would suggest dropping a delayed Blast fireball into  
 his room through a dimension door some time. Or maybe he should meet  
 Arty and her anti-Charmer Ring. Or maybe some elvish FM/NU with a  
 staff of absorption and a beatal-hating sword.

With regard to rotate STRIP spells, Jason, there are some  
 fight parties shouldn't win.///I don't know about you, but I don't  
 regard a newly recruited might as being the ex-character at all.///Your  
 Critical Hit Chart is the same I'm using, but Swanson and I say that  
 first you roll to hit, then need to roll 50 on D20 to get a critical  
 (15 or 20 for weapons like 2-headed swords or battle-axes.  
 You seem to have misunderstood me on FIREBALL and such. I  
 don't use a damage distribution system at all. Had the 10 orcs run  
 into that situation in today, they would have all taken FULL damage  
 (half if saving) from the fireball. With a distribution system,  
 the orcs would certainly END to bunch up, and would probably (as  
 Mark has suggested) carry around cages of pet hanters to take much  
 of the damage. Also, in the outdoors, it would be a 40-YARD wide area  
 Nor do I use a "one spell once and that's it" system. Mine is far  
 more complex, but won't be detailed this issue for lack of space.  
 It's a "hitz-factor" system regarding spell preparation times./// How  
 can an orc (3rd level) have 25 hit points? Very simple, look at  
 GRENHAWK, monsters get 8-sided dice for hit points. 3x8 = 24 hit  
 points. Since I roll characteristics for most monsters, it is  
 possible for an orc to have 33 hit points at 3rd level (1x6, 2x6 +3  
 on hit points per die if he has a constitution of 18). 24+9 = 33.///  
 Remarks concerning the dragon-hunting expedition and dragon breath apply  
 equally as per those of the orcs vs fireball. They will, with a  
 damage distribution system, TRY to get as many people into the dragon's  
 breath as possible.///Sorry, no MIDAMERION. No time, no money. I  
 was at the MIT SUMMERCON and will be at ORIGINS.///I suspect that most  
 reasonably intelligent fighters in today, knowing that Ventriculism  
 and invisibility exist, would figure out what was going on fairly  
 easily.

THE WOLKOR (9TH-LEVEL MD). Highly amusing (but wide random) expedition



Well, it was a highly interesting and profitable week. Ariel, who was 7th/7th last issue is 9th MU/7th FN this week. And a complex story it is. Ariel, Ninue (7th MU), Ariadne (9th MU), Angus (7th FN), Xylem ben-Elven (5th MU/4th FN), The Man in Blue (7th C), Waste (7th C), Charlie (? cleric), and one or two others went down to the 8th level of Gorree. After some minor difficulties with a watch and a Stone Giant Ball, they disposed of some hydras, and found that the room contained a pentacle-like arrangement of gems, which Charlie (10 3) proceeded to lift. Freeing a 27th-level Demon. In a good mood, luckily. It proceeded to offer to destroy some of our enemies, at which a certain moron proceeded to name a Lawful 22nd-level lich. The Demon departed---and Ariel promptly led the party from the dungeon, back to the Fenriat Cathedral, to Uncle Wolf, who (due to an adventure the previous week), had a means of summoning the lich. There was a rather spectacular battle in the skies over Gorree..

After that, the party proceeded to return to the dungeons. BE'd behind a door, CV found a man in MU robes with his 3 pet hellhounds. Party hastened into door-busting formation, but before the door could be hit, the MU Dimension-Doored out into the corridor with his pets and, with the advantage of surprise, fired a Cold Wand charge into the party and waved his hounds forward. The next round, the hounds breathed and Ariel threw FEAR; two party members went down badly crisped, the MU and two hellhounds turned and ran, and the last beast overran Ariel. Two members of the party charged it and managed to keep it from finishing off the elf, while a third charged berserk after the MU. The Chaotic slowed down and D.D.'d back to his room...unknowingly taking the charging lawful FN with him. The Chaotic was overrun from behind as Ninue broke the door down, hit one of the hounds from behind, then rolled to the side as Ariadne fired HER Cold Wand a couple of times. Had Chaotic.

That's when the Genocide Court showed up. Oh well, we agreed to off a Chaotic Wizard (12th level; member of one of the MU Guilds that run Gorree. GOLDFEYE is one of the Chaotic-run eyes). ARIEL REACHES 8th MU Well, Ariel got the Cold wand, the expedition formed up, here and we managed to luck out in reaching the place; when we D.Doored into the keep, we caught the wizard and his Melnibonian girlfriend in bed. Zap! Cold Wand blast. Zap, second blast from Ariel's wand crosses a +4 Charm Person spell aimed at her. Spell hit's Ariel's Anti-Charm Ring; Ariel still has to roll saving throw (made it), but Wiz failed to save against his own spell. (Prot. vs. Magic scroll now running behind her as she charges in. Zap! goes blast into the Melnib nian, KER-BLAST! goes the countess' ground-zero fireball. This broke the CP on the Wizard, who desperately tried to throw a DISINTEGRATE at Ariel. Poor Swanson! For the second time in a row, one of his Chaotics tried to throw a too-hurried DISINTEGRATE, doubled-kilted, and wiped himself out. Also, unluckily, taking both of his rings with him. Oh well. Party escaped with most of the available magic, including 12 books. Since it is safest for FN to read books, Ariel changed over to FN role back in town and began reading through the things. Picked up a point of constitution, found lots of books she couldn't understand. Tool over to MU again. Other Lawful MU was only 8000 EPs from next level, so Ariel was allowed to read them. She can now ESP high-level Undead (but if they're higher than her, they may take her over), make love potions...and she gained a level. She almost failed morale check on the last one, too.

On the other hand, the entire party is in GOLDFEYE's bad graces, and the twit-elf is thinking of joining one of the other MU guilds for protection. The twit, however, doesn't really seem to fit into either CHILDFEYE or BLASSOMFEYE, the two Lawful Eyes.



Gideon made his first two trips into Edwyr. Had the joy of fighting his first Balrog on the first trip, but got killed. On the second jaunt (this week), trying to earn enough to pay off resurrection fee and earn Teleport fees, he went down after a Great Balrog. The main fighting strength was Lord Theseus (the Dungeon Monster), Hrolfa the Unwise (with Ironfang, +3,+5 vs. Balrogs), and Gideon's cousin Cara Terhalen (non-player 7th-level fighting woman); there were also a 9th-level MU, three clerics (7th as highest), and Gideon. The mainforce fighters hit the Great Balrog, while the rear guard found itself fighting four Iron Demons gated in by the Great Balrog. Final toll was one Great Balrog and three Iron Demons dead and the last fled vs. Two dead clerics, the third cleric and the MU down to 0 hit points, Theseus with one (1) hit point left, Gideon with 6, and the other two fighters somewhat battered. (Oh yes; Theseus started the fight with 62 hit points). The party did manage to limp out without more trouble.

Little sister Liriel has been somewhat subdued of late. She picked up this scroll, you see. Summons a 7th-level Paladin with a Holy Sword for 30 minutes. When one is a 2nd-level fighter and 1st-level MU, this tends to make you feel distinctly useless except as scroll-carrier.

They finally ran into a Dweller-in-the-Slime in Edwyr, on the 8th level. More fun than anything I've seen in a long time!

THE EPISTLE TO THE BALROGS, PART II  
 (Comments on A&E #12)

ON FIREARMS Vs. MAGIC... Much comment on how friends in pointy hats will take care of men with firearms. Tsk. I would suggest said parties might look at the ranges given for spells. There are only one or two spells in the canon with ranges greater than 240 yards. The range of rifled firearms is about 1000 yards. Give me a fully-equipped armored brigade, complete with TOW missiles, Redeye SAMs, high-quality radar and such, and wizards are going to have a very bad time doing anything---they don't have the needed range. And crossing 760 yards of clear terrain in the teeth of machine-gun fire is sheer suicide...and for those who repeat the argument that you won't hit much with a rifle at 1000 yards, I'll point out that there isn't much need to aim with a machine-gun, and that the effective range of a modern rifle is 500 yards.

ON VISITING OTHER DUNGEONS... Several people have issued the belligerent sort of invitation that the group I described visit their dungeons. It is unlikely that they will, because their ownership rests with five different people. Of these, Alan Trevor has gone back to the Midwest, thus depriving us of the sole wizard in the game, Steve Simmons will be leaving for sure this September, and Paul Bean may do so as well. Unless you come to us, I much doubt that the others can be gotten together for an expedition. The possibility that I'll be going to California in anything resembling the near future is small. There is another problem---from your reported monsters, it would seem that you like things that only Paladins can handle. Highest level paladin in either Edeyr or Gorree is 3rd level. While there are a reasonable number of +3 weapons (Dworkin, Hrolfa, and Brynhilde all have them), nary a +4 weapon has been found, and +2 weapons are much-prized. Armor would seem to be definitely inferior to the general run of that in the dungeons suggested. There is one suit of +5 plate in the world (Dworkin's---from BELLSGATE, not one of ours), a set of mithril chain and shield (Hrolfa's---from EDWYR). I think the best armor after those two is +2 plate and +2 shield on Lord Theseus. Nary an artifact-class weapon in the place. By your standards, we're rather light on magic. However, this is not an attempt to back out. Given the willingness of the others to run their characters, (next page)



if you can arrange a suitable place and time, we'll go down. Don't expect us to try and bash our way through, but DO expect to have your Wild West magic rules exploited to the hilt!

If you can't get all of us together, but can arrange to meet me, I'm perfectly willing to run an expedition made up entirely of my own characters. That would include Arnel, 6th MU, 7th fighter, as my highest level character. The next best would probably Tirye ad-Palnuen, probably 7th MU by then; Uncle Wolf as 7th cleric, Aunt Wolf as 6th; my best fighters would probably be all 6th levels by then...Gideon, Tomzilla, Old Gerki, Jer Altford; and my 6th-level Gypsy Thief, Zuleika. Once again, they'd be magic-light by your standards.

I'm going to try to be at ORIGINS this July 23-25. Any of you going to be present? If so, I'll make a counter-offer. Anyone with ultra-high-level characters (14th+) can try to make out on 13th level LDWYR. You can take along all of the gross artifact-quality magic you want, make it as large a party as you like, whatever. Just remember, you won't have an endless stream of spells at your fingertips. I've been curious as to what would happen when some of these super-characters try fighting such characters as Baron Samedi, Lord of the Graveyards; Amadou Focksar, King of the Archbishops; a Nether-Queen of Wormfaces; Set himself; Vestaya of the Thousand Lascivious Acts; the Dwellers-in-the-Slime; echer Valerians; Deathlords; Great Fairys with attendant Iron Demons; Eaters; and various and sundry other nasties that infest the area. And if you're really unlucky, you might meet Kali herself... Those with lesser characters may try trading in their artifact-quality stuff for weapons of equal bonus and detects and trying their luck on the appropriate level of the dungeon, or keeping their stuff and opting for a level or two lower. The only thing I can guarantee is that you won't be bored.

I would suggest to anyone trying the 13th level that they invest in a CLONE spell before going down.

LEE GOLD (TANTIVY)...I agree on death, and have been toughening things up in Adwyr lately.///The Perrin Critical Hit chart is tee grim for my taste; I use the SPARTAN table.///If I have time, I'll do my charts for Chaotics this issue. Heck, why not KI now? Here goes. Three basic qualities are MEANNESS, SADISM, and DEDICATION. Roll percentile dice;

<u>ROLL</u>	<u>MEANNESS</u>	<u>ROLL</u>	<u>SADISM</u>
01-10	Tends to avoid trouble; lets others do the bashing if possible	01-10	Nice guy; hates hurting people
11-20	Prefers to fight only if all the odds favor him/her/it	11-20	Can be provoked into brutality
21-50	Standard Chaotic	21-50	Casually brutal
51-70	Will run only if odds are bad; will work out a battle plan if time allows.	51-70	Streak of sadism; will spend some time hurting prisoners
71-80	Only runs if odds are hopeless; always has a plan.	71-80	Gestapo recruit
81-90	Never runs, fights to death; will kill anyone trying to run.	81-90	Torturer
91-95	Berserker; will fight +2 to hit, +2 on damage; foes +4 to hit	91-95	Will expend men to capture victims
96-00	If fight is going badly, will final strike any possible weapon	96-00	Commit suicide before letting him take you



**DEDICATION** is handled the same way; a person with a 01-10 is basically an anarchist, as ready to off other Chaotics as Lawfuls or Neutrals; on a roll of 96-00, the character will do anything to advance Chaos.

Interpretations (by examples). Sweet Malice, a Chaotic 10th-level MU, has a Meanness of 94, a Sadism of 15, and a Dedication of 93. She tends to keep alert, have plans prepared, and will retreat only in the face of something like a Protection vs. Magic scroll, against which she's unable to personally fight. If she takes on a Lawful party, she will quickly and efficiently off the losers and destroy any Lawfully-aligned equipment. Ratso, another (late) 10th-level MU, had a Meanness of 44, a Sadism of 76, and a Dedication of 21. He took a medium-level Lawful party, indulged in assorted major and minor brutalities (tormenting the Patriarch to death, abusing the females in the party, and leaving the others, blind, weaponless, and naked in the woods (as it happened, one MU had Clairvoyance, so the party reached safety---and got RATSO). Ratso was into Dominance (see below) and wasn't too bright.

Other qualities may also be ascribed. Chaotics may be into Dominance (make the Lawfuls beg for their lives, then let them go, humiliated), Sex (check how attractive the captives of the sex you're interested in are; keep the ones that you like, off the rest), Greed (sell captives as slaves), and a host of other possibilities. (I roll 1D6; on a roll of 6, they have special interests).

Fireballs? See the comments on such at the beginning.///I'd make the EPs for Balrogs feircer; up to 500,000 per level at the upper limits; otherwise they've got too many advantages.///Like the song.

STEVE FERRIN (TUESDAY MORNING)...Well, I have to admit that you've got some strange ideas. The Anderson Elves are interesting, but basically less powerful than the Elf/Melnibonian types in Edwyr and Gorree.

I have to admire the truly wedged interpretation you have of the statement regarding Elves in GIDEYHAWK. The statement, so far as I can see, concerns the splitting of EPs only. Since it is followed by the sentence that says that elves operating as thieves can only wear leather armor, this would seem to rather contradict your facile assumption.

This, of course, is inferior in wedgedness to your proposed shifting back and forth of characteristics points. Look, Steven-the-Truly-Wedged, one rolls characters at the beginning with three D6, then does permitted modifications as per the rules. NO MODIFICATIONS are allowed after this! Moreover, once the points are shifted, they STAY shifted. No, "Oh, I want to be an MU this morning; I'm shifting 8 strength points over to intelligence." So, no, you can't pull that totally abominable trick with your 18-18-18 elf. Nor (in EDWYR) can you get any characteristic over 18 anyhow!

If I see a Dwarf trying to enter my dungeon with powers from the Sword Abilities Table, he's apt to get carried off to the city zoo and exhibited as a freak. NO!!!

Dying once per expedition is usually more than adequate in most dungeons.

THE GLITTERING SWORD (W. Stead Watson)...Local dungeons allow people with dexterities of 15-18 to fire two arrows/melee round; this is maximum. I'm rather skeptical of anyone being able to get a shot off from a heavy crossbow every twenty seconds.

STEVE PERRIN (TUESDAY MORNING)...This is remarkably depressingsm, and I hope I'm mistaking you, but it looks like you're saying that instead of rolling 3D6 for characteristics and trying to get the character type from them, you simply decide "Oh, I want a monk"---and roll D20 to see how good a monk you got. VERBOTEN!

KAY JONES (KIREL's MIRROR)...Fems are interesting; are they a player category or friendly beast type?



CHARLES MCGREW (VOICE FROM THE DUNGEON)...That was a Chaotic party, no? The usual reaction of an Edwyrish Vampire to a Chaotic presenting a silver cross would be, "Key, nice workmanship! Can I see that?" CHOMP! A religious device not backed by faith is useless against vampires.

Highly amusing adventure.///If you're using straight D&D Vampires, the men killed either were or were about to become Vampires themselves---and Undead can't be Raised.

Well, LEE asked if I had any suggestions about DECKS OF MANY THINGS---

- 1) Decks of Many Things? What are Decks of Many Things? (Swanson and I have removed them from our dungeons.)
- 2) I'm uncertain as to whether you made this particular mistake or not, but only FOUR cards may be drawn from a Deck. It disappears on the 4th, unless a Joker was drawn.
- 3) Drawn cards disappear.
- 4) If "favorite magic item goes away" is drawn, that can be a) the Deck; b) any Wishes or nice items from the previous drawings.
- 5) If you must have Decks, why have them standard ones? You can always stack them, you know. Chaotic Wizards sometimes do this.

WLS IVES (THE STONED ACOLYTE)...Amusing. I see you're starting your world on a more "primitive" level than Edwyr is at. Not a bad idea; it allows the players to create a lot of the mythology...///I approve of your policy; something similar goes on around here---the turkeys die, forcing their owners to start anew, while good players get ahead.

Stone Servants are magically created, and require the sacrifice of a living being.

General agreement on the limits on killing for Lawfuls. Killing something that can't defend itself (children, defenseless females) is Chaotic---or Neutral at best. As for those who refuse conversion---it is preferable to drag them forth and hand them over to the church, which might succeed where you fail. If it's too dangerous, then offing them is understandable and allowable, but requires some minor penance.

An 8th-level Paladin is one of my nightmares, too.

Am going to try to make ORIGINS. If there, I'll try and get hold of you and give an explanation of our new spell system. It looks promising; more playable than either straight Gygax or spell points...

NICK SMITH (LABYRINTHINE LINES)...Well, spell point systems (which Mark Swanson and I were using for a while) just don't limit magic much./// They were ordinary Balrogs; one of each set just happened to have a neat magical item. If you want something out of the ordinary, try a Great Balrog; HIT DICE: 20-30 D8 DAMAGE: 2-4D10 per immolation hit---and are always on fire in battle---use the equivalent of a +3 sword ARMOR CLASS: 0. NUMBER: 1-4. Other stats as for Balrogs. Can GATE in 1-4 Demons each. See ELDRITCH PLUMMERY for other powers.

NICOLAI SHAPERO (UNDERGROUND)...Tak, Nicolai, tak. You seem to have developed a taste for shoe leather this month.

I) No, I haven't played in a Perrin Universe dungeon. I don't have time in order to develop the opinion that they're overly endowed with magic. All I have to do is to compare the equipment lists of the two highest player characters in EDWYR and GORREB with some of the things mentioned in A&S.

II) Why all this flaming over the distance between LA & 'Riscoo? It seems rather unrelated to D&D matters.

III) I've got \$10 that says that if you send in a letter to TSR on EPs that you'll find out I'm right. I repeat; Thieves, Rangers, and Illusionists all require the same number of EPs for every level



above "master" base (Lord, Wizard, etc.); other classes where such is mentioned require more. I find it difficult to believe that the three original classes require less. I don't think that any DMs around here use your system, either. Judging from LEE's outline of Balrogs, I doubt that she does. This may be one reason why people are down on Bay Area games, no?

IV) Feel free to demonstrate your skill at wishes.

V) Your werewolves as MUs; All right, your 9th level werewolf MU is limited to spells of a 6th-level human ( $3/4 \times 9 = 6.75$ ; -1 makes 5.75, round up to 6th) MU. So? He gets 6D8 for hit points (GREYHAWK), travels as fast as a medium horse, has armor class equal to plate, hits as well as a human FM on the third table, and does 2-12 points of damage (average damage is 7 points, almost equal to that of an 18-strength fighter).. Don't think you've limited them much. It also requires a mad dentist running through the dungeons, putting silver fillings in the monsters' teeth.

VI) Not allowed to associate with non-virgins? This you think is a major limitation? I note some c&ed has already developed a device to re-virginize people.

VII) First, you never said anything about reincarnation as a prerequisite. Second, I think you'll find several people have already blithely gone out and started unicorn characters. Third, I doubt that I'd need to sacrifice my "favorite ninth-level mage" to get one. Any character who could afford reincarnation would probably be adequate. I think that getting a were simply requires getting bitten by a lycanthrope and not getting a CURE DISEASE in time. (Besides, there are already player characters started as weres).

VIII) Your figures on unicorn damage are disingenuous. I clearly stated that the creature under consideration was a 6th-level unicorn. It gets 2 hoof attacks (each 1D10 per your chart), and one attack with horn (3D6, your chart). Now, doing maximal damage,  $10+10+18 = 38$  points maximum damage for a 6th-level unicorn, or an average of 10.13 points per melee round. An 8th-level unicorn does more damage than a Fire Giant..

NICOLAI, are you quite sure that your turkey detector was pointed in the right direction? You don't seem to be able to read your own charts. (Snicker).

Seeing as the Witchking was slain by Gowyn and Merry, I fail to see why either a Paladin or a +4 sword are needed to hit a NAZGUL. My version aren't affected by clerics at all. Some good ideas on them, though. Mine have a paralyzing scream and cause morale checks..

MARK CHILENSKAS (AL ARAAF)...I said all the appropriate favorable remarks in THE WILD TURKEY.

JEFFREY MAY (DOWN IN FLAMES)...I use the "PT Comeliness Chart in my game. And a derived Shapeliness Chart for any female characters who think it might help. Charisma is psychological..

UCLA (THE CHAOTICS)...Snicker.

JOEL DAVIS (COLORADO)...Excellent suggestions on crocking Teleport. It's impossible to conjure WALLS OF STONE anywhere except on a solid surface. (that's one way of stopping them from getting so free-handed with the spell).///Some sort of teamwork is needed in Edwyr, or you get the horrid example of the party that took 50% casualties taking out a lousy troll on the third level. They kept getting in each other's way...///I like Stingwings...already got Air Piranha. A nasty monster.

PEGGY GENIGNANI (MANY WORLDS)...There's a Lawful Balrog in Edwyr. Had an



unfortunate run-in with a Deck of Many Things. Never met any Lawfuls (they keep running away from him), so he doesn't know the language. And when he tries to reach the surface, he keeps getting ambushed by Lawful parties.

Ariel and Dworkin are just engaged; being elf and dwarf, they believe in long engagements. Moreover, it's a good part political. There was a certain Kosark prince who made an "or else" marriage proposal to the twit-elf (political reasons)...the engagement to Dworkin was Ariel's attempt to dodge the problem. Seems to have worked, too. I think that Dworkin likes the twit, but more as a slightly zany younger sister than as a marriage partner.

MARK SWANSON (BILLY BALROG)...It's not bad enough I've got so many Terhalens in Edwyr, more twits you want to send me?///Condemnation of Edwyr lately seems to center about the oversupply of Life-Draining Swords and the ease of RAISE DEAD. Since you've instituted the "reserve hit-point" system in Gorreo, Edwyr has gotten to be distinctly the nastier dungeon. Not in actual casualties; the course of events in either gilded hole is about equal. Hit a max of two or three rooms, then haul the bodies back to the surface. The difference being that your bodies with minus hit points are usually incapacitated while mine are dead. I've seemingly satisfied The Barbarian on making RAISE DEAD harder, now.///What # levels are the Thirteen of Gorreo? Slavuz is 31st, Amartis the Liche about the same, The Necromancer (nickname) is 22nd; the other non-player wizards trail down from there.///Fo, a 60th-level Wizard only has to sit in his hall, throwing his Wish spell every so often for cash and goodies.///Slavuz sends wishes of good health and long life to his aunt Eclina. Eclina's grand-niece Darlena echoes them, and has some disparaging comments about dwarves to make. There was this expedition to the 5th level in which two dwarves made the front line fighters. They found a nest of white dragons and proceeded to bash the door down without waiting to ask the opinions of the rest of the party. Well, the end score was three dead dragons (the baby ran away), two dwarfsicles, a mamsickle, a priestsicle, and a thiefsicle. Her poor husband Szorkron only had 3 hit points left (but had taught the earliest dragon humility with his Life-Draining Sword)...and she was the only member of the party unhurt. Decidedly inferior dwarves...///Tiryú has it in mind to mail the scroll to somebody she particularly dislikes, in hopes that he will read it through without stopping to think.

SLIP (MONSTER RALLI)...Er, ah, um, I hate to tell you this, but that's goyim (N), n not goyim (M). I know that we infidels have our bad points, but that's ridiculous! Freudian Slip?

SAMUEL EDWARD KENKIN III (CLEAR ETHER)...Fascinating. Wonder how your Amazon would react to Ariel, though. The twit is not a damsel, not incompetent, decidedly non-courtesan. But decidedly twittish, what with charging dragons and all.///So, use of force is required for thievery? Gee, you've just made non-thieves of all pickpockets!

RICHARD J SCHWALL (REALM FANTASTIC)...Publish the whole thing.///Yes, I have to allow more than one character per player, considering the death rate in Edwyr. Also, I often feel like running low-level expeditions...///No, the player's don't band together and try things like that. Simple; if they say they're taking six months off to make things, then I won't run their characters for 3 REAL months. Also, since nobody is anywhere near 16th level, nobody can make cool magical items.///Nobody who faints at the sight of his own blood has any business in a dungeon.///Any party of 1st & 2nd levels who hit Edwyr's 5th level can kiss their asses goodbye. I do not use keys. What # is on the room listing is on the room listing!



Tsk. Stop picking on Peggy for her grammar, or lack thereof.///

LEE GOLD (ALF MONSTERS)... Frost demons look like fun. I've got Snow Demons and Ice Demons that are a good deal worse; I may write them up in the next section of MONSTER ZALLY I send in.

JOHN KINGSBURY (PLANARIUM'S PULSE)... I was making the point, in re monks, that they are Creeping Plagues. Elvish abilities are clearly stated, rather limited, and grow less and less useful as the level of parties get higher and people collect swords. Monks simply get nastier and nastier. I also note that at least one DM is giving each monk his own order, so that there won't be any competition between player characters.

How do I define "gross magic"? Gross magic may be found by turning to VULTURE'S ROOST and looking at the equipment lists of Dan Pierson's characters there. Gauntlets of Ice Giant Strength, plate +4, the various and sundry quarrels and javelins, ALFRED's sword, ERDUGAN's staff; any and all artifact-level magic (almost all of it sans any real cracks). Your inability to recognize gross magic rather surprises me. As for Planetary Defense Lasers with fusion reactors, I can only say that a) they ain't magic, and b) they ain't gross in EDWYR. As a matter of fact, they're nothing more than a heap of scrap metal there. Technology worketh not in my dungeon/wilderness.

Population density already mentioned.///Psi Powers? What are psi powers? Never heard of them. Deaf as a post I am about some things.

JERRY JACKS (SUBLIME PORTAL)... Judging from some of the items I've seen from Bay Area play, better you should forget most of the new items you come up with.///You seem to be missing the point somewhat. Of course your prices are low due to a "glut" in the market. You will ALWAYS have a glut of such, due to the simple fact that your dungeons are flooded with the stuff.

CHARLES MCGREE (8-SIDED DIE)... Alas, I have a miscollated zine of yours. Swanson and I rule that a PF must be touched by someone who doesn't believe in it to go "poof".///Another disbeliever in cheap magic! Good!

DAN PIERSON (VULTURE'S ROOST)... 500 GP for a Fireball or Life-Draining Quarrel??? WEDGE! For that price, you can barely get a +1 arrow in one of the local games. Exactly what, pray tell, do you pay the MUs who enchant these charming devices?///Started at 3rd-4th level. \*\*\*SIGH\*\*\*  
 ///Erdugan, in my humble opinion, grossly swindled poor Callow in getting that staff for 25,000 GP.///Should you ever visit EDWYR, I would suggest leaving ALL PURCHASED ITEMS (as from For Vulkus) behind. Shields will not repel Undead, your scrolls automatically become one use items, Alfred's sword may find its strengthening qualities somewhat reduced; I would really suggest leaving the Gauntlets of Ice Giant Strength and Ring of Life behind lest they invite divine wrath (unless you hit 15th level, of course). Each of these characters seems to have more money (1,425,000 GP each), than all of the player characters in EDWYR and GORREE combined (though one attempted transfer from RATTAN had 3,000,000+ to his discredit). Why are you people so hot on going up fast? One goes on expeditions to ENJOY them (or at least I do; why else would my favorite character be a twit elf without EP bonuses, who has to split experience two ways, and who needs double EP points per level besides?)///I'm not impressed by the limitations inherent in ANY spell points system. You say that it costs 1 spell point per being slept? Fine, but the spell parameters say that infinite low-levels may be slept. So he burns himself out. So he has still slept the Golden Horde.



STEWART LEVIN (THE LOST MASK)!: Sorry, but Ariel's engaged to a Dwarf Lord. KUR-BASH! goes the Warhammer +3. ///Amusing adventure.

WAYNE SHAW (TEMPORALANA)...Shucks, Boston DMs think Caltech is unrestrained! ///Nonstandard and deadly monsters abound in almost every D&D game, and if you can throw a spell every melee round, then I'm not impressed by sheer numbers of anything. Almost anything can be deadly around here, up to and including a squad of orcs (which around here quite often either sleep rather poorly, or not at all).

Look, Wayne. You're making the complete error of supposing that your average party used to your third level is going to be trundling around @ on EDWR's eighth level with your spell system. They aren't. You're also supposing that the monsters you meet are going to be acting as randomly and ineffectively as your average Chaotic wizard; they won't. If you have a chance, try taking a party suited to your third level down on my 8th; I expect they'll have a number of unpleasant surprises. Just remember not to try Wild Westing it with spells. They may have either the option of forgetting the adventure, or of getting clones set up before going down.

There's a simple solution to the problem of having 12 Soul Feeds and two Ogre Magi in the same room; don't. I doubt they'd get along well anyhow. And as for the problem of wizards, see earlier remarks on the Black Hole expedition. ///One local player has a character with highest prime requisite of 8; he runs it every chance he gets. ///Here I sit, rolling first level treasure. A Vorpal Sword? What's a Vorpal Sword? ///Mages using swords? Forget it. ///Tsk. I can mix up a pretty damn large supply of gunpowder (black) in one hour. Even with processing, I doubt it would take more than one day to finish enough for many, many, many rounds of ammo. ///A Monk is not an MD or Cleric; he's a fighter. Just look at how much damage a high-level monk can do compared to the highest-level, strongest Lord. ///On low HP requirements, I was referring to atrocities like Pfeiffer Druids, Holkoff's Collectors, and Poets (not to mention certain local atrocities). ///ON WISHES (KEN PICK should also pay attention): When you are using a WISH, you are compelling Higher Powers to do something for you. I will point out that Higher Powers tend to resent this. If you require them to do a lot of work, they'll resent it a lot more. If you ask for something that's not much trouble to get, they'll usually give it to you without trouble, UNLESS you so badly state your wishes that logic and whim compel them otherwise. Put the Higher Powers under strain ("I want a Vorpal Sword") and they get mean (WISHES are not handled by Lawful Gods, but by usually Neutral Powers). Had the Rhode Island twit asked for something reasonable (that his armor be +2 instead of +1, he would have gotten it. Had he asked for a copy of a Vorpal Sword (and specified that it be lawful and without a lawful owner), he would have gotten it. Would have had to take it away from its guardian, but then, TANSTAAFL.

I have no objections to characters living together. (My three Terhalens in Gorree, Ariel, Liriel, and Gideon, rent a common apartment). They do not, however, loan each other equipment freely. Look, here you've got a 1st-level living with a bunch of high-levels. He comes along, says he's going out and wants to borrow Adamantium's +5 armor and shield, Old Jabberwock's Vorpal Blade, Sappho's Ring of Spell Turning, Immortus' Troll Ring, and so on? GO AWAY! If such an atrocity shows up in Edwyr, I'd probably have a taste Teleport him down to Ancalagon the Black's cavern out of sheer spite, just to teach the idiot high-levels not to let valuable equipment go out on loan to twits!



Pure dungeoning is nothing else but monster butchery; that's why I'm creating a world.

"Stiffness" has nothing to do with my liking Mokas (which I have as monsters in my dungeon). I suggest that you look a little more carefully at the specs given by McIntosh in SPIN:AND NO! Look, a 15th-level Lord with 18 strength and a +3 sword hits plate and shield on a roll of 1. But not a Moka! A Moka can't be hit by normal weapons while in plate! Damage? Why a Moka does double damage every time he hits something! A Moka in plate moves at light horse speed! Senses things like a wild animal! Regardless of constitution, a Moka gets +3 on every hit die! And since you need a minimum of a 15 constitution, no Moka can get less than 4 hit points per die---and can go up to 13 HP per die! And you don't see anything wrong with Mokas as a player class???? Twit.

I strongly suspect that the main trouble with us is our interpretation of "restraint". You don't seem to see anything unrestrained about +10 force blades, blasters that do 15DB of damage, or Moka player characters. I do.

On the expedition that met the Nazgul, the high-level that took out the Ringraith had fantastic dexterity, enormous strength, a Fleming Sword that did multiple damage to the poor beastie...and a list of equipment that filled an entire page of "Ball" paper. Unrestrained, you say. I agree.///I suggest you read Dick's essay closely; he is talking about one member of a Lawful/Neutral party raping another...and only allowing an 80% chance of Lawful party-members intervening. Now, that is Chaotic!

I note that in the last sentence of your paragraph concerning the forbidding of certain trades in magical items, one of your characters did something identical to that which I'm complaining about. Now, your low-level can USE the Vorpel Blade. Sure, maybe the Paladin can use it better. But is this twit paladin always going to be around when you need him? Hardly. Cutting his own throat, the low-level is. Sure, if the paladin is on the same expedition, loan the thing to him. But giving it away???

KEN PICK (CHARACTER CORNER)...Your levels for the Witches and Demons are way too low. Gorice of Witchland was the greatest mage of his time, and quite capable of pulling a Summon Demon Spell. Corinus only 10th? Corund only 7th?///Remember someone in either AD&D or T&E bitching about GHESEBARK, saying that he had visions of someone throwing a Vorpel Sword through a Prismatic Wall at a Beholder. Well, Arrow isn't quite a Vorpel Sword, but a good part of the nightmare is with us...///You mean those twits forget a member of their own party's body? Hgad!///I object very bitterly to most high-level magic. If it isn't damned rare and carefully restrained, you start running into mad escalation to keep the dungeon from being overrun; then have to escalate the magic you hand out to keep the players from getting wiped, and so on, ad nauseum.///I've got Valerians, Wormfaces, Vatches, Bilbians, Kzinti, and other SF monsters in the place. I should object to Cythians? Just remember not to bring any technological items in. Glad you dropped the limited double speed for them, though.

BOB SACKS (TRAP CHANTS?)...Since WHM busily urged the Hebrews on to commit genocide a few times (or so they claimed), yes, one might make a case of sorts that HE was a Chaotic God.///Star claimed he was using you for a model on his chart.///Tsk, Bob. Read the LoTR more carefully. Gandalf IS NOT A HUMAN BEING. I would guess that the Istari were elves of some sort; Tolkien fails to make it clear.///My objections are to Mokas as player characters. See above for why...///The Prince is, of course, patron saint/hero/founder-figure/demigod.



JASON RAY (TYLBARIEN POSTCARD)... Analysis too easy? (K, I'll put in my system this time around. Also how I run Hiring Hall...//One gets Stone Servants (I think) from Dracar Redtongue. You'll have to wait a while, though. A high-level Corree expedition wiped out his five Red Dragons, Stone Servants, brazen automatons, and chased him clean off of the known map. Since he butchered two thirds of the expedition's members, they're after his hide, too. Don't think he'll be back soon...

SCOTT ROSENBERG (EGG OF 20)...(ops! Almost skipped you. Given that constitution is supposed to be the maximum number of times one can get resurrected, how did he manage to get raised 20 times? Wishes?// Yup, you're getting T&M on exchange.

And that's it on comments. Now for an exposition on the various institutions of LDYR town. First, we look at the...

HIRING HALLS

The Hiring Hall is strictly for fighters. There are plenty of low-levels (1st and 2nds) around; these are your standard schmuck hirelings, nothing special. One can hire large numbers; cost includes a bonus for joining (100 GP minimum--amount affects loyalty), equipment costs (estimate 100 GP additional), and decent pay (at least 100 GP/per month. If you're stingy, don't expect them to stick around in a tight spot.

Higher levels also exist; these may be hired as per the above for somebody wanting officers for his hirelings. Very expensive. These also hire out for dungeon trips; they expect FULL treasure share, the SAME CHANCE FOR MAGIC--and get full experience. (These are pre-rolled characters; I keep track of their EPs, magic, etc. Prime use of these is to fill out under-strength dungeon parties. They will fight hard and loyally (unless mistreated), will offer "common knowledge" information to the party--but no leadership!

A secondary reason for the Hiring Halls is to give players without sufficiently high-level characters a chance to see what deep expeditions are like. They can take out a Hiring Hall character to the lower levels. They don't own the character, which returns to the Hall at the end of the trip.

One "hires" clerics at the appropriate temples; MUs are picked up at the Edwyr Collegium of the Arcane Arts.

MAGIC SHOPS

There are a number of such in the city, run by MUs of different levels. Their primary use is in analyzing magic brought up from the dungeon; they also unlock magically guarded chests and sell various minor magical items (+1 unintelligent weapons and such). Costs--and results--vary widely. Some also specialize, and do better at some types of magic than others. Basic outline for misidentification:

<u>CLASS</u>	<u>% IDENTIFICATION</u>	<u>COST FACTOR</u>
A	5%	100%
Church	10%	110%
B	15%	80%
C	25%	65%
D	30%	50%
Hole-in-the-wall	35-40%	40%

COST FACTOR: Potions and such; 100-300 GP. Daggers, quarrels and such about 500 GP. Swords, armor about 1000 GP. Wands and such 2000 GP. Misc. Magic and non-standard items, up to 5000 GP.



**SPECIALTY SHOPS:** If a shop specializes in wands, scrolls, specialty items, they will have a bonus chance on identification (about 24 10%). They will charge more to analyze these, however. To compensate, however, they will be weaker on standard items (say -5%).

**HONESTY:** Bringing in really nice magical items has a certain risk. The shop owner may decide to keep it for himself! Least likely to fall prey to this are the churches, most likely are hole-in-the-wall places.

CLASS	% DISHONESTY, MAJOR ITEM	% DISHONESTY, LESSER ITEM
Church	03%	0%
A	05%	0%
B	10%	01%
C	12%	05%
D	20%	10%
Hole-in-the-wall	100%	35%

Major items are things like swords or weapons above +2, Misc. Magic items, Rings, Wands (other than Detection), Staves, etc. The figures are for Lawfuls, Neutrals will have a sliding bonus for chances of doing so. Chaotics all fit into the Hole-in-the-Wall category. Remember that the higher-level MUs can run very convincing illusions and use MIND BLANK spells to protect their professional secrets.

As far as I can recall, player characters in Edwyr have lost goodies such as a Spell-Turning Ring, +5 shield, and Boots of Speed this way. (Heh, heh!) That'll teach them to cart all the stuff out of the dungeon!

#### THE CASTLE GUARD

The Guard of Edwyr consists of three companies of werewolves; all are 4th-6th levels except the officers; lieutenants are 7th, the three captains are 8th, and the commander is Lord Maiefar (18(79)-14-9-18-15-10). They are all lawful, carefully selected for strength and intelligence. One of their main jobs is making sure that the local prima donnas (read player characters) keep their noses clean in town. The Thieves' Guild is kept in line (they leave locals alone, but have a relatively free hand with transients). They also patrol the local roads; the King's Highway is perfectly safe for travelers. They are under the direct control of Lord Vardes (14th-level, human), Governor of Edwyr under the Wolf-Kings of Eskley.

#### RECENT HISTORY

Dungeon parties have recently rescued from long enchantment the Lady Megia Daytarin Dumaroy, wife to Takhar Redcloak, last independent Lord of Edwyr. It is known that her infant son was carried off. As the heir to the lordship, it is feared that some Chaotic plot may be afoot to stir up dissension in the ranks of the lawful. There is rumored to be much discussion among the Ten Old Families (Terhalen, TerAlesi, Arday, Daytarin, Panharek, Nenoy, Terjanek, Farrassay, Goransday, and Seroi) about the subject.

Signs have been found that King Thorenduin's elves still survive deep within the dungeons.

An expedition is forming under the leadership of Francis Xavier, the True Catholic Patriarch, and Lord Theseus, to go against the robber hold of Cortannus the Hammer. It is reported that Granddad Terhalen, wielder of the Axe of Welt, has joined. (A report on the results next month. To make the expedition more interesting, Paul Bean is running the defenders. A bloodbath is expected by all).



# TRAMONTANE

Alarums & Excursions, August 1976

## THOSE NEW YORK DUNGEONS

Anyone who got started in D&D on such well-run Dungeons as that beneath the City of Carnelian (Comerford & Eney, Proprietors) will find that he or she has been spoiled for other subterranean adventures.

In particular, there are the New York Dungeons. These are the Dungeons owned and operated by an interlinked group of war-gaming fans who got started on Diplomacy and its variants, or the war-games of Simulations Publications Inc., and then got involved in D&D. These include Steve Tihor, Greg Costikyan, Edi Birsan, Scott Rosenberg, Evan Jones, Ray Heuer, Arnold Proujansky, David Levene, and Jerry Paulson.

I have investigated two of these dungeons: a labyrinth operated by Evan Jones, and Edi Birsan's Castle Gwruch. Since they also play in the Dungeons of the above-mentioned people, there are necessarily certain common features to the New York dungeons which set them aside from others of which I have heard. These two Dungeons will be used as samples.

Neither Dungeonmaster allows the players to lay hands on dice once they have set up their characters. It is Jones's contention that there might be a monster which the players are incapable of harming with any weapons they bear. "If they roll a 20, and they see that nothing happens, they will realize that the monster is not capable of being harmed, and this will affect their subsequent decisions." This also loses the sense of immediate involvement that Carnelian players have as they roll the dice.

Die rolls for characters in New York Dungeons, in addition to the usual characteristics, also include Greed, Egotism, and sometimes Luck and Sex Appeal. Sex Appeal was introduced to New York D&D by Greg Costikyan, the Pocket Armenian. There are die rolls which indicate the preferred sexual orientation of the character, which can include everything from straight heterosexuality to such exotic types as whip freaks and necrophiles. The character must have sexual intercourse, of the sort dictated by individual fixation, at intervals governed by their Sex Drive and Strength; if they don't, it hampers their performance in other matters. Characters can include the category of "Harlot". You have to remember that most New York D&D enthusiasts are single men in their late teens or early twenties.

Magic Users have a different way of approaching Dungeons in this group of players. They are absolutely forbidden the use of armor, helmets, or shields, a practice nowhere justified in the rules. This practice is explained by claiming that otherwise things are too easy for Magic Users. Considering the way that Magic Users get to use spells in the New York Dungeons, this is probably true. Each Magic User is granted a number of Magic Points equal to the product of Intelligence times Level. These points are then expended in using spells, at a cost (usually) of 6 points per spell. But a First Level Magic User has at his or her disposal all First Level Spells, not just one of them, and can use them all by turns up to the limit of Magic Points. A First Level Magic User may be limited to, say, Charm Person in Carnelian, but be able to use this spell any number of times. In Castle Gwruch the whole battery is available to this character - up to the allotted number of Magic Points.

The Jones Dungeon has the additional advantage of "Battlefield Promotions". The instant that you qualify for Second Level, you become Second Level, and so on. A First Level Magic User of Intelligence 15 can, on promotion, instantly make use of  $2 \times 15 = 30$  Magic Points for the spells he or she took down. No new spells appropriate for Second Level, however, get engrafted into the Magic User's brain at that instant.

No player in a New York Dungeon can take more than one character into a Dungeon; however, Hiring Halls exist which offer the services of pre-selected characters. There is a high mortality among these characters, and the Guild frequently raises its rates



in consequence.

The Guild members, however, are a lot more reliable than your comrades-in-arms. Castle Gwruch is for all practical purposes a Chaotic Dungeon. Characters will as a matter of course run out on one another during fights with monsters, sneak off with part of the common loot, or leave hirelings to their fates. On Saturday 3 July my character Galeot went into Castle Gwruch as a First Level Fighter, in company with a Seventh Level "Fighting Cleric", a Hobbit Thief, an Elf-May, a Second Level Druid named Driga, and three Hiring Hall denizens: James (a Third Level Fighter, strong and doughty but not very intelligent), Jem (a First Level Fighter), and Moran (a First Level Magic User). James died fighting valiantly at Galeot's side, and Moran helped him to a Magic Chair which whisked him out of the Dungeon to a place where his wounds could be tended. But Zarco, the "Fighting Cleric", decamped with such haste that Galeot plans to challenge him when next they meet, Seventh Level or no. The Elf-May and the Hobbit made similarly quick retreats while James and Galeot were taking heavy strokes from an Ogre who turned out later to have a Regeneration Spell. Galeot plans to have masses said for James' soul, but you'll have to do some tall talking to get him into a Dungeon again with an Elf or a Hobbit. If Galeot can find a reliable Medium, James may have a few words of his own to say about the matter. Jem, incidentally, Bought The Farm also.

Galeot is probably Second Level by now. But this is nothing compared to the adventure of Mikhail Mushkev, who went as a First Level Magic User into Evan Jones's Dungeon on 8 May 1976. (Anyone with a working knowledge of Russian is at liberty to translate that name and see in what sort of estimate I hold that Dungeon.) On one expedition, believe it or not, Mushkev went from First to Fourth Level in one expedition. One interesting feature, however, was an underground river, complete with a boatload of Orcs. One Magic User proposed levitating himself above the Orcs' boat and dropping spikes on it to hole it, which kicked off a great shouting match between the Magic User and the Dungeon Master about whether this would hole the boat. Meanwhile, I loaned the Magic User a flask of oil (which my characters always carry in quantity against such an eventuality) and he dropped it into the Orcs' torches. Ah, for the peace and quiet of Carnelian!

This is

O At  
P Great  
E Intervals  
R This  
A Appears  
T To  
I Inflamm  
O Optic  
N Nerves

Also in the New York D&D scene, Bob Lipton has begun a 'zine called Smoky Dragon, named after a NYD&D in-group joke. (It is available from him for a s. s. a. e., but since he's currently in process of moving I can't give further information.) SD #3 introduces a new character - nothing less than a Hoka! How a Hoka operates in a Dungeon has to be seen to be believed.

# 724

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TRAMONTANE #1 is the first issue of a Dungeons & Dragons fanzine published by John Boardman, 234 East 19th Street, Brooklyn, New York 11226. Dungeons & Dragons is a roll-your-own fantasy gaming system designed by Gary Gygax and Dave Arneson, and available for \$10 from the Science Fiction Bookshop on 3th Avenue, and also from the Compleat Strategist, 11 E. 33rd St., New York, N. Y. 10016. This issue of TRAMONTANE is destined for the August mailing of the D&D a.p.a. Alarums & Excursions, and also for the 48th Distribution of AP-Q on 16 July 1976. It is also going to all subscribers to my postal war-gaming magazine EMPIRE on a trial basis for 3 issues; after that interested EMPIRE readers will be asked to send s. s. a. e. for it. Anyone else who wants it can also send a stamped, self-addressed envelope, which is what those initials stand for.

- Future issues of TRAMONTANE will appear at monthly intervals, and hopefully will not run to more than 2 pages. Topics for future issues will include:
1. A review of Citadel, designed by Roy Goodman and published at \$4 by Fantasy Games Unltd., P. O. Box 182, Roslyn, N. Y. 11576. It's a good two-player game along D&D lines for miniatures fans.
  2. The above-mentioned report from James's ghost, with commentary in a highly indignant vein by Galeot.
  3. An account of how my Carnelian characters met, at an inn a day's travel south of Carnelian: a Greek warrior of the Komnenos period named Mediocrates, an Ostyak midwife named Baba Slata, and a magician named Georg Gerlach - which is the name the notorious Dr. Faustus would have borne had his parents been married.
  4. A sort of D&D game played in Belgrade in 1903.



MORE CARNELIAN MOCKTURTLE WITH SILLY KID-STUFF SAUCE #61 or THIS IS ANOTHER OF AN INTERMINABLE SERIES OF D&D ZINES by Hilda C. Hannifen, 1735 47th Ave., San Francisco, Ca. 94122 415-564-2568 of JOGALOT.

Just three of us got together for the adventure the second evening of Westercon that reentered Carnelian, Dick Eney's dungeon. Owen's Dwarf, Gimel, stayed in Carnelian. Since she had turned the white feather and left when the battling had gotten fierce, she felt a need to redeem herself. Thus though a 7th level character now, she was allowed to return. Arnath returned to our area to recruit a new team. Karina Nivefeathers, the neutral Amerind with a charisma of 3 didn't see anything wrong with cannibalism as long as the people are dead first. But then she eats anything! Arnath considered that the wrong attitude for this expedition. Since Sister Cecilia could not come because of being an 11th level cleric, she made available to Rabbi Goodman who did come a scroll with a use of Commune, 3 uses of Raise Dead and 3 uses of Regenerate. Arnath was also accompanied by Babeyan Badgerson, Richard the Dwarf's half Elf son who acted as a 5th level mage. Owen added Aleph, an Elf fighter (mage) and Beth, a cleric. Sherna brought in a fighter in addition to Friar Hob and Jenny who had been in on the previous day's adventure.

We entered the same way we had the previous day. Beth put Clerical Light on a staff and Gimel in front had a torch burning. Suddenly we saw a transparent head rapidly approaching us down the corridor. It was immense. Enveloping us in its open mouth did no damage as it was incorporeal. However it did eat both the clerical light and the plogisten from the burning torch. All we could do was lure it away with a phantasmal ball of light, then wait nervously in the dark until it was gone.

Returning to the area we had been to the previous day, we first checked out the cloak room. Nobody there except for a small pseudopod of the gelatinous cube which served as the toilet. When we dropped flaming oil down the john, it withdrew. We decided not to hunt it further considering what it probably contained. This despite the fact that people do drop things into toilets accidentally which have value.

Over to the door to the banquet we got into battle formation with the mages to the sides of the door to cast spells. We opened the door and threw the spells. They fizzled out strangely part way into the room before hitting any targets. Inside were workmen making alterations to the room. One workman was painting the far door with a paint which was making the door disappear. A total of 6 Orcs labored around the room. They were guarded by an obvious mage and 4 Orahei. Also there was a wierd looking Ogre carrying a ladder. Gimel charged into the room. She bounced painfully off an invisible barrier that was just a few feet in front of the door. Swinging to the right to get around the obstacle she ran into the ladder which was wielded with deadly force. However, her sword had told her there was a chaotic mage in the room and she headed straight for him ignoring the Orahei which stepped in the way to intercept her. Arnath engaged the ladder wielder who was obviously our old "friend" the Ogre we had slain the day before, now brought back as a Zombie. Gimel was hit by a hammer and Babeyan was hit by a bucket of paint which burned his skin and did wierd things to the armor where it touched. In the meantime, the enemy mage had grabbed something from his neck and smashed it to the floor with no obvious effect. Gimel was on him in an instant more and he ceased to exist. Beth charmed one of the Orahei while we skragged everyone else in the room. From remnants of magic clinging to the mage's broken item we found out that it was a source of an Anitmgic shell which had prevented the mage from casting the spells. He had been a 7th level type, but from that it was obvious as to why he was put to guard nothing more important than Orc workmen. The paint on Babeyan's armor turned out to be Paint of Blending which dried to match whatever it was near to. Since he had been standing in the middle of the room, his armor had become invisible as it blended to match air. We found enough more paint to finish painting his armor and paint remover which we used to get the stuff off his skin off him. We looted the bodies but got very little.

The Orahei we had charmed told us that the banquet hall was not used too regu-



A SANGUINE OR MAYBE CARNELIAN MOCKTURTLE being the adventures into Dick Eney's dungeon of the latter stoney name #60 by Hilda C. Hannifen, 1735 47th Ave., San Francisco, Ca. 94122 415-56402568.

Before I plunge into my tale, I have to file a correction to the previous Mockturtle. The spell, clerical Speak with Monsters, already exists as a 6th level spell, thus can not be researched as a 4th level spell. Instead the 4th level clerical spell researched was Bless II which adds +2 instead of +1 to the things normal Bless affects. // Also Sister Cecilia advises the San Diego fan with the character under quest that Dan Pierson and Owen Hannifen are also acceptable games masters.

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On Friday evening of Westercon a select group of invitees assembled to enter Carnelian. Besides Owen and I, there were Sherna, Karen Anderson, Lee Gold and David McDaniel. While all friends, we represented several different areas each with their own gaming and character conventions. Thus it took a while to get everyone organized and standardized. Then it turned out that Dick Eney's dungeon was on a completely different standard from everyone else. The party ranged from 2nd through 6th level characters. I had my 4th level Ranger, Arnath. He is known to the Elves as Thierronanathe or "He who trips on his own heel" and to the Dwarfs as "Ol' Clumsy". He has a dexterity of 6. With him was Karina Ninefeathers, an Amerind neutral cleric with charisma of 3. Owen had Gimel, a 6th level female Dwarf and Zelda, a 6th level once-chaotic-now-converted cleric. Sherna had the were-bear Friar Hob and 11 year old mage Jenny. Dave had 2nd level Goetic Golpher of the Pomaawk tribe. I forget who Lee and Karen had with them.

We arranged with the city to get transported down to the dungeon. Beyond the transporter room we found a larger room with a man crying for alms. Despite the fact that one of the three whom he named was an evil god, we gave him alms and got our torches magically lit in return. Also in that room was a slowly rotating globe of the world which lit the room eerily.

Beyond that room we entered a corridor. To the left we got thoughts so busted in on 4 first level Orcs whom we scragged. The room was a combined cloakroom and public john. We found only a single silver coin and a cloak with a silver VII on the collar which Arnath put on. He also put on a convention badge he found which was for the "Interlevel Conference on Promotion of Terror" to complete his disguise.

Across the hall was another door. Our detects were blocked but listening told us that there were a large number of people in the room. When we opened the door we saw a room with a buffet line with helpers behind. At the tables were a bunch of jowly businessmen and women. Detect Evil told us that there was some evil but without Detect Alignment we could not tell the basic nature of the inhabitants (Dick has his own interpretations of good, evil, law and chaos.) Before we could even move from the door, a mage we could not see cast Monster Summoning and had the two berserk fighters appear right behind our 2 mages. Goetic Golpher was killed outright, the other mage was badly hurt. Then we were hit by an Ogre and ### a Spectre. Before the Ogre got outside the door he found himself in the middle of a Cloud of Dust of Sneezing and Choking and the door safely closed between him and us. The spectre we got before it could do too much damage.

Earlier in the adventure (to digress) we had encountered a wandering paranoid mage who had mocked up a whole mob of warriors to stand in front of him--all phantasmal. Dick had failed the saving throws for all of us without our even knowing that anything had happened. This had set peoples' nerves on edge. Then when the MSI berserkers appeared and not even in a line-of-sight situation, party mood got ugly. Thus as soon as the Spectre was destroyed, Arnath, being a good leader, lead the party back out before anyone would stop being friends. He took Goetic Golpher over to the local charity hospital to be resurrected. By talking to locals there he learned the true nature of that room as a possible cannibal banquet. Thus he determined to return the next night and finish the business started this first evening. Besides it was necessary to recoup the disaster of the bad vibes expedition. Indeed as you will read in #61 it worked well to the pleasure of all.



larly. He was convinced, however, to guide us to the kitchen. Letting him take the lead, we followed him down a hall. As we were about to pass a storage box set against one wall, a trapdoor opened beneath the charmed creature's feet and he fell. Working quickly we were able to get a wedge in to hold the doors open while we rescued the unfortunate archer. We decided to come back to the box later. To prevent that door from opening on us again, we used Hold Portal. Still we only crossed one at a time.

Entering the kitchen we found a whole mob of 16 Orc chefs' helpers. We slept them and wasted them. Then we looked around. We already had some meat we had taken from trays of cooked food in the banquet hall. To this we added scraps of at least one additional victim too far gone for recovery to the living. We also found the freshly slaughtered body of a young woman and on a wierd stone stasis block were three more people: a man, another woman, and a young boy who was facing the butcher's block. We did a Raise Dead on the young woman then wrapped her in a cloak and helped her to the party's mule. Then a Commune from the scroll told us that silver was the way to break the stasis. Arnath took a silver coin in hand and jumped onto the block (more like got onto it <sup>laboriously</sup>, laboriously, and ungracefully knowing his dexterity). He put his arms around the young man to support him then touched him with the silver coin. Instead of a grateful person, he had a madman on his hands. People on the stasis block while unable to move were aware of what was going on around them and this man had mistaken us for cannibals. He was scared and afraid for his life. Friar Hob seeing the situation instantly started to talk to the man reassuringly and soon Arnath was able to help him off the block. He then repeated the process with the woman, and finally the young boy who immediately went into hysterics. He had seen all that had gone on before on the butcher's block apparently including the butchering and cutting up of someone he knew. Arnath managed not to drop the silver at any point or he would have become stasised himself. Before we left the room we looked around further. We found a set of silver butchers knives which we appropriated with the idea of melting them down and giving the money to the families of the victims. We also found a box of paper receipts which including one for a 5000gp order for breakproof glass. That had been the invisible barrier we had run into in the banquet room.

Before we killed all the kitchen Orcs we had gotten one charmed. We had it get the key to the box in the hall and open it up. It managed not to set off the bomb-lock, but when it opened the lid it was Paralyzed. We slept it and the Crahei and offed them both. From the box we got cash, a number of magical Sovereigns which bestow one language of the user's choice upon the coin, and three large sacks which were Bags of Protection which can protect items inside from magical spells. A fireball can burn them but it takes a turn and the stuff inside is safe.

By this time it was 4am and we were dizzy with exhaustion. Thus though we met a neutral demigod who would have directed us to the transporter, the cannibals used to bring their victims down we decided to leave. However, before we did, Aleph tried to burn the Status block using the Pyrotics Spell (which is a protracted Fireball) from her Ring of Spell Storing to destroy it. However, unknown to her, her Ring was actually a Ring of Delusion. Thus she believed that the block was cracked by the heat and destroyed (though her Trueseeing kept giving her wierd double images). Everyone <sup>else</sup> saw nothing happen.

Outside we arranged for the care of the victims. The boy was in bad shape and had to be given extra help. Reward moneys from various sources were given to the survivors. The only thing we accepted was 10gp each from an obviously rich source, plus a repayment for the one use of the Raise Dead scroll. Also Arnath accepted a Turkish short bow made of horn which was given him by the young man.

Jenny arranged by a subterfuge to get the ring from Aleph and have it analyzed which revealed its true nature.

On this note the tired humans and their characters went to bed having concluded an excellent adventure. We all came away from the second session with a feeling of a game well played and well received.



MOCKTURTLE TELLS A D&D SHORT OR TWO #64 by Hilda C. Hannifen, 1735 47th Ave., San Francisco, Ca. 94122, 415-564-2568, or JOGALOT.

This stencil puts an end to the Westercon series of stories with the brief recounting of the adventures of Kuffe Yang (6th level Dwarf) and Vaisravana (6th level cleric)[Dick Eney], Carealette (1st level human fighter)[Karen Anderson], Merlinden (one quarter human elf 5th level fighter) and Bear Daughter (human 5th level mage from another universe)[Sherna], Elman (Moorish 5th level fighter)[Ken Porter--just infected by my diligent efforts just that evening], and Thor Hammersmith (5th level cleric), Tanya (3th level thief Elf), Bjarki (7th level fighter) and Arian (7th level mage)[2 humans attached whose names I cannot conjure to memory at the moment] into my Dungeon--Nameless.

Starting after the awards presentation the party came to the plain of Nameless to find that the plain had disappeared. Instead they could see parts of the dungeon roofed over, other parts covered with vines and creepers, and yet others open to the sky. Some of the later seemed very dark despite the direct exposure to sunlight. Selecting the northern entrance which one of the people was familiar with, the party went down the steep five-foot wide stairs. At the bottom, they got the feeling of undead. Outside waiting for the first being to step through was a batch of Skins, obviously from the same source as the previous group which had been found by me the last time I had rolled wandering monsters for a party at this entrance. Fearful of the unknown, despite good armor on the fighters, the party hesitated 20 minutes before braving the attack. During the course of battle, several people lost energy levels to the ferocity of these normally weak Undead. Luckily none died. The mules, however, were not happy so Carealette delegated herself to mind them.

Checking to the north, the party detected the heavy footsounds of a pair of sentries, in this case, the wandering monsters list had given me Tar Golems, obviously those belonging to Tor Volcus. Since the party didn't peek through, they did not see the sandwich boards the two Golems were wearing advertising Tor Volcus' place.

Turning to the south, they encountered in the next room a Boar, 2 Sows, and 29 piglets. Resisting the urge to release their Iron Rations with fresh roast suckling pig, they discussed with the pigs the source of certain blood-stains and bones found on the room's floor towards the southern door. Bear Daughter caused all of the Pigs to react with fright, and though the adults stood their ground, all the piglets stayed at the far end of the wallow. The next room contained ~~concealed~~ a roofless cavern with stalactites and mites and vampire bats but no ceiling. Nonetheless, no light appeared despite the missing roof and the presence of blue sky above. One young bat was willing to talk with the cleric and told of a noise which hurt his ears and made him dazed. While this was going on, others in the party explored two 2-foot-wide doors. One lead into a slimed mage, the other into a copper path above a swamp. With the bat's directions, the party tackled the next room. (By this time it was 4am convention time.)

Just inside the door, with throwing spears cocked, were a circle of caverns. At right angles to the door were a party of 3 Bear-totum Shamen (2 <sup>5th level</sup> clerics and 1 <sup>4th level</sup> mage) plus a second group of warriors protecting them. At the far end of the room were two nonmoving forms. Despite not being hasted, those 2 clerics and a mage held the party at a standstill by the door until almost 7am. Not until they were destroyed could the battle be considered over. However, one of the two victims at the back of the room was spirited away by her lustful captor before rescue could come. Since everyone was dizzy tired, people decided not to pursue the escaped caverns nor attack the totum-bear who laired in the next room. One of the items to come off the mage was a clerical item which would have made it impossible for the intrepid heroes to have defeated the villains considering how close the battle was without it. Good thing for them that Neutrals and Chaotics don't always trust each other. Off the warriors at the door they got bear-claw pendants which portended from Bear-Totem non-energy magics. Over breakfast we postmortemed the game. As a last thought, since I had followed the mules' moralis, I bestowed on Carealette the title of Mule Friend since while with the mules, they never dropped moralis once during the whole, long, grisly fight.



## HOOF AND MOUTH #2

Cary Martin, 11926 1/4 Magnolia Blvd., North Hollywood, CA 91607

While I was up in Bridgeport for two weeks of mountain warfare training, I ran across some dungeons run by some people from a motor transport unit from New York. It looked like a good time to start some new characters.

We began playing every night, and among other things, I learned some new game philosophy which boiled down to: watch the monsters 40% of the time and watch other characters 60% of the time. I lost 12 characters to critters and 16 to player characters (the numbers are approximate; it was a while ago).

In one expedition in which I was running an Elven F/MU (among others), we went down to raid a 12th level MU they knew of. My elf was handed a Wand of Lightning so as to act as artillery. We arrived at the abode of our target and arranged ourselves in a battle order. There was our adversary! A volley of arrows were loosed, and Erramos (my elf) fired the Wand. The bolt missed and hit a case behind the MU.

After the two FIOs had scrambled the MU's brains (they both had drunk Storm Giant strength potions) we searched the room, and many screams were suddenly heard. The only thing there had been of value was a collection of scrolls that had been destroyed by my elf's bolt of lightning. The DM gleefully told us there had even been three ninth level scrolls! This rather annoyed the party, and my elf was relieved of his Wand and told to lead the mule.

We came to a stairway going around a deep pit. On the way up, the party leader and his second-in-command began talking quietly and looking at me with looks that did not bode well. The DM began rolling, then scribbled something on a piece of paper and passed it to me. It read: "Your elven ears have picked up the party leader. He's planning to kill you."

My elf reached forward to the cleric who was wearing a cape of flying/invisibility and took it off his shoulders, at the same time kicking him off the stairs and into the pit (bottomless, by the way). My elf then followed suit. He put on the cape and flew back up and trailed the party (invisibly).

The party (minus the cleric and my other three characters who had been thrown into the pit as revenge) continued on. They met some eighth level orcs in a corridor who had set up an ambush. Their MU 8 took a crossbow quarrel in the shoulder and fell back against the wall. Suddenly my elf appeared from behind, chopped off his finger (the one with the Spell Storing Ring on it) and vanished. The Ring had a teleport in it, which was quickly used.

A rather fun way to garner treasure, eh?



comments:

Me: I forgot to mention that Scouts surprise as monks of the same level and track as rangers of the same level.

Nicolai Shapero: URK! Those demons are nasty! Remind me to bring a machine gun.

Glenn Blacow: Like those trolls! Too bad Bruce died before he could meet them.

Stewart Levin: Lawfuls and chaotic on an expedition together?

Steve Perrin: It seems that it takes a lot to kill you people. How much Lydia Pinkums do you people have, anyway?

Larry Schoen: Sgt. Corman won't do that again!

Wayne Shaw: Like your Beast Masters, but can they control intelligent critters (such as hell hounds)?

Lee: The were-balrog died a rather bloody death at the talons of a griffon the other day.

All: wouldn't staff fighter benefits (A&E #4 - Jock Root's Special Ability table) follow the progression of Hand Fighters? They are fairly matched in offensive/defensive capability.

And why can't elves be assassins?

New Monsters:

TYPE A DEMON: This little nasty is destined to replace the mud-shark in your mythology. It is humanoid, standing eight feet tall with shiny black scales instead of skin. It has a tentacle under each arm that hits for D4 and a life drain.

It usually (80% chance) carries two chaotic +2/+2 swords. It has the power of flight, can cast a 3' radius dark, can see invisible, and can command undead as a 7th level chaotic cleric. It is 40% resistant to magic, AC 0, and takes 7D8. Strength is 17, treasure type B.

New Spell:

STUNBOLT: 2nd level. A non-aimed spoken spell. It will totally incapacitate (that's down on the floor, folks) any creature of 5 hit dice (any type, and up to +3) or lower. Lasts for 1-4 melee rounds. If the victim saves, he/she/it takes 1-2 points damage, from neurological shock. Researched by Morquant (11 MU). Cost 5K. Non-resalable.

Archery Fumbles:

- 1) Tangle weapon. Lose use of weapon for 1-4 melee rounds.
- 2) Hit self, doing standard damage.
- 3) String breaks. Lose use of weapon for 7-12 melee rounds.
- 4) Bow breaks
- 5) Hit self, doing standard damage
- 6) Tangle weapon - as #1







I'D LIKE TO SLIT A LAWFUL'S THROAT AND TEACH CHAOTICS LOVE #2

Fangzine #4 (numbers 1 and 3 having appeared in APA-L)  
Typing and repro once again by that gift that from the great dungeon  
master in the sky, Lee Gold. (That is to say that Lee is the gift,  
not the Dungeon master).

PS. By Fang at 12328 Emelita, North Hollywood, CA 91607 (213)980-2419  
Now on with the zine, this is it!\*\*\*\*\*

Look what they've done to my song, or how to lengthen a title in four  
easy ~~verses~~ verses Department.

In response to a number of local requests, an expanded version of  
my title now follows:

I'd like to slit a Lawful's throat and teach chaotic love,  
Have Lawfuls kill whatever moves, denouncing God above.

I'd like to see a dungeon built, where alignment's just for fools  
Grow chaotic and neutrals too who live the golden rule.

I'd like to esp a Paladin debating thoughtfully  
'Bout trolls in suits that welcome him and do it gracefully.

I'd like to build resort castles that welcome anyone  
Where senile orcs who think they're elves go bathing in the sun.

Now for a Fangzine Editorial:

I would now like to take your time to tell about a local player  
whom we shall refer to as Cheryl. Some examples of her style of  
play now follow:

She had a character who though he had died several times had as  
his lowest characteristic (this based on the memories of myself and  
two or three friends) a constitution of 21. This character (Awf the  
Walle') ran his first expedition in my dungeon. Three weeks later I  
was informed he was now a 16th level thief.

She reincarnated this character as a typo were-human, made him a  
magic user transferring all his thievish experience to magical, thus  
putting him two levels higher in the process. The resulting 18th level  
mage was put in her dungeon on the first level wandering monster list  
and items such as scrolls that were usable only by typo magic-users  
began to be found in her dungeon.

This character invited himself along on most expeditions into  
her dungeon, taking a full share of the treasure and a hefty share of  
the magic while the party was powerless to even say anything about  
him. Admittedly, this was her grossest performance, but some of her  
other pet characters ran a close second.

Cheryl once showed me a way of holding and throwing a D6 which  
resulted in a 90% chance of rolling a six. She said that if she wanted  
a particularly high characteristic she would use this method and that  
since she actually "threw" the die, it was perfectly fair.



Cheryl has had about nine dungeons in about the same number of months. All Santa Claus, except one of the more recent ones which had virtually no treasure.

\* \* \*

#### New Treasure Items:

**ARMOUR HOT DOGS:** when eaten, these hot dogs endow the eater with +2 to his armor class. Duration: one game hour.

**SECURITY BLANKET:** This multi-purpose blanket is 5' x 4'

When huddled under (or behind) it acts as an elven cloak.

When wrapped around oneself in battle, it acts as a Ring of +3 protection (except against sleep) but because of getting in the way makes the wearer -3 to hit and effectively halves dexterity.

When held against the ear while sucking one's thumb (character's thumb, not player's), it allows you to throw a bless spell three times a week or contact higher plane of the lowest order three times a week.

While the character carries the blanket, he is +3 on morale and +4 to save against fear. However, he is also -4 to save against sleep.

Security blankets are addictive, however. Each week a character has and/or owns it, his chance of giving it up goes down 5% (with a minimum of 1%) so that after owning/possessing it for one week, he would have a 95% chance of giving it up; after 12 weeks 40%; etc.

If the character loses the blanket (e.g. it is burned, stolen, etc.), he must make a successful roll to give it up or have a nervous breakdown until he makes a successful roll (chance still goes down every week) or obtains a new blanket or retrieves his old blanket. A character may never roll to give up his blanket more than once per week.

**CORFLU:** an anti-typo potion of a deep blue color.

A character wishing to throw a spell in the presence of a typo spreads a dose on his hands (not more than three melee rounds before throwing the spell). There is a 10% chance of spreading too little corflu on your hands (resulting in a 25% chance the spell is typed anyway) and a 25% chance (rolled separately) that you used too much (resulting in the spell being -2 for illegibility).

The bottle normally holds four doses.

#### NEW MONSTERS:

**THE ENOCH:** Enochs are small monsters about the size of a mouse. They live on the head of anyone who allows them to. They can be hit by spells only. They are invisible to all but a Robe of Eyes except when running across a floor, etc. when they are seen as a white streak.

They are highly chaotic and live by eating the heads of dead bodies. If they are hungry they will ask their bearer to kill someone (whoever seems easiest) and will know the best way for him to do so, including foiling magical devices, etc.

If the bearer refuses, they will threaten him with all that he has ever imagined or been frightened by. If he still refuses, the enoch will kill its bearer by eating his head.

The enoch takes 1-6 melee rounds to eat a head. After eating a head, the enoch will purr, then settle on its bearer's head and sleep for 2-12 days (2D6, not D6 x 2). As soon as the enoch awakens, it will demand food.



An enoch gives the bearer the ability to hide in shadows as a thief and move silently or secret strike as a thief. If the bearer already has these abilities, add 20% to the first two and +2 to the secret strike.

The enoch also acts as does a Ring of Protection +2 and also turns the bearer chaotic. An enoch has 1 Hit point for every head it has eaten.

THE CHERYL MONSTER: huanoid, obese, and low charisma. It is highly chaotic and lies consistently. It carries a briefcase which it can swing for 3-30 points of damage. It has five hit dice, appears to be female. Its main objective is to get you to sign its 300 blank petitions (which it will later fill in getting the signers in trouble with the local police or other such authorities). All critical hits scored on males will be to the groin.

Treasure--as for men.

Now for some quick comments:

Sam Konkin: clerical scrolls appear 25% of the time according to the sheet of corrections which came with my set of books 1-3.

Lee: While syntarians don't like light, they can stand it. On overlands, set up a tent on a cart thwere they can sleep during the day and they make great night watchmen.

Dan Pierson: why do you think syntarians sound like losers? I find them not only fun to run for a change of pace, but a challenge too.

A quick plug: GODS, DEMI GODS AND HEROES is out. It's good, and Gygax had nothing to do with it (other than working at TSR).

\*\*\*\*\*

## TORMENT

by Lee Gold

For the City of Nyosa, I'm experimenting with a new sort of attack: swords, whips, flails, etc. of torment. Their chief purpose is not to inflict damage but to inflict pain. However, they are by no means negligible. They do 1 HP damage when they hit and cause such severe pain that they decrease the victim's fighting ability as if he had lost D4 life energy levels for a certain number of melee rounds. The effects are, of course, cumulative. A person reduced by pain to reacting as if he were below 1st level is subdued.

A whip of torment usually lasts for D4 melee rounds, a flail for D8, a sword for D6. Missile weapons of torment last only one melee round and usually resemble small darts. There are also various artifacts of torment (chiefly used by the Slave Hou-es) such as chains and collars. Then again some sadists go in for brightly jeweled robes of torment (cling as Web once put on) or slippers of torment. Such items usually cannot be removed except with REMOVE CURSE; still others cannot be removed at all unless destroyed by fire. Wielders of torment weapons must be 7+ HD.

In effect torment acts as a cumulative Defenseless Against Evil, (a spell some of my Chaotic MUs are currently trying to research.) Instruments of torment are always aligned and are 80% individuated so that no other individual than the one wielding it may bear it without being killed. Such individuated items dissolve into nothing at the wielder's death.



## MANY WORLDS

by Margaret Gemignani, 3200 N.E. 36th St. #907, Ft. Lauderdale, Fla.

The Manual of Auranla is very good. It has many good ideas in it and includes work on monsters and lawful samurai, sidhe and clerics. I also wish to recommend Arkenstone Adam Grune, 470 North Street, Harriseon, New York 10529. \$1/six, all kinds of tables and work.

I wish to thank Lee Gold for typing my owrk and picking up the Manual for me, and Sam KonkIn for the material he sent me.

Now a word for Wayne, Ken and nickolai:

I understand you fellows think I am down on Bay Area dungeons and in particular on you. First, I never called any of you directly a turkey or childish. So don't do, please. Makes the whole business of debating style of playing unpleasant. I wouldn't do. Call each other turkey and other less kind names.

Now on to phonotic. I relize I leave something to be desired in grammar, but when you come out with the statement that Chee Lan ran on a wilderness expedition and now is fifth level and has 80,000 GP it makes it hard to believe. When last we saw Chee Lan, she was first level and had little or no gold.

When you tell me a cat makes noise when it is stalking, you strain my credibility. Sure cats make noise when playing and even when fighting and courting, but not when danger threatens. That is when the cat is quiet, waiting to strike.

When you come up with an explanation about what really happened and how long it took to happen and other such things, you come across so much better. I can see why people like you and respect you. I bet my dungeon will have the same effect on you.

Look, fellows, I am not afraid to face your dungeon. I trust you to stick to the letter of what you have said: that you are honest and try to be fair. I like you. I even like your dungeon, but some of the tales leave out explanations and they get your worse foot forward. I know, Wayne, you have remarked how Hilda never mentions the bad expeditions, but you do worse than she does at times and without the redeeming qualities of humor and good story telling. And then you turn around and surprise me with good explanations and good stories and reasonable suggestions. We know you are really a skillful player and Dungeon master and have a good dungeon. So let us see more of those explanations and suggestions and less of the macho trip. I hope to play with you when I get to the Bay Area as I may next year.

I am not down on Bay area dungeons. There are many I respect including yours, Steve Perrin's Hilda's Lee Gold's (Lee is technically LA but they are in the same group). I am sorry you three got singled out, and I will try and be more patient next time.



I have something for your demons, fellows: the Holy Halberd. This artifact can cause a demon to return a soul or else destroy the demon by sending it back forever to the pits from which it came. It's the Holy Halberd of the SAinted Abbot of Montasy of St. Clovis. It would be allowed in any dungeon, because only low levels can use it, though they may accompany a high level party.

The Holy Halberd never strikes a blow against anything but the demon, and it never draws blood; it is its touch that draws back the demon. It can be used to turn undead and to extend the power of a patriarch in resurrection. It can make a demon return a soul.

The lower level can obtain the halberd from a patriarch, who places a price on its use and gives the lower level a number of soul jars. When the halberd-carrier confronts a demon he can force the demon to return a soul of higher level of two and puts the soul in a soul jar. Then he should force the demon to swear not to take revenge on him. The demon then must return for a time to his own plane, but he can be called back by his followers.

The low level may not take any of the demon's treasure if the demon gives him a soul back, nor may any other party members take any treasure from the demon. A demon who has no souls to give back may be destroyed or banished and his treasure may be taken.

The halberd carrier should return any soul jars to the patriarch who will reincarnate the souls who can then go on a quest with the low level and get the money to pay the patriarch back. The low level will serve these people until he reaches a certain amount of money and level after which he can't use the halberd any more and it is passed on to someone else. This is a highly restricted artifact. The demon cannot use a fear or charm or any other spell against a low level with this halberd.

This gives the dungeon master a chance to get back at Eldritch Wizardry and enables a low level to get into a high level area and get a high level to help him out without having to get a high fee or convince someone to take him. Beats out holding the mules all the time.

I also have done some work on a sword that works against life draining swords. It is capable of disrupting the activities of a sword and so bringing it under control. It is called Maiden, a white rune sword.

I also saw a sword that changes alignments in a dungeon call Lord John's Den, and I mean to work it up. It detects traps, secret doors and other things and has IQ 10, Ego 9. There are ego rolls in that dungeon to see who is in control: the character or the sword.

Thanks for A&E 3, lee. Makes my collection complete. Billy Balrog mentions Tote there (a match box with different numbers in it). I think playing cards and regular dice are also used in some systems. I saw something about it in Tony Bath's Wargaming book.

Lee, wasn't a Golem originally a creature of vengeance for Jews persecuted in ghettos? Could it be a revenge organization for characters who got wiped out? RENT a Golem and give it to the murderers. Maybe also a way of getting back lost magic items. Also a bribe to the



clean up committee to convince them to leave your dead for you to pick up later on, especially if revenge figured into it. Carrion crawlers like to remain healthy too. [One correction: golems are not revenge figures. They were used to protect the ghetto from blood guilt accusations. The Golem of Prague was set to patrol the ghetto wall and keep people from sneaking into the ghetto at night to plant a corpse there and then "discover" it the next day, accuse the Jews of ritual murder and lead a pogrom against them. Golems are defensive guardians in legend, not revengeful murderers.--LG]

Shamans are neutral clerics. They have primitive animistic powers. They worship animal spirits, ancestor spirits and heaven spirits.

Thou Art God: wouldn't a higher level orc get more weapons, be bigger size and have better battle dress than a poor first level?

Blue Petal: I have a copy of an old Zigarat. I am thinking of revising it and calling it the Maraguay Memorial Zigarat duhgeon.

Hilda--Your history of Richard the Dwarf is very interesting. Your stories are so good, we even forgive you when you brag. What was Matilda's constitution that she couldn't be raised? I like some of your characters very much. See, I really do not make too much of a fuss over non-resurrections; I just cry a lot.

Back in A&E 13, I like your elemental table Lee.

Perns are high fliers, different from the barrel chested dragons that Melniboneans used. The bare chest used up great energy (maybe also improper diet). Perns can Greek fire down, but cannot throw fire at will or breathe other things. The Perns have well-developed, much used wings, large, long bodies; they are highly intelligent. They combine telepathy with empathy. If the hatchlings like you, you would probably survive, even if you were clumsy.

There are also different kinds of weres. A true were whose form is animal and whose were is man. In non-magic areas, they would return to their animal form. Then there's the man who turns into a beast because of a curse, but in time it can be somewhat controllable and his intelligence can be raised. Then there is the man-wolf or wold-creature whose form is wolf or wolf/man like Fenris. He was born that way and has great strength and cunning.

Clear Ether: here is an important area to consider. Would a Lovecraftian god acknowledge defeat to anyone outside of gods like himself? It seems to me to be a no-no to defeat any deity except through a deity in the Lovecraftian world.

Nicolai: I am happy to grant your request and call you anything you want to be called. Nobody expects you to run a morna like genius, but you can not hit all that fast unless you like hitting the wrong thing and getting your alignment changed. Besides some day feet don't fall me now is the best answer. You would be surprised how far you can get away in ten seconds, slam a door shut, duck so the magic user can get it. You have to have more quick answers than a stand up comedian, but you have to have a sharp mind. If you know he is a moron, you should have somebody help work with him to do the thinking right.



Ray Jones: you think about the question I asked Clear Ether and also what Continual Light would do with something which hates light. Good Ideas in the Miskatonic U dorm.

Richard Schwall: nice to see you again. How much magic can a world afford to lose before it is too much? Anti-magic would tend to lower the magic level of a world and cause much trouble. That's why it's not encouraged and that's why you can't use a Superman in dungeon games, but you can use a Captain Marvel.//Interesting about the Wish spirit.

Good monster table, Glenn..

Tell them again, Scott Rosenberg and Bob Lipton. New York plays it as they see it. So if anybody sees anything fun like a paladin werewolf, they know where he came from: somebody having a little fun and playing a game only the people who play it can love. I think it's the high camp of the D&D field. Why do you boys worry about Gygax? You haven't played it his way in years and you never will again.//I like the Twelve Rounds of Melee.

Stewart: yes that was a better dungeon adventure. Why not find a way to get back at female boice and get the treasure from her, and why doesn't somebody fight the sphinx to stop her from killing those two characters as Elf Mu and Beastmaster. A sphinx sometimes kills in single combat; maybe she might also acknowledge defeat.

Dick, I think most of my characters would get along with yours. For Eber, we have Yesodin who has 18 strength and 13 dexterity and a large crossbow. He calls his two-handed sword Skullsplitter and his warrior horse Madness. I like the idea of speaking in persona through the game and paying attention. I have played in a game in which the players almost all made noise with the plate they wore and consistently spiked all doors (they carried 50 spikes). With a different games-master, these characters spend more time talking among themselves and playing with toy miniatures, poker chips, coke cans, and would leave whenever they felt like it. The only time they show signs of life was when they saw anyone about to pick up anything that looked valuable. The one who found it had to run to keep from being overtaken by a group who wanted to try it on first, pick it up first, and then tried to give it back to you if they got into any trouble with it. The dungeon master should have read the riot act to them.

Does a were act more human than animal, or more intelligent?  
Chautics can be very intelligent.

Yes, Sherna, I understand about your Jillabeth and Molra Maureen us Seamus. Somebody got them mixed up. Happy birthday to Jenny and she is a sweet kid. I hope you and Dick will be at MidAmerican. I will be at the convention hotel.

I wish all GM were concerned with making the game interesting and playing fair, Sherna, but many just don't care. Background in their world is boring, the game is worse, and other characters are mysteries to you, and the greatest mystery is how they can live at all in Confusion Dungeon.



Spinward Ho: does going to Never Never Land put the victim out of the reach of Dimensional Doors or Teleportation to get back?

Hoof and Mouth: I like the work on scouts.

Lew--some GMs have a taste for blood as long as it is not theirs. One way a dungeon can keep up its kill ratio is to arrange traps you can't get out of, and that is not fair. Every dungeon is dangerous; some are fairer about it.

Ken: I'm sorry I confused Chee Lan's name with Chin Lee, a Chinese movie star.

Charles McGrew: anybody who likes the Compleat Enchanter can't be all bad.//I never believe in leaving a party member's body behind, but I don't pick up the monsters'; that's not my job but the clean up committee's. They have this union, and if you do their work for them

....

Hilda: how do you use an anti-magic user along with a magic user? I know it can be done, but how without lowering the magic level?

Wayne: You can live a long time and do nothing; and you can live a short time and do a lot and go up a lot of levels. It depends on you. If you haven't got it, you can live forever and be nothing forever.

Cover for A&E 13 was very, very good. Blue Stone has good artwork. Horoscope has some good possibilities.

PS. Some nice person asked about Leau, my winged centaur in Midgard Ltd. She is about pony size. She came from Paradise Lands where all the mythological and magic creatures live. She is a child of pony-size centaurs and of one of the wonderful flying horses called a pegasus which fly about the moon at night. She can fly but looks like a centaur. She can carry about one person, her protector Manlu the Mutant who came from a distant land and is a warrior and healer. She can use a bow and arrow, and Manlu when mounted can use a spear or lance; on the ground he uses a sword.

I have heard of unions of unicorns and pegasi. Since both are members of the horse family like centaurs, all would have offspring capable of having young. They combine the features of both.

I have also experimented with the product of centaurs and dwarves, particularly the kind of dwarves called snow dwarves. These dwarves have no trouble getting laid. Nor would you need sharp eyes to see which was a girl and which was not. (I did not know it was all that hard to do with dwarves. I always thought female dwarves had a little bit extra in the bust and a bit thinner of a waist and rounder hips. I know it is hard to tell, but you can tell.)

Mark Swanson: I thought that latest expedition into Greece was really good, quite funny. I know it wasn't to the rulers of Greece but it was to the rest of us.

Killerbrough I am sure we would all like to get an interest in Cyrano.

The End.

Peggy.



What Trap Charts? #3 Robert Sacks/4861 Broadway 5V, NY NY 10034  
(for Alarums and Excursions #14)

Apologies: due to printing problems in Cambridge, the article on Heraldry is in Wild Hunt #6.

D&D Terminology is contagious dept: Ray Heuer recounts that on the trip back to NYC from Origins II, Tony Morale's car kept stalling, so Ray cast "Raise Dead," and the car started up immediately.

Other Games: I have already favorably reviewed elsewhere The Little Soldier's KNIGHTS OF THE ROUND TABLE (although it may not be worth \$6; I bought my copy for \$3). They also sell THE RINGBEARER for \$4 and helped develop QUEST OF THE MAGIC RING which goes for \$10. Except that QUEST... is a board (bored) game, the two are virtually indistinguishable, so if you must buy one, buy THE RINGBEARER. Actually I would not advise even that unless you were desperate for insights on running almost straight restricted Tolkien--no new roles, no discretionary magic. (THE BATTLEGROUND in NYC sells KNIGHTS... for \$4).

Comments on A&E #12: Tuesday Morning: note that were-critters have hit dice as critters and no human powers when critters; when human they have human hit dice and properties only.

Kirel: why so restrained? Surely there should be clerical Perns. A Pern Patriarch with Raise Dead powers would be impressive, no? If you are going to do Pern Dragons, do Pern Dragons--no MUs, no Clerics, no Thieves.

Clear Ether: aren't Bene Gesserit "lawful"?

Realm Unbelievable: Are you naive? Surely you have met players who will attack anything on sight? DM: "There are two caterpillars on the floor and a pile of garbage." Player: "I stomp the caterpillars."

Comments on A&E #13: Underground Larry Niven's The Flight of the Horse is possibly ambiguous. Do werefoxes apeak Hedgerow?

Superego: And after all the nice things I've said about you. Remember I was here first. But Gordo may be useful. How else do we recover all the treasure that Lekkle-poo is going to steal?

Any Mistake: If a Unicorn determines virginity by magic, what does it decide with respect to someone who is protected or immune from magic and how does it interact with the Restore Virginity subsPELL of the Raise Dead spell (and the Deflower subsPELL of the Finger of Death)? I suppose if you were ancient Egyptian or Canaanite, you might have a point, but a God who destroys a society built on slavery or human sacrifice can't be that bad, can He? I'm not too keen on the "New Testament" but you have a point against Christianity--what if he never altered it, no matter what the consequences? Wouldn't that be better? Cop-out.

Sherna: Good to have met you. Would you care to recount your reaction to Diller's Tie Clip of Protection? Your analysis of Saruman seems correct. Surely someone back from the dead has lost constitution, so why not deduct a point from Constitution? No wonder, I have mercifully refrained from reading too much Moorcock; by that standard Hitler's Lawful. Peggy: What point on Nobelesse Oblige?

Spinward: Da! Kutuzov was lawful, but why a Paladin?

Astrologer: I don't know about D&D, but you sure were right on ambushes.

A&E #15: Boardman: Would you care to recount your Balrog analogy from Origins II? Playing En Garde is a chaotic act. No, Hitler was a nasty because he was a practising altruist: He got to determine who made the sacrifices and who benefitted; National Socialism, like Communism and the Democratic Party, is super-altruistic; it all depends on whose ox is being gored.



I WAS A LEVEL NINE MAGIC USER FOR THE F.B.I. #3

produced for A&E #14 to make up for the two I sent in that got lost. I, incidentally, am Lew Wolkoff, 660 Boas St., #703; Harrisburg, PA. 17103.

This is a catch-up issue so I might as well get off to a good start with a revision of my COLLECTOR character-type.

Collectors collect. They have Intelligence as prime requisite and contribute to expeditions both as low MUs and also with their expertise in one of the five areas of collecting: books and scrolls; gems and jewelry; wines and potions; arms and armor; and curios. They can estimate relative values of two objects and determine if either is magical (with a much better chance of doing so in their specialty). They can find hidden doors, open locks and remove traps in objects related to that specialty: (e.g. a gem collector finding the hidden panel or removing the trap in a jewelbox). At the 8th level, they have a 25% chance of determining alignment without touching objects in the specialty, and it goes up 5%/level. There are other bonuses too.

Collector	e.p.	value	Unlock	Detrap	HD(6)	MU	Door	Know Mgc
1. pack rat	0	15%	15%	10%	1	-	1	10%
2. neophyte	1400	20%	25%	15%	1+1	1	1	15%
3. collector	2800	25%	30%	20%	2	1	1	20%
4. expert	5600	35%	35%	25%	2+1	1	1-2	30%
5. broker	11K	45%	45%	35%	3	2	1-2	35%
6. auctioneer	22K	55%	55%	45%	3+1	2	1-2	40%
7. master auctioneer	45K	65%	60%	50%	4	2	1-3	50%
8. appraiser	90K	75%	65%	55%	5	3	1-3	60%
9. master appraiser	150K	85%	75%	65%	6+1	3	1-3	70%
10. curator	300K	95%	85%	75%	7	3	1-4	80%
11. master curator	600K	95%	95%	85%	8	4	1-4	90%

Value = estimate value.

Door = find hidden door

Know Magic = recognize as magic. MU = magic user level

On Value - for objects not in specialty, subtract 30%. All %ages end at 95% (12th level) regardless of level or bonuses.

Collectors can wear armor and use any magic device, except for arms and armor. (Even arms collectors). Being interested in only one specialty, they may undervalue or lead their party away from valuable items in other categories. They will also be willing to trade a more valuable item in another area for a less valuable one of personal interest. (E.g. the 10 K GP mint collection of Weird Tales is of infinitely more value to a book collector than a far more expensive +3 sword.) They may also be unwilling to use any item found; persuasion on this point, in case of emergency, is left up to the other party members. Though a collector will recognize the worth of some item, it takes 24 hours ÷ level for an exact appraisal.

BONUSES:	open lock	remove trap	know value	recognize magic
IQ 13-15	5%	--	10%	5%
IQ 16+	10%	--	10%	5%
Elf	5%	--	5%	15%
Dwarf	5%	15%	10%	5%
Hobbit	10%	5%	--	--



Each specialty also has a bonus. The specialization is assigned by the DM after the character is rolled. It never changes during the life (lives) of that character.

roll	specialty	bonus
01-20	books & scrolls	read magic at L4; one extra lang/2 levels
21-40	gems & jewelry	add 5% to know value--ALL objects
41-60	wines & potions	+2 on saving throw vs. poison/dragon breath
61-80	arms & armor	+1 on strength and dexterity
81-00	curios*	add 5% to recognize magic -- ALL objects

curios means everything else

Pricing magic items is a problem. Characters want to buy them and returning parties sometimes want to sell them. But how do you work the price? The prices on p. 7, Vol 1 are for a magic user working for himself. What about contracting with one? Some fee schedule based on his level and the difficulty of the job is only natural. Only Wizardds (11 L+) can manufacture magic items. Set a base rate of 500 GP/level of magic item creator (MU level - 10) and a rate of 100 GP/level of equivalent spell. This is the weekly rate. Scrolls and potions take 1 week/spell/spell level; rings take two weeks; weapons, wands, staves and robes take 4 weeks; and armor takes two monks (8.6 weeks). The formula is:

$$(((MU \text{ level} - 10) \times 500) + (\text{spell level} \times 100)) \times \text{time}$$

An 11 Wizard's price for a ring of invisibility would be

$$(((11-10) \times 500) + (2 \times 100)) \times 2 \text{ weeks} = 1400 \text{ GP}$$

Arms and armor, however, are a special case. A +2 sword or shield is more than twice as good as a +1. Use the formula above to get the price of a +1 and then use a geometric increase. Thus

$$\text{price of } +n \text{ arms} = (\text{price of } +1 \text{ arms}) \times 2^{n-1}$$

Exceptional abilities are priced using the basic formula but with the time factor that required for the object, 4 weeks or 8.6 weeks. Armor of etherealness costs the basic price of +3 armor plus the price of an L7 phase door spell (Greyhawk relates the two) which needs an L-14 Wizard (an L-4 magic item maker). That extra price would be

$$(((14-10) \times 500) + (7 \times 100)) \times 8.6 = 23,220$$

Do the same for magic swords and use the table on page 28, vol 11 to find the sword's intelligence. The ego of the sword--or mace--or whatever --1/2 the intelligence (rounded up) plus one D6.

I seem to recall some talk about tactical nukes, so let me pass on some material from "The Tactical Nuclear Strike--in Wargaming 1980" by Ronald G. Zola (Wargamer's Digest, March 1976). First, diameters of effectiveness:

weapon yield	fireball	heat/shock wave	fallout
.5 K-ton	150 m	250 m	400 m
1 K-ton	300 m	450 m	550 m
2 K-ton	400 m	550 m	700 m

Zola used three types of targets--all modern; I leave the conversion to armor class to you. These types are 1) exposed personnel and thin-skinned vehicles, 2) hastily protected personnel and armored equipment, and 3) personnel and equipment in improved positions.

target class	fireball	heat/shock wave	fallout
I	100%	85%	60%
II	90%	40%	25%
III	85%	33%	10%

These figures are the percentages of a being's total hit points that each effect does to anything within its zone of effectiveness. So much for nukes unless you're using very low yield and have a catapult.



Now is a helluva time to notice, but I've mistitled this thing. "...FBI" is the title of my zine in TWH; the proper title for this thing is "...C.I.A."

Dunab-or of Voslet, a retired (nonplayer) L29 magic user has just completed research on two fourth level spells: create familiar and summon winds. He may be reached for information at the Voslet Magician's Guild Hall on Silverthorn Street.

The Create Familiar spell takes one week and requires a live cat and crow to perform. It generates a sentient animal spirit (IQ of creator minus D6) which can take the form of either animal as needed. It can communicate with its creator telepathically at distances up to ten feet; it obeys him with +5 loyalty. Familiars cannot be sold and die the instant their creator does. They instinctively detect magic and, with two weeks of training, can learn to detect evil(good). A familiar has the ability of whichever form it is in; moves silently, flies, etc. Moves 12". Armor 4. They attack twice per melee round, once with claw, once with teeth or beak, doing one D4 damage with either. They have 10 HP, regenerate 1 HP/hour and attack as L2 fighter. Familiars are +2 saving throws on all spells and can use 1st and 2nd level spells as described by Lee Gold in A&E #11.

IQ	3-6	+1	one spell (at random)	7-8	+1	one spell (chosen)
	9-12	+1	two spells (chosen)	13-4	+1	3 spells (chosen)
	15-7	+1	four spells (chosen)	18	+2	4 spells (chosen)

Spells are chosen by the MU while creating the familiar and cannot be changed.

The Summon Winds brings winds (even in dungeon) from the direction of the MU's choice at speeds of 5-50 mph. Winds below 25 mph allow him/her to redirect smoke or gas; above that it disperses with a 5% + wind velocity chance of some being blown towards the party. Above 25, though, movement toward the wind slows by  $(\text{wind} - 25)/5$  inches. The same number is added to the score needed to hit for airborne weapons. Wind speed is always in increments of 5 mph.

Some MONSTERS and Some Theology:

Some of D&D's best (?) monsters come from different religions: demons and vampires (Christianity), djinn and efreet (Islam), and golems and dybbuks (Judaism). The teachings of any well thought-out religion lend themselves to monster making. For example, my cult of the Spider--after a warrior spirit, P'tah Parhr, invested with the essence of a spider--has four:

Golden Myster: entraps victim in a fog of guilt that reduces his effectiveness one level/turn. (Victim recovers at the same rate.) AC 7. One appears. 3"; affected by magic weapons; turned as wraith or by continual light. Looks like normal mist. No treasure.

Ocdog: 1-4 appear; sentient human but with four extra arms that can elongate to ten feet. Body AC 8, arms AC 1. Move 12"; 3 HD. 25% in lair. Treasure D.

Sand Golem: semisentient humanoid, can change from sand (+1 weapons work) to stone (+2 weapons needed) at will. Strength 18(47). Spells involving rock, fire (while stone) or cold (slows, work. AC -3. 50 HP. Moves 6". Strikes once/round doing 2D6+3 damage. One appears. No lair. Treasure 3.

Jonah's Bugler: looks like green and yellow weasel, seems intelligent. It attacks with Bore and Sleep spells. Has a Discharisma spell affecting only Spidists, which decreases charisma and loyalty of followers by 1 point/turn. When loyalty goes negative or charisma drops below 8, followers and/or other party members will attack victim.



Paladins affected lose that status, but regain it when spell is gone. Spell removed by limited wish, dispel curse or slaying bugler. May also be dispelled by major quest. Buglers travel alone (rare for a scavenger beast) are AC 9 with 9" movement, one D4 hit die, and no treasure.

And now for several pages of comments. First on A&E #11:

Swanson, Hannifen and Jacks: Magic users work their spells by knowing how to manipulate certain forces of nature. The more experience they have, the greater the degree (tougher spells) and the ease (more lower level spells) of manipulation. This is going to increase the ease of countering a spell attack, ie lower saving throw as Hilda suggested and Jerry gave the quite usable formula for. (Staves don't get experience, though, Hilda.) This same principle affects the speed of spelling. It should take as long to recite/gesture through a spell as to load and fire an arrow: one round. But the spell doesn't take effect until it's finished being cast: the next round. Very high dexterity, say 15+ (9.26%) MUs could get off a spell fast enough to have it work that round, just as the same percentage could fire two arrows. But that's all. When a haste spell is thrown on an MU or cleric, he's sped up, but the forces that he's dealing with aren't. He can "throw" spells faster, but they'll take as long to hit. Thus haste lets a lower dexterity player throw a spell twice as fast, but would only give a 50% speed-up to high dexterity types because of the limits of the universe.

Grant Louis-d'or: a quick way of fleshing out, differentiating new characters, IF players are willing to let it be set that way.

Wes Ives: What about trick dogs, a Lassie or a Rin-tin-tin, trained for a useful set of "get," "fetch," "do" routines.

Hilda Hannifen: I agree that high level fighters are going to improve their armor by improving their skills. Otherwise, Marvel's version of Red Sonja (armored bikini) wouldn't have gotten killed years ago.

Sean Cleary: I'd like to try Defiance Dungeon some time--maybe at MidAmericon? Do you have to use a calculator to keep track of that spell penalty system? As to chaotics and undead: a chaotic cleric should have control over whatever his "Lawful" counterpart could turn. The only difficulty could be where someone/thing else was controlling and only that controller would confront him.

Lee Gold: very useful, your thoughts on swords. One of my fighters just got a 12/12 sword, and now I've got a better idea what to expect.

A&E #12 - more recent/more comments:

Lee Gold: Patriarchs are likely to raise 1) their own co-religionists, 2) anyone from whom they can expect gratitude and reward especially the rich and powerful, 3) anyone who's bought the resurrection insurance that some dungeons sell, 4) just about everybody--at least of the same alignment--if they're of a "Do-gooder" religion. It can't be avoided. Remember, though, that the number of resurrections possible--excluding wishes--is equal to the constitution: i.e. no more than 18. Also, make reincarnation, which has the hitch of a new body requiring a week or more of rest/readjustment a more likely of the two to be asked for. Offer "cheap" or. reincarnate insurance and/or don't sell any resurrection insurance. Have it be a lower level spell, so that it's more likely that someone willing to do this can be found. And remember that resurrection will take a long time to prepare, temporarily takes quite a bit out of the cleric performing it, and has a chance of backfiring with the cleric's soul being taken rather than the subject's soul being returned.



Steve Perrin: When your 18-18-18 elf switches from high modified IQ to high modified strength or vice versa, he/she is lowering the other trait to below 18 and so losing the brevit rank it got him/her. Since this is a major restructuring of one's body, it'll take a while, maybe a few weeks to recover and be limited in the number of times it can do it by constitution. Perhaps with a cumulative chance of back-fire, physical weakness or feeble-mindedness.//I like the idea of using the sword table, but why not also for elves, who are as much creatures of magic as dwarves?

Charles McGrew: Yes on negative HP. A player with 1 HP can fight, but a player with zero is dead. That's very unrealistic.//I've been told (when I tried to use a Star of David) that vampires fear the cross because it represents the Cartesian Coordinate system and, therefore, stands for Order (Law). I'm dubious and would like to see a non-Euclidean vampire. Also, most vampires are described as human. What about elf, dwarf or even hobbit or hoka vampires?

Question to All: could a high IQ sword be feeble-minded--without loss of powers--so a less powerful character could use it?

Wes Ives: The ability of a were to control the transformation should depend on how it got to be a were. The paladin werewolf I mentioned in #11 was a Rumpletitsvicktian (honest!) and in that land people are BORN were. They'd learn to control it at an early age just as they'd learn to use any other talent. Maybe a modification on %ile of control based on level, IQ and dexterity. The last (which is control over one's body/reflexes) should be a modifier in any case. I'd think constitution rather than charisma would be rerolled for the were-state. They become more robust, not more likeable. Oh yes, in the were state that Paladin only hunted game. He was Neutral as were.

Nick Smith: See comments to Ives. Since when is "that's stupid" constructive criticism?

Mark Chilenskas: Jews were forced into isolationism and ghettos by medieval anti-semitism. As soon as the barriers fell, they diffused throughout society. The Judaic concept of morality requires helping strangers--even a proselytizing Christian--up to the point that giving aid will kill the giver. The Kabbalah was organized by Jewish scholars and mystics. At the base, it's an attempt to decode the secret messages believed to be in the Bible. If anything, it's the Jewish equivalent of ritual magic. Incidentally, rabbis can function quite well as magic users. The golem of Prague was made by the city's chief rabbi. The word translates as "learned man" or "teacher," Kabbala is a part of Jewish mysticism which is as close to Orthodox, Conservative, or Reformed Judaism as William Jennings Bryant's brand of fundamentalism is to the Church of England.

Mithril: Machiavelli lives!!

Glenn Blacow: Re your essay: D&D is a mental challenge, the DM vs. the players. There's more of them, but he gets to set things up in advance. Which is why combat should be fought with a short, strict limit on the time players have to talk strategy. The DM's challenge, though, isn't to wipe out the expedition. He/she is supposed to prepare the field so the players know they've been in a fight, but where the challenge was in using their own abilities--not dice or gross treasure--to survive.//Unusual character types should be played only as a change of pace after the player has had a chance to successfully run all the standard types. Maybe one unusual type for each four or five regular characters. Otherwise, use as hirelings on a one-shot basis.

Steward Levin: Mighod! Eco-freaks as a player class. And an extremely powerful one with charm, turn, summons, detect evil, and lightning bolt at L-1. Incidentally, how do you combine a being



charged not to kill with a being that throws 3 multiple HP lightning bolts a round. Those things don't tickle low level types.

Ken Pick: Yes, I've been on some strange expeditions, but when you only get to make one-shot appearances, visiting dungeons only at cons, things tend that way. Is there anybody reading this in central PA and would you contact me? I'm bringing my characters to midamericon also. See you all there.

Scott Rosenberg: I lost a very promising cleric to you in that ambush at Princeton. See #11 for my version and a con report.

### A&E #13

Lee Gold: Why are earth elementals immune to earth attacks? [*Because they're like Antaeus--LG*] Since there are a number of pertinent spells, how do they react to Earthquake, Rock to Mud and Stone to Flesh?//From out of the exotic East come the ravaging hordes of Attilio, the Hobbit-hun.

Nicolai Shapero: Talk about "dungeon mortality rates" especially without resurrect/reincarnate bothers me. As I said to Ken Pick, I only manage to get to play irregularly. (Last time was Disclave) I'd much rather be permanently expelled from a dungeon than be killed off.

Glenn Blacow: A tate can teleport parties of 12 to any place it's been. Clearly he who has a tate is lost. AARRRGH!

Dick Eney: an encounter table for geography. Great, and damned useful. YHWH is Chaotic? Well, he started as a volcano, war god, but that changed. Remember when the Israelites crossed the Red Sea and cheered as the Egyptians drowned? Then maybe you remember that He told them to stop because the Egyptians were also his cherished creation. Stubborn and self-righteous--and who has a better right to be--yes. Chaotic, no way.

Steve McIntosh: Does the pixie regenerate hit points by getting the party to applaud? I'm dubious about androids, but I'd like to see them in action once before I decide. Maybe as hirelings.//Titanium swords are +1 swords "enchanted" by Anti-magic users and should be found anywhere there are large numbers of that player class. Add circuitry and start going through the sword power table.//If "drop dead fully" prevents reincarnation/resurrection, then "raise dead fully" confers immortality. How about if it just lowers the probability of reviving the character by a number of %ile points equal to the caster's level?

Cary Martin: scouts are good--maybe the only good use for weres. I came up with familiars partly for the same reason. (Having been working on them when Lee's version came in #11.) Scouts also would have an advantage, like thieves, in attacking from behind.

Wayne Shaw: Eldritch Wizardry's psionics read like a badly edited first draft of a good idea. Next issue, my version, which is based on it, but I think a bit more rational. The artifacts are okay, but I'm much more impressed with the powers tables. They collapse very nicely into a bonus, a neutral and a cursed table that can be assigned to any object with %ile dice.//Contact Greg Costikyan--he pubs FIRE THE ARQUEBUSIERS (address in the front of A&E)--since in Issue #1 he proposes a very similar category called animal trainer.

Charlie Luce: see my comments to Blacow regarding A&E 11 and unusual character types. Centaurs are a type I've thought a couple times about playing. Thanks for the specs.

All for now, thank Ghod. See you at MidAmericon.



## THE WORD FROM 5000 FEET

by Eric Baines, 1485 Benton #34, Idaho Falls, ID 83401

Greetings! I am returning to these pages after a leave of absence in "The Black Cloud." No permanent ill effects (except that my shadow looks a little larger), so I return with pen in hand to tell of the wonders I have seen.

### Cyril Visits the Contest (introducing Eric of the Towers)

Cyril walked slowly and quietly up to the castle entrance. He could smell the salt spray from the crashing waves far below combined with the now faint odor of strange things that was characteristic of Gull Castle. Cyril passed through the gates and noted that the strange odor had grown stronger. The courtyard was filled with strange narrow metal towers with pipes criss-crossing between them. The only clear area was a ten foot wide passage to the living area.

A blast of steam from the top of a tower caused Cyril to jump, draw his sword and face the direction of the sound in one fluid motion. When he saw nothing moving, he put his sword away and walked quickly down the passageway. Cyril noted that this place looked more like a dungeon than a castle. Going through the open door, he saw the master scribe sitting at a black desk covered with papers, on one of which he was writing.

"I am Cyril of the House of Albert, and I have an appointment to see Lord Eric," Cyril said as he marched up to the desk. The scribe got up, went to a large ledger on a stand next to the desk and looked into it.

"His Lordship will see you in the study," he said into the book. "left corridor, fifth door on your right." The scribe then went back to his writing.

Cyril coughed and went off down the corridor to the fifth door on his right. He pushed the door open slowly. Directly in front of him, Eric sat behind a large desk of obsidian. Cyril noted the large naked broadsword in the right corner and the daggers on each side of the desk. Eric looked more like a wizard than a fighting man. His hair and beard were long and snow-white. He was wearing a long flowing robe, between purple and black in color. His seven foot height and huge shoulders were hidden somewhat by the large desk and his robe. The only sign of his fighting ability were his hands. They were strong with tendons like steel cables with many calluses and a few scars.

"Well, Cyril, what did you want to see me about," asked Eric with a smile and a twinkle in his eyes as if he knew each word Cyril would say and would find it all very amusing.

"I was hoping you could be of assistance to me in an adventure I am planning into the Contest," began Cyril.

"Then let's see your marching order," said Eric. He handed Cyril a piece of parchment and a pen. As Cyril wrote out his list, Eric went to a side cupboard and poured two glasses of wine. After Cyril had finished writing, he extended a glass to him.



"Drink this while I read over your little list."

This was the list:

Cyril (16-12-12-11-12-14) sword +3, shield +1 4th level fighter	(front)	Luther (14-13-14-13-11-15) mace +2 2nd level fighter
Iris (6-14-11-13-5-6) fireball wand 1st level MU	Brother Harlow (C2) (3-10-10-14-10-3) snake staff	Wilfred (8-13-13-13-6-17) second level magic user
Orin (14-11-13-14-16-7) Dwarf, 2nd level T		Rufus (14-9-13-10-6-11) 1st level fighter

"Well now," said Eric, "let me see if I've got this right. You want me to have Infravision cast on your party, arrange for Brother Harlow to borrow the Church snake staff and loan you a fire ball wand from the Treasury. Is that correct?" Cyril stood with open mouth and a somewhat shocked expression.

"Come, come, Cyril. I have an effective enough spy system to tell me where all the important magic items are and combined with this list it is not too difficult a deduction," said Eric. "Now was I right or do you have some additions and/or corrections?"

"No, uncle, that is what I wanted," said Cyril in a small voice; he hoped that Eric was in a good mood.

"So now cousin Cyril, you will have a judgment from Eric of the Towers, Overlord of the Northland, Shielder of the Holy Sword and owner of the best brewery-distillery in the world," said Eric with a grin.

"I hope you are joking, sir," said Cyril trying to keep the panic out of his voice. He had no wish to come under the judgment of the rings if it could be avoided.

"No, not really," said Eric in a more serious voice. "All agreements made with me are under the judgment of the rings but as long as you make a lawful effort to satisfy the contract, you'll be all right. Now as to the price. Ten per cent of all monetary treasure to be given to me for donation to various charities. I will have the right to buy all non-magical and non-monetary treasure you bring out. Free wizard analysis of magic items, but all chaotic weapons will be kept. Brother Harlow will have to sign a serf contract for the snake staff and you will sign a contract of responsibility for the fire ball wand. You will have to pay 250 GP per fire ball used. If you lose the fire ball wand and are not able to replace it with a magic item of equal or greater value by the time your father dies and you become a regent, you will be required to satisfy the contract by giving me his X-ray vision ring. Both you and Brother Harlow will have to wear death return rings with the cost of resurrection added to the cost of your contracts."

"I accept your price, uncle," said Cyril, knowing that any attempt to lower the price would end up costing him more.



"Good," said Eric as he rose from his chair. "Bring your party here tomorrow at sunrise and I'll have the contracts and ring ready." He disappeared.

\* \* \*

"We enter with the rising of the sun," muttered Cyril as they walked up to Gull Castle.

"Very funny Cyril, almost as funny as that agreement you made with his lordship," said Harlow as he walked by Cyril's side.

"What did you expect, Harlow," said Cyril. "Uncle Eric is the only one in the Northland who will accept a contract for the loan of magic items, and you know it."

"Yes, but that doesn't make it any easier to accept."

On entering the living area they found the scribe's desk empty, and they were not sure what to do. They heard the sound of light footsteps and Eric came through a small door to the right. He was wearing only a loincloth and sandals with no hair on his head. "I'll meet you in the library in a few minutes. Last door on the left corridor," said Eric and went back through the door.

"Was that Lord Eric? It must have been. Who else is that big? Where did all his hair go?"

"Don't ask questions," said Cyril. "We are better off leaving Lord Eric his little secrets for his benefit as well as ours."

The library was dark wood with the expected rows of books and the smell of dust and scented candles. The contracts were on the desk ready to be signed. There were two daggers on the desk and a naked broadsword standing in the corner.

"Well now, if Cyril and Brother Harlow will read and sign your contracts, the rest of you can sign as witnesses," said Eric, as he walked in looking exactly as he had the previous day. "I'll be getting a few books."

"They read the contracts, had no questions, so everyone signed in appropriate places. As they finished, Eric came back with an old black leather book under his arm. "Finished already," he asked. He sat down at the desk and reached for the contracts. "Fine, and now the rings." He reached into a pocket, took two rings out and breathed on them. He put one on Cyril's hand and the other on Harlow's.

"After you left, Cyril, I looked into my books for some information on the Contest dungeon. Would you be interested in what I found," asked Eric as he unlocked the book he was carrying and laid it on the desk in front of him.

"Of course we are interested, sir," said Cyril.

The Contest dungeon was constructed by the Wizard Ablyjamig about 5000 years ago. The major purpose of the dungeon was the testing of any party that wished to enter it. The entrance to the dungeon was a huge transport door located far to the south. This entrance was destroyed about 3000 years ago by an evil wizard. Since then only one



adventurer has gone into the Contest and returned to the south. He said that it was located in the 'far north.' He also said, and I quote, 'Each room contains a treasure which will cost those with wisdom and intelligence little, but the foolish will find nothing or worse. The normal monsters can be found with the normal treasures but beware of the guardians.' There also is mention of two side passages at the entrance which should be avoided except by high level individuals. Here is your snake staff, your fire ball wand with 25 charges, and this paper will get you a free Infravision spell from any magic user capable of performing it." With that he closed the book, locked it and went out the door, leaving them standing in the library.

\* \* \*

"Now remember our door opening procedure," said Cyril as they approached the huge double doors that were the entrance to Contest. "Me and Luther will kick in the door and jump to the side to grab our crossbows. While we are opening the door, Iris will prepare to use the fireball wand and Wilfred will prepare a sleep spell from his spell book. If the monsters are Chaotic, Wilfred will fire his sleep if it can have any effect. Afterwards Iris will fire the wand if necessary. Please remember that each fire ball costs us 250 GP.

"After the fire ball, the rest of us will fire crossbows once and then drop them and charge. If you don't know for sure if the monster is chaotic or not, yell 'Be thee chaotic or be thee lawful?' and take the appropriate actions based on their actions. If the monsters are too mean to take on, fire the wand, yell out what's there, and try to close the door. If you can't get the door closed, stay together and run back the way we came. Is this understood?"

"Why does he have to keep repeating it," Iris mumbled to herself.

"Be patient, Iris," said Wilfred. "He is only making sure there are no mistakes in our little adventure that could get us all killed. You are a very important part of this team as the holder of a fire ball wand. You must use sound judgment to prevent any serious mishaps." With that word, they reached the doors.

Cyril and Luther pulled open the doors to reveal a twenty foot wide corridor floored in marble like the halls of some giant king. About thirty feet in front of them set in the center of the corridor was a huge jewel!

"Oh boy," yelled Orin and Rufus together and rushed up to grab the gem.

"Hold it," yelled Cyril putting a spear in front of them. "Don't you find it a little strange to have a gem that size in the entrance to a dungeon unless it is guarded in some manner? Orin and Rufus, go ahead and watch for any monster while the rest of us examine the gem. No one is to touch it, but I want any opinions you have."

They all moved forward. Orin and Rufus went past the gem muttering to themselves and looking back every few minutes to be sure the gem did not vanish on them. The rest circled the jewel looking at it closely from a distance of about a foot. Cyril noted the jewel had nine smaller stones set in a circle around the larger gem and that there was writing on the settings.



"That writing looks like magic writing to me," Iris said.

"Well, Wilfred," asked Cyril.

"It is indeed," said Wilfred as he went into the motions for a Read Magic spell. "The writing says, 'transport gem. touch the appropriately numbered side gem and your party will be transported to that level. Warning: any attempt to remove this gem will result in a transport to the ninth level. Gem value is 50,000 GP and its weight is 1000 GP.'"

"Let us go on," said Cyril.

They went down the corridor walking on the ceiling with boots of levitation. Twenty feet down was a door on their left. Ten feet farther the corridor split into two corridors going east and west. "Shall we," asked Cyril. They lined up to sop (Standard Operating Procedure) the door.

Inside was a triangular room with a large sign hanging from the ceiling which read in common: "Bathroom Facilities. Please use the facilities provided throughout the dungeon for your convenience and ours. Remember, bodily waste products attract monsters. Thank you. THE MANAGEMENT."

"A distasteful subject that need not have been broached," said Brother Harlow.

"Ah yes, but like a keg of wine it is always broached eventually," said Cyril.

"Boo Hiss," went Rufus and Orin together. Luther and Brother Harlow looked at Cyril from the side of their eyes and said nothing. Iris suppressed a giggle. Wilfred was using the facilities and didn't hear the joke.

"All right, all right," said Cyril. "I never claimed to be a jester. Rufus, spike the door closed. We will take a ten minute rest here."

After everyone had rested, they went to the on the T-intersection and saw that beside the east west passage (twenty feet wide), about ten feet to the east there was a corridor going south-east and that about ten feet to the west there was a corridor going south west. They decided to go east. After 160 feet, the corridor ended.

"Everyone start looking for secret doors," said Cyril, "except Rufus who can keep an eye out for wandering monsters." After twenty minutes, Wilfred found a secret door on the south. Cyril decided to continue the search concentrating on the north wall. After another twenty minutes, Cyril found another secret door on the north just as Rufus came running up to say that something was coming down the corridor in their direction.

"Everyone through this secret door," said Cyril. He pushed everyone through and then hopped through himself and closed the door.

"Did you see what was coming," Rufus asked.



"Yes," said Cyril. "It was a bunch of ogres, and I advise we put our backs to this door for a while." He then followed his own advice.

After the pounding stopped, they took a look around. They were in the corner of a rough stone corridor that went off east and northwest. They saw two doors opposite each other twenty feet down the north west corridor. They went to them and listened at each, hearing some voices in what might be chaotic at the southern door. They opened it, surprising seven orcs who had just sat down to dinner. Wilfred fired a sleep spell, and they all went to sleep.

"Everyone inside, spike the door closed, tie up the orcs and start searching," yelled Cyril.

The room was roughly 30 by 40 feet. There was a large hole with a stone cover and a hundred foot rope ladder next to it. The sound of water coming from the hole combined with the dried fish hanging on the walls indicated how the orcs had made their living. Luther found a small chest which they opened with a key found on one of the orcs. The chest contained a few old coins, some raw gold ore and a few rings (non-magical). The estimated value of the treasure was 200 GP.

Wilfred found a secret door on the northwest wall which the orcs had not known about. They went through it into a three foot wide passageway going northwest for thirty feet and ending in a secret door. Opening it revealed a man in a long dark robe and a tall pointy hat.

"Be thee lawful or be thee chaotic," yelled Iris. The magic-user immediately fired a magic missile, hitting Iris in the shoulder and knocking her backwards. Cyril rushed forward and cut off the magic-user's head before he could get another spell off. They went into the room and searched it. It was similar to the orc's room, but the fish were stored better and the smell was much less. There was a reasonable amount of furniture and a small but strange looking collection of books.

"*Turn Me On* by Jack Thomas, *Thermodynamics* by Lewis and Randall, *The Swords of Lankmar* by Fritz Leiber," mumbled Cyril as he looked over the books.

"Ha, ha, ha!" laughed Wilfred from a corner where he was looking at a book that Cyril hadn't seen.

"What is this," asked Cyril as he took the book from Wilfred's hands and looked at the cover. "*The Twentieth Anniversary Playboy Cartoon Album*. This looks like a book of neutral sexual humor. Let us collect all these books for evaluation later."

"I have found a chest," said Orin as he removed a wooden panel from the wall to show a hidden chest.

"Rufus, search our headless benefactor for a key to the chest and any other valuables," said Cyril. They found a key and opened the chest with no difficulties, finding in it about 300 GP in money, a ring, a pair of gauntlets and a book.



"Iris," said Cyril, "detect magic on those items." They were revealed as magic, and Cyril had them and the gold put into a bag with care taken not to touch any of the magic items.

The party went out through the only visible door into the north-west-southeast corridor. They went northwest for thirty feet, at which point the corridor changed to a west-east corridor. They went left seventy feet to a door on their left. The corridor ended ten feet farther west.

Opening the door revealed a room filled with metal junk and a door on the south. Going on, they found a few foot long passage going into a room lined with sarcophagi on the walls. The south wall had three stone steps leading up to a door which was completely blocked by a flame coming up from the floor. Carved in the steps in common was the sentence: "Here shines the flame that holds back the darkness."

"Orin, see if you can open one of these stone coffins up," said Cyril. Ten minutes and two broken daggers later, they gave up. and Wilfred asked Iris to detect magic in the room. The sarcophagi, the flame and the room itself were magical.

"Apparently the problem is to get through the door without putting out the flame and thus releasing whatever is in these fancy stone boxes," said Cyril. "Let's go back into the other room and look for something that may help us in that junk." A half hour of searching turned up nothing of use.

As they rested there, Cyril stared at a large metal half-sphere with a hole punched in its side. "That's it," yelled Cyril. "Rufus, Orin, bring that half-sphere into the other room. Luther, light a torch." Grumbling, they did as they were told.

"Where do we put this thing," asked Rufus.

"On top of the flame. First turn it around so the hole is facing out. Luther, hand me the torch. Now take it up the steps. All right; drop it!" As the sphere fell over the flame, it went out, but Cyril immediately stuck the torch into the hole in the sphere and the flame came forth again. There was a small creak of stone on stone as the lids of the sarcophagi lowered back to their original closed positions.

"Shall we march on," said Cyril. They lined up, opened the door and marched through. The room they entered was a mirror image of the one they'd just left but with the flame parted to allow them to cross. As Cyril crossed the threshold a scroll with a note attached dropped into his hands. The note read, "In accepting this scroll, you and your party are bound to silence on the Rooms of the Eternal Flame." They accepted the scroll, stored it away, and went through the door to the south.

The room they entered was about 40 by 30 feet with a door to the east and seven stone centaurs armed with battle axes set in a charge at the east door. "Iris," said Cyril, "do a detect magic on this room." The spell revealed the centaurs were magical as were the two doors in the room. "All right, everyone," said Cyril. "I want those centaurs



turned so they're facing the west wall." After half an hour, it was done. The party rested for ten minutes and then lined up to go through the east door. When the door was opened, the centaurs returned to their real form and charged headlong into the wall. Before they could recover, the party was through the door, and Cyril slammed it shut. Silence indicated the centaurs were stoned again.

This new room had a door to the north and no east wall, just a sandy beach with no life at all. "This may be interesting," said Cyril. "Rufus, tie a rope around Orin, and we'll send him out for a look at the beach. I'll hold the other end."

Orin went through cautiously and looked around. He bent down and picked up something and started to yell, but they couldn't hear a thing. Cyril dragged him back into the room.

"Gems," yelled Orin. "The beach is covered with gems!"

"Orin," said Cyril, "I want you to go back to the beach, remove the rope and try to get back. If you can't, grip the rope and I'll pull you back." The experiment proved a rope was needed to get back.

"Now, Rufus, spike the rope to the floor and guard the rope in this room. Orin will stay on the beach with the rope around him, and the rest of us will gather gems," said Cyril. Ten minutes of searching revealed a large amount of gems.

"Iris," said Cyril, "I want you to go up on that rise and be on the look out for any monsters. We can afford a few fire balls now, and I don't want to take any chances." Forty more minutes produced a goodly amount of gems--and eight lizard men who came out of the water.

"Iris," yelled Cyril. "Fire the wand, fire it." The fire ball hit, ten feet short. The lizard men laughed in their high hissing voices and charged Iris, but when they tried to cross the spot where the fire ball had landed, they burned their feet and retreated to the shallows. [*They seem to be awfully cowardly.--LG*]

"Fire again, Iris," yelled Cyril. "Fire it again." This time she hit them, producing a large cloud of steam. Cyril charged into the cloud [*taking no lung damage?--LG*] with sword waving. He found four dead lizard men and churning water going out to sea.

"It is time for us to go back to the dungeon," said Cyril as he came out of the steam. "There are four dead and four gone back to sea, undoubtedly to return in force." There was no trouble getting off of the beach; they opened the door to the north.

Beyond was a corridor going north which they took. Forty feet down it was a set of stairs on the east going down. They continued north till they came to a door. Opening it, they found the east-west corridor they had been in before. Checking their map, they noted the west end of this corridor was very near the double doors they had entered the dungeon through. Going to the western end of the corridor they searched for a secret door and found it. Going through, they found the double doors and went out.

"I am going to take a look into this side corridor," said Cyril. Going down the corridor to the right for sixty feet, he came on a



circular room about forty feet in diameter with a fair number of ten foot diameter portals on the wall. Each portal was the deep black of non-existent space. Cyril went up to the closest portal, stood there thinking for a minute and then put his ear through the portal. He heard:

"Warp One, Mr. Sulu."

"Aye-aye, captain."

Cyril then returned to the party, and they returned home.

"WELL," said Eric, "the analysis indicates your treasure consists of items valued at 3,000 GP, a ring of djinn summoning, gauntlets of ogre power, a Tome of Understanding, a scroll of continual light, and limited wish, and a set of rather strange books. The agreed price of 500 GP for the books cancels the cost of the two fire balls. With my ten per cent, that leaves you 2700 GP."

"Now, this is how I advise the treasure should be divided. Cyril gets the ring, Luther the gauntlets, Iris the limited wish from the scroll (which I advise you to use to improve your dexterity to a reasonable level), Harlow the tome of understanding, Wilfred the continual light spell and 900 GP, Rufus 600 GP. Now take your treasure and do what you want with it."

"Cyril," said Orin, as they left the castle, "Lord Eric didn't give me any treasure."

"Yes, he did," said Cyril. "If you subtract the total treasure from what Eric stated, you'll find 1200 GP left over. As a paladin, Eric is supposed to associate only with lawful people, thus he had to ignore you. Many paladins wouldn't even let a Neutral into their castle, but Eric tries to be civil to all."

They went down to the Holy Sword Inn for a round of drinks and a good night's sleep.

AFTERMATH: Eric was able to arrange for payment of 10,000 GP to destroy the books by the wife of the Lord Torner who is interested in that kind of thing. The special recorders in the death return rings allowed ERIC to learn of the Rooms of the Eternal Flame without any agreements. With this information he obtained a scroll containing invisibility 10' r, phantasmal forces, move earth, repulsion, ice storm, limited wish and dimension door which became a part of the treasury.

\* \* \* \* \*

#### NEW MAGIC ITEMS:

Lawful Magic Arrows +1: like normal magic arrows except that a hit on a neutral creature does an additional 1-6 points of damage and a hit on a chaotic does an additional 2-12 points of damage.

#### Anti-Magic Swords:

Sword I: +5 vs. magical creatures, +2 vs. spell casters. (magical creatures = elementals, golems, invisible stalkers, aerial servants, and demons).

Sword II: +3 vs. spell casters (= any creature that can cast a spell). A hit of 20 prevents use of spells for ten melee turns (maximum use of ten times a day). Must set on spell destroyer or not.







This is Depth Perception 8, another D&D fanzine by Dick Eney who is recovering fairly well, thanks, and just opened a very peculiar annex to Carnelian which has not been at all well explored yet. Operation Crifanac 620 and

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It's Eney's Fault  
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**HEAVY METAL** At Westercon XXIX Sherna and I encountered the system of special powers for Dwarves that Steve Perrin and the Bay Area D&Ders use (see A&E 12). I was too unsure of things to try it on an experimental basis during either of the Expeditions to Carnelian IV, but Kuei Yang, my formerly VI-Level Dwarf Fighter, got to try it out on a visit to the Nameless Dungeon and was excited enough to talk it up, when he got back to our Universe, despite the rough time he had personally. (He lost two Levels to Undead and, what probably got to him worse, had been charmed into attacking one of his own party, Karen Anderson's Fighting-woman Carcalette.)

After some thought we decided to see how something like this would adapt to Carnelian. Wishes aren't all that plentiful here (though I suspect the place will be less austere now we've seen how well the Baroque style works out in actual play) and there's plenty of chance for non-Mannish humanoids to gain Experience beyond their cutoff level.

We do jibe at the idea of granting such powers to Dwarves from the beginning of their careers. They are good as offsets to the arbitrary Humanoid's Crock -- the inability to rise more than a (relatively) few Levels without the use of Full Wishes -- and, indeed, we decided Elves should have something of the same sort. But at the beginning there's no reason why they should have such offsets: with their Endowed languages, special senses, and magic resistance they are at no disadvantage compared to Humans of the same Levels.

Instead, what we are trying out in Carnelian is the use of these special powers as a formal equivalent to the increase in Level which the top-out restriction prevents. That is, Dwarves will gain these powers (and Elves will gain similar powers, modified to fit their racial characteristics better) in lieu of the increase in Level they are denied, so they acquire them when they've earned points that would otherwise allow them to rise a Level.

As is the case with Sword powers, rolling a power twice means, usually, that you get the result with increased range/accuracy/power; but I've also included several in which there is a logical progression in nature rather than a simple increase in potency.

One final prefatory note: for those who have Risen to higher Levels but want to try these Powers out there is a loophole which some of the legalists in the City Prefect's office have called Gimel's Grace. Such Characters may elect to play below their artificially-acquired Level and (temporarily) enjoy special abilities for the duration of an Expedition. (Playing, of course, with the hit points and other properties of the lower Level, but not forfeiting their accoutrements as a rule.) It's a little anti-joker that K'ung-ming, the Captain General of Carnelian, put in when he learned





about an Expedition led by Gimel, Owen Hannifen's Dwarf Fighter-woman. Though by rights about Level VIII or IX, she went as FM/VI -- the highest Level the Expedition could accommodate -- rather than abandon her lower-Level sisters Aleph and Beth. Nearly got offed, too, by an Ogre Zombie plus an Uruk-hai. There are some Mandarins who are Not Impressed by gallant and loyal deeds; K'ung-ming is the other kind.

#### SPECIAL ABILITIES, ELVES AND DWARVES

Dwarf and Elf potential for advancement is limited unless Wishes are used to rise higher than the rules normally allow. As an offset, they gain further special abilities in lieu of additional Levels.

They do not have these while able to advance, since they then have the normal endowment of Characters at their Level, but after topping out they gain one additional special ability each time the Experience Points which would otherwise raise them to a new Level have been earned.

Note that the magical offset is for the magical disability. If a Character actually rises in Level (by Wishing, etc.) then no special ability is gained for that increase in EP. If a Character gains special abilities and later Wishes to rise, one special ability is lost for each Level thus gained (normally the last acquired). In the case of Elves and Halfelven (or other racial types which can switch classes), separate special abilities are gained after topping out in each class and are usable depending on which class the Character is playing in on a particular Expedition. /Carnelian does not allow simultaneous play in more than one class or switching classes during an Expedition.<sup>7</sup>

Special Abilities are based, as far as the fundamental concept goes, on the Sword Power tables, but have been given some racial modifications and, especially for the Extraordinary Powers, some changes for direct Character use.

#### Primary Powers -- Dwarves

01-08 Note shifting walls/rooms  
 09-16 Detect sloping passages  
 17-28 (a) Locate secret doors  
 (b) See invisible objects  
 29-40 (a) Detect traps  
 (b) Detect artifact  
 41-50 Use Languages  
 51-55 (a) Detect Magic  
 (b) Detect Detection  
 56-65 Detect Gems, Number & Size  
 66-80 Detect Metal, base/precious  
 81-90 Roll again, ignoring rolls of  
 81-90, and treat any roll of  
 01-80 as if rolled twice.  
 91-00 Roll an Extraordinary Ability

#### Primary Powers -- Elves

01-15 See invisible objects  
 16-30 (a) Detect Artifact  
 (b) Detect Traps  
 31-35 (a) Bump of Direction, 100%  
 (b) Detect sloping passages  
 36-40 Note shifting walls/rooms  
 41-45 Foretell weather  
 46-60 (a) Empathize/animals  
 (b) Use Languages  
 61-70 Detect Evil or Good  
 71-80 (a) Detect Magic  
 (b) Detect Detection  
 81-90 Roll again, ignoring rolls of  
 81-90, and treat any roll of  
 01-80 as if rolled twice.  
 91-00 Roll an Extraordinary Ability

#### Extraordinary Abilities -- Elves and Dwarves

Extraordinary Abilities act as spells in respect of duration, detectability, and permitted frequency of use (in Dungeons which limit frequency of spell use) but they do not require the user to make gestures or utter invocations.



- 01-15 (a) Clairaudience, (b) Clairvoyance
- 16-30 (a) ESP, (b) Telepathy, (c) Nullify ESP/Telepathy\*,  
(d) Detect ESP/Telepathy\*
- 31-40 (a) Telekinesis, (b) Teleportation
- 41-50 (a) Percept Infravision\*, (b) XRay Vision, (c) Truesight
- 51-65 Read Magic
- 66-75 (a) Levitation, (b) Flying
- 76-84 (a) Heal Self, 1 point/6 movement turns  
(b) Heal Self or others, 1 point/6 movement turns  
(c) Cure Light Wounds once/6 movement turns (if thrown again, increase frequency 1 movement turn each time.)
- 85-88 (a) Disease Immunity\*, (b) Cure Disease once/week (if thrown again, increase frequency 1 day each time.)
- 89-97 Speak to (a) Humanoids, (b) Animals, (c) Monsters, (d) Plants
- 98-00 Roll again, ignoring further rolls over 97, and treat the resulting power as if it had been rolled twice.

\*These are automatically functioning abilities. Nullification of ESP/Telepathy and Percept Infravision are passive and do not use spell energy; the others do.

Note that there are several special abilities (primary or extraordinary) which have several stages shown. In these the first ability is gained the first time the ability is rolled, the second the next time, etc. When all are gained further rolls increase range, accuracy, or permitted frequency as indicated below. Such abilities are cumulative in that the possessor can use any of them, but each has to be used independently and (if an Extraordinary Power) counts as a separate spell use.

For abilities which correspond to normal spells and vary in strength/effect according to the Level of the user, the effective "Level" is the number of Levels for which EP have been earned but Special Abilities are being used rather than increased in Level being wished for. E.g., a Dwarf with EP enough to be Level X, but who has used a Wish to bring himself from Level VI to VII, would use these spells which vary in power as would a Level III Magic-user or Cleric.

When a Character gains a special ability which he/she already has (either from racial endowment or a previous gain) the ability gains range by 5' for each repeat until a range of 60' is reached (the limit of infravision), after which it gains accuracy by +1 for each repeat; where these gains are not applicable, the allowable frequency of use increases by 1 time-unit, but frequency never becomes greater than would be possible to a Magic-user or Cleric using an equivalent spell.

#### Explanation/Parameters on Special Abilities:

Abilities not noted here correspond to standard spells/talents and function as the normal spells or natural talents would, except that the basic range of all abilities is the same as for normal vision (30') in Dungeon. This range increases on repeated rolls as indicated above, except for Healing/Cure which are always contact-range and Foretell Weather which works from natural vision and has the same range.

Detect Sloping Passages: The possessor of this power is 100% aware of the vertical line defined by local gravitation.

Detect Artifact: Possessor can identify any artifact as being such, no matter how cleverly it simulates a natural object; this includes other Characters wearing Robes of Blending, etc. (but not when they are simulating other artifacts, including humanoids wearing clothes/armor!)



Use Languages: The Character learns a language, and has a (5% X Intelligence) chance of consciously selecting it: otherwise it is randomly chosen except that it is always a previously unknown one. The language is a magical endowment and does not count against the language-learning entitlement which intelligence confers. There is the normal chance of literacy.

Detect Detection: The possessor of this power notices the fact that a magical Detect spell has touched him/her. Any spell which lasts for more than a moment can be checked for direction; non-magic-users have a 20% chance of reciprocal error ((reading 180° wrong)). Detects can be identified specifically by a Character who is carrying the same spell (including carrying it in an endowed artifact).

Detect Gems: Detect straight-line direction, and detect exact number up to the Intelligence requisite of the Character after which they register as "many". The value is identified within a factor of 2+.

Detect Metal: Detect straight-line direction. Note that copper registers as a "base metal" and that with plated/clad objects or those inside a completely enclosing metal chest, etc., the surface metal only is perceived.

Bump of Direction: The possessor knows true North at all times and can recall the straight-line direction of any spot passed over in the last lunar month. Note that this recall can be erased by Confusion or similar mind-disturbing spells and dislocated by teleportation unless the possessor is aware of the distance and direction teleported.

Foretell Weather: Given the chance to look at the sky undisturbed for one melee round the possessor can foretell natural weather 12-24 hours ahead of time; range is the limit of natural vision. If a Control Weather spell is used, the possessor of this power will be aware of the fact and of the intended effect as soon as the spell is cast, but this power of itself gives only information, not any ability to interfere with the spell-caster.

Empathize/Animals: The possessor of this power is aware of the feelings of animals (including Were-forms and Polymorphed creatures) in much the same way a user of ESP would be. He/she can perceive the effect of party behavior, tones of voice, offers of food, etc., and can convey simple feelings to the target animals (which may or may not believe them and are not bound to respond).

Detect Evil/Good: One or the other, by advance decision, on each Expedition.

Nullify ESP/Telepathy: The possessor does not register for anyone using these spells (which are not "Detects"). Note that Character is not aware (unless otherwise told) that ESP or Telepathy is functioning and cannot receive empathic/telepathic messages, even from his/her own artifacts, unless the power is deliberately repressed. It can be repressed at will, but has to be done consciously; and the Character can be perceived this way when it is repressed.

Detect ESP/Telepathy: The possessor of this power does not register for anyone using these spells, and is aware that they are being used. If they last for more than a few moments he/she can determine their direction as well, with a 20% chance of reciprocal error. The power can be deliberately repressed to allow ESP/empathy/telepathy to come through and the possessor is open to perception when this is done. Note that this is automatically triggered unless the possessor is unable to cast spells due to game limits: it cannot be used to burn her/him out by tripping the reaction involuntarily. When the possessor is unable to use spells the protection does not function and she/he can be perceived by ESP/telepathy.



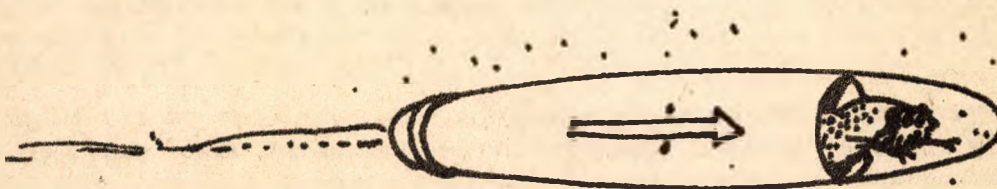
Percept Infravision: The possessor is able to use infravision even in the presence of other illumination of full daylight intensity, as long as the light is not actually between him/her and the scene being scanned, and can use it outdoors after sunset or under overcast skies.

Truesight: The possessor sees the real form of that which he/she views visually. (There is a chance, variable depending on the nature of the thing seen, that she/he may not realize that the rest of the party see anything different.) This includes not seeing normal phantasms, perceiving the true forms of beings/things which have been polymorphed or are in were-form, etc. Truesight works only by vision (including infravision) on direct line-of-sight (i.e. not relayed through crystal balls, Clairvoyance, etc.) and does not combine with spell-detects, which are subject to deceit as always.

Disease Immunity: The possessor automatically nullifies spell-cast or naturally contacted disease. This power is subject to a protective cutout when spell power is exhausted, as for Detect ESP/Telepathy; otherwise it acts automatically. The Character may carry disease as a fomite without knowing it.

Speak to ---: These are comparable to the Clerical spell of Speak to Animals in that the user can Speak to any number of different beings of the indicated class, be understood (simultaneously) by all, and understand what each says in response. ((The way we play it in Carnelian, those not subject to this power hear the user speaking in Common, but cannot understand the responses unless they happen to speak the appropriate language themselves.)) However, the user is not reinforced by Divine power: natural organisms are +1 favorable on reaction dice, but intelligent or charmed beings are not influenced other than by the fact and content of the speeches exchanged. The power does not work (either way) on Alignment languages, and although there is no problem with comprehension the targets are aware that the user is communicating magically and not actually speaking their language.

-- Dick Eney





Well, now...

August '76

Instead of mailing comments here are a couple of essays I've been planning to write. I'm Sherna Comerford, 38 N. Main Street, Hackettstown, NJ 07840, (201)8522282.

My usual thanks to Dick Eney for his infinite patience in typing my ditherings. Also my thanks to Lee Burwasser for finally sending in some of her really lovely ideas to A&E. She has a basically Neutral universe, folks -- based on servants of the Balance, with lots of Neutral Clerics, and I don't just mean Druids...

But I'll let her tell about that. Onward to:

### The DYBBUK

A class of Undead suitable for complicated scenarios ...

Hit dice: N/A

Number appearing: 1

Move: 12" but confined to a limited area

% in lair: 100%

Armor class: N/A

Attacks: 1; no physical damage but takes over body.

Treasure type: As fits scenario

Level: As fits scenario



A Dybbuk is an Undead spirit which can possess the living. It's derived from Jewish mythology. Two things are necessary to form a Dybbuk:

1) It must be the spirit of someone who died before his/her time. (No-one who deliberately gets into a life-endangering situation for the purpose of profit can, if killed, be said to have died before her/his time.)

2) It must be the spirit of someone who had a task -- a fanatically important task -- and died with the task unfulfilled.

A Dybbuk will wait near the place of death, and take over the first available person, to force that person to complete the task. The Dybbuk will try each member of the party in turn, and the first one who fails to make a saving throw +2 vs Magic will be possessed.

Assuming that any party may have members, hirelings, and prisoners of all Alignments, the Dybbuk will try randomly among all members of one Alignment until going on to the next. For the preferential order of Alignments, the Dybbuk will choose, see below.

If the Dybbuk is: It will try to possess:

Lawful

Lawful, then Neutral; never Chaotic.

Neutral

Neutral, then either Lawful or Chaotic depending on its leanings when alive, then the remaining choice.

Chaotic

Chaotic, then Neutral; Lawful last, and they get a -1 instead of the normal -2 on their saving throws.

Note that the act of possession is a Chaotic act. Non-Chaotic Dybbuks avoid realignment only because they are insane and not responsible for their behavior.



A Dybbuk takes over a person slowly. If the person is a Paladin or under Bless, it will take two hours, otherwise one hour, with the Dybbuk in command for a little longer each movement turn. The Dybbuk can become dormant at will, but ESP will show its presence, beneath the normal personality of the victim.

Because it is so fanatical, it can be exorcised only by a Cleric or Paladin of Level VIII or above. The attempt may be made once/day. An Eighth Level exorcist has a 5% chance/attempt. For each additional level, the chance rises 5%, but it can't ever go over 50%. The exorcist may try for as many days as she/he has strength points, but then exhaustion sets in and a one-month rest is needed.

If the Dybbuk is of a higher Level than the exorcist, the chance diminishes 2% per level of difference. (If the reverse is true, it has no effect. Dybbuks are tenacious!)

A Rabbi will consider it his lawful duty to attempt the exorcism. Any other Cleric may or may not, depending on the Dungeonmaster.

Warning to DMs: Dybbuks are rare, and should only be used when there will be enough time or future sessions to play out the completion (or attempted completion) of the Dybbuk's task.

I used a Dybbuk in a scenario several months ago, which can serve as an example of how they can be used. It seems that about twenty years back, a rabbinical student (Cleric/I) named Aaron Goldfarb was sitting behind his parents' house, watching his 6-year-old son play in the sunlight. (Ma and Pa Goldfarb run Goldfarb's Hostelry, just south of the city of Carnelian.)

There happens to be a dungeon entrance on the property, and in fact travellers used to find it very convenient to put up at the Hostelry and use it as a base for Expeditions.

On this day, the Expedition came up from below. A band of Orcs, defying the treaty between Dungeon and Surface, came out of the tunnel. Blinded by the hated sunlight, they ran back down -- grabbing 6-year-old Duveed as they went.

Aaron leaped up and ran after them, screaming. His wife Miriam, standing at a rear window, watched in horror as he chased the Orcs down into the Dungeon, unarmed and unarmored. He was never seen again.

Twenty years later, a party Exploring Level II came upon a shrine to the Minotaur, which specialized in sacrificing Clerics. All around the walls hung the dried heads of several decades of victims -- and among them a head with a beard and pais.

And these were the first non-Chaotics who had entered the shrine (except as victims about to be sacrificed) since Aaron had been slain twenty years ago...

When the party cleared the shrine, capturing the two priestesses and killing the Hellhounds that guarded it, they found that one of their number was slowly going mad, or so it seemed... Realizing it was a case of possession, they questioned the desperate spirit, and learned of the six-year-old Duveed Goldfarb who must be saved from the Orcs who stole him.

One of the priestesses thought this very funny. She told the party (she was Held at the time) that Duveed Goldfarb was a Ninth-Level Lord, and leader of over 200 bandits. After all, he was now twenty-six years old.

Despite his efforts to charge down the corridor in the direction of the bandits, the party managed to get him and his host back to the surface. There, it transpired that the host had urgent business in another Universe.\*

=====

\*The PhilCon was ending, his player wouldn't be seeing us soon, and besides, it was much too late and the players were too tired to set out to kidnap the IX-Level leader of 200+ Bandits that night...



Dick's Paladin, Red Hawk, stepped in, and courageously offered to let the Dybbuk take him over instead. (Actually, he was terrified, but a middle-aged monk and a young woman can't do anything an Iroquois brave will flinch from...) The Dybbuk agreed, on the pledge that those who were staying in Carnelian would do all they could to aid in Duveed's rescue.

All that week, while preparations were made for the rescue expedition, the Rabbi tried to exorcise the Dybbuk. Rabbi Feingold is an old man (Strength 5) but he ~~has a way with the Kaveriabones~~ knows what he is doing. On the fourth day (Friday) about two hours before Shabbas began, he succeeded in the exorcism.

The Expedition went down anyway. A promise is a promise. And the tale of the taking of Duveed Goldfarb is a story in itself.

But the Expedition did succeed. And that Rabbi does have a way with him. With a 2% chance per day, he converted Duveed to Neutral in a week, and to Lawful the following day.\*

Duveed has now recovered from his nervous breakdown (a sudden overthrow of your whole philosophical system, and of your entire lifestyle, can do that). He is on five-year probation on charges of crimes committed on the surface while Chaotic. (If he doesn't prove his realignment in that time, he might still be hung.) And he's studying for his Bar Mitzvah...

All this, and more I haven't mentioned, from one undead spirit...

=====  
\*I checked out my dice and they're not biased. These throws happened!  
=====

#### ON THE ELVISH PERSONALITY --

At conventions in Boston and Los Angeles recently, I've met a number of players with Elvish characters whose views of the Elvish personality makes me more than a little sad. These Elves are scatterbrained, silly, or stupid, or otherwise lacking in dignity. One person informed me that since Elves are absolutely without morality, they will pop into bed with anyone or anything at any time, at the drop of a pair of pants.

O.K. They're your characters, and you will play them as you wish, will I or nil I. But I do ask you to consider the possibility that something valuable is being lost here. Despite Walt Disney, Elves in the medieval tradition (of worlds that include Dragons and their ilk) are not like that, people! Elves were mysterious, proud and dangerous beings, who kept their own council, and might or might not be gentle with those who intruded. Elves who chose to travel among humans may be less likely to be dangerous, but why must they lose their dignity or their mystery?

As for being utterly amoral and wildly sex-hungry...perhaps the Christian church, in attempting to wipe out the ancient traditions, might have claimed that, although it might also be a modern interpretation. In any case, I find it hard to imagine such behavior of the dwellers in the hollow hills, or the Elves of Tolkien.

And I would find something gone out of the game without the "Tall Elves with terrible eyes" that he wrote of.

-- Sherina Comerford



"Write it up", she said...

=====

This one is Sherna's Fault.  
"Write it up for A&E", she said...

Actually, she wants me to write up my Neutral Universe, but that will have to wait until said Universe is complete. So instead, the topic is:

## RANGERS

### TRIMMING EXOTICS DOWN TO SIZE

with Neutral -- more accurately, Druidic -- Rangers for dessert.

As presented in TSR, the Ranger is simply too goddamn heavy. A high-level Ranger can go out as fighter, magic-user and cleric simultaneously!

Still, the type is a nice thing to have around, especially as a Wilderness Monster, and worth saving if there's any way to trim it down.

The lower levels are no problem. The extra skills are a fair trade-off for the other things you might have done with the intelligence and wisdom, whether going multiclass or upping other requisites. (Also, getting that heavy a set of requisites is rare enough to be worth a little splurge in celebration.) The problem is spell use on the upper levels.

My first thought was to get Aragorn son of Arathorn to hell out of the picture. Then I thought, Whoa. Take out that divine-king bit from the later books and old Strider isn't all that heavy a dude. A fighter with special Detects and the power of Healing: fine.

Giving me my first cut: only Detect and Cure/Heal spells are available to a Ranger. You can't use offensive spells (Magic Missile, Charm/Hold, Sleep) or defense spells (Shield, the various Protections) or transport spells (Fly, Levitate, Teleport, Telekinse). Nor can you learn Read Magic or Read Languages. Detects and Cures only.

And another cut: only one spell gained per Level. The Ranger is, after all, a fighter by training and experience. Assimilating two, three, or four more spells after rising one Level is a bit much. So instead of, say, an XI Level Ranger-Lord having two first-level clerical spells, two first-level magic-user spells, one second-level clerical and one second-level magic-user (six in all), you have only one of each type at each Level, or four in all. As a XII, you get one more spell, a third-level clerical; at XIII, you get one more, a third-level magic-user; and so on.

Our Ranger is now coming down to more manageable size. I have another cut that I don't (yet) offer as general advice: in my Universe you don't pick your spells, they get handed to you. (Well, you do have to work damned hard to learn them.) A Ranger-Knight can do Cure Light Wounds and nothing else. A Ranger-Lord can do Cure Light Wounds and a special Ranger Sleep (of which more later) and that's it for him. A X Level Ranger-Lord has those two and the clerical Detect Traps. And at this point a table seems useful:





<u>Level</u>	<u>Spell/Level</u>	<u>Spell</u>
VIII	Cl/I	Cure Light Wounds
IX	MU/I	Ranger Sleep*
X	Cl/II	Detect Traps
XI	MU/II	Detect Evil
XII	Cl/III	Cure Disease
XIII	MU/III	Infravision
XIV	Cl/IV	Neutralize Poison <u>or</u> Cure Serious Wounds/Purify Food & Water*
XV	MU/IV	Remove Curse
XVI	Cl/V	Dispel Evil
XVII/	MU/V	Extension II*
XVIII	Cl/VI	Find the Path
XIX	MU/VI	Legend Lore
XX	Cl/VII	Restoration
XXI	MU/VII	Very Limited Wish*

\*see text below

Ranger Sleep This is NOT a weapon, and using it as a weapon will do you half your hit dice of damage. (This damage cannot be cured by spells of any kind. You have to limp through the rest of the Expedition and then spend a few weeks recovering.) The proper use of Ranger Sleep is as a field anaesthesia; someone's hurting and all you can do at the moment is knock him out. Or someone's running blind into something nasty. Or someone's being taken over by something nasty -- and your friendly local DM decides whether or not that rates using Ranger Sleep as a weapon. Generally, you use it in situations where you'd use what are normally offensive spells (Sleep, Charm/Hold) on friends. It's a targetted rather than an area spell, and affects up to Level V, with Level VI getting a saving throw.

Cure Serious Wounds/Purify Food & Water This is also known as the Fourth Level Joker. The normal progression is to learn Neutralize Poison, but Cure Serious Wounds is also a 4th-level Healing spell, so there's a chance -- given a rather bizarre set of circumstances -- of getting that instead. If, at some time between achieving XIV Level and visiting the retreat where you learn your clerical spells, you (a) happen to be doing Cure Light Wounds and (b) are for some reason giving it all you've got, you will find that you can now do Cure Serious Wounds instead of Cure Light. So it shouldn't be a total loss, you then have an empty Level I slot that can be filled with Purify Food and Water. But there's not a damned thing you can do about poisoned arrows.

Extension II This is a Drastic Measure: you're going to take damage when you use it, because you combine it with other spells. (See below for simultaneous-use spell damage.) It cannot be used with detects: Used in combination with Healing spells (including M-U Remove Curse), it will let you cure/heal twice as many people as normally affected by the spell, and the resulting exhaustion will incapacitate you for four melee rounds instead of two. The sequence is: Extension, wait two rounds to recover (or take further damage), Cure/Heal. Doing it bassackward results in simultaneous-use damage with nothing to show for it.



Very Limited Wish This is how you finally correct the Fourth-Level Joker. You get one VERY limited wish, and if you've been stuck with the Joker, you can wish yourself a normal complement of spells (i.e., CLW and Neutralize Poison instead of CSW and Purify Food & Water). Or you can do other trade-offs: Cure for Cure, Detect for Detect, Detect for Cure. You can't trade a Cure for a Detect; nor can you trade a spell for another of higher level; and if you trade a Magic-user for a Clerical spell (or vice versa) you end up with a lower level spell.

Another thing you can do with your Very Limited Wish is regenerate yourself if you've been maimed or crippled. If you're willing to give up that Level you just earned, you can use your Very Limited Wish to regenerate someone else.

You cannot wish for Regeneration as a spell, nor for Raise Dead. (Well, you can wish, but you won't get it.) Nor can you get any of the forbidden spells -- offensive/defensive/transport/literacy. You can trade for Speak With Animals, but it won't give you or your party safe-conduct automatically; you'll have to talk the beasts into letting you pass, if you can. You cannot get Speak With Plants or Speak With Monsters.

As a final cut in the Ranger's power, I deny use of scrolls of any kind. Nor can you make use of teleport/telekinetic magical items, or anything else falling into the "transport" category.

Everything else, your Ranger can have -- provided you're willing to pay for it. The usual payment is damage unhealable by spells.

(This is Sherna's/Dick's idea of "nerve damage", which I think is a lovely equaliser. Or maybe more of an entropiser: Second Law of Magical Thermodynamics. There's no magical cure for what you get by misusing magic. You just have to sweat it out and gradually coax your nerves back into shape.)

Since Rangers are fighters, they should be less able to keep several spells going at one time. In fact, if your Ranger tries to keep one spell going while casting another, you get 1D4 damage for each round in which you have two spells going, 2D4 per round for three, and if you figure a way to have four going at once you take 3D4. Pal, you are not a Cleric or Magic-user. (Not So Nasty Alternative: 1D4 per round for two spells, 1D6 for three, 1D8 for four.) For instance, if you're merrily tromping down a pitch-black corridor using your Infravision spell, and for some reason you have to do a Cure Light Wounds, you either blind yourself for three rounds (one to cast the spell and two to recover) or you take 1D4 for one round of simultaneous spell use. Or you've got Detect Evil out, and want to do a Find Traps; switch off the Detect Evil or take 1D4 per round of simultaneous use.

Damage for too-frequent spell use can be arranged in all sorts of ways. Does an 11th-Level Ranger-Lord take damage as though a Wizard or 11th-Level Patriarch (his own Level)? As a Conjuror or Vicar (having one Second-Level spell)? As a Theurgist or Curate (one Level short of having a Third-Level spell)?

(This doesn't even mention the problem of which/whose damage tables you use, or how you adapt what you decide on. This is intentional.)

I have a rather complicated system, based on my belief that if you've been a fighter for your first seven Levels, you have to put a bit more into your Healing spells than a trained Cleric would. Detects, on the other hand, won't take so much out of you; you've been trained to observe and deduce from a lot of weird things on your way to Ranger-Knighthood. One round after throwing a Detect, you can throw another spell at full power, and you take the same damage as a Magic-user or Cleric (depending on subsequent spell) of your own Level. For two rounds after throwing a



Cure/Heal (including Magic-user Remove Curse) you're too exhausted to do anything physical -- not even fight! -- and any subsequent spell thrown before you recover is less effective; 1/3 effect the first round, 2/3 effect the second. You can't put enough into the spell to do yourself maximum damage, so you get /deep breath, now! the same range of damage as a Magic-user or Cleric -- depending on the type of the subsequent spell -- of the Level that carries one spell of the highest Level you carry of that type. For instance, that 11th-Level Ranger-Lord: you'd take damage as a Conjurer if you threw an M-U spell too soon after a Heal/Cure; as a Vicar if the subsequent spell was Clerical; as a Wizard if you threw an M-U spell too soon after a Detect; as an 11th-Level Patriarch if the subsequent spell was Clerical. A 10th-Level Ranger-Lord would take Vicar or 10th-Level Patriarch damage for a Clerical spell, Medium or Necromancer damage for M-U. As I said, complicated.

(However, you're going to stay quite a while on each level. It would pay to make out a little table each time you go up, showing your damage equivalents in each circumstance. I use such a table for my Thief now, because the tables in Greyhawk are not set up for ready reference. Especially when you have the bonuses to add in.)

Anything else I discover I don't like about Rangers -- as I play my Ranger monsters or encounter Ranger characters -- will go the same way: either I find some way of making it cost the Ranger, whether in damage or restricted movement or something, or it doesn't work in my universe.

Like telepathy. Using it on Chaotics or on insane Neutrals or Lawfuls gets you one point damage per round, with the exception of mental cases of any Alignment that are completely adapted to their condition. (Lewis Carroll's Queen of Hearts would drive a Ranger up the nearest wall, but the Red Queen would be rather entertaining.) Note that ESP, which does not intercept actual thoughts, carries no penalty.

About those Extraordinary Followers: Pegasi and Giants maybe, but Unicorns?? Gold Dragons??? Make it a Roc and a Lammasu, respectively, and I'll buy it. Very extraordinary followers.

And to fill in that 56-64 gap in the list /see followup data on TSR Rangers/ I offer: a Sage. Said Sage wouldn't go romping about the Multiverse with you, any more than Aristotle followed Alexander around Asia. Instead, there would be some way of sending your findings and observations back to your Sage (I said Alex & Ari, didn't I?) who will in return give you a discount on questions. And will always answer your questions, even if hired by someone else; if the someone else objects, your Sage friend will tell him to shove it. (DM rolls to see if Someone Else fires the Sage, kills the Sage, or puts out a contract on you.)

And again a table seems helpful:

<u>% Roll</u>	<u>Extraordinary follower</u>
01-20	Ranger, Level III - VII
21-40	Lawful werebear
41-55	Lawful Roc
56-64	Sage
65-70	Lawful Pegasus
71-80	Neutral Hill Giant
81-90	Neutral Stone Giant*
91-99	Lammasu
00	Roll again, ignoring 00's, and get two individuals of the indicated species

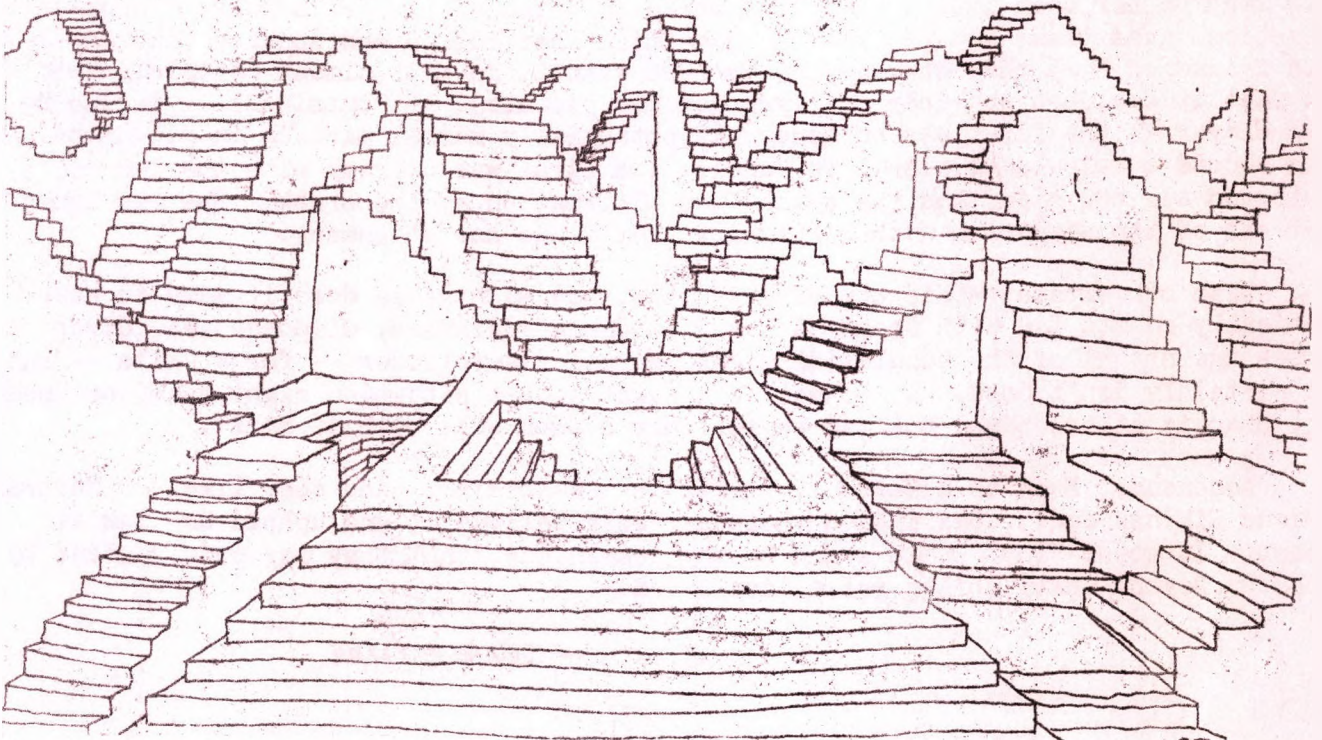
\*this one may get replaced too; see Neutral/Druidic Rangers next time.



For the Special Followers: 2D12 seems a good range for their number. The probability tables for species and class/multiclass ought to fit in with the universe in which they're recruited. I would allow existing Characters to become the Special Followers of a Ranger they've been friends with for an Expedition's duration or more. I would also allow you to recruit from my Lawful or Neutral humanoid monsters until you had your total -- excluding what's on the extraordinary-follower table, of course. Otherwise, I'd allow some fudging on Characteristic rolls to fit a predetermined class, but start them at Level I. And recruited monsters stay at their original Level until they've earned it, and only then go up.

Strongholds: a Ranger in a castle??? Bases of activity, yes. Investing in someone else's stronghold, yes. (My Dungeon-monster Ranger-Lord is co-commander of the Tyrkirsfjord-under garrison.) Acquiring the equivalent of Bag End in some backwater village to retire to, yes. But no castle. And the same restrictions on total outlay as apply to a Paladin's setup, at least: no more than 200,000 gold pieces in total cost, and no more than 200 retainers to guard it.

Hm. Neutral Rangers will have to wait.





...two coppers' worth...

Who says rape is unlawful? What else was the droit de seigneur -- the legal right to a bride's maidenhead -- but lawful rape? Not only by the seigneur but by all his retainers.

Or consider my Fighter, Radu. He's been Lawful all his life. It was completely lawful for him and his mates to gang-rape a couple of gipsy girls. (Throwing knucklebones for first go, because the wenches were virgins.) This was just after he left Transylvania; and by the only law he knew, gypsies weren't really people. Enough like people that it wasn't bestialism to screw them, but a lower order.

Well, a lot has happened to Radu since then, and his views on such matters have changed. Not too terribly long ago, a gypsy woman of his acquaintance was in grave danger of being not only gang-raped but slowly killed. It was Radu who set up the rescue-if-possible/avenge-if-necessary mission.

The rest of his old rape gang would mob him for a Chaotic if they knew. Encourage gypsies and other lower orders to get uppity and forget their place? The world would turn upside down! (What, after all, is more Chaotic than a slave revolt?)

Radu is not, however, either more or less Lawful now than he was then. His concept of law has changed -- he's been Roman Catholic, Greek Orthodox, now happily follows Galzar, and will promptly turn Moslem if he ends up in a caliphate -- but he still believes in following some law. Not merely obeying, but affirming and supporting, the Lawful customs of the people among whom he travels or dwells. (If his neighbors turn out to be Chaotic, that's another story, and a bloodier one.)

His teammate, Vardis, on the other hand, realigned Neutral under the strain of (1) leading her team into a situation where only the caprice of a pair of high-level Chaotics saved them; and (2) killing something that looked and sounded like an 11-year-old friend of hers that she was pretty sure wasn't, in fact almost certainly wasn't, in fact it couldn't possibly ... (you get the picture). To outsiders -- including her Player -- the first was an honest if potentially mortal mistake in judgement, and the second a calculated risk. To Vardis, the first was a break with the law she'd followed all her life, and the second was affirmation of the break. She was lucky to get out of the situation with her sanity, let alone her alignment.

With our extensive history of evil laws, how much sense does it make to automatically equate Law with Good? A law that disenfranchises, dispossesses, discriminates against n% of the population might increase law'n'order -- for a while -- but it certainly isn't Good. A project to correct such a situation might seem, or indeed be, Chaotic at the time, but can we for that reason only call it Evil?

Addendum: Even as a Neutral, Vardis is law-abiding. And she, like her Neutral friend Elkinskjaudi, does indeed wholeheartedly believe in and uphold one law at least. It goes: "Thou shalt stand by thy companions, that they may safely stand by thee." Beyond that, things get a little fuzzy.

-- Lee Burwasser



FOR REFERENCE: Specifications on (tSR) Rangers  
 (Everybody knows about them, but nobody has ever seen that tSR...)

A D&D Character-type with Prime Requisite STRENGTH and Special Requisites of: Constitution at least 15, Intelligence at least 12, Wisdom at least 12.  
 Alignment: Lawful; and must remain lawful or lose all benefits except experience as fighter. Always prefer Lawful to Neutral types (although not restricted to Lawful associates only, as Paladins are). Perform as Fighters in respects not otherwise specified; may build strongholds.

Levels & Experience & HD/powers

Level/Title	EP to gain	Hit dice	Spells available (1 each type shown gained)
I Runner	--	2	--
II Strider	2,500	3	--
III Scout	5,000	4	--
IV Guide	12,000	5	--
V Pathfinder	25,000	6	--
VI Warder	50,000	7	--
VII Guardian	100,000	8	--
VIII Ranger-knight	175,000	9	Clerical/I
IX Ranger-lord	275,000	10	C1/I and Magic-user I
X Ranger-lord	550,000	10+2	C1/I and C1/II
XI Ranger-lord	825,000	10+4	MU/I and MU/II
XII Ranger-lord	1100,000	10+6	C1/I, C1/II and C1/III
XIII Ranger-lord	1375,000	10+8	MU/I, MU/II and MU/III

Special abilities/requirements:

Levels I-VII: Own only what may be carried; donate excess worthily. Get 4 experience points for every 3 earned, in lieu of the % bonus.  
 May not have men-at-arms/servants/aides of any kind.

Levels VIII up: Normal experience gain (losing 4-for-3 of lower levels). May build strongholds. Acquire 2-24 followers on reaching Level IX (see table) who cannot be replaced if lost. Gain spell use as indicated; Ranger-knights can employ magic Heal/Cure-Disease items including scrolls; Ranger-lords can employ all items, including scrolls, dealing with clairvoyance/clairaudience, ESP/telepathy/telekinesis/teleportation.

At all Levels, Rangers are hard to surprise (must roll 1) and able to track most creatures outdoors and often in Dungeons (see tracking table). Only two Rangers may operate together. Against Giant-class adversaries Rangers add +1 to damage die for each Level gained.

Tracking: In the Dungeon, if a Ranger has observed a Monster no more than 6 turns previously, then --

Monster action	% dice roll Ranger needs to track
Down normal passage	01-65
Thru normal door	01-55
Thru trapdoor	01-50
Up/down chimney	01-40
Thru secret door	01-30

Outdoors, there is a basic 90% chance of following trail; 10% reduction for each day old the signs are.



### Special Followers:

At all levels Rangers may hire mercenaries, who are standard humans and subject to morale checks as hirelings. On reaching Level IX a Ranger may recruit 2D12 special followers. Special followers are not mercenaries (although they must be maintained and quartered) and if killed permanently cannot be replaced.

Roll percent dice to determine for each special follower:

- Species
- Class, if humanoid
- Multiclass where applicable (Elves/halfelven)
- Level of ability
- Extraordinary followers (if applicable)

(Note that it is not apparently required that a Ranger-lord recruit all the special followers to which he is entitled as soon as he reaches Level X.)

### Species:

### Level of Ability

01-60	Human	01-50	Level II
61-75	Elf/Half-elf	51-65	Level III
76-90	Dwarf	66-80	Level IV
91-99	Two Hobbits*	81-90	Level V
00	Extraordinary	91-99	Level VI
		00	Level VII

\*Separate individuals, but counting as one against the Ranger's 2D12 entitlement.

### Class (Humanoids o/t Elves)

### Multiclass (Elves/Halfelven)

01-50	Fighter	01-50	Fighter
51-75	Cleric	51-75	Fighter/Magic-user
76-95	Magic-user	76-90	Magic-user
96-00	Thief	91-00	Fighter/MU/Thief

### Extraordinary Followers

01-20	Ranger, Level III/VII	65-70	Pegasus
21-40	Lawful Werebear	71-80	Hill Giant
41-55	Two Unicorns*	81-90	Stone Giant
56-64	((blank in original))	91-99	Golden Dragon
	00 Take two rolls* ignoring further 00s		

\*As above: separate individuals, but counting as one against 2D12 entitlement.

Though not stated, presumably the above tables do not permit a species to work in a class normally barred to it: if you get, e.g., a Dwarf Magic-user, roll again until a compatible result is obtained. Even the gods of Chance make a slip now and then, and it wouldn't be polite (or smart) to try and catch the gods with a quibble...



IN THE COURT OF THE CRIMSON KING  
parchment the first  
(a piece of insanity by G. L. Howard)

Ken has been hassling me to start a column for months, so here we go.....

Hello. Welcome to wherever here is. Phoenix, I think, maybe, but it could be the new atlantis. I'm sort of lonesome and going thru D&D withdrawal. I haven't played in a month! In Claremont I lived in a situation ideal for D&D (but horrible if you want to pass your courses, eh Wayne?). Sean McCaw, John Kingsbury, Wayne Shaw, and I all went to the same college and lived in the same corridor. There were four players within a mile and many others who stopped by, including the infamous Ken Pick. Of course, since none of us paid any attention to our work, we could play every weekend, as well as discuss the finer points of dragon-taming every day. Alas, no more. Au revoir, halcyon days of slaughter and ensorcelled treasure,...and bye-bye Capt. Potato too.

As you know, I theoretically operate Crimson (actually it sort of runs itself) which got such shiny reviews from Ken (thank you, C.C.--I miss Chee); it's a very weird dungeon, being sort of flex-keyed, sort of silly and lots of insane (or inane). Where we were, everyone rolled the contents of rooms, and I was unique as the only one who simply made it up. How is it elsewhere?

The chief deity is the Yellow Jester (who does not play, but gently pulls the strings), a sort of divine Woody Allen, with connections (on his mother's side) to the Harlequin. The dungeon itself is an abandoned megacity (a la Paolo Soleri) which the Jester has stocked with all the necessities (and same uns) for a dungeon. Traps and Disneyland at midnight and jelly for god's sake beans, and 12 thousand screaming monsters--and all for you, dear reader, all for you. Waiting.

Please play. I'm lonesome.

I have one of the lowest fatality rates in the whole D&D universe, largely because when things get really nasty Jester sometimes shows up and recedes a couple of people so they can go on. This is in keeping with my dungeon policy.--It doesn't matter how many people get killed (listening, Glenn?)--it's how hard the expedition works for what they get that counts. How much mental anguish the operator suffers--I'm very into my people and have often dug myself across blood-slimed floors to deliver the death stroke--in the left ankle perhaps--of some wounded and hideous, but still attacking monster! I mean--the threat of pain is much worse than the pain itself. I enjoy a series of narrow escapes and close calls in rooms each with smaller amounts of treasure more than one or two kill or all die rooms with mountains of shit (oops, stuff). Anyway, I give out a lot of smaller treasures and lean heavily on the miscellaneous magic tables, as well as a few small ideas of my own, some of which will find their way into this column in the future. I also hope to do some expedition narratives when I play some more expeditions, though it seems the ones I have seen are more conclusive than the ones I play in. Ah well....and smiles as the puppets dance.

New Monsters:

THE GETIT CHEMOSET - drawn from M. John Harrison's PASTEL CITY. These are large (nine feet tall), heavily muscled androids with blunt



featureless white heads, and three eyes arranged in a triangular pattern where the face should be. They "wear" green uniforms of yellow trim and carry loans (see New Treasure for details). Number appearing: 1-8 (I usually use only 1-3, being merciful, y'know). 80 hit points or 10 dice. Movement - 14. They get two attacks per turn. Armor Class 0.

Every few turns, the Chemoset (if not feeling really pressed) will stop and slice the top of each victim's skull off, scoop out the brains, and put them in the storage space in his chest. They may (10% chance increasing 10% per brain collected) leave--and we play (or played) that a body can't be revived with its brain missing.

THE CHESSMEN - a special series of "monsters". They are people from a synthetic planet who have molded themselves over generations after films of the Fischer-Spassky match. (See Jinnyocsen #142-3) somewhat as Hokas do, but permanently and selective breeding has established the various castes - Knights, Pawns, Royalty, etc. - within a fiercely nucleic clan system.

There are two basic groups: Pawns and Nobility - and a group encountered in a dungeon is likely to be organized along one of these patterns.

- A) Pawns. 1-24 appear. 75% chance of 1-4 noblemen (except Ks and Qs) as officers.
  - B) Nobility - 1-8 appear. 50% chance of retainers (1-4 pawns per nobleman). Again this does not include the Kings and Queens
  - C) Kings and/or Queens always have eight pawns and 1-4 nobleman each as a Court. (These get their own small guard squads as in B).
  - D) Clan. This is a full host composed of all eight noblemen and from 6-36 pawns (not including 8 for the King and 8 for the Queen).
- Pawns: movement 8. Armor Class 4. HD: 3

short, squat, little turkeys, the Pawns are stubborn, loyal and (as that may indicate) not very smart. Pawns use about any weapon, all in a group being aimed the same. Pawns always attack in an angular pattern, continuing in one diagonal direction until they run out of people to kill or get aced. This abnormal attack offsets the defenders' ingrained battle habits and makes the pawns +1 Hit Probability all the time. Their loyalty and stupidity make them +3 on saving throws against charm, etc. and they will not attack nobility of their own tribe, no matter what.

Rooks: movement - 20. Armor class -4. Hit dice [not given--LG]

tall and willowy, the Rooks are still quite hearty and very fast. They wear near-skintight small knit mail which is grown to their skin and carry hilted wands which resemble light swords. These are Reduction Wands, which either shrink you (1' = 1") or restore you to your normal size (affects only one person at a time and you need to touch them. Has 20 charges) One strike/turn but there's a catch. You see when they shrink someone, he is scooped in one of the Rook's collection pods (being paralyzed for ten melee turns from the shrink/restoration process) and they are easily fast enough to shrink and bottle you in one turn. If they don't like the way things are going, they'll split. (This provides for an interesting chase sequence through the dungeon). Rooks don't generally kill, although they do wear swords (except in critical defense or to avenge a King and/or Queen). They are +1 to hit and damage when striking to kill.

Knights: Movement: bizarre (10). 8 dice but flight as 2nd level men. Armor class -2. Very formidable. Use a variety of weapons (these and lucky pawns are the only ones likely to have magical weaponry). Easily recognizable by their plate armor, plumed helmets without face-plates, large drooping mustaches, and the usual proximity of a lance



or two. (By themselves, the neutral and lawful knights may challenge you to a joust for high stakes). Knights often leap over the front row or two to attack in the center of a group, causing confusion and wreaking chaos. They get two attacks/turn.

Bishops: movement: 12. 6 dice. AC 4 unless they're using shields. Bishops (who can be male or female) wear tall pointed hats (miters) and celebrants' robes with chain mail underneath. They are not noted for extreme bravery. Although not really equatable with D&D clerics, they do have some abilities in common and some very different ones too. Light/Dark/Heal Minor Wounds/Neutralize Poison/ Heal Major Wounds/ Paralysis/ Mind Net/ Phobic Projection and Conjure Spirits (for details on the last four, see the new spell section later in this article). Besides these, they can levitate. Like clerics, they will use their healing spells backwards in emergencies (a little easier than a lawful cleric, perhaps). However, unlike our clerics, they have no compulsions against edged weapons and they carry poisoned daggers up each sleeve. Watch it!

The Queen: a very deadly lady indeed. Armor class 2, although she doesn't wear armor, second only to the rock with a movement of 16. 10 dice. She is usually the fiercest and therefore the most dangerous. ("The female of the species is more deadly than the male" - R. Kipling). However, if reduced to 10% of her hit points and given the chance, she will surrender.

Queens have two main weapons: Charm (as Harpies and Incubi/ Succubi) and poison claw-like fingernails (as daggers -1) which do 1-4 per hand, aside from the poison. (For hit probability, use an effective dexterity of 20).

The King: Armor 2, movement 8, 10 dice. Kings do not surrender and cannot be charmed, but they will not fight another chessman King. A King will wear gold-lacquered armor (with surcoat and badges of his color) and a crown of some type. They carry large broadswords (either two-handed or one-handed) but may opt to use magic instead. A King has several powers at his disposal.

- a) teleport himself and one other person (if touching)
  - b) A touch-of-death attack three times/day, saving throws allowed
  - c) Sleep, Charm, Wall of Fire and Fireball as a 6th level Mage
- A King will not abandon a captured or besieged queen. He fights +2 everything when she is captured and -1 for two weeks following her death.

The armor of a chessman is always lacquered with the color of his clan. Color also offers a key to alignment. First, the exceptions: blacks are utterly chaotic. Whites wholly lawful. Those wearing blood-red are totally berserk and will attack anything and are always +2 to hit and +2 damage plus the other bonuses by type. Not even the queen of the reds will surrender.

Chaotic -leaning toward - Neutral - leaning toward - Lawful  
Purple/Red-Orange/Orange/Yellow/Green/Blue Violet - these are neutral but more oriented toward their particular extreme as one moves outwards. Only the queen and brown (not shown) are really neutral.

### NEW MAGIC and Spells

The Baan: a hellish weapon carried by chemosets. A hilt with a button, which when pressed creates a 3' blade of crackling green energy. The baan will cut steel, mithril, even adamantite like hot butter (negates any armor). Away from the chemoset the blade is good for about three months. It does 2-16 damage. If you have techno stuff in your dungeon (I don't as a general rule, but....) there's an added complication: if a baan touches a force field, energy shield, prismatic wall, or another baan...the explosion destroys both and does 12 D6 damage to a 10' diameter area.







# I WAS AN EIGHT-SIDED DIE FOR NAVAL INTELLIGENCE

or

Goddam! Close the Door!

by Charles McGrew

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Origins II was a fantastic gathering of wargaming on the east coast. Although there were a few from far-off Texas and California, I believe. I was most happy to meet and have a brief discussion with Glenn Blacow who rightly said that I'm not exactly the tall and mighty looking type. I also got in on a short run of Edwyr and got in a few licks at a Balrog's back.

After that the entire Raleigh group went over to Hells gate. When we walked in, someone said something about "look at all these people." Not being ones to force ourselves on a GM, we left Wes and spent the night playing Nuclear War, which was the hit of the convention. (Well, perhaps Starship Troopers was the biggy on Friday, but NW was it for the whole con). I saw Mark Swanson once, but he was just passing through to gather apostles for a trip to Goree.

To One and All: If I acted a bit spaced out and distracted, it was because I had an absessed front tooth at the time.

I bought about \$140 worth of games but then didn't everybody?

## A&E #13:

Lee Gold: Very good stuff on Elementals. Your characters are great. My crowd isn't so diverse (most are human). It is well-known that the product of a mating of Orcs and Elves is called Eracs, since that is the first comment people make upon seeing one.

Concerning your balrog rules, I have one Balrog in my game (Wes lves, of all people) just to see how it works. For the safety of everybody else, I put him in the desert with the orcs. So far he has lost four complete sets of minions struggling to get out of the desert. Nothing wrong, just some pesky bad luck. Goddamn lamasu keep getting rolled.

Everytime Wes gets into trouble, he just has his minions charge and then run the other way. (It's chatoc, but that doesn't mean a thing to a balrog). Since no minions ever managed to survive, no potential minions have heard of this. However, it has gotten around. That projected lifespan goes down considerably under Wes.

Nickolai Shapero: I wish I had a few of you in Conquest. But it is tough to convince players to act out their roles. "But I could get killed doing that!" is the usual comment. Seems you and I have similar opinions of M. Gemignani. *[I've found it helpful to forbid people to speak in their own persona while playing D&D. All remarks must be made about the character - in the third person. This keeps them focused on the character - and prevents them from identifying too heavily with the character.--LG]*

Scott Rosenberg: We dropped Blackboor's hit location and GG's four-fold path like a live grenade. It's just plain Good and Evil here with Good equalling Lawful and Chaotic equalling Evil. Of the Items of the Guild, about 80% are gained by my personal sword arm. I pick up more magic than I could use, so why not pick up a little cash? The lower prices in some worlds for magic usually mean that there is less excess gold around to spend. (Supply and demand, you know). Our players in Raleigh will try anything. The main idea here is more to have fun than to amass huge fortunes or gain high levels or even stay



lawful.

Concerning your comment to Wes: "Let each GM stack his game in the manner of his own choosing". By the way, I am one of the two 6th level fighter humans in Homlas. I happen to agree with you about non-players, but it is Wes's game.

Dick Eney: Agree with you about the musket balls, but I just decided that the players didn't find powder or ball to save the game from endless time-consuming attempts by them to load the weapon. Since the game wasn't a campaign, I think this short cut was justified. In a campaign, I would have allowed the possibility of firing the gun.

Sherna Comerford: the problem with running vampires is that when confronted by a party, they are severely outnumbered. And it is hard to go around (or over, if they've taken the precaution of tying a few crosses onto 10' poles) a prepared party. I quite like the idea of the "soul shaking" realignment. I too await the first turkey who deserves it. Perhaps the ordeal might cost a few constitution points?

Agree about GM vs. players. Homlas has (at least partially) degenerated to this. This isn't really Wes's fault but he has made a few errors concerning the players and how they feel about being "engineered" into situations and out of weapons.

Robert Hollander: OK, I think you may have misunderstood "life after death." I know it goes against the Word of God, but I always felt there should be a leeway of coma in between consciousness and death. Note that CLW won't work on a person with zero or less HPs. //On Vampires, the only problem about "turning gaseous" and attacking from the rear" is that not parties also watch the rear. Grumble.

Larry Schoen: Is there any stock left? I too grow tired of people with too much money. Once in a while someone will come to Raleigh and upon learning that the Guild has "only" 200,000 GP on hand will put their nose in the air and announce that they're worth several million or whatever. Money has different available rates everywhere.

Wayne Shaw: In your comment to me is the essence of what I want to happen. The whole idea of the time limit is to force players to react in a quick manner, to "think on their feet." This manifests itself in an occasional "Well, hell with you, I'm opening the door!" type situation which can save/doom a party. The players have to stay sharp on their toes (and in longer sessions this results in a greater strain which would be in a long real dungeon adventure).

It speeds up play and makes it much more exciting. I never said that the caller had absolute control. The by-product of the rule is that the caller usually winds up being the best player, instead of the one with the biggest ego. This is always a help to the DM.

Margaret Gemignani: you sure are quick to criticize. The apa game was not a campaign in any way, shape or form. All available players were always together unless they left by choice (Hagar and Halburn were the chief example). Secondly: the game was not designed to be a big ego-trip for everyone but for fun. Thus my major concern was not what the players received during the game but to ensure they had fun. Postgame comments were that I succeeded. [*Didn't you have any drive to make sure your monsters had fun too?--LG*] Thirdly, the players approached the game with a "what the hell" attitude. They were more interested in the various rooms (the harem room most of all) than in treasure. They were most certainly not dumb chaotics. If



this attitude doesn't fit into your pattern, I am sorry for you. Fourthly, I was not "ripped off" by anyone. A super run of luck is not a "rip off". That stuff won't happen again in a million years. If you want to run in my dungeon, please do, but be warned: the only other magic item in the game was a portable hole disguised as a trap-plate and gold pieces never exceeded 1000 GP. (I think the highest was 600 GP: the Conquistadores' golden statue). Also in the second run of the game, there were two killed, four seriously wounded (within 2 points of their lives or unconsciousness after CLW was applied) and no treasure gained. The deal with "Dingus" was just an example, for God's sake!

The Word from Homlas: (me): If you will remember, I made some comments lastish as to my dissatisfaction with Homlas. I basically said I didn't like what was happening, but that was my problem. However, several fellow Homlas players came to me after reading this and said I might give the wrong impression of Homlas, that everyone else loves it, and I am the only malcontent. This is not quite true, but I was interested to discover that the main complaint from each player was the same: a lack of communication with the GM. It struck me that this may be happening elsewhere and so I comment. A while back, there appeared several articles saying that DMs should not argue with players, since this slowed things down. This was especially true of players who argued every point. This principle, though valid, can be carried too far. Wes does a job of stonewalling that would do John Ehrlichman proud. Players around here are a reasonable lot; they do not argue everything, only when they feel they have been greatly wronged or that they perhaps misunderstood a ruling. However, they have come to expect a certain give-and-take with the ref; indeed in most of his earlier games, Wes was known as a most reasonable fellow. Perhaps this change is due to the fact that Homlas has a "point" to it. There is a definite end to the game - a "final battle" between good and evil, but Wes simply is not "reachable" in most matters in my point of view. *[The normal thing to do if you dislike someone's style of DMing is not bitch and creeb about it, but go find another dungeon to run in. Or start your own dungeon and encourage others to expect a different style of play. We've got lots of dungeons in LA --over a dozen. I generally prefer to limit my adventuring to three or four of them.--LG]*

Concerning Vampires, Weres and everything else:

I have noticed in A&E a tendency to say "I read this" or "I saw that" to prove a theory concerning were-creatures or whatever. This can lead to hopeless contradictions. "Any given viewpoint can find a reference book to back it up" says an old axiom. In Dracula, Van Helsing (who should know) says that the legend of vampires turning into bat-form is just a confusion of vampires with vampire bats and that vampires cannot turn into bats. But it turns out that Hammer Productions didn't have enough money to cover special effects so they wrote that into the script to cover it up. That's why in that 1957 movie you see Dracula dashing across rooftops and whatnot instead of being a bat. *[I'd assume the original book would be the source for checking Van Helsing's views, not a relatively recent movie.--LG]* Also in the original vampire legend, crosses didn't affect vampires at all. This part of the legend was invented by some turn-of-the-century Gothic novelist or other.

Moral: don't believe everything you read.

every GM plays his/her monsters differently, according to what he's read/seen. Be tolerant, except in reprisal.



"Everyone should miss at least one deadline every four months. It's good for the soul." - North Carolinian Folk Saying.

Since time presses heavily this month, it behooves us to move directly to the comments:

Brian Collins of San Francisco (I think) ventured East to Oll. He was the only person I met from west of the Rockies and thus carried the entire weight of all the eastern/New England D&Ders' questions re West Coast Dungeons. When it was learned he was from the same area as Shapero he was deluged: what is all this Magic? He held forth very well: yes, there is a lot of magic in some dungeons but then they are in themselves very magical and an adventurer needs magic to survive. Which stands to reason, after all. No dungeon will last very long as a giveaway; there must be a challenge. So if as a matter of taste, the DM gives out lots of magic, he must be keeping up the challenge in his campaign somehow. But it is a matter of taste--the kind that can make dungeons incompatible. But just because someone's Pit can't handle your off-the-wall deviant type doesn't mean the DM doesn't accept the validity of the type. My mythos had no place for technology, so I couldn't allow a mad scientist, no matter how he struggled to get where he is today. Likewise, where Stormgate (according to Brian) expects parties equipped to the ears with magic, many dungeons exist in a more magic-free mythos--utterly unable to handle parties equipped to enter Stormgate. Even within the constantly-interacting Raleigh group of D&Ders, the dungeons operate on entirely different bases and are only compatible through the constant work of the DMs,

Speaking of StormGate and Nicolai Shapero: I like monsters that can only be affected by non-magical cold steel. Thorbjorn the Ranger and Meadquaff the Drunken Norseman recently ran into such a monster south of the deadlands river, and it damn near killed off the entire party by feeding off of the magic they were hitting it with. I've already got pterosaurs, this world's equivalent of hunting falcons: they are soaring reptiles, 10 HD, three attacks/turn (2 claws @ 1-10, 1 bite at 2-24. On claw hit 18+, victim has been grabbed and will be taken back to nest to feed babies). They move 36" in the air, 3" on the ground. 1-20 appear and the best defense is to jump off your horses and hope there are enough horses to feed all the beasties. Afterwards, you'll have to walk, but at least you're alive.

Glenn Blacow's Monster Rally: Thank Ghod, I was wearing my Ring of Protection from Atrocious Puns when I read your zine. It was worth the risk, though, to get the specs for Skull Warriors and Kalidahs. By the way, I enjoyed meeting Ariel at 02.

Egotism of 20: sorry, but I don't have time this month to give you the rationale behind Homlas. I promise on a stack of clerical scrolls that I will do so next month without fail. Honest to god, it makes sense, believe me. By the way, most powerful is now an MU7.

Many Worlds: I don't feel bad about forgetting drabs and drabs, a la the DM who forget that Gargoyles couldn't be hit by non-magical weapons. I consistently forget to confuse people who melee with Umber Hulks. I don't know why, but I never can seem to remember.

Jaques did not get a resurrection. If there had been anyone left to take his body back to the church, Frangis would have given him one without even asking for the normal "donation" of 50K or so GP. But Jaques' body lies now slowly dissolving in the gastric juices of some random Blue dragon, and he'll never be seen again. A pity, but that's life--or death--as the case may be.



## VULTURE'S ROOST #?

written by Dan Pierson

As I write this zine I am in the process of moving from San Francisco, California to somewhere near Washington D.C. All D&D stuff has been placed in the (hopefully) gentle hands of my movers, so all comments, quotes and acknowledgements re anything will be from memory.

### THE GAME OF D&D

Dungeons and Dragons, as it is most widely played on the West Coast, is a game in which there are a great many dungeons situated in a smaller number of worlds and/or universes. These dungeons are the playground, training area and source of magical and material wealth of a large group of beings who seem to spend all or most of their sometimes short lives traveling from dungeon to dungeon by means of the universal and convenient inter-dungeon portals. Most people don't talk much about the extent of this portal system, but how else do characters get from one dungeon to another with, at the most, an occasional week-long overland.

While I still enjoy this form of D&D (hereafter known as type 1), I have begun to want something more. It's not just the question of how my characters get from one dungeon to another that disturbs me. I wonder what they do the rest of the time, why they do it, and what the rest of the world is doing at the same time. In other words, I want a campaign.

A campaign: thousands or millions of square miles of mountain, forest, plains, and ocean; the conflict of empires, or slow attempts to put small states back together after a great war. Still lots of wealth, lots of magic, but spread thinner and harder to find, your characters struggling within a vast setting for power, wealth, good, evil, or whatever. This (without large empires) is what I would like to build around Terrizon. Let's call this type 2 D&D.

Other people in the Bay Area have been talking about another kind of campaign. It would be smaller, with three or four dungeons, a limited geographical area, & definite goals. Also the number of magic items would be limited to say, 100 swords (total for all alignments), one Ring of Regeneration (a legendary item), one Ring of Fire Resistance (in the hand of a famous wizard), etc. This would be type 3 D&D. It sounds like a lot of fun.

The last type of D&D I want to mention (type 4, of course) is rumored to be played by Gygax and company. This is competitive D&D, particularly in cases in which two (or more) player groups meet and fight it out.

Lee Gold and others have said that D&D is a non zero sum game, that there is no winner and no loser and in a well-run game everyone benefits. This does not mean that every character benefits, though it does mean that the DM does not see the game as a contest between him/herself and the players. This view would seem to be true for types 1 and 2, half true for type 3, and false for type 4. This is important for a discussion of my main topic which is

### CHEATING IN D&D

In any game people play, there is talk about cheating and (hopefully seldom) cases of cheating. How to deal with cheating is up to the group playing, but the first and most important question is what is cheating? I am going to list a series of things that some people may consider cheating and give my opinion as to their status. There



will be several things which I consider matters of personal taste in a non-zero-sum game and cheating in a zero-sum-game.

a) falsifying die rolls: this is lying and acts to destroy the whole simulation system of the game. It severely damages everyone's enjoyment and is the lowest and most contemptible form of cheating.

b) Changing the keying of the dungeon in mid-play: done with care and discretion, this is one of the DM's most valuable tools. In fact, whole styles of keying (e.g. "softkeying") are built around it. Carelessly done, it can become either a giveaway program or "the ceiling just fell on you; you're all dead."

c) Not strictly rolling every characteristic of every character as 3D6. This is a more complex question. In zero-sum-games, failing to follow the 3D6 for every characteristic rule gives a player an unfair advantage. Many people seem to feel that this is true in a non-zero-sum game too. Advantage for what, winning a game with no winner? In general I feel that it is more fun to follow the 3D6 rule, so I usually do, but I am not convinced that I have the right to force this rule on everyone else. In particular I feel that an experienced player who wants to play a particular character type should go right ahead and assume that certain characteristics will be a minimum of whatever (or maximum in some cases). I do feel that beginners should follow the 3D6 rule and stick to the original three classes until they get a feel for the game.

d) Starting characters with special attributes, powers or equipment. Again it's a no-no for zero-sum games and an option to be used rarely and with discretion for non-zero-sum games. A lot of referees seem to feel all players are a bunch of undisciplined ten-year-olds out to win the game by any means who must be protected from themselves for their own good. Unfortunately, some players must fit that definition, but I've almost never run into any. The only two times I've done anything under this heading were an attempt to define Schmendrick the Magician for a friend and my one proposed AMU (a character type I normally have no interest in). The AMU was to be a WWII or Korea-era UDT Frogman who was somehow thrown into D&Dland ala Lord Kalvin. He would obviously start with a knowledge of explosives and firearms but without the normal AMU first level stuff. The point was to play the character, not go around blowing up dungeons (he probably wouldn't have any explosives with him) and promises by well-meaning DMs to give him the above powers on his first trip were obviously useless. (If he got the powers in D&Dland, he wouldn't be the same character at all.) I've gone on too long about a sore point, but there are interesting character types with literary precedents which would be fun to play, should be played, and cannot be played without this option.

e) Giving characters Equipment not won in games. Very bad in zero-sum games. Even touchier than the above in non-zero sum games. I am reluctant to absolutely condemn it, but I don't like it.

f) Mutating the Rules or Laws of the Universe (or not correcting another's misstatements). Borderline non-cheating, a bad habit that should be fought.







## FOUR WINDS

being a zine for Alarums & Excursions from Ken Scher, 1030-29 Franklin Ave., North Valley Stream, NY 11580, Four Winds Publication #1.

I haven't actually seen a copy of A&E, so this might be a duplication of previous material, but has anyone noticed the standard equipment price list is all screwed up? The way the costs are established in Men and Magic, an oil lantern (without oil, mind you) costs 1/5th as much as a suit of plate armor. At this point, I take a step back and say, NO WAY!

Of course, the lists says "plate mail," which may indicate a brigandine rather than late-medieval style plate, but a brigandine (used as armor in itself rather than plate reinforcement for chainmail) is rather on the order of scale-mail...less effective than chainmail, though easier to make and more decorative to wear.

Plate armor is tailored to the individual who will wear it, and this is a long job for a skilled armorer. There is no way that plate can be 50 GP if an oil lantern is 10 GP. Either the armor is much too cheap, the lamp is an incredible rip-off or both. Personally I'd say the prices are off by a factor of at least ten; either the lamp is 10 Ag (= 1 GP) or the armor should be 500 GP.. Which? It's an interesting question. Plate armor sounds like a 500 GP value. The trouble is, if nothing costs less than 1 GP, why would any dungeon explorer in his right mind bother to take copper pieces (1/50th GP)? For that matter, silver pieces look none too attractive.

Personally, I tend to think of copper pieces as being worth about 20¢. This makes a silver piece a silver dollar, and a gold piece is worth ten dollars. I also tend to think of prices as they might have been around 1840: i.e., low. At this rate, plate armor costs 500 uninflated dollars, a substantial sum. On the other hand, six torches for \$10 is a bit high by today's standards, let alone 1840 prices. Six torches for one dollar is, however, a much more reasonable figure, and begins to give the copper coins some value.

In between is the whole spectrum of goods and services. Prices should be determined by the amount and quality of work that went into making an item, the quality and rarity of the materials that went into it, and the current market conditions. For example, for a wooden cross to cost 2 GP, the carving must be exquisite, the material teak or sandalwood, the source at least a thousand miles away, and the purchaser extremely religious. Otherwise, two silver pieces should be more than enough. (Why pay anything? Tie two branches together and make one free.)

Incidentally, I find the use of the phrases copper-, silver- and gold-piece annoying in their implication of unstandardized currency, despite the fact that the price and value structure does indeed have fixed values for the coins. Because of this, the coins in my dungeon are the common, noble and royal respectively. If I used platinum, which so far I have not, the platinum coin would be an Imperial. (Yes, I am aware of the English Gold Noble and the Persian Silver Ryal, but these ain't them.)

To continue, a sword for ten Royals should be tempered and decorated fit for Excalibur. It simply isn't that difficult to make a European-style sword if you have the technology for plate armor. To be worth 10 Royals, the sword would have to be something special indeed. The average sword should cost about 1 Royal, though I'd be doubtful about trusting myself to a sword that cost much less.

This all comes down to filling in the background for your dungeon. Economics is just as important as politics. If nothing else, establish the relative rarity and workmanship of the items involved.



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On Wednesday, August 11, a quite exciting adventure happened in my wilderness campaign. Saron & Gandor, a magic-user and fighter respectively (we started this in February, and Phaypole & Hrothgar were scrapped last month. They were our "introductory characters," our first campaign, and some things weren't done quite the way they were supposed to be ((such as treasure in the mouths of giant toads!)), but Saron & Gandor have been quite realistic, if such a term can be used for a game like Dungeons & Dragons).

Saron's characteristics are ST-9 IN-15 WI-9 DX-7 CO-15 CH-7. He has 29 HP, and is a 9th level sorcerer. His treasured items are his lucky dagger (with an S-rune on it and gem-encrusted), Redmane, his light horse, with a gem-encrusted saddle and harness, and his homunculus, a lightning bolt wand, robe of blending, ring of water-walking, 2 scrolls with spells wall of Stone, Massmorph, Rope Trick; his solid gold serving set, a red dragon-scale belt, his collection of teeth of various monsters, and last but certainly not least his tower in the town of Auroma, his large galley, and his personal fortune set at a total of 75,000 gold pieces.

Gandor's characteristics are ST-15 IN-14 WI-11 DX-8 CO-15 CH-13. He has 56 HP, and is an 8th level superhero. His treasured items are his magic shield +2, Thartmore, his Flaming Sword (12 intelligence, 8 Ego, reads magic, notes shifting walls, detects metal, sees invisible objects, clairaudience, 4 languages, hilt is gem encrusted scabbard covered by Gandor with 100 LOGP gems and silver carvings), also his very fancy helmet (gold-covered, gem-encrusted, intricate carvings and designs), his captured and trained Pegasus, jewel-encrusted saddle and reins, his gold-covered iron collar, with a very large gem in front (1000 GP), ring of water-walking, 9 magic arrows +1, his trained hunting falcon (made 7 ft. long from head to tail by Saron), his large galley and his personal fortune of 55,000 gold pieces.

They both have other extravagances (such as personal banners) too numerous to mention. Also, they each have a very loyal servant, from when they freed a town from evil rulers. Their living quarters (both on their ships and on land) are very plush. Of course, they spend a lot, and thus attract a lot of thieves. More than once they have caught a thief or two, or discovered missing things.

Together, they've had a total of 12 hirelings, all of whom are dead now! The last two to go were Dwarves, when they left for a while to visit home and cart some of their treasure back, and were slain by a red dragon. So they ceased having hirelings.

Anyway, no more dilly-dallying, and on to the adventure:

They sailed out of Auroma on May 5, 1184. With them, as an equal partner, was a magician by the name of Arzan. The main reason they accepted him as an equal partner was because he had a scroll with the spell Mass Charm on it. They had two maps--- one for a sunken treasure, and another to a treasure they had already obtained; on it was the Necromancer Zhor's island castle with the caption "beware".

When they reached the ocean, they headed for the sunken treasure, which was a scroll with the spells Clone and Polymorph Self,



an amulet vs. crystal balls and ESP (in reality, one of inescapable location), and 5000 gold pieces. Saron & Gandor went down with water breathing spells, and battled six giant crabs (mostly taken care of by sleep spells), and took up the waterproof chest. They stood on the water with their rings on, the heavy chest partially submerged to lessen its weight, until their ships came to them. Saron kept the scroll, Gandor most of the gold, and, in one of their generous moods, gave the amulet to Arzan (rats!). Then in the seaport of Shadarth where they docked and that night discussed their plan with their lieutenants and sea captains, over bottles of fine wine in Gandor's plush cabin. The next morning the plan went into action...

Gandor on his pegasus (both made invisible by the mages) flew to find the exact location of the island and find out what he could about its forces. He saw two small galleys, a manticora, and about a dozen men on the castle walls. Gandor then came back and told the others what he had observed.

They then set sail. Before they arrived there, they saw a black dot far ahead in the sky. After a while it went down. Then they saw off in the distance two ships rowing towards them, with a small island behind them. The breeze was light, and the sails were not put up, so they were relying on oar-power alone. (There were 100 rowers on each of their ships, two to an oar, 25 oars on each side). The vessels closed in, firing their catapults, but missing. Saron's ship and one of the enemy's were heading straight for each other. At the last minute they swerved, and barely missed shearing each other's oars off. As they passed, arrows were shot from ship to ship, and then the manticora took off from that ship. It carried a large rock which it dropped for a direct hit (a 7 on 2D6) on Saron's fore catapult, destroying it and four of its five crew in the process. Saron got a volunteer to be turned into a dragon, who took off and went after the manticora. Just then, Saron's galley shuddered and came to a stop. Waves came from beneath the ship, so Saron cast a dispel magic. His ship moved again. Just then, a flaming carcass plummeted into the sea, causing steam to rise. It was the manticora! Soon another dragon was seen in the sky, and the two polymorphed humans battled in the air. The enemy gally headed in the direction of the other ships, Saron's ship in pursuit, but too far behind to shoot arrows or cast spells.

Meanwhile, Gandor had ordered the mast to be lowered, and at fast speed had managed to ram the other ship in the side (he had spent 1500 GP to have the ram installed), killing 12 rowers and 4 crewmen, although he didn't puncture it below the waterline. The 20 longbowmen on Gandor's galley fired with telling effect onto the deck of the other ship, themselves losing only two men to the counterfire of the evil magic-user's archers. Grappling attempts were made by Gandor's men, all unsuccessful or cut, as they backed away, revealing the crushed side of the Necromancer's galley.

By this time, the galley that had combated Saron's vessel came close. Zhor the Necromancer cast a Fear at Gandor's men, but was just out of range! Arzan the Magician



turned himself invisible, cast a Fly spell on himself, and, clutching the scroll, flew towards the craft Zhor was on. Settling himself on the mast, when he was ready, he turned himself visible and cast the Mass Charm spell at the Necromancer, who failed to make his saving throw! That, of course, was the turning point of the battle.

Gandor's men still failed to make a grapple, so Gandor jumped onto the water, ran ~~xx~~ to the other ship, and started climbing aboard. Just then a grapple was made. Even though most of the crew was dead from arrows, most everyone made a good morale check, and were willing to fight (possibly believing that the Necromancer would save them). Gandor was momentarily checked as a beserk 1st leveler attacked him before he could climb aboard. The mariner's sword bounced off Gandor's shield, and then Gandor put him out of commission with a swing that almost severed the 1st leveler's sword arm, causing him to drop his sword. Then he swung himself on deck and was challenged by a myrmidon in the hold (he was there to escape the arrows). Gandor jumped down, and fended off a blow of the evil fighter's magic sword with his shield, and slashed at him back, cutting deep into his leg. The myrmidon fell, and was then stabbed through the heart by Gandor's blade, Thartmore. That was the final point of the battle, although Gandor lost one more man as his seamen swarmed aboard.

Meanwhile, the humans-turned-dragons fought, until one fell into the ocean with a terrible hiss of steam. The other glided towards the cluster of galleys. Saron, Gandor, Arzan and their men looked with worried faces at it, until it landed as softly as it could on Saron's galley. Saron turned him back to normal with a sigh of relief, as it was their man, although he was badly wounded.

Then, they proceeded to the island castle. Entering the stronghold with the charmed Necromancer at the lead, they saw 40 men watching them warily. They ordered Zhor to command them to come down and line up without their weapons. Most, except for a ~~x~~ half a dozen, did so. The six fired their crossbows at the group, grazing Gandor's cheek and hitting Arzan full in the side, the rest of the bolts either missing or bouncing off Gandor's shield. A sleep spell took care of these die-hards.

After that, the rest was plunder. The Necromancer was forced to hand over ALL his magic items, maps, and ~~xx~~ treasure. This included a Robe of Blending, a Ring of Fire Resistance, a clairvoyance potion, a +3 shield, a +2 sword (neutral) (the latter two items were being used by the myrmidon), a scroll of Stone-Flesh, 6 arrows +3, 2 maps, 16000 gold pieces, and 60 gems. Then, in an execution ceremony (after much debate), the Necromancer was beheaded by Gandor with his battle-axe, all of the former followers of Zhor watching. The castle, ships, etc., of the Necromancer were sold, as well as his followers, as they were quite evil and deserve to be slaves as punishment.



ishment.

Gandor got the majority of magical items (but missed out on some gold). He received the +3 shield, the ring, the Robe of Blending, the arrows, and was made responsible for the safe keeping of the maps. The potion was kept by Arzan, the scroll by Saron, the shield +2 went to a lieutenant, and the magic sword was given to the man who had volunteered to be a dragon (who is now 2nd level and a lieutenant). In an effort to make the men more loyal, each received at least about 750 gold pieces, some more. Everyone shared in quaffing down the ale and wine stored aboard. The rowers were given  $1\frac{1}{2}$  gold pieces each. The rowers of Zhor, who were slaves, were freed and given 1 gold piece each.

Saron made it to 10th level and 34 HP. The magician is now an enchanter, but left to make it on his own. Gandor failed to raise a level.

The black dot in the sky was the manticora, of course, scouting for passing ships to attack and plunder. Usually, the Necromancer wouldn't have gone after two large warships, but these were heading straight for his island. He mostly robs merchant ships. The thing that had stopped Saron's galley was a water elemental. It was going to start punching a hole in the bottom of the craft when it got dispelled. Zhor didn't use his other 5th level spell because he was saving teleport to go back to his castle if he lost here (which he probably expected). He would have cast some pretty devastating spells if he had got closer in time. Too bad for him! If it wasn't for that Mass Charm spell, it could have been quite a different story!!!

Now I'll try some comments to fill this space:

Rosenberg: About your complaint about Gygax's dungeon at Origins I. Maybe I'm wrong, but could the players have tried to search the place for a spot that was taking out the air in the room? Maybe there was a way to get out but no one had the ingenuity to find it. Liked the "Twelve Melee Rounds" a lot.

In case anyone cares to know, to replace Phaypole & Hrothgar we're starting a brand new campaign. I will be a Druid priest, ~~XX~~ Aradek, Steve is going to be a chaotic cleric by the name of Varleck. There will be no alignments, just good or evil (or between). So I should have said he'll be an evil cleric.

Also, Ghanus and Celedareth, both magic-users (the latter an Elf) saved the party when eight Hill Giants came tramping down the hall towards them. First a fireball wounded most of them, then the polymorph wand exhausted itself as it popped the giants into ant and toad bodies as they came, stumbling and coughing, out of the flames (a fireball lasts for a whole turn). The wand has no more charges left (it came with 13).

That's it for now.



NOTES FOR THE UNDERGROUND #9

A semiregular publication of StormGate Enterprises  
by Nicolai Shapero 1930 Channing Way #2F Berkeley, Ca. 94704  
.....

CLEAR ETHER(Sam Konkin): I use the Grayhawk system of D8 for fighters and monsters. Thus 2+4 dice has a mean of 13, and 3 has a mean of 13.5. By the by--the use of D20 is a standard wargaming convention, and E. Gary undoubtedly thought it too obvious to mention. And if the DM's you've been associated with have a strong pro-life bias, fine. The ones I'm MOST used to playing with are rather murderous (this is not the Perrin group, by the by--they're merely semi-murderous types).

IT'S ENEY'S FAULT(Dick Eney): Loved the random terrain generator-- keep 'em coming! As to how others play poison...some of my creatures have poison that does their dice in damage (and a save vs poison cuts the damage in half) and a few have poison that either kills or does damage equal to  $\frac{1}{2}$  your hit points (these latter types are using liquid nerve gas for the most part, and are VERY uncommon beasts).

MANY WORLDS(M. Gemignani): As to how long the characters of StormGate Universe (including those of yours truly) could hold out against .45's...quite a while, thank you. The opposition tends to be armed with such toys quite frequently--and this has been true since the beginning of the StormGate Universe a good two years ago. Anytime you want to come into StormGate, feel free. But it is to be noted that I kill characters PERMANENTLY every now and then, and not just "for the weekend."

KCC(Ken Pick), PTT(Wayne Shaw), Tantivy(LeeGold): Sorry folks, but it may be a while before I get around to doing a short write-up of that WesterCon madness. My notes are jammed away somewhere and I can't seem to find them. CHAOS!

Were-Shark(Eric&Chris Holmes): Fireballing a mouse? And two left hands on the mage?? GAAARRHHH!!!!!!!!!!!!

PORTAL TO TEMPORALANA(Wayne Shaw): Too bad about that StormGate disaster expedition, but...such things happen. And after the next one, wouldn't your Werebear/Werewolf be just a little confused? (First 75% losses, then 0% losses...)

The Griffin's Guill(Charlie Luce): After Cugel the Clumsy pick-pocketed that Iron Golem in your wilderness, don't you think you should amend your comment to Jerry to read,"the Powerful (34%), the Dead (64%) and the Damn Lucky (2%)?"

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blank for  
no real reason



The following list of monsters ~~is~~, I believe, the creation of one Dave Hargrave. They were handed to me by a D&Ding buddy of mine, Jim Kelleher, who said that Hendrik Pfiesser had given them to him, and that they were probably Hargrave creations. With thanks, then, to WHOEVER created these things, we continue...

CRYSTALLOIDS: 10-18 hit dice, AC 0, human intelligence, Mv 5", 20% in lair, treasure type F, Neutral. 1-4 appear. Each hit does 3D6 damage (1 attack per melee turn) and crystalloids are immune to fire and cold. Lightning bolts reflect in random direction, but still do damage.

BLOODGRASS: 1-10 hit dice, AC 6, no intelligence or treasure. 1 attack per melee round. A hit indicates that the grass has grasped the victim and will proceed to drain blood--6 points per melee round--and life levels--one level every other melee round--until the grass is killed. The grass is six to fifteen inches tall, and for each hit die, the patch of bloodgrass adds 3' to its diameter (so that 7HD bloodgrass appears as a patch of red grass twenty one feet in diameter).

ROCKWORM: 8 hit dice, AC 1, animal intelligence, Mv 6" (10" in charge) 25% in lair, treasure type F+2 magical items, 1-10 appear.

9-15 feet in length, this brown worm has a yard wide mouth that sprays acid. A portion of the mouth also acts like a high speed diamond drill. 2 attacks per melee round--a bite that does 2D12 damage, and an acid spray that does 5D6+2 damage. It can cut through rock at a rate of 10' per melee round.

	HitDice	AC	Move	Intel	%Lair	Treas	Align	#appear
Kill Dogs	2	2	15	3-18	20	D	law	2D12
Death Dogs	1	3	9	3	15	B	Neutral	1D20
Hades Hounds	1+2	1	12	4-9	25	C	Chaos	1D12

These dogs are about the size of mastiffs (roughly 30" at the shoulder(?)) and they are immune to (1) sleep, (2) charm monster, (3) confusion, (4) hold monster. 1 bite attack, which does 1D6 damage and... the saliva paralyzes the victim for 2D4 movement turns unless a save vs poison is made. Kill dogs are light tan with black spots, death dogs are rust colored, or totally black, and hades hounds are grey.

Now to some of my own private creations...

(The following list of monsters created by N. Shapero...)

Ramjet Manta: 5+3HD, AC 3, move 3/120, 10% in lair, treasure type ~~X~~ A(3), number=1D6. These creatures resemble manta rays, save that they are definitely non-aquatic, have a five foot wingspan, and can fly roughly 80 mph. Their main form of attack is with a high intensity microwave beam which they can fire once each melee round. Their to hit number is as vs AC 9--no matter what the target AC is, and the beam does 5D6 damage--no saving throw--and the damage will NOT regenerate. They will not attack unless provoked--and attacking or looting their lair counts as provocation. Range of the beam is 9".



Hounds of Skaith: AC 2, 2-12 appear, 7HD, move 15, 25% lair, type I treasure, they save at +2 vs cold, and -2 vs fire. 1 bite, 1 mental attack per turn. Bite does 3D6 damage, mental attack is as a fear spell, save that it is limited to a single target, For each hound after the first firing fear at a single target, increase the required saving throw by two points (and if the saving throw rises above 20, the target is automatically feared). Dexterity range is 13-18 (12+1D6), NEUTRAL, with nearly human intelligence (3D6-2).

Energy Sink: AC 4, 1-3 appear, can only be hit by magic or magical weapons. 2 attacks per melee round, each attack does 1D6 provided the target saves vs magic. If the target fails its save, an additional 12D6 damage is done. 12HD, Dexterity=6+2D6, treasure type D, 40% in lair, Move 24. Appears as a shimmering blue mist. Individuals who are killed by the Energy Sink, and who take more than 150% of their hit points in damage, are turned into ice, AND CANNOT BE RAISED (though they may be reincarnated).

#### SO YOU WANT TO BUY A SUIT OF ARMOR

In book I (page 7 in my edition) enchanting armor to +1 is said to cost a magic user 2,000 gold pieces and two months time. That's all fine and dandy, but what about the higher plusses?

For +2 and +3, I run it as four and nine times the expense and time as for +1. Thus +2 plate costs 8k gold pieces and 8 months time, and +3 armor costs 18k and 18 months time. Of course, this squaring routine leads to a slight undervaluing of mithril and adamantite...

But we are not entirely lost. For what we are really doing with +1, +2, and +3 armor is, presumably, enchanting it to ever higher and higher magical potential. But the +4 and +5 armor are different in quality from the armor of lesser plus value--it owes its high plus value not so much to magical enchantment as to the very material from which the plate is made. So, a table of relative values is in order:

- 1 oz adamantite = 15 oz mithril (in value)
- 1 oz mithril = 100 oz aluminum (in value)
- 1 oz aluminum = 10 oz platinum (in value)
- 1 oz platinum = 5 oz gold (in value)

Thus, a suit of mithril armor (750 mithril coins worth) will cost 5000x750 or 3,750,000 gold pieces for materials alone. Then to work the materials into a useable set of plate costs 16 times as much as enchanting armor to +1 (both in time and money) for a grand total of 3,782,000 gold pieces and 32 months work.

Of course, this is quite in keeping with Tolkien's Lord of the Rings. Certainly, I would assume that someone dragging in a horde of carts loaded down with 187.5 tons of gold could buy up the Shire. (Last time I checked, several months ago, gold was 125 dollars/oz--so the value that WE would place on that much gold would be in the neighborhood of three quarters of a billion dollars).



All this really gives, of course, is the effective cost of manufacture. It does not really count the value of the mage's time. Now I value a mage's time at 100 gp per level per week. So a wizard (11th level) will charge 1100 gp/week.

Over a period of 32 months (the time required to machine +4 plate) this will amount to 152,900 gp approximately. So the price TO THE MANUFACTURER of +4 plate is 3,934,900 gp--round to an even four million gold pieces. And volume sales are not likely, so there will be at least a 100% markup.

Similarly, we calculate the price of the adamantite armor to the manufacturer to be 56,538,700 gp and 50 months time.

So here are the final market prices, friends and neighbors:

+1 armor.....23,800 gp  
 +2 armor.....93,000 gp  
 +3 armor....207,600 gp  
 +4 armor..8,000,000 gp  
 +5 armor 120,000,000 gp

Needless to say, with these values being placed on plus armor, experience points are not awarded for the acquisition of same. At least not around here. Also, needless to say, mithril and adamantite are not available on the open market.

Now, Anyone want to buy a suit of armor??

#### SPELLS FOR SALE

Sir Nicholas (10th mage) has the following spells for sale:

Dexterity I 2nd level spell, adds 2D4 to the dexterity of any one person for the purpose of striking first only. Duration 8 hours. Range=1"

Dexterity II 3rd level spell, adds 1D6 to the dexterity of any one person for the purpose of striking first, dexterity rolls, and missile fire. Duration = 8 hours, range=1"

Dexterity III 4th level spell, adds 1D6 to the dexterity of any one person for ALL purposes. Duration=8hours, range=1"

All three spells can be permanented. If a haste is cast on a person who had a dexterity I or II spell cast on him, the dexterity spell is dispelled (unless, of course, the individual in question makes his save vs the haste spell). Dexterity III can not be so dispelled.

SELLING PRICES: Dexterity I...5,000 gp, Dexterity II...20,000gp  
 Dexterity III...40,000 gp.

CONDITIONS OF SALE: All spells purchased are non-resaleable. Mages purchasing the spell may not make scrolls with the spell purchased on the scrolls. No purchase of a higher level dexterity spell will be allowed unless the lower level dexterity spells are also purchased. All sales are to a single mage--coalitions must buy the spells seperately for each mage who wishes to use them.



THE TUESDAY MORNING REPORT #3, a D&D apazine published through A&E from Steve Perrin, 3901 Canon, Oakland, CA 94602. Stencilling by LG

## DEPRESSION

I just lost eight characters. This afternoon I attempted Steve Henderson's SCARLAN CASTLE (actually the dungeons thereof) with a crew that included my highest level fighting man, Wiley Frond, my highest Paladin, BRan Brightsword, one of the carefully built up 18 Intelligence mages, Angelina Hermione, and five others, including one of my ranking members of the Righteous Brothers, Upright.

Upright is now a statue in some evil type's private quarters (he was spirited away from the party while the rest were finishing off the Gorgons). Garan Rockhart (18 constitution) is now a statue in an out of the way corridor. The rest have been fed to the Hell Hounds.

It is easily the greatest disaster a high level (8-11) party has suffered in any dungeon in the area, or at least amongst the immediate group. The battle in which the six non-statues were killed was quite fierce, but we were outnumbered and outclassed. Gloom descendeth....

## ON WITH THE BLOW - or - Perrin on Swords

The following tables are based on the basic Book tables in D&D II and other places, but I've expanded them to fit some interesting primary and extraordinary powers which have come along. Just before sitting down to type this up, Steve Henderson handed me an adaptation of my table which has a few new and even more different primary powers so I'll adapt as I go.

First though, let's make a new list of types of swords:

01-30	+1	73	Energy level Drainer
31-35	+1, +2 vs. Lycanthropes	74-77	+2, Dragon Slaying
36-40	+1, +2 vs. Mages/Ench Monst	78-85	-2, Cursed
41-45	+1, Locate Objects	86	Vorpal, +2
46-50	+1, +3 vs. Trolls (Clerics)	87-88	+3
51-55	+1, +2 vs. Trolls (Rocs, Pegas1, etc.), +3 vs. Undead (Ents)	89-90	+3, +5 Cold
56-57	+1, 2-8 wishes	91-92	+3, +5 Heat
58-59	+1, Cursed	93-94	+3, +5 Lightning
60	+1, Sharpness	95	+3 Dancing
61-65	+1, +3 vs. Dragons	96	+4
66-69	+2	97	+5
60-71	+2, Charm Person	98	Sword of Slaying
72	+2, 9 Steps Drain	99	Mage Sword
		00	Matrix Sword

A Sword of Heat is a Sword of Cold but just the opposite. It may have extra power vs. undead as well as cold critters.

A Sword of Lightning is +5 vs. metal.

A Sword of Slaying can be meant to slay one specific person or creature or a type. Once used for this, it is gone, broken.

A Mage Sword is bronze, has no plusses, and often acts as a weapon of spell storing as well as being usable by a mage with better than average strength. Jerry Jacks invented the concept within our group and gives them plusses and limits them to exceptionally strong mages, but mine are a bit different. If not a spell-storing device, the sword will often have a use as a magical object, as opposed to something to hit nasties with.

A Matrix sword is something I'm still working out. It's based on Marion Zimmer Bradley's Darkover novels and is intended for psionics to use. I'm working on one now: It's a tossup as to whether it will magnify power with the Matrix in its hilt or add powers. Both the Sword of Aldones and the Sword of Sharra seemed to have life of their own. Not really fighting weapons though.



Matrixes are an interesting new item of magical loot by the way. At least for those of us playing psionics.

What Kind of Sense Have I?

I'm not going to go into how one determines how many primary powers a sword has. If anyone doesn't know, consider it incentive to buy the original books.

<u>Primary Powers</u>	<u>Extraordinary Powers (Basic)</u>
01-05 Detect Sloping Passages	01-10 Clairaudience
06-10 Know Height/Depth	11-16 Clairvoyance
11-15 Know Shifting Walls&Rooms	17-20 Telepathy
16-20 Locate Staircases	21-26 E S P
21-25 Detect Magic	27-30 Teleportation
26-30 Cold REsistance	31-35 Telekinesis
31-35 Detect Evil/Good	36-40 X-ray Vision
36-40 Fire Resistance	41-50 Illusion Generation
41-45 Treasure Fingind	51-60 Levitation
46-50 See Invisible	61-65 Fly
51-55 Detect Traps	66-70 Healing
56-60 Detect Life	71-75 Protection +2, 5' r day
61-65 Detect Secret Doors	76-80 +1-4 x Strength, 1-10 turns/
66-70 Detect Alignment	81-85 Battle Fury, +1 leve/melee
71-75 Detect Gems & What Kind	round in fighting ability/
76-80 Detect Polson	may turn on friends
81-85 Detect Metal & What Kind	86-90 Spell Turning
86-90 Detect North	91-94 REgeneration (like ring)
91-94 Detect Enemies	95-97 Giant Strength (ltd. duratn)
95-96 Detect Undead	98-99 Roll Twice
97-99 Roll Twice, ignoring 97-9	00 Roll Thrice
00 Extraordinary Ability	

This seems relatively simple, and I don't think anything needs to be explained (at least no more than they were in the books...). However, another table of Extraordinary ABilities for Swords can come into play as follows:

Special Extraordinary Abilities Table: roll percentile dice

- 01-40 use the table for extraordinary abilities above
- 41-65 Roll D6. Result is order of magic on sword. Roll on that list of spells for the Power.
- 66-73 Roll D6 and add 2. This is the order of spell. Roll again to see what spell becomes the power of the sword. (3rd-8th)
- 74-75 Roll D6. 1-2 = 7th order spell, 2-4 = 8th order spell. 5-6 = 9th order spell. Roll again to see what exact spell is.
- 76-95 Roll D6 and add 1. This gives the Order of clerical spell (2-7). Roll to see which spell it is.
- 96-98 Roll to determine which of the scroll Protection Spells is in the weapon. (Protection from Lycanthropes, from Undead, etc.)
- 99-00 Roll twice on above table.

Note: If extraordinary Clerical power is rolled, sword automatically has the power over undead of the lowest level of Cleric who uses that spell.



## ALIGNMENTS

How alignments are assigned is a bit different in my system too. For one, I believe in amoral swords, devised with a fine craftsman's disregard for what politico-religious-social faction they may be used by. If rolling randomly for swords and other weapons

<u>alignment</u>	<u>sword</u>	<u>other weapons</u>
Amoral	01-20	01-50
Lawful	21-65	51-75
Neutral	66-90	76-90
Chaotic	91-00	91-00

Another way to approach the matter might be to say that all dumb weapons are amoral and all intelligence ones are aligned, except, perhaps, for a few purposeful ones which have weird purposes, suitable for any alignment. I don't necessarily go along with that theory, but I've toyed with it upon occasion. However, I am ruling that all cursed swords are amoral.

Oh yes, there is a 20% chance that any other weapon should be rolled for intelligence, ego and powers. Perhaps this percentage should be higher.

## CRITICAL HITS

I'm afraid I have been a silent party to a misconception here. The Critical Hit table which was distributed with the Perrin Conventions was not my invention. It is the brainchild of one Dave Hargrave, a local D&D monger who has a number of great ideas. Unfortunately, he is a member of the "You only get the good goodies if you have people die" heresy.

I on the other hand feel one should be rewarded by pulling something off without casualties, instead of having to simply offer one's characters up on the altar for sacrifice to the blood-love of the DM. Of course, I've never lost a character permanently in one of Dave's dungeons, though a couple have come close.

## ALL THE WORLDS' MONSTERS

I assume we (Jeff Pimper and I) haven't been hearing from anyone because of my comment that all you would get would be credit as a creator, not a free copy of the catalog.

Having discussed the matter a bit more, Jeff and I came up with the concept that people who submitted usable monsters (all entries returned if an SASE is enclosed with them) would get credit toward the price of the catalog in proportion to their contributions.

Projected cost of material and printing to us is approximately \$3 an issue at this time. Then again, neither Jeff nor I are professionals in the field of publishing, and there will be a lot of extra overhead, I'm sure. Sorry about that, Dick Eny, but this is not intended to be a money-losing "fan project," either. On the other hand, I wonder if we'll even break even....

NOTE TO GARY GYGAX et al. If TSR would like to publish this catalog or act as distributors, etc., we'll be glad to hear from you and I'm sure something can be worked out.



Last time I said I'd have a code sheet for you, and I don't. However, I can come up with the information we need, and you can do your own. Some of the categories will seem strange, but that is because Petal Throne monsters are included in the catalog, and they have some strange attributes.

1. Name	8. IQ range	15. Treasure
2. Type	9. Dexterity Range	Probability-
3. Alignment	10. % in Lair	Wandering
4. Hit Dice	11. # in Lair	16. Treasure Type-
5. Armor Class	12. Treasure Prob. Lair	Wandering
6. Movement Walk/Fly/Swim	13. Treasure Type	17. Creator
7. Where Found	14. # Wandering	18. #/Type Attacks
		19. Narrative

#### Explanation

2. Type. Use the Outdoor Encounter Tables in Eldritch Wizardry
3. Alignment. Give all alignments. You can use the Gygax matrix, the straight Law-Chaos-Neutral-Hungry, or whatever
7. Where Found: again, the outdoor encounter table is helpful. Remember to add dungeons to the list and make a point of it, if they don't show up there.
8. IQ Range: Plant-like, Insect-like, Human, Godlike, or whatever seems right. We have our own terminology, which I don't have a copy of right at the moment.
9. DEXTERITY RANGE: Should be expressed as what sort of dice should be rolled. If you feel there's nothing special, just write 3D6. If it's fast, you might use 2D6+6 to give an 8-18 range or 2D6+8 to give a 10-20 range. If your roll doesn't fit our system, we'll change it to whatever is closest. Dexterity, as most of you know, is rather important under the Perrin Conventions.
14. # Wandering - if the lair has 20-200, are there 2-20 wandering? 14-16 do not necessarily have to be filled out, but you might find it as useful as we do.
19. Narrative: a preferably short (although we have plenty of room for as much as is necessary) explanation of the critter, special attributes, likes/dislikes, etc. In short a narrative like the ones in the Books describing the basic monsters.

#### COMING ATTRACTIONS

I'm too close to the deadline and have too much sympathy for Lee's aching fingers to put in more of what I had intended to discuss this issue. On the list still undiscussed from last issue, add my revamping of Mike Siemon's BARD character [see A&E 1 and 2], Dorsal as player characters and dungeon monsters (think of them as mercenary Ranger-Monks), and perhaps some miscellaneous critters like Ice Tigers.

BYE



## SIX DAYS IN SEARCH OF A WEREBEAR CLERIC #1

the hopeless quest of Chuck Ulrich, 2160 Bryant St., Palo Alto, CA 94301

Actually, I've been trying for six months to roll Bearbax Joad, Werebear Cleric of the Church of the 6th Day Lycanthropists. Wayne Shaw advised Strength 17+, Constitution 12+ and Dexterity of 10- for a Werebear, not to mention Bearbax's Wisdom PR. Does anyone else have different guidelines? As it is, I've already rolled Bearbax's 3 human brothers; recessive lycanthropy runs on both sides of the family. They are: Brbax, Lawful F5, with donkey ears and elephant trunk grown in Planerium and a mile-long list of special characteristics, including an x-ray, magic and invisibility-seeing 3rd eye with infravision, given him by Lilith, Temporalana's Goddess of Neutrality; Arlax (Lawful Berserk MU2 with the same dumb ears and trunk); and youngest brother Earwax, black sheep of the family, neutral thief, unplayed as yet. As if that weren't enough, in Planerium I acquired Beerbax (Lawful Werebear Fighter, now 6th) and Exlax (Lawful Female Berserk MU, now 2nd), paraling.[?] of the two eldest Joad brothers. Arlax and Exlax are engaged. 6th Day Lycanthropy does not prohibit paraling incest.

And then there is Fire Truck, a Catholic Cleric who is scared of the Undead. Thanks to the Gods of Crimson, he is now a Lion-Man of the Bert Lahr variety. The only other member of his bizarre race around is his paraling Flyer Tuck, a Female Anglican Cleric. She wants to get married and raise a family of cub-kiddies, but he's celibate. And let us not forget Armilla (Neutral Half-elf F/MU5) who owns Doc Savage, Mule of Bronze, who is really her charmed Bronze Dragon in animal guise. (Before you scream about a 5th level with Charm Monster, she used a rented Staff of Spell-Storing).

The Deities of my dungeon, Minasmornalomë (Quenya for "tower-black-shadowed") have been busy lately resurrecting the 3 parties that were totally annihilated. Even my 1st level is not designed for parties of only 1st levels, which these three were. I suppose I should put in a bunny slope near the Tavern Complex and fill it with Kobolds, Goblins, and Pixies. Meanwhile, the 4th dead party was raised by mere wandering humans, who were largely responsible for the fact that the party lost money on the expedition.

What would you do about a Lawful Cleric who knowingly stole the personal property of a 20th level Patriarch (the local dead-raiser)? Of course, he's now Neutral, but what can he do as a Neutral Cleric? He is by no means a Druid of any variety, as he does not worship the Druidic nature deity. Maybe his player will make it easy by having him undertake a Quest to regain his Lawfulness.

John Kingsbury: thanks for Godzilla and Co. I'll keep them in mind when I figure out the characteristics of Glutamoto and Gorgonzola (the Cheese Monster). Do you really think an Illusionist can cast a Phantasmal Cure Major? Just what do other DMs allow in the way of PFs? Not that I have to worry; all anyone throws in my dungeon is the proverbial PF Fireball, though I once talked them into casting that Irrepressible Pitzer cliche, the PF Beholder. Do you sell contraceptives for Magic Bunnies?

KEN PICK: You should have mentioned that Gregg's Pick/Picts were led by a black, wrinkly fellow by the name of Raisin Bran Mak Morn.

Hilda Hannifen: Exlax is upset that Diarrhea is a Clerical spell. She wants to know if you have the rights to an MU version of the same thing. She says she has dibs on Power Word: Fart.



Lee Gold: I've already provided the means for a permanent Polymorph to Balrog in Minasmodornalómë. I figured a Lawful polymorphed into a Balrog would have a hard time convincing people of his Lawfulness. Is there no way I could give him Balrog powers along with the deal? And then there were the Illusionists who Changed Self into Balrogs and scared the hell out of an inexperienced party. "But we didn't detect Evil...."

Wayne Shaw: I hereby warn you my Chaotic coalition are all Sauronists conspiring to free their master from the evil clutches of the Demon of Temporalana. I'm determined to do something about Sauron and the One, and you said a Rod of Cancellation wouldn't work on the Ring. ...Bilbo says thanks for the Eye of Vecna, but he's getting lonely with his -10 Charisma.

Jack Harness: The Wizard of Oz, eh? The Porter of Minasmodornalómë is a cross between those in Macbeth and TWOO. Coming soon in my wilderness is an Emerald City complete with Teleporting Horse of a Different Color. (Takes you anywhere in the city, it does.) Have you run any Normals? How did they work out? (Do they want their freedom? Do they dig Burt Weedon?)

Margaret Gemignani: Where does Gygax say Gargoyles can't be hit with non-magical weapons? [*In the corrections to D&D. The sheet comes with the boxed set.--LG*]

Glenn Blacow: Nice to see Kalidahs. I'm working on Gurgles.

Richard Schwall: agree about elaborate combat tables. I've always been more interested in Purple Dragons and Prismatic Harps than in how hard I'm chopping with my sword.

#### CHUCK'S RIDICULOUS MONSTER CORNER

Annoyed at the incompleteness of the Contact Higher Plane spell, I have created two new monsters for my dungeon: the Zamczyk and the Zaakouk.

**ZAMCZYKS**: 2-16 appear, AC 6, move 6"/12", 1 HD, no treasure, Neutral, scratch does 1-3 HP. These 1st plane creatures look exactly like chickens with their heads cut off. They can be asked one question a week. They have a 15% chance of knowing, 10% veracity, and a 20% chance of going insane for five weeks.

**ZAAKOUKS**: 1-8 appear, AC 7, move 6"/12", 2 HD, no treasure. Neutral. Bite does 1-4 pts. These 2nd plane creatures appear to be large peacocks with human heads. The normal peacock plumage is on their heads, while their tails are spiked but useless. They can be asked two questions a week. They have a 20% chance of knowing, 20% veracity, and 10% chance of going insane for four weeks.

[*The creatures go insane, or the person questioning them goes insane? You make it sound like the creature does, but Balance would insist the questioner should. Maybe both go insane.--LG*]

As Higher Plane creatures Zamczyks and Zaakouks can speak all languages and are unsusceptible to magic of any sort. They can be readily domesticated, however Lawful parties who do so should be prepared to care for any of the creatures that go insane. [*What behavior do they exhibit when insane.--LG*]

**PIXIE SKELETONS**: 1-10 appear, AC 4, move 9"/18", 1 HD. In lair 10%, type C treasure, 1-4 pts/attack. These are Undead Skeletons made out of Pixies instead of Humans. They can attack while invisible and don't register on many detects either.

**SAFWATS**: 1-12 appear, AC 6, move 18"/36", 3 HD, no treasure. Neutral, 2 hooves @ D6 each, bite @ 1-3. They resemble winged camels and are highly prized as steeds by desert nomads. Horses can't stand their smell, so they can't be taken on the same expedition as any creature with a horse's head and nostrils.



COPS...one more remark. Does anybody out there have a gem table based on accurate values for the various types that they would be willing to print?  
\*\*\*\*\*a few spells\*\*\*\*\*

**REGENERATION I:** 5th level clerical  
regenerates minor limbs (such as fingers & toes), or exterior features (ears, nose etc.) (Will not work on major limbs - arms, legs etc, internal organs, eyes or germ plasma)  
cost is 100 000 gold pieces to Patriarch Duncan of Gaelan  
May not be resold or traded by purchaser.

**TELEPATHY:** 5th level magical  
Allows user to read and transmit thoughts within a radius of 9" as in the sword ability. Does not include control of other's thoughts. Duration - one hour.  
cost is 100 000 gold pieces to Lady Lenla du Finagle  
May not be resold or traded by the purchaser.

**SOUND AMPLIFICATION:** 1st level magic spell  
enables user to hear noises on a roll of 1 - 4.  
Duration is one hour.  
Cost is 4000 gold pieces to Lady Lianors d'Finagle  
May not be resold or traded by the purchaser.

Spells of similar value may also be traded for the above.

\*\*\*\*\*and some monsters\*\*\*\*\*

As a rather politically involved dungeon - chaotic vs. lawfulls with the neutrals trying to keep the balance even, the Roost has it's share of political powers including, but by no means limited to, the following:

**ALMARGAL the Uncouth**  
CHAOTIC - very

President Demon Prince, he looks rather like Henry VIII and has HORRIBLE table manners. Mostly found sitting in his throne room munching, guzzling, pawing serving wenches and guffawing at the "entertainment" - gross torture, crude lewd & rude jokes from the jesters, dog fights and such things.

His breath alone if directed at someone will stun at 40 feet and kill at 20. If he points his finger and sneers, victim must save vs. magic or drop dead PERMANENTLY (past even reincarnation or wishing)

He is 95% resistant to all magic and is armor class -2 with 250 hit points, regenerating as do trolls. Magical weapons will hit but will do only the equivalent of normal damage (ie. sword +5 hits and does damage as a normal sword), including weapons wielded by those with giant strength, however damage from such weapons regenerates at twice troll speed. Cold steel does triple damage.

This clod is usually surrounded by chaotic courtiers and his personal guard, the composition of which changes frequently.

**ZAZTH the Unspeakable.**  
CHAOTIC

Librarian of Miskatonic University, he resembles a scrawny, wizened old man. Normally, he is not in evidence, but anyone caught tampering with library facilities or property is in trouble, for, with a wave of his hand he can project ANY of the dragon breath weapons to whatever dimensions dragon-sized or less that he chooses. If he finds he cannot handle the situation he will summon Nyarlathotep. Who will probably try to send the culprit to Azathoth (save vs. magic) from whose bizarre court no one EVER returns)

He is 90% resistant to all magic and is armor class -10, regenerating as vampires do. He has 150 hit points and, while magical weapons will not hit him, cold steel does double damage, and damage done by silver weapons will not regenerate.



DIRTY DIAMOND #3

perpetrated on yet another typewriter by Kay Jones , 5103 Chesley Ave.,  
Los Angeles, CA 90043

\*\*\*\*\*mailing comments, anyone?\*\*\*\*\*

LEE GOLD: Thanks for the elemental charts.// & I've already mentioned in  
person, Perns are based size-wise on the small fire lizards. Good point  
about the full sized variety.

GLEN BLACOV: Lerts & Tates??? Run, folks, the pun monster is loose!

SCOTT ROSENBERG: Well, "Pern" is short for "fire lizards based loosely  
on the Pernese variety as opposed to Blackmoor"... See my next remark  
for more details.// What is a smoky Dragon anyway?// I like that song.

STEVE MCINTOSH: Good point. Actually "Perns" originated as a blend-  
variation of McCaffrey fire lizards, full sized dragons and D&D dragons  
and were called simply "fire lizards" until someone handed me a copy of  
Blackmoor. Incidentally, judging by Grall & Verd's behaviour while Brekke  
was recovering from losing Fireth, straight Pernese fire lizards were  
telepathic. I'd be interested in seeing your chart for your lizard.//  
Androids, now. May add some to Robber's Roost. (I already have a few  
Hokas running around - one 3rd level MU named "Glorfindel" armed mostly with  
Pyrotechnics, Read Magic and a scroll with a fireball on it that he was  
just itching to use caused more problems than a Balrog did for the hapless  
party who encountered him in the dungeon and invited him to join their  
quest...)//"Drop Dead Fully" sounds reasonable. Some very high Chaotic  
clerics in the Roost have researched "Degeneration".

CHARLES MCGREW: Actually very few Perns qualify as MUs. (I=12 on 3 D4)  
I've yet to see one. As the Pern has very few hit points (Mereth, my  
senior mage's 11th level companion has 13) and presumably could not teleport  
out of the way while spell casting, and further that the death of a Pern  
will incapacitate their symbiote for at least the duration of melee and  
probably much longer depending on the probability of resurrection I personally  
doubt the spell casting abilities, slight as they are, would be of much  
importance. Perns are usually used as scouts rather than in combat.  
In melee you're better off with those attack dogs.

CHARLIE LUCE: Welcome to the insanity.

DIRTY DIAMOND: Horoscopes too? Oh, my.

DIRTY DIAMOND: I don't think your typewriter likes me...

DICK BENEY: Love that random area generator.

MARGARET G MIGNANI: Thank you.

STEVE PERRIN: Delightful writeup.

Ken FICK: Don't you know by now? Always try the bar...Nice meeting you.

JACK BA NESS: Re cover - AAAAAAAAAARRRRRRR OORGGGGGGGGGGGGHHHHHHHHH!!!!!!!!!!

\*\*\*\*\*whew\*\*\*\*\*



NYARLONOTEP  
CHAOTIC

The embodiment of chaos. Habits as described last issue. He is 95% resistant to magic and magical weapons and is armor class -4 in his true identity, armor class otherwise varying with the form he is operating in. Takes double damage from silver weapons.

THE WARRIOR  
NEUTRAL

A 20th level fighter dedicated to preserving the Balance. As a result he will either aid lawfults, fight them or stand aloof depending on the situation. He is armor class -10 due to a combination of armor +6 and a ring of protection +6 plus a shield of absorption (50% chance it takes damage instead of the wielder) and also wears an anti-magic shell ring. His strength is 18:00 and all other characteristics are 18.

He carries "Berserker", a neutral flail +2 of life blasting with I=E=12; Purpose - maintain the Balance, and is usually accompanied by a guard of neutral fighters. He has 90 hit points.

MEVAN Prince of Thieves  
NEUTRAL

20th level thief head of the Thieves Guild who is armor class -8 (leather +10, ring +5) and wears an anti-magic shell amulet and a ring of regeneration. He has 50 hit points. His hobby is collecting magical items.

\*\*\*\*\*

I should have some more regular monsters by next issue. Also some of the lawful powers if anybody's interested.

7k



As the co-adapter of Perneese Fire Lizards (Perns) mentioned in A&E #12, I wanted to reply to some of the observations in #13. No doubt Kay will also reply, and with my usual luck we'll contradict each other, but here goes. Lee, while the clumsiness of a newborn dragon could make it dangerous, injury beyond minor cuts was uncommon. Since the fire lizards are very tiny compared to the dragons, a newborn would have great difficulty killing a human being on purpose, much less accidentally. Perhaps a 19-Dex. times 2% chance of a 1-4 point injury could be used. Also, the Base Strength column of the charts is the carrying capacity; use 2/3 of that for flying--so a Pern carries around eight pounds in the air. Not too many Perns carrying Nazgul under those conditions. Also note that the chance for a chaotic to Impress ought to be low; the relationship is symbiotic, not master-slave, and the chaotic mind isn't inclined to accept that state of affairs. Scott Rosenberg, we call them Perns to avoid confusion with the BLACKMOOR fire lizard (and if I ever run into one of your Balrogs I'd probably call it "sir"). Steve McIntosh, let me cover your points one at a time: 1) There is no magic on Pern, but there is in D&D. As intelligent creatures, I thought Perns should have a chance for magic-use. 2) For an adult Pern (4th level) we have the flying move at 18". 3) I agree about the teleport range, and so does Kay (see A&E #13). 4) The AC2 is for when the Pern stays and fights; it is small, quick, and hard to hit. 5) I like to allow for unlimited progression; a wild Pern, limited to 4th level, would have 1-4 points (4-7 with constitution 18). 6) By the end of Dragonquest Grall and Berd were telepathic--it seems to be a matter of maturity. I let Perns communicate with others who have telepathy or ESP of their own up to 12", and with the Impressor up to 48". 7) A Pern is smart enough to realize that in D&D land death is not always a permanent thing (though the problems are very real; I await the day an Impressor dies and is Reincarnated--probably as a Pern; maybe of the opposite sex?). 8) You're very generous, but I treat Perns like any other monster as far as saving throws. 9) It was simpler to treat Perns like D&D dragons as far as breaths, but firestone can be used as well--I think it's a matter of taste. 10) Again, a different situation than on Pern. While there was little cause for it, it seemed that the lizards (especially Berd) would be willing to fight given a reason. Charles McGrew, a Pern can only use magic if its intelligence is 12 on 3D4 (a 1.56% chance), and if the follower rules in Book I are used, it counts as a follower. To close this subject for the month, I have seen (in the hands of a friend) a copy of a new book, Dragon song, by Anne McCaffery. While I was only able to read the jacket, it seems to be about a girl who Impresses a batch of Fire Lizards and teaches them to sing. Perhaps this book will clear up some of the uncertainties.

Next, a comment for Ken Pick regarding Sphinxes: Fantastic! I used the Greek sphinx for my female and the Egyptian for the male, because it makes for an interesting social structure with a winged female and wingless male. I like the idea of "Neutralities idea of a Lammasu", as well as some of your other material, and I'll probably be using some of it.

More comments--Lee, where do Wyverns fit into your Dragon/Dragonette/Gargoyle system? Do they fit at all?



S.E.Konkin III: A problem with BLACKMOOR and ELDRICH WIZARDRY is that they were written with the assumption that The Strategic Review (now The Dragon) was being read. TSR described their version of Rakshasas in #5 (Dec '75) (and promptly contradicted themselves in the fourth supplement). Is S.D. close enough to be included in any mini-con for the Southland?

Scott Rosenberg: I have met DM's who argued that having Orcs push buttons is Unlawful for the same reasons that torturing them is.

Nicolai: After the last three A&E's I have given up trying to figure it out, so I'll ask you: Regarding the high casualty rate in Stormgate; are you denying it, defending it, or boasting about it?

Dick Eney: Very good system on generating terrain; I'll probably use it when I expand Wulth. I was sorry to read that Friar Hob only considers humanoids as friends. I suppose it's the Judeo-Christian ethic; "man made in God's image" and such. My objection to Courtisans is that my characters are for the most part defined in personality enough to know how susceptible to seduction they are--and I don't see an accurate reflection in your tables of that, even with the attached/unattached hostile/friendly modifications. I tend to be a bit touchy about the free will of players; and the percentages don't seem to add up. For poison, I assigned each monster a poison damage (added to the tables in Greyhawk and further books), but it's not too much different from rolling the hit dice. Finally, around here most of the Healing potions are made by Alchemists.

Sherna: If a wish every 2-8 days will get you a powerful magical item, why bother with the time-consuming and expensive process of enchanting items? A few 18+ level M-U's will be able to undersell everyone else. Your interpretation of Sleep makes it better than Paralysis (and isn't it Unlawful to leave something to starve to death? Slit their throats and save them misery). Please print it if you come up with a good system of handling injuries.

Robert E. Hollander: One question; where do Neutrals fit in your scheme of things?

#### Questions for the month:

- 1) How do people out there handle recovery from Critical Hits? If you lose a hand, can a Limited Wish get it back? Can a Cure Serious wounds? Two? Ten? Do you have new spells? (Hilda--could you describe Regenerate again please?).
- 2) Do you believe in passive or selfish Neutrality or something else again?
- 3) Are Lycanthropes variant Humans or strange monsters? Do you let them play as characters? Do you play other monsters as characters?
- 4) How do you do detects? Are they affected by intervening walls? Floors or ceilings? Do you work natural detects the same way as wands(or swords)?
- 5) Do you play 1"=10feet for spells outdoors? Why? If you have observed both systems, which do you like better? When do you switch? What limits do you put on Reincarnation? Does it need a body? Can you Reincarnate someone who has been Annihilated?

#### Book Review Dept:

By now, most or all of you have seen Gods, Demigods, and Heroes. Let me say at this point that I like the book. The research may not be perfect, and the paragraphs may be sketchy, but for many of us I suspect that it has made Gate a workable spell for the first time. If you play 24+ level characters or stock Artifacts As A Way Of Life (or technology, which can be the same thing) the gods listed within may be a bit tame for you (the most powerful havin 300 HP,



and abilities in the 16-22 range, but it should be possible to adapt to those games (perhaps a simple multiplying by two would do it). All in all, although admittedly somewhat contradicting things that appeared in The Strategic Review, and not the wide area supplement that Greyhawk was, it is more worth the five dollars than its last two predecessors.

AND NOW, THE PIECE OF RESISTENCE:

Some folk have accused me of being pro-neutral, and they are quite right. In that spirit, I thought to myself, "self, why do dragons have to be Lawful/Neutral?" "Why are the Neutrals the low powered ones as a rule?". So, I shifted all the metallic dragons to Law-only, and came up with my own set of Neutrals. I have named them as shades of Brown, a good neutral color, but I had to choose between that and naming them after gems. Below, both names are given to allow you the same choice. So, here are:

NAME	BREATH WEAPON	HIT DICE	CHANCE OF TALKING/ SLEEPING/SPELL USE/LEVEL
Tan/Turquoise	Weakness(8"x3" cone)*	5-7	30%/60%/10%/1st
Chestnut/Pearl	Webbing (as spell)	6-8	40%/50%/20%/2nd
Amber/Topaz	Acid (7"x $\frac{1}{2}$ " line)	7-9	55%/40%/40%/3rd
Hazel/Jade	Paralization(7"x3" cone)*	8-10	70%/30%/50%/4th
Cinnamon/Sapphire	Poly-others(7"x2" cone)*	9-11	85%/20%/75%/5th
Russet/Emerald	Stone-Flesh(8"x $\frac{1}{2}$ " line)*	10-12	90%/10%/85%/6th
Umber/Ruby	Death Ray (9"x $\frac{1}{2}$ " line)	11-13	95%/5%/95%/7th
Mahogany/Diamond	Lightning(10"x $\frac{1}{2}$ " line) or Sleep (7"x2" cone)* or Blindness (3"x3" cloud)+	18	100%/0%/100%/8th

Armor Class is 1, except for the Mahogany/Diamond, which is -1. Attacks are the 2 claw for 1-4 and a bite. Bite damage is: T/T 2-16, C/P 3-18, A/T 2-20, H/J 3-24, C/S 3-30, R/E 3-36, U/R 4-40, M/D 7-42.

The Breath Weapons with a \* after them are saved against as vs. magic; the + (Blindness) as vs. magic with a -2 (10% less chance) to save. All others (including the U/R Death Ray) have normal breath saving throws.

The Mahogany Dragons are a pair; one male, one female. They may Polymorph Self freely, and get 6 Breath weapons per day. They live in the middle of a dense forest on a hill, with a large male and female of each other Neutral dragon type as guards/servants.

The Weakness Breath Weapon drains 2-8 points strength if hit once (1-4 if saved), 1-4 the second time hit (1 if save) and 1 each time afterwards (none if save), lasting for eight hours. The Web, Paralyze, and Polymorph last until dispelled (note the difference in the breath and spell webs). The Cinnamon may inhale his breath to Polymorph Self, lasting until willed away or 12hours maximum (this use, of course, counts as a breath).

The aim of the Mahogany Dragons is to prevent either Law or Chaos from destroying the world in a holy war, and killing off innocent neutrals.

Preferred Habitat: Tans like sandy deserts and coasts, Chestnuts like hot climates and rocky places, Ambers are all over, Hazels like rivers and lakes, Cinnamons like cold regions, Russets like woods and hills, and Umbers like caverns and valleys.

I'll be looking forward to hearing from you all--And this is Heilborn and Ellen wishing you Good Hunting.



# clearerther!

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## DAMSELS (Update)

It has been suggested by players of my *Damsel* character (*CE/4 for A&E 8*) that damsels would be a lot more popular if one got something out of rescuing them besides a monster trashing. After all, should not the intrepid expeditioners be rewarded even if the vile damsel-kidnapper gets cold feet at the last minute, and flees with his valuables?

I have been swayed by these arguments, and also by literary history. After all, did not heroes rescuing damsels appear tremendously matured and experienced after said rescue?

First of all, whenever a damsel is legitimately captured and rescued, each player gets 1000 points  $\times$  level of damsel. Of course, doing anything to put a damsel in jeopardy immediately threatens alignment chaotic-ward (or Evil-ward if you're a Reformed Gygaxian), and should Neutrals engage in such activities, they will be awarded nothing even if they assist in rescue.

On the other hand, damsel-rescue is worth a plus on alignment (toward Lawful, or Good for the R.G.). A Neutral participating in such a task becomes borderline Lawful, though he would need a full desire to be absorbed to go over, or a second Lawful act (as I play it, anyway).

Now, in line with knights & ladies, if a person declares himself the lady's knight-errant, and goes on a special expedition to *Rescue*, he will be awarded, on successful completion, one experience level (like reading the appropriate manual) and a full plus on alignment (i.e., Neutral  $\diamond$  Lawful, Lawful  $\diamond$  Paladin). Naturally, I trust the DMs in question will make the character earn all this.

A Neutral verging on Chaotic or a lawful turned Neutral by jeopardizing the damsel can regain original status by participating fully in the expedition, but cannot gain level, or EPs (though the Party can agree to division of treasure with him/her).

While non-eligible males and females can be knight-errants for the *Rescue Expedition*, eligible males should realize they may be expected to marry the lady. This does not apply if the damsel is married or betrothed, or if the knight in question is also married or betrothed (ineligible). However, a *Rescue* is grounds for breaking a betrothal should the character wish. (I do not mean anywhere to limit the free will of the character, only to delineate the Conventions and mores of the world. Many worlds may choose to deliberate flout the Courtly Love Tradition. This is for those who would like to incorporate it in their worlds.)

Finally, to be uncharacteristically (for an Orthodox Gygaxian) clear, *anyone* can be a knight-errant: fighter, mage, cleric, or anti-thief. Clerics and Monks will tend to be more interested in Vestal Virgins, Mages in Enchantresses, etc. (I am working on a combo damsel-anti-thief.)

I notice I have alluded to things above that I have not written up yet, so here goes.

## ALIGNMENT (Yes, again)

I have noticed that my conception of alignment is close to some of yours, different from others, and I gather has nothing to do with Gygax's latest views. To be brief, Law = Good, Chaos = Evil, and Neutral is mixed. Non-sentients are unaligned unless enchanted or created by miracle.

OK, I have noticed a lot of people keep alignment checks fairly broad and approximate. While the Colorado accounting system sounds great, I'm afraid that I like many others prefer not to get involved in still more bookkeeping.

The system I have codified is fairly simple and easy to understand, being analogous to classroom grading. The "grades" possible are Paladin, Law+, Law, Law-, Neutral+, Neutral, Neutral-, Chaotic+, Chaotic, Chaotic-, and anti-paladin. Eldila and bent eldila would be paladin and anti-paladin, though it is not unknown or impossible for an eldil to change alignments (see *Paradise Lost*).

This incorporates the usual warning given to a person that his alignment is endangered (e.g., Law  $\diamond$  Law-). It removes a bit of the arbitrariness to assign alignment grades, and may be passed on to the next DM so he knows whether to knock the character over if he is pulling something dicey.

Restoration of paladin (or anti-paladin) status requires clerical dispensation, *a la* damsel, but this time from a Patriarch-level of the same Church/Temple as that of the Paladin (anti-paladin). (No miracles for the day are used up, though.)

I would like to propose the possibility of non-17 Charisma characters *earning* Paladin status for a long series of super-lawful acts plus a patriarchal knighting. And also, I am working on paladin-equivalents for Magic Users (White Mages) and Anti-Thieves (Secret Agents of the Church?). Obviously such status is ridiculous for clerics, damsels, courtesans, monks, assassins and druids. Clerics and monks can aspire to sainthood, though, and damsels are already Charisma characters.

Give me your comments on Paladin status for the others, and I'll incorporate the criticism when I write it up. No, the White Mage would not have "Holy Swords" and magic-resistance. I see him/her as more likely acquiring spell simulating cures (at higher levels than clerics), and perhaps resistance to anti-clerical miracles with appropriate wand/staff (say, Wand of Purity, or Blessed Ring, etc.). Let me know what D&D fandom thinks.



## ANTI-THIEF (New Character)

Specs such as abilities and levels the same as for *Thieves* except for the following changes:

Anti-Thief *must* be Lawful. The anti-thief has a special mission *against* thieves. The anti-thief may not steal—except from a thief (*Recovery*).

*Recovery* entitles the anti-thief to the experience points of the gold value of what he has recovered. *Recovery* requires knowledge of the anti-thief that the good is in fact stolen. *Recovery* is valid even if the original owner is unknown or dead intestate (no heir). In that case, the anti-thief acquires ownership of the recovered property as he chooses to dispose it.

The anti-thief can skulk and pick locks, handle magic and read languages as does the regular thief. In addition, the first level anti-thief *must* be able to read and speak Neutral, and may attempt to pass himself off as Neutral or even Chaotic! Only anti-thieves (among Lawfuls) will in general be successful in such disguises.

*Sure Strike* is often considered unlawful, so it is modified for anti-thieves, esp. anti-thief paladins. It may be used for 1)



*Subdual* rather than killing 2) *Snatching* back stolen goods. (55% chance for unarmored fist + 20% Sure Strike = 75% on *Snatch*.)

*Snatch* only works if the object/bag is in the open such as protruding from a pocket or in the hand, and can be used in melee. Otherwise, pocketpicking and such is necessary.

Note that an anti-thief/monk combination character would make a great "secret agent" type, like Modesty Blaise. (In fact, my first anti-thief/monk (female) is called *Blaze*...)

L.A.-area "Experienced Treasure Seekers" may apply to their local cleric of their choice to be converted into anti-thieves. Ex-thieves should take a week out to practice the slight changes in their art to become full anti-thieves. (I don't know about *your* area, but Long Beach is crawling with thieves who've had their alignments upgraded.)

#### DRUDGING AND DRAGGING

Twice recently it came to my attention that characters may find themselves playing a game to pass the time, perhaps while camping out in Overland. Of course, games of chance are universally popular, but it occurs to me that as much as our characters reflect our values, they would play something a bit more complex and exotic—from *their* perspective. Here is such a game.

The setting is a world utterly foreign to all our characters. A peculiar type of technology, foreign to both that of the magician and that of the anti-magic user, provides the fabric of this fantasy-setting. The "lore" of *Drudging and Dragging* is one of the basically unknown science (in Gygax-land) of Economics. Imagine a world in which the Primacy of Existence reigns over the Primacy of Consciousness (the opposite of our D&D assumption) and where the mind had no power over matter!

Character-types can be rolled for on "cubes of fortune." Characteristics could be *Endurance*, *Entrepreneurship*, *Imagination*, *Skillfulness*, *Fortitude*, and *Attractiveness*. (Caltechers can roll for Shape [fat, thin, tall, short, etc.] and Comprehension [how fast characters catch on].) One then ascribes careers for the characters such as laborer, businessman, doctor, housewife, politician, and others your character's inspiration can think of. There are the opposing alignments of *Earning* and *Unearning*, and the one of confused premises: *Mixed*. Characters can choose to *earn* their experience and treasure (called *Capital Goods* and *Consumer Goods* to give them a fantasy-flavor), to steal and defraud them, or both. Some character types are limited in alignment: businessmen can be *Earning* or *Mixed* only; pure entrepreneurs must be *Earning* (equivalent in the Real World of Paladins), politicians can only be *Unearning* or *Mixed*; Bureaucrats are *Unearning* only, to give a few extreme examples.

Your characters may have to strain to think of appropriate treasure and adventures, so here's some suggestions to get them thinking.

**Treasure:** A horseless chariot which requires a regular, fixed quantity of fuel (like for a fire) which must be paid for.

- A position of employment with a high-level entrepreneur (for *Earners*) or high-level politicians (*Unearners*), much like mercenaries or hirelings, but the position carries with it certain fixed benefits called "Fringes."

A "discovery" such as a new way of applying labor, organizing a household, cutting production costs, and so forth, which results in less expenditure of wealth (Money and Time) by your characters' characters (called *Innovation*).

**Adventures:** Trace what a combination of characters need to survive a day, in competition with those of same and opposing alignments (*Rat Race*).

- Some characters attempt to set up a systematic means of conning other characters from their wealth (*Elections*).

- Some characters (usually with an entrepreneur in charge) set up a grouping of their own to better achieve Money and Time saving in any number of specializations (*Business*).

- A special case of the last where some laborers with high Imagination gather others characters and for an *Earning*, raise their morale (*Entertainment*).

Surely your Characters can take it from here? Oh yes, this game was not invented, but handed down from a fourth-level eldil. *Drudging and Dragging* (the latter as in "Drag Strip", by the way) by TANSTAAFL the *Virtue*, available from any branch of the Church of Profit Incarnate for only one g.p. for Old and New Testaments (plus two GPs each for the volumes of the apocrypha).

## THE TWELVE NIGHTS IN DUNGEON

(Tune of *The Twelve Days of Christmas*)

On the first night in Dungeon,  
A High Priest gave to me,  
A non-saving finger of death.  
On the second night in Dungeon,  
A wizard threw at me,  
Two fireballs spinning,  
And a non-saving finger of death.  
On the third night in Dungeon,  
Challenged did I stand  
By...three anti-heroes,  
Two fireballs spinning, and a non-saving finger of death.  
On the fourth night in Dungeon,  
Behind a secret door,  
Stood...four mantichora,  
Three anti-heroes, two fireballs spinning,  
And a non-saving finger of death.  
On the fifth night in Dungeon,  
My cleric threw on me  
Five...cure...wounds.  
Four mantichora, three anti-heroes, two fireballs spinning,  
And a non-saving finger of death.  
On the sixth night in Dungeon,  
I turned around to see,  
Six crossbolts coming,  
Five cure wounds.  
Four mantichora, three anti-heroes, two fireballs spinning,  
And a non-saving finger of death.  
On the seventh night in Dungeon,  
Parried was my blade  
By...seven swords a-slashing,  
Six crossbolts coming,  
Five cure wounds.  
Four mantichora, three anti-heroes, two fireballs spinning,  
And a non-saving finger of death.  
On the eighth night in Dungeon,  
I stood my ground against  
Eight Uruk-hai,  
Seven swords a-slashing, six crossbolts coming,  
Five cure wounds.  
Four mantichora, three anti-heroes, two fireballs spinning,  
And a non-saving finger of death.  
On the ninth night in Dungeon,  
I escaped so narrowly,  
Nine pixies charming,  
Eight Uruk-Hai,  
Seven swords a-slashing, six crossbolts coming,  
Five cure wounds.  
Four mantichora, three anti-heroes, two fireballs spinning,  
And a non-saving finger of death.  
On the tenth night in Dungeon,  
A sprung trap dropped me down,  
To...ten trolls a-clawing,  
Nine pixies charming, eight Uruk-hai,  
Seven swords a-slashing, six crossbolts coming,  
Five cure wounds.  
Four mantichora, three anti-heroes, two fireballs spinning,  
And a non-saving finger of death.  
On the eleventh night in Dungeon,  
I gave up when I saw  
Eleven elves enchanting,  
Ten trolls a-clawing, nine pixies charming, eight Uruk-hai,  
Seven swords a-slashing, six crossbolts coming,  
Five cure wounds.  
Four mantichora, three anti-heroes, two fireballs spinning,  
And a non-saving finger of death.  
On the twelfth night in dungeon,  
I got what most I need:  
Twelve resurrects... (to handle)...  
Eleven elves enchanting, ten trolls a-clawing,  
Nine nixies charming, eight Uruk-hai,  
Seven swords a-slashing, six crossbolts coming,  
Five cure wounds.  
Four mantichora, three anti-heroes, two fireballs spinning,  
And a non-saving finger of death.



## TALES OF TERRA SUPRA: THE WIRENTHY

[As you will see, an incredible number of incidents happened in this adventure in the fast-paced world of Terra Supra. My memory may be faulty, especially in the earlier melees, so I welcome corrections from the players. All comments on game statistics and players will appear in brackets so as to minimize interference with the relating of the saga.]

At the stroke of midnight Sunday, the mad scientist threw the switch. On the twenty tables, creatures faded in from other worlds. Two elves appeared, a ranger and a magic-user, a Greek Maenad cleric and a dwarf fighter, another mage and fighter, and two "cleric" hobbits of the "Libertarian Church." They appeared on the ten tables to the scientist's right. On his left appeared a thief, giant insects, kobolds, goblins, and a gelatinous cube. The nine lawfuls and one neutral, summoned from various worlds, fought for their lives, and nine of them won. They were the elven fighter-mages Segrith and Wirenth [Sandy McIntosh], Ranger Eiken and Mage Jhaelen [Pat Young], the Maenad Tarentil [Steve McIntosh], the mage Alack and fighter Gandron [Andy Thornton] and the two Swiss banking hobbits, ministers of the First Libertarian Church, Tom and Jerry [Charles Curley].

The nine intrepids formed a hasty compact and confronted the anti-magic user Bendix and his damsel daughter Jolanna. Jolanna soothed their wrath as much as possible, and served them dinner, apologizing for her deranged father. Bendix turned out to be talkative old codger, quite informative and helpful when not in his lab. From the two, the nine learned they were in the Town of Pree in the World of Terra Supra. [See *Clear Ether! 10* in *A&E 12* for a description of this world.]

How could they return? Bendix mentioned the possibility of penetrating the Maze, which he had done himself at much risk (it may have been that which drove him mad). Jolanna suggested that they earn divine aid, and Wirenth, the young elven maiden, asked how that might be done. She was told that she could probably find a mission.

The following morn Jolanna went off into the Lawful section of Pree (on the edge of which they lived) to teach school at the Church of Neo-Aslan. She directed Wirenth, Segrith, and their companions to the Catholic (not of Rome, of course) Church, since Wirenth had a Patriarch friend of a similarly-named faith. Eiken went in when invited by the Curate, but Jhaelen (the Neutral) was barred. The Bishop greeted them and asked what they wanted. Wirenth requested a mission and the Bishop, after praying on that matter, was sure that God or his eldila would answer her. As they left, Wirenth and Eiken donated to the Church. Both noticed a shimmer in the corner of their eyes which seemed to hover somewhere just over their shoulders.

The nine explored the town of Pree, outfitting themselves for adventure. Suddenly, in front of an inn in the Neutral section, Wirenth saw an assassin stab a man. Perhaps that shimmering thing hovering on her shoulder had directed her attention at just the right place to see an Executioner strike. A cleric named John also saw and rushed to help the stricken fighter.

After landing initial blows on the high-level assassin, a fearful melee ensued between Wirenth, John and the Executioner. John was stricken to near-unconsciousness, though the assassin had only a knife, when Wirenth landed the fatal blow on him. They searched his belongings and found a map to a place in the Mountains. The dying victim told them to save his son.

As they left, Mayor Salvo's Neutral police came around. They found out from rumours later that the dead man was a Lord from a lost valley of Neutrals. The Lord had been fighting incognito for the Neutral Army guarding Pree from an Army of Chaos. (They much later found out he was assassinated because his line of the family had inherited the throne of the hidden valley and he could have returned as regent to his son, the Prince.)

Wirenth was sure she had her mission, to aid the endangered son of the Lord. She convinced the rest of the Party to join her, and with John [Pat's new character], they rode out in the morning. Stopped by guards, they found out they were wanted for questioning—so they fled, with crossbolts on their tail.

Bypassing the Maze, they ran into a bandit encampment. Sending in scouts, they observed some anti-clerics holding service for some of the bandits, and attempted to flee. They ran into a small band (thirty) of the bandits on their way Westward.

The party attempted to negotiate with the bandits for safe passage, but the price was too high, so they attempted to flee. As the bandits fired missiles, the higher-level ones on horseback

charged after, and the footmen tromped towards them behind covering the archers, one of their number begin flying. A mage! Then a horse fell to the missiles and they stopped to save their fellow as they became aware of it and fight a pitched battle. A missile dropped the enemy Theurgist before he could zap them and their missiles took a toll. Then the mounted fighters arrived and the mages on the lawfuls' side struck. Segrith fell to a critical hit missile, and Wirenth, berserk, rode through the demoralized footmen throwing her sleep spell and dropping the fleeing grunts. The bandits were wiped out, but not Wirenth's grief at the death of her elder sister.



WIRENTH HOLDING HER STRICKEN, SLAIN SISTER SEGRITH  
—Art by Sandy McIntosh

The party encamped between the territory of the bandits and nearby Nomads. (They questioned a captured bandit for the information of where to most safely encamp.)

The hobbits returned to Pree to open an account with the treasure, and encountered a courtesan named Marla [Sandy McIntosh] who accompanied them back. An incident between Jhaelen (who was, it turned out, descended from a demon father) and Alack and Gandron, left the latter fearful and distrustful of the Neutral mage. They stabbed him as he slept, most foully, and were themselves dropped to Neutral in one stroke. Nomads appeared soon after, and they dispatched them, heading North in the early morn to evade the rest of the Nomad band. The party was under great tension, and Alack and Gandron were treated as prisoners. Wirenth attempted interrogate Alack and Gandron and get their confessions of guilt, but they exhibited no remorse. Finally, they were about to stop and have it out separately on top of a foothill in single combat, when Alack saw, up on the side of a mountain, a cave with men walking down to position over a narrow pass they were approaching.

The rest of the party pulled into the pass to await the outcome of the battle/discussion between Alack and Wirenth and the Cave Men prepared to attack from above and on the opposite side in the thicket. Alack traded the information for a chance to fight for his freedom, and the party found boulders coming down at them as they moved with all due haste.

The Courtesan from the South-easterly city of Susopolis (run by dualistic worshippers of Ozmudh and Ahriam) proved her mettle by stabbing a sure-strike on a Cave Man who attempted to rape her, hiding under his body. The mages threw their spells, Gandron and Eiken fought bravely and well, as did the cleric John and Maenad Tarentil. As the spells struck, the Cave Men on the mountainside fled to their cave. Those who had been on the ground in ambush were slept or killed.



As the party entered the Mountains, they were sorely divided. Alack and Gandron were under suspicion, Eiken and John protected Jhaelen's body and watched Alack and Gandron. Wirenth was vexed at Eiken who had made a pass at her during the night, while she was grieving over her sister and was vulnerable [Eney Make-Out Rules]. Marla felt strange with all these non-Dualist aliens, and Tarentil was not at peace with these non-polytheists who knew not of Olympus. Thus did they come upon guards of the conquered castle.

Wirenth showed the map to a guard who had obviously been paid off to let the bearer of the map through. The guards warned the intrepids of mixing it with the anti-clerics on the neighbouring mountains.

Sure enough, the party had barely got halfway around the mountain when a group of berserk warriors from the castle came riding down at them, filled with bloodlust.

The party had stopped to camp for the night. Wirenth had begun to walk off to be on her own, Eiken and John watched Alack and Gandron with suspicion, Marla and Tarentil started setting things up.

The oncoming riders were challenged; then missiles were fired. Mounted lance approached and missed. Tarentil began drinking wine, working herself into a berserk fury, and swept into the Berserker ranks. The heroic party dispatched the enemy without loss, charming one.

The Charmed Berserker informed them that the Temple of Fenris had launched an attack upon the Castle (which had changed hands so many times that no one remembered its name). The fighters had defeated them, but had gone into a berserk frenzy in doing so, and rode down the Mountain attacking anything. The charmed Berserker and a subdued prisoner, now calmed down, agreed to go their way peaceably and head off any more trouble from that direction.

The following day the party got around the mountain with the castle, to find a large saddle between three mountains. There was the path back up from whence they came, a path going up the next mountain where the map directed them, a ledge on a third side, and the fourth direction? Perhaps to the hidden valley.

The party now began bickering about direction. The ranger and the cleric decided to return towards Pree to see if they could resurrect Jhaelen. Wirenth was anxious to follow the path up the mountain, but the rest of the group convinced her that only the Enemy was up there; surely not the Prince whom they sought.

On that mountain from which they turned away, a hoka appeared, monster-summoned. He was convinced he was Merlin the Wise (and White since he had been turned albino on another world in an expedition). Faced with a Wizardess of very high level who had summoned him, he [Steve McIntosh] decided not to fight her though the symbols on her robes spelled Chaos. While the super-sorceress conferred with her Necromancer assistant, Merlin fled, turning himself invisible. Since he was on a high ledge, and it was filled with busy humans, high orcs, dragons, gnomes, ents, etc., he rolled down the mountain side.

Unfortunately, for all concerned, he was smelled by a pair of cockatrices who were flying overhead. The monsters had never smelled such before (hokas are not native to Terra Supra, hence also accounting for Banffa the Wizardess's distraction) so they descended to investigate. And Merlin rolled into the mounted party of Tarentil, Alack and Gandron, Wirenth and Marla. Hearing the commotion, Eiken and John hurried back to join them and assist.

Missiles flew, and Merlin fired a thunderbolt, thus revealing his presence. One cockatrice fell mortally, the second landed in front of the Party and attacked. Again missiles and spells rained upon it, and it fell slain.

So the entire party stayed together for yet a little longer, though they fell into argument, and came upon the shallow-angled drop from the mountains down to the hidden valley. But from the direction of the path between the mountain from which they came [imagine a "Y" crossroads] and the third mountain, came human figures—who shape-changed into their wereboar form.

The lycanthropes had arrived just as the party was about to break into another fight.

Joining forces again, they killed one wereboar and chased the other as he tried to climb the mountain to safety. But not all lycanthropes were slain...

As the whole group descended into the hidden valley, they were approached by a group who appeared to be some sort of monks, being oriental and wearing only robes, but of mixed gender. At least that was the conclusion that Eiken and John jumped to. A parley was set up, and the monks (if that they were) inquired as to the presence of "other" monks from the nearby (top of that third mountain) monastery, which was supposedly lawful and had a lama!). This group began to return to their main band, only to shape change into weretigers! The battle was turned by the hurling of spells by Alack and Merlin, and Tarentil's drunken berserk charge. She rode through them, macing them down.

Searching those who had not escaped, the party found treasure and a map to a lair nearby, which they decided to investigate in the morning. But as they slept, the troubled Wirenth silently got up in the night, abandoning her armor and heavy burdens, and slipped into the night—alone.

#### TO BE CONTINUED

[Next: *The Hidden Valley of H'in-L'in and What Occurred There*]  
TANSTAAFL the Virtue



#### ◆ ANNOUNCEMENT OF SOME IMPORT ◆

The anarchic players of D&D in Long Beach have finally decided (*translate I finally got sick and tired...*) to run at some—at least—fixed times. Specifically, the third apartment of the Anarchovillage will be open to expeditions every other Friday. Thus, those from out-of-town can find us and those from other parts of Southern California can (go slumming) occasionally drop by. There will be a prior announcement of what world will be run for those who wish to prepare, at the previous meetings, and possible the announcement will appear in the *SFALB Bulletin* and the LASFS bulletin board.

The first meet is scheduled for September 17, 6:30 P.M., at 1838 E. 7th Street, Apartment 3, Long Beach. Phone inquiry to Sandy McIntosh, (213) 424-3243.



Spinward Ho! number 3, Intended for Alarums and Excursions # 14, August 11, 1976  
by Steve McIntosh, 2116 W. Spring Street, Long Beach, CA 90810 - (213) 4243243

+++++  
PLAYTEST VARIANT - PALADIN & ANTIPALADIN STATUS FOR NON-FIGHTER CLASSES - DRAFT

As we all know, fighters with a 17 or better charisma may be paladins if they are always super-lawful, doing good deeds forever and giving away most of thier treasure. For these sacrafices, they get the following bennies:

- A) Laying on of hands, cure 2 points/level and cure 1 disease per 3 levels, each once a day.
- B) They are immune to disease themselves.
- C) A bonus of +10% on all saving throws.
- D) An extraordinary horse, once every 10 years.
- E) If they can obtain a "Holy Sword" they can be immune to magic.

Characters of a Chaotic alignment which fill all the other requisites for paladin status may opt to be ANTIPALADINS, and get all the benifits with the following modifications.

- A) They must always act in a chaotic manner, lawful action will revoke A/P status.
- B) Instead of curing, "laying on of hands" removes hit points or causes disease.
- C) They have no restrictions on treasure holding.
- D) If they can obtain an "UNholy Sword" they can be magic immune.

These concepts may be easily extended to include non-fighter classes:

MAGICIANS - White Mage / Black Mage (Clerically sanctioned Magic Users)

If a Magic User rolls both Intelligence and Charisma of 17 or better may opt for Paladin/Antipaladin status, and obtain all benifits with the following modifications:

- A) They may not use Holy/Unholy swords as it would cramp thier style.
- B) Instead of the +10% bonus on thier Saving Throws, they Spell and Save at +2 for every 3 levels they obtain, thus a L3 would Spell and Save at +2, and a L6 would function at +4, etc.

CLERICS - Defenders of the Faith

To qualify for Clerical Paladin/Antipaladin status, a cleric must roll 17 or better on both Wisdom and Charisma. The following modifications apply:

- A) They may not use Holy/Unholy swords due to the edged weapon rule.
- B) Instead of the "laying on of hands", they double the points caused/cured by them, and one "freebie" cause/cure disease per 3 levels, once a day.

MONKS - Lawful or Chaotic only

If a character qualifies to be a Monk, and also rolls 17 or better charisma, he may opt for Paladin/Antipaladin status, and recieves all the bonuses except the use of Holy/Unholy swords.

Any character class capable of dedicated Lawful or Chaotic action may be modified to include Paladin classes in a similar manner. If a DM thinks that the above rules would create too many Paladin types, it is suggested that the DM accept only those who make the requisite rolls unaugmented.

+++END OF DRAFT+++

The most serious objection to these concepts is that most people just don't know what a truly icky evil chaotic with a high charisma would be like.



## ++TALES FROM THE TEMPLE++

Some time ago - a dozen or so game-years - the secret chaotic temple under the Church of the Golden Wyvern, in the town of crossroads, was blitzed by a thundering horde of high level lawfals (with a Starfleet emergency mobile Med unit) who promptly trashed the outer, main and last defenses, and arrived in the lowest torture chamber just in time to witness a +5 ex-lawful, now neurotic elvish sword kill one Kylama, a 17th level chaotic MU, just as she was about to pervert it to chaos as the climax of forty hours of enchantments by using it to hideously dispatch a high level elvish Damosel. (catch breath)

Once it was obvious that their temple was lost, the highest level survivors, in true chaotic fashion left the scene by every means available to them. One of these, a poor wight (well, actually a L5 human MU) named Parchili was under geas to take with him a small jar sealed with wax and a scroll to a certain room in the dungeon which adjoined the temple and wait 3 days before reading the scroll. In order to retrieve these items, he had to sneak thru the main combat area, and the only reason he survived is because he took a protection vs magic ring from the body of one of the guard commandants, and managed to release several of the experimental monsters that were being developed there for sale to block a heated pursuit.

After cowering in the dungeon ~~WOLA~~ room the required length of time (meanwhile living on rats and an occasional chaotic cockroach), he conjured continual light on a section of the wall, after taking off and pocketing the anti-magic ring, and tremblingly unrolled the scroll, cast a read magic and read the preface while smiling quietly to himself. Bringing forth the jar, he broke the seal and poured its contents on the floor - it contained a severed human toe and about 5 drams of blood. Unrolling the scroll once more he began to incant, making what he hoped were helpful arcane gestures towards the toe with his little fingers. Just as he pronounced the last word of the spell, the toe and blood seemed to turn to mist, float upwards and start to spin, slowly at first, then faster until it seemed solid. Parchili was so fastenated that the scroll went unnoticed as it crumbled to dust in his hands. The mist was now glowing with a lightening like quality, and exploded into a fireball, which since Parchili had backed off in awe merely singed his beard. Now, in place of the mist stood a tall female elf, her naked body radiating beauty and health who parchili recognized immediately as his master Kylama. He also, however, remembered her temper and his place and dropped to the floor and laid there groveling - thus he did not see her face, which at first had an enchanting expression of wonder turn to puzzlement then recognition and rage! A steady stream of curses, which built in volume and hysteria poured forth from her, and Parchili grovelled harder, covering his ears lest he hear the names of the deamons who she was cursing by and at -- truly he wondered for the rest of his short life that they were not struck to greasespotdom by the thusly offended deamons. It took some time, but eventually her anger abated to the point where she could kick Parchili out of the corner he had huddled in, and demand of him the story of what went wrong, for her memories stopped at the point where she had cut off her toe before teleporting into the torture chamber to do her will with the sword. When she was sure she had wrung from him every bit of information that he had, she sent him back to the temple for her crystal ball. When he balked at the idea, she made it manditory with a geas. Almost as soon as he re-entered the temple, he was turned to stone by a cocatrice which got loose during the battle, for he had forgotten to put the magic supression ring back on.

Kylama, meanwhile, never once thinking that that twit Parchili would complete his task teleported to a small but well appointed cave to plot her next moves to



to regain possession of that sword! (smile, Ramoth) First of all she decided that she would need mucho gold pieces for researching the weapons she needed, so thru a contact she has in the council of mages in crossroads, she is selling the following:

#### MANUAL of CONSTRUCTIONS

**JELLYFISH** - These fun little critters look like large portuguese man-o-wars, except that they float near the ceiling of dungeon corridors and can surprize a party 5 times in 6. Although they have only one hit dice, they are highly magically resistant, and once they entangle thier prey, they insert thier tentacles thru cracks in armor and deliver a D6 worth of damage per melee turn until thier prey is dead or they are. They are cheap to make, only 3KGP and a months work each. They can many times be trained to attack or not attack certain people.

COST of MANUAL -- 10K gps

**CENTIPEDE** - This is a 8HD goodie which is totally immune to magic, and will even reflect some spells! It moves fast to attack with large +2 pincers, and is AC=1! A tireless guard for your front (or secret) gate. They cost 25K each to make.

COST of MANUAL - 20K gps

**ANTIPERSONNEL TANK** - A fast, hard hitting cross between some of the most advanced Technology and Magic. Powered by a Magical conjuration, and equipped with a full complement of exotic sensors, this beauty will not only respond to the thoughts of those to whom it has been attuned, and has both short range cannon and a cone of flame! Perfect ofor dungeon corridor scouts! The average cost is 20K, and one magic user and a good metalsmith can build one in about 4 months.

COMPLETE SET of PLANS and MANUFACTURE - 35K

Send gems (with courier) to the council of Mages, crossroads, Ringworld A3289k

#### +++REVIEW THE LAST SUPPLEMENT+++

Gods, Heros and such, promised to be the last supplement for D&D from TSR is little more than a listing and characteristics of most of the better known mythological Gods and Heros, as well as Conan, Hyperborean Mythos, and the special magical items with which these creatures ply thier trade.

This is probably the prettiest volume out to date. The artwork shames all the previous TSR publications, however in typical TSR style, typos, paste-up errors and poor organization are painfully evident.

The volume starts off with an appeal to, as they say, "Monty Hall" DMs stating that 40th level fighters are rediculous. For example, Odin only (?) has 275 Hit points, and some of the heros are pretty puny compared to some of the characters running around in A&E expedition reports.

If you're interested in a lot of mostly accurate background data on Mythological Gods and such, go ahead and buy it. Otherwise save your money.

**WANDERING MUTTERS** - Purely personal prejudices on passionate playtesting.

**ANTI-MAGIC** - As far as i know, there are no player character anti-magic users in Long Beach dungenons, and no desire for them.. We may need some new terminology - it seems that there are some people using true Anti-Magic (Counter magic) items to eliminate magical items and thier users. "Magic" seems to break down into 4 categories:

**TECHNONOLOGY**: Mad scientists, lasers, waching guns, tanks, power armor, etcadnausim.

**MAGICIANS**: Your normal fun-of-the mill incanters, enchanters and benders of natural law.

**CLERICS**: Miracles are thier own excuse for being, and are granted to the cleric from "upstairs" (or downstairs, as the case may be.)

**PSIONICS**: Nobody has yet come up with a psi system that I can truthfully say I like,



the best fantasy examples I know of are out of the Darkover series, the Zero Stone and Forerunner Foray.

Depending on your personal point of view, one could claim that all types of Magic are clerical in nature, involving deamons, eldila and spirits. Or again, you can claim that everything is psionic in nature. I have spent a few enjoyable (and frustrating) hours debating these points, only to come to the conclusion that in playing D&D it just doesn't matter.

We, in Long Beach, have (mostly) by common consent decided that magic, miracles and psi powers are for the most part non interactive. Mages shun clerical items and vice versa. Only spell specifically designed to detect and/or interact with other types of magic effect each other at all, and I propose that this extend to Technology as well.

This would mean technological items would work in the presence of magic just as magic would work in the presence of clerical miracles and psi powere, etc.

Along with this concept comes the parade of items designed specifically to effect other types of magic - a few examples: Technological psi jammer (ala Darkover), A spell to supress electrical current, Clerical magic deflectors (blessed Charms), one way mirror spells for use vs lasers, and soonandsoforth

WEAPON USAGE - I let magic users use any weapon they wish - if they use anything but a dagger they fight as a zero level fighter. (I run Warlock Melee system) Thieves are at the same disadvantage with weapons they are not trained in.

I don't permit mages to wear anything above leather armor and still cast spells. Clerics may use an edged weapon in the case of a do-or-dead situation, at the peril of thier souls, since the edged weapon is sacred to human sacrafice, which if not done just right...

DEXTERITY - I run that a dexterity over 16 means you can fight or parry with a weapon in each hand.

CHARACTERISTICS - I allow (encourage) characteristics to be rolled as the sum of 2D10 - with no augmentation allowed. This increases the average roll from 10.5 to 11, but spreads the characteristics out a lot farther. There is a much higher %age of a low roll to balance out the 18+ rolls. I also require any combination characters to have at least 17 in all of the characteristics in question. This includes elves. The only combination character I will not let run is a combination MU/Cleric as they are two types of incompatible magic on the ringworld.

WERECRITTERS - First of all, I am against weres operating as magic users in the were form, mainly because it makes them too powerful. Secondly, when someone says he wants to run a were on the ring, I ask first "how did this character come to be a were??" and if the answer is "I rolled him" the player is going to have to do some strong convincing if he's going to get me to let him run. There are plenty of ways for a DM to increase the number of lycanthropes around - Lycanthrope fever, potions, scrolls, rings, etc..

\*\*\*DISTY COMMENTS - ALARUMS AND EXCURSIONS #13\*\*\*

EDITOR - Thanks for the spelling hints, as you know I spell at minus 5. I can fully sympathize with your statement about being SFans first!

TANTIVY - Beautiful! I'd be willing to wager that after your masterful treatment of elementals, there will be a few showing up here in Long Beach..(now if i can just find that TacNuc)...//Does the church of devout cowards have a mail-order ordination course? I've a couple of badly bashed clerics who're interested!

NOTES FOR THE UNDERGROUND ??Wishing an expedition never took place?? SHEESH!- That'd give even a full wish a hernia around here - and even then the time lines



would get bogged so badly you'd like as not be caught in a time loop, or popped into never-was-land yourself.//How can a class 1 death demon have a dexterity while having no arms? Secondly, out of sheer curiosity, what kind of combat system do you use that makes dexterity so important that it's the only characteristic roll that you give for monsters?//like the gem of many lives.//re: Giant Falcon - Why, oh why M.P.H. instead of pygax compativle inches? And while you're at it, what about armor class, stall speed, turning radius, maximum ceiling, minimum dive pull off altitude, etc,etc? I've got a russian foxbat wandering around the ring someplace, loaded for ~~with~~ bear.

EGOTISM OF 20 - re: Smoky Dragons - What do they do? What alignment? methinks, perhaps, what is needed to summon one, you need roll 00 twice in a row while in combat./ Using Lawful in the way of "trueSpeak" sounds great - have you played it that you can say something in lawful which is not true - once - then you can't speak it anymore because you're now neutral?// I suggest that you change your title to Egotism of 21! first you snub D'Or characteristics, then you talk of rolling sanity, bravery and Atman?? I would find a low roll on bravery much more straightjacketing to the development of a character than any of the D'Or rolls.

DEPTH PERCEPTION-Thanks much forrthe "little Gem" - I play 6 "worlds" on my small ringworld, all of them on "global scale" now when a party heads off of mapped territory I can start rolling terrain! (Rolling hills?) // Speaking "en persona" sounds like great fun - I'm going to try it at first oppurtunity

TUESDAY MORNING REPORT - You may use anything out of SPINWARD HO! with blessings for "all the Worlds Monsters// I would suggest that you include an alphabetized reference table listing the vital statistics of each monster such as on page 3 of "monsters and Treasure"

LEE GOLD--Is the 0 to 99 % EP penalty for dying a non-recoverable loss? That is, is it manditory for a character to re-earn every EP, or do you allow a "restore life levels" spell or equivalent to do the same? It seems that if a character is faced with the possibility of dropping who knows how many levels - and have to work all the way back up - there would be a little more of that ol "fear of death" going around.

KILLERDOUGH FIGHTERS - Please remember that Hokas must be persuaded to do something in character, not just be told to do it. One of the most challenging aspects of playing a Hoka is "How is he going to misinterpret a human wh@ is trying to get him to do something out of persona?" When I wrote of Hokas in A&E 8, I had not yet managed to find and read "Star Prince Charlie". It seems that Hokas can set up a nice stable persona which he can fall back on (something like a secret identity) and secondly, if you were to roll a hoka with an intelligence of 17 or more, you would have that most dangerous of Hokas - one who would go about manipulating humans to play along with him.

CLEAR ETHER - Anti-Magic shell is a 6th level warlock spell

\*NEXT ISSUE\*

The compleat Barsoom supplement to Dungeons and Dragons. (Ghu willing)







BILLY BALROG'S OWN FANZINE # 12

Produced by Mark Swanson, who will be living at 24 Allen St, Arlington, MA 02174 unless the twits win after all. Since I might not move there next week after all, suggest you continue to use my current address of 9 Davis Rd, C8, Acton, MA 01720 for a little while.

Locally, a party got finished off when its last functioning members got finished off by a phantasmal Balrog. They fled in terror while the rest of the party (already slept or killed) players sat on my sofa choking themselves to keep quiet. The party was on the second floor and had been dealing with orcs. Guess I'll have to give the non-player characters a chance of being fooled by such after all.

BABY BLUE DRUMS IN THE DEEP: comments on A&E 13

WAYNE SHAW- There seems to be a general feeling that Gygax's Balrogs were a bit weak. Better Balrogs are certainly desirable, but somehow this one is not quite what I wanted. Beast masters look interesting, as do crestcats. Gygax does not use many combats- go down, wander through 6 unoccupied rooms and 1000' of dust corridor, avoid eight traps, then find something. Naturally, you kill it, having lost all patience long ago. Then you try to get out. Yawn./

Judging by Hilda's account, Temporalana seems to have a lot of magic, as well as plenty of monsters. Seems to be a bit different type of dungeon than I am used to. Have to admit, the tale of what Chrono accepted as adequate reasons for releasing the party struck me as a bit strange.

CHARLES MCGREW- Entirely agree with Lee about vampires and crosses. In my opinion they are repelled by holiness, the cross at most acting as a focusing lens. "The devil can quote scripture to his own purpose." / An order to attack your buddies while charmed give the charm another chance at a saving throw, usually adjusted somewhat by how close they were to the one attacked.

LARRY SCHOEN- Surely there's a homeless princess who needs a rich warrior's backing to restore her? Or maybe Cyrano could fall in love with a greedy wench? There are so many ways of getting rid of money... / Vaders are gross. What kind of characters do you confront that such a thing gets opposition?

LEW PULSIPHER- I agree with what you say about skillful/sacrificial dungeons. The "roll a die and see if you saved against death." type traps do not impress me. I much prefer your type of dungeon, where skill counts more. After 18 months, the highest characters in my game are 9-10th level.

Your comments here and there make me suspect that we do have a disagreement in one area. I want a game where intelligent heroism is the best strategy for a lawful, at least. A CalTech DM who visited here had a dungeon where the best method was the extreme caution and care appropriate to a bombsquad member. He objected, in fact, when player characters got more daring than that.

This led, of course, to a very slow game, which bored most of the locals. My model for a D&D game is "living a saga", not a wargame per se. I feel that having memorized the rulebook should no more guarantee success than memorizing the manual works for generals. "Skill" is important, but it is the skill of talking your way out of trouble, deciding correctly when to fight, running the melee's well, etc. Very little is certain and the traps are situational rather than poisoned needles.



SHERNA COMERFORD- A tradition is growing up here that permits two characters to be relatives only if they belong to different players.

Many players have as a result had their favorite characters reduced to penury, as they were obliged to ransom some twit relative many times. Many, many relatives are no longer considered useful.

While I agree that characters should roll their own attacks, some players find it impossible to do this quickly. At least one was reminding me of the GUYS & DOLLS scene, complete with impatient chorus.

Often I find myself rolling saving throws against magic. Especially when the party is not aware what is going on- the rear rank fighter is getting charmed or whatever. The problem is that in a sense I'm killing characters without warning. If someone really saves well they sometimes get warnings/information on what happened.

I agree that a better combat/injury system is needed. The major problem is that it should not be too much more complicated. I play that most weapons have 5% of their hits "critical". If the first roll is a 20, roll again with the same chance of being critical as for the original roll. Goes faster than my old separate roll for critical on every hit. Using "any 20 is a critical hit" results in  $\frac{1}{2}$  the hits when you're fighting the Balrog being critical- a bit strange.

DICK ENEY- Ah well, ancient history is so fascinating. My memory is that Triphammer, having been insulted-in-a-combat-situation, etc replied in kind. Sure he's got soldiery pride- like Cyrano de Bergeracs. Sure, that cleric was adapted by nature to treating arrows from another member of his own party as a laughable mistake, but Triphammer isn't! (Cryptic, aren't we? For the uninitiated- in the midst of a melee a 12 year old MU let fly with an arrow and accidentally hit my not-to-bright fighter, Triphammer the Gross. Triphammer did not clobber her, but did make a sarcastic comment. The child burst into tears, her guardian, a were-bear cleric Father Hob by name rushed up bristling and the two had words. Triphammer does not run, but it must be admitted that he does not like Elves nor respect the opinions of clerics overmuch. He spent six years on a patriarchs' guard after he shot the old boy (by accident) and drew certain lessons.)

Thanks for the terrain generator. Looks useful.

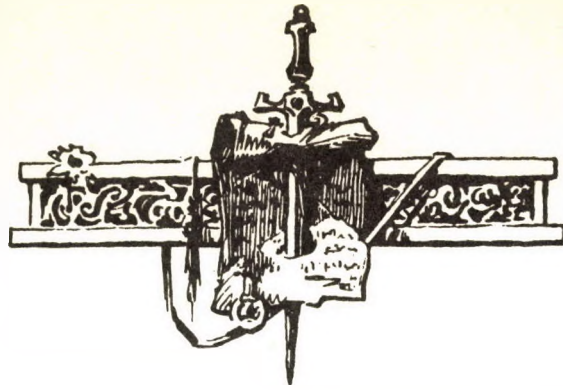
SCOTT ROSENBERG- At the moment, my system applies individually to each spell, though you can take a spell several times. I agree with regard to Balrogs and Nazgul. Even Gandalf was not, in the Nazgul's opinion. at least, a match for the top one. Spectre's are far too weak to be any such thing.

Locally, there are groups of dungeons which accept each others characters. Transit costs, currently, are LEVEL \*\*2 x100 GP. Of course, away from home the local rulers don't know about you very well.

SAMUEL EDWARD KONKIN III- I play that Detect Evil detects "evil thoughts and intentions", e.g. evil egos. A guardian machine, a dumb sword, an unoccupied vehicle for a MU or monster will not give signals. A stone servant is not conscious, will not wait to pick the best time to attack. Once triggered, it turns on but till then -no ego.

LEE GOLD- Ah yes, Waldo the great Centaur Druid. Conan often feels that he could use his advice. (Waldo had an encounter with a Hoka in my Gorree which he survived without help from the Hoka. Waldo rode a mule and...)



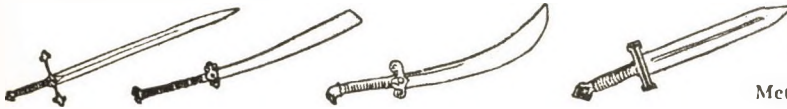


## BLUE STONE

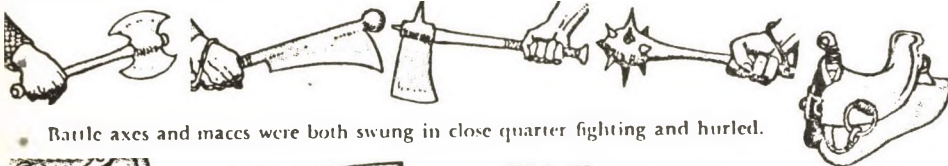
Equipment and arms visual aids for your D & D Gameing. More visual aids coming soon.!



Decorations on shields of wood, leather or metal identified the warrior.



The sword was the principal weapon. It was used more for slashing than thrusting.



Battle axes and maces were both swung in close quarter fighting and hurled.



A shield dagger, hooked spear, two-handed ax and crossbow gave extra advantage.



The dagger was the weapon of assassination and close fighting on foot.

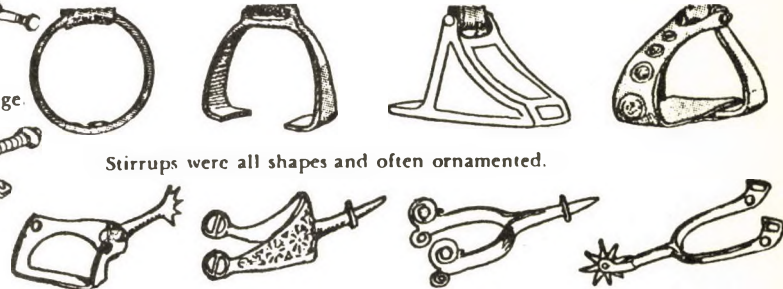
Metal-studded leather armor, coats of link and plate mail, and Roman breastplate.



Deep-seated saddles anchored the knight against onrushing foes.



Stirrups were all shapes and often ornamented.



Spurs guided movement of horse when knight could not hold reins in battle.



Cap and mail headpieces were replaced by conical helmets which deflected blows.



Footwear remained simple—a hard sole and leather body built into a short boot.









**LABYRINTHINE LINES** No. 4 has just escaped from Nick Smith of 55 N. Michigan Ave. in Pasadena. It is armed and dangerous and has vowed not to be taken alive or lightly.

This issue's pages were going to be devoted to the subject of demons and clerics. That was before I saw *Gods, Demi-Gods & Heroes*, Supplement IV to D&D. Now, the clerics and demons will have to wait, probably until next issue.

G, D & H is probably, from a physical standpoint, the most cost-worthwhile of the TSR booklets. It is 70 pages for the buyer's \$5, and small print at that. Kuntz and Ward went to a lot of trouble to research the various powers, weapons, spells and what-have-you of beings from Egyptian, Hindu, Greek, Norse, Central American and Chinese mythologies and religions, as well as Celtic and Finnish heroes, Conan-era Howard creations and Elric series beings from Moorcock. The detail is excellent, the art is actually good (for once), and even the typos look as if they were the result of the typist trying to read someone's bad handwriting (mostly vowel switches, and some typos are quite amusing). Those are the good parts, and they make the volume well worth the money. Now comes the bad part:

Gygax apparently wasn't kidding in his article in *The Dragon* where he deplored the fact that D&D characters had actually reached (gasp!) as high as 20th level. More on that article later, but in the case of G,D&H, the consequences are dire. Ignoring the fact that the original D&D rules provide a system whereby characters can advance indefinitely (as it says in Book I itself), and Greyhawk does its best to make it easy (gaining experience by books and decks and what-all), this new volume says, and I quote: "Perhaps now some of the 'giveaway' campaigns will look as foolish as they truly are. This is our last attempt to delineate the absurdity of 40+ level characters. When Odin, the All-Father has only(?) 300 hit points, who can take a 44th level Lord seriously." And that is the whole problem. Odin takes 300 hits, Loki 200, and so on. Few, if any, of the gods have powers greater than that of a 20th level fighter, wizard or cleric. Some are scaled drastically wrong in comparison to other beings from the same mythos as introduced herein or in previous TSR books.

When it comes to heroes and demi-gods, this volume actually does some good things. Conan is a 15th level fighter, 9th level thief. This is acceptable. However, Crom only fights as a 20th level fighter (albeit taking more hits than most 20th level fighters would). This is not good. This new volume seems to foster the belief that gods are only slightly higher level men, and I find that frightening. Instead of doing something to limit character levels (if that is indeed a good thing), Gygax's group has said "Ha ha, we've said the gods are low level, and you can't be better than a god, now can you?"

Now, it's true that player characters sometimes get out of hand, especially if they play with an inexperienced or unimaginative referee. The first summer after D&D came out, players in Gygax's own home area were getting as high as 40th level in three months. That's ridiculous, if for no other reason than the fact that most referees don't have dungeons that will fairly challenge such a character.

However, it is also true that there are characters that have gotten to high levels by *earning* their experience points. Not by wishes, books, or decks of cards, but by going out and risking their all in the name of Law, Chaos, Neutrality or sheer greed. In my own opinion, that is just how Heroes (note the capital H) and demi-gods eventually come into being: those rare few who keep at it and rise above being mere characters, becoming worthy of a place in legend. A character who reaches 20th level by his own efforts deserves to be called Hero. He does not deserve to be called a god, as Kuntz and Ward have done, for most of their gods are merely 20th level humans with a few extra inherent abilities (such as invulnerability to the unnecessary Psionics in Eldritch Wizardry) and 100+ hit points.

Another problem that G,D&H will cause is that of the novice referee who believes everything he reads as long as it is in a Supplement. As some of you may remember, GATE was introduced as a spell in Greyhawk, with the express purpose of summoning divine or demonic intervention. G,D&H tells what powers and abilities the gods and demi-gods have, their alignment and so on. I shudder to think of two wizards, one lawful and the other one chaotic, creating a war to end all wars by using Gate spells to summon the Supplement IV gods for a quiet little Ragnarok. Visions of Mitra fighting Anubis, Odin and Yama having a staredown, Isis magicking it out with Loki, and even worse things have already come to mind. And there are people who will do it, too, just as there were those gullible enough to take Greyhawk at face value.

Having gods as a background for the game, as a basis for religions, and as the source of clerical powers is fine. Having them around to trip over is disgusting. Nothing higher than a demi-god should ever get caught up in the actual course of events, and even those had better have damn good reasons

Now that that's out of my system, on to replies and comments:

JOEL DAVIS—Fireball really isn't an army-mangler if you scale things properly. Outdoor scale was set at 1"=10 yds for movement and such. Leave magic working in dungeon scale (fireball has 20' radius if 10'=1" is used, etc.) and things work much better. Magic shouldn't get *bigger* just because it's outdoors. Short size and range are sufficient limits.



MARGARET GEMIGNANI—I don't see how Warlock/Caltech D&D is any rougher (I assume you mean more violent) than straight Gygax-style, much less Greyhawk style. We have less of the "zap, you're dead" type of action than most.

Scott Rosenberg—Hold on about them EW demons! Not only do Judaeo-Christian demons have a hierarchy, they have precise subdivisions and numbers (more on that next issue). The only problems with the EW demons are: (1) Balrogs are *not* demons, but a whole other thing, a problem easily taken care of by inventing a new Type VI demon (also next issue); (2) Those demon princes are hopeless. I was startled to find Demogorgon, "The god . . . whose name it is not permissible to know . . . by name cannot be known to any mortal." [Lactantius Placidus, 6th cent. AD] demoted to being a mere demon 'prince'. However, after seeing Supplement IV, I believe Gygax would only give Satan himself around 200 hits.

DICK ENEY—Brace yourself . . . the *Slavic* striges are actually Greek in origin, the Greek ones being sort of hell-owls. Very nice terrain table, by the way.

E. GARY GYGAX—After reading your comments in these and other pages, especially other pages of late, I am moved to comment. I was almost willing to forgive your turning Gnoles into gnolls, Striges into stirges, and the winged celestial servants of Inana-Lamashtu into lammasu. I was even willing to forgive you for Greyhawk. However:

You have accused A&E of carrying on a 'naive' discussion of the economics of producing D&D. Naive? My figures were obtained by walking into the office where I work and looking at our price book, and comparing the costs with the markups used by a small game design and publishing company I work with. Dick Eney came up with comparable figures. I didn't criticize you for charging high prices, I criticized you for doing sloppy work for what you charge. If your group would so much as proofread the rulebooks, there would be a great improvement.

You have attempted to ridicule the Caltech group by claiming, against all actual truth, that our form of the game is called 'Dungeons and Beavers' by us or anyone else not hostile to us. It was a name created by Lee Gold after watching, but not playing, a game loosely played by our rules interpretations.

You have claimed that the Warlock rules create comic-book style characters, because they provide for higher advancement than you now like. Let's get some things straight: Warlock was written as an attempt to define a coherent magic system, a workable combat system, and the actual powers and abilities of beings of various levels. We prefer to keep the bulk of power in the characters, not in their magic items. Our clerics are clerics, not dubious magic users. After coming out with Iron Fist monks, you followed up with Psionics capable of duplicating almost any super-hero in modern comics and more. Our rules keep characters in line with each other and with the monsters. Yours did not and do not, and **that** is why there exist an overabundance of high-level characters in some areas. They're just playing by the rules as you wrote and published them, and it's probably too late to stop them now.

Now that my tirading is over, I find that I have a little bit of room to discuss clerics.

I find one thing wrong with post-Greyhawk clerics: they aren't clerics any more. Many of the Greyhawk clerical spells were apparently designed to give clerics a form of offensive magic, ignoring any relation to clerics (at least Judaeo-Christian clerics) of fable or legend. While it's true that in some worlds, Conan's for example, there is a blurring of the line between priest and wizard, that line had been more sharply drawn in D&D before Greyhawk. It has been my own experience that clerics don't really *need* spells like Blade Barrier in order to be good characters. They fight when they have to, usually defensively, and cast limited magic (holds and such) when needed, and are around to help repair the damage that other characters take.

There is, admittedly, a problem that many people don't like to run first level clerics. Some referees solve this by brevet levels, but I find this awkward and artificial. There is an alternative, one that has been played for several months here in Pasadena, and is roughly as follows: There is a level of clerical spells *below* the listed Level One spells. Call this new level, Level Zero. We have added a 1 hit point healing spell (1.5 or 2 points for a higher wisdom cleric), as well as making Dispell or Turn undead a spell of this level. We dropped Detect Evil down a step, as well as Sanctify Water (for making Holy Water) becoming this level.

We give a 1st level cleric 2 of these spells, and as a cleric goes up levels he gains more of them. Thus, a party of all 1st levels might still have a *few* points of healing, or undead turning, and so on. This gives 1st level clerics a little bit more oomph.

It has the added benefit of preventing people from attempting to shove a cross into the face of everything that comes along, defending their actions by saying that "We might as well try to turn it, since it doesn't cost anything". People were actually trying to turn or dispell *anything* that happened along. Now, they can do that if they want, but they will burn out some of their healing or turning that could be useful later. More clerical spells next issue.

Sleep tight, Gary.



## MAY'S SCREED

Subtitled, Oops! Damn! from Jeffrey May, P.O.Box 68, Liberty, MO 64068. Destined for the 14th mailing of Alarums and Excursions.

A&E 13 arrived today, July 26, and I promptly skimmed over it for comments on that wad of twiltone I threw at you last time. My first reaction at Charles McGrew's calling me a plagiarist was to get mad and sputter, "I-I-I did not!" However, A&E came while I was at work, so I had the afternoon to calm down and get home and read Korunkoi hiTekumel. I was somewhat chagrined to discover that in a sense he's right. I did leave M.A.R.Baker's name off the piece. Mea culpa. You may blame it on carelessness, and a lack of forethought; after all, Korunkoi... is intended to be given to would-be players in my own EPT campaign so that I don't have to explain everything to them. I took it for granted that everyone who would be using that summary would understand that it was not intended to be my own work. Evidently Charles McGrew thought that very thing. My apologies to you all.

Lest there be any further misunderstanding I wish it understood clearly. Down in Flames and the Character Record Sheet were my own work. Korunkoi hiTekumel is a summary of the basics of EMPIRE OF THE PETAL THRONE, a fantasy war-game devised by M.A.R.Baker and published by Tactical Studies Rules, P.O.B. 756, Lake Geneva, WI 53147. It retails for \$25.00 and there is a great deal more to it than the snippets in Korunkoi...

The aggravating thing is, by the time I'm really ready to use it my summary will probably be obsolete. Since I typed it and ran it off Jeff Key, our local games dealer, has sold at least 2 and maybe more full games, and 4 or 6 rule books to people interesting in playing when I get it set up. At the rate we're going Korunkoi hiTekumel will soon be obsolete, because any serious player will have the real thing.

EPT is also turning into a bear to run. I still am working on background stuff. I \*blush\* still haven't run a game. Specifically I need to map some areas for some of the scenarios and then work out the specifics of who or what is there. There are times I've wished that I stayed with D&D.

Speaking of D&D I have been playing about every week or 2 now. If I'd kept better notes I could regale you with one of them. Lately I've been running an anti-Paladin in a campaign where the DM rules that Paladins and anti-Paladins can sense each other, and when they do they fight to the death. On his second airing the a-P obtained some poison, which he intended to apply to his weapons as soon as he could. The group planned to go to a ruined castle and dungeon in the region. Once outside the castle the DM just told us we were at the castle. Moments later my a-P and a Paladin we met were slugging it out. In a confused imbroglio he found he was fighting not only the Paladin but another warrior and a female m-u. A Taoist monk threw two spells which made it harder to see and hit each other, but I got a hit on the other character. To cut a long story short my a-P was killed. The m-u put him to sleep and the Paladin was able to damage him badly before he could recover. Later something which was bothering me surfaced: My a-P hadn't had the advantage of poison on his weapons. If we'd been teleported there it would be different, but later we were told we'd gone overland and it was two day8s journey. Dammitall, if we traveled 2 days and if the a-P didn't meet his nemesis until we got to the castle then he would have had poisoned weapons, that early hit might have killed the Paladin, and I might an anti-Paladin running around today. The moral of this story is that details are important, whether running D&D or writing an introduction to a game of EPT.



