

EXCERPTS FROM THE



Symbliis  
Jayyis  
(centauress)

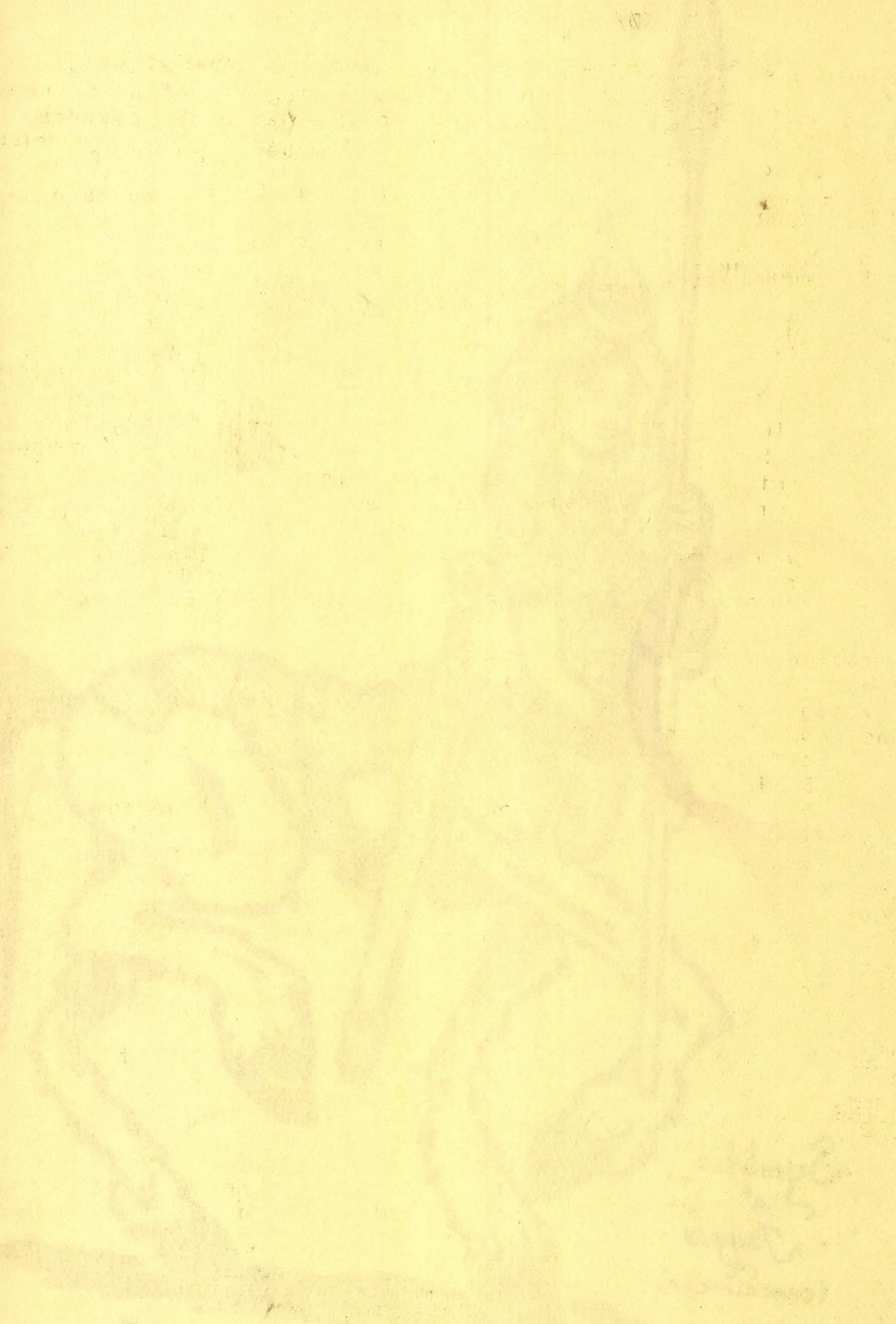
970  
(11/76)



for

GEORGE W. HODGKINSON & COMPANY

box





## 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 rules and share our own special monsters and treasures with others; also to write up expeditions we've been on.

ALARUMS AND EXCURSIONS is edited by Lee Gold. It is set up 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 stencil and mail it to Lee Gold, 2471 Oak St., Santa Monica, CA 90405. Include 50¢/stencil. Or if you must, use a FOUR-hole stencil and include 70¢/stencil.
  - b. Print it yourself. Copy count is 300. Send it to Lee Gold. If you mimeoed it, send stencils too; 50¢/stencil credit.
  - c. Send a letter to Lee Gold, and she will type it and mimeo it. Include \$1/page (or fraction thereof) for typing, stencilling and printing. Typing automatically includes improving spelling and grammar (and may also include a few new typos). It may also include editorial comments set in italics and signed LG. 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¢ if you had some contribution in the issue before last
    - 4) \$1.00 otherwise (beginning with #18)
  - c. For trade: with other D&D zines only. Sent BOOK RATE.
  - d. We do not offer subscriptions on a fixed cost basis, since postage and contribution credit may vary from issue to issue. However, you may send a check or cash (either US or foreign currency) to Lee Gold, and she will deduct costs (and tell you how much money is left each month) until the money is almost run out. We will then notify you of this and return the balance at your request.
  - e. Buyers at retail establishments: pay the shop whatever it asks.

MAILING: at your choice ALARUMS AND EXCURSIONS will be sent to you first class (\$1.50 - four day lag), third class or book rate (80¢ or 25¢, three to four week lag), UPS (90¢, 1 week lag) or hand-delivered (free, up to a year lag). If no funds are available for first class postage, it will be sent by the most efficient method there are funds to cover for.

DUNGEONS AND DRAGONS is the creation of TSR Hobbies, PO Box 756, Lake Geneva, WI 53147. Patronize the people who made it all possible.



## PUBLICATIONS OF POSSIBLE INTEREST TO A&E READERS

The Cosmic Balance: mimeo fanzine by Scott Rosenberg, 182-3 Radnor Rd., Jamaica, NY 11432. Supposedly monthly. Specifically relates to the world of Tlrien but of some general D&D interest. 25¢ or trade.

The Dragon: offset prozine. Published by TSR bimonthly, edited by Tim Kask, Box 756, Lake Geneva, WI 53147.

The Fantorgh Scrolls: mimeoed fanzine from James Hayes, 1409 E. Flora St., Stockton, CA 95205. Covers PBM game of Fantorgh; also D&D articles. 6=weekly. 40¢/copy.

Haven Herald=mimeoed fanzine from Ben Grossman 29 E. 9th St., NY, NY 10003. Write-ups and news from the Endor Dungeons and Dragons campaign. 50¢/copy. Reprints of charts at 1¢/sheet.

The History of Wargaming Quarterly: available from George Phillips, 910 Tenth St B, Santa Monica, CA 90403. Indexes most wargaming magazines. A good way of keeping track of D&D articles not in A&E.

THE MANUAL OF AURANIA a catalog of monsters, 22 pages, offset. Useful. \$2.50. Write c/o Aero Hobbies, 1319 Santa Monica Blvd., Santa Monica, CA.

Massymore of Trevarow I: a one-sheet fanzine published by Peter Roberts, 6 Westbourne Park Villas, London W2, England. Available for trade, whim or 8 pence in postage stamps. Interesting.

News from Brea: offset fanzine from Hartley Patterson, 7 Cambridge Rd., Beaconsfield, Bucks HP9 1HW, England. Samples free; regular copies are 80¢ in pounds; if you send a check/money order in foreign currency, add the cost of an extra issue to cover bank charges.

The North-Rhodesian Stoatbreeders Gazette and Horticultural Times dittoed thick fanzine from John Noble, 2/208 Hereford St., Glebe, NSW 2037, Australia. Cost is 50¢ Australian, trade, letters, or contributions.

Quick Quincy Gazette: mimeoed fanzine, 12 pages. From Howard Mahler, 135 Bayard Lane, Princeton, NJ 08540. Price is 50¢ plus postage for 24 page issues, 25¢ plus postage for 12 page issues. Send some money and he'll keep the books. Trades arrangable. 50¢/page credit for contributions.

Ryth Chronicles: mimeoed fanzine by John van de Graaf, 3734 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, 71 Beacon St., Arlington, MA 02174 and Glenn Blacow, 13 Grove St. #7, Boston Mass, 02114 Rates are much the same as A&E but \$1 per copy and lower copy count.



DEADLINE FOR #18: January 12th...or 160 pages, whichever comes first. Copy count has been raised to 300. Printing rates remain the same. See Tantivy for a discussion of all this. As of #18, A&E will cost \$1 (one dollar) to those who have not contributed in three months.

Back Issues: #1-8 are currently available in reprint edition. #9-16 are out of print. We will begin work on reprinting #9 soon and should have it out by February. As of January 1, 1977, back issues will all cost \$1 (one dollar).

Contents this issue

Cover  
 A Few Paragraphs from the Editor  
 Tantivy  
 Burgess Pork Pie  
 The Lost Mask #6  
 Notes for the Underground #11  
 Hoof and Mouth  
 The Midas Touch #1  
 The Griffin's Quill  
 Billy Balrog's Own Fanzine  
 Mockturtle  
 I Would Have Made a Great Platinum Dragon  
 Untitled Zine  
 Tales of Gramarye  
 Defiance Dungeon  
 Further Observations from the Sub-  
     terranean Fellowship  
 Feet Don't Fail Me Now  
 Priestesses of Diana  
 Cursed Scroll 1  
 SEarchlight 3  
 The Word from 5000 Feet  
 Tuesday Morning Report #5  
 Clear Ether  
 What Trap Charts? #6  
 Notes from the Realm Fantastic  
 The Griffin's Quill  
 Many Worlds  
 Kill Slavus the Clever! #6  
 Untitled  
 Dun Dra Con Announcement  
 I Was an Orc in the Nazi High Command #2.5  
 Kirel's Mirror  
 Scenario  
 The Shores of Infinity  
 Spinward Ho! #5  
 The Adventure of the Lost City Pt 1  
 Billy Balrog's Own Fanzine #14  
 Chronicles of Dimwelt  
 Ken's Character Corner #9  
 Baby!-On #1  
 Six Days in Search of a Were-Bear Cleric #4

12-11-76

Glenn Blacow	1
Lee Gold	3-1
Lee Gold	2
Hartley Patterson	4
Stewart Levin	4
Nicolai Shapero	2
Cary Martin	4
Steven Davies	2
Charles Luce	5
Mark Swanson	3
Hilda Hannifen	2
Bill Seligman	5
Jason R. Saylor	3
Earl W. Baker	2
Sean Cleary	11
Earl A Thomas	1
Jim Eckman	2
Glenn Blacow	2
Jeff May	4
Bill Paley	2
ERIC C. Baines	2
Steve Perrin	4
Sam Konkin	3
Robert Sacks	4
Richard J. Schwall	3
Charlie Luce	3
Margaret Gemignani	4
Glenn Blacow	10
Sean Summers	4
ConCom	1
Peter Cerrato	1
Kay Jones	2
Jack Harness	2
Chris Pettus	2
Steve McIntosh	4
Eric Holmes	8
Mark Swanson	2
R. Steven Brown	4
Ken Pick	3
Howard Mahler	3
Chuck Ulrich	1

and Happy Hanukah/Merry Christmas  
 from Lee and Barry Gold  
 and the mimeograph







First of all I would like to announce that we have acquired an electric mimeograph, which means we can now do large runs without nearly so much toil and labor (except for collating, of course). This means we are unlikely to go offset in the near future. In any case, however, no matter what copy count grows to be PRINTING COSTS FOR CONTRIBUTORS will remain the same. At a copy count of 250, it costs 65¢/page (not sheet, but a side of a sheet) to print A&E; at our new copy count of 300, it will cost 90¢/page. But printing rates will remain the same.

However, as you will probably have noticed, we will be raising the cost of A&E for non-contributors to a dollar. THE WILD HUNT, our sister apa, has cost a dollar for five months now. When A&E began as a small (40-60 page) apa, we set the cost at 75¢. A&E has now grown to over double its original size, and starting with #18 it does not seem disproportionate to raise its cost 33%. Also as of January 1st, all back issues will be also one dollar.

-----  
 Deadline for next issue of A&E is always on top of the ToC page.  
 -----

Now, onto comments and other more congenial thoughts:

Blacow: That was Detect Poisoning I mentioned, not Detect Poison. Its purpose is to tell you that the reason your friend just fell down frothing green at the mouth is that he was poisoned rather than overcome by a curse or somesuch.

Diana Myers: I've tried something like this system and found it slows down the game considerably, since the DM seems to be always having to compare the relative ranks of characters and monsters. Instead I've recently developed the following system:

Class & Level	Level of Opponent							
	MU 1-7	Dgn 1-7	MU 8-13	Dgn 8-13	MU 14-17	Dgn 12-17	MU 18+	Dgn 18+
FM 1-3	16	12	17	15	18	18	19	20
CI 1-4	15	13	16	16	17	19	18	20
MU/Tf 1-5	15	13	16	16	17	19	18	20
FM 4-6	14	10	15	13	16	16	17	19
C 5-8	12	11	13	14	14	17	15	20
MU/Tf 6-10	12	11	13	14	14	17	15	20
FM 7-9	12	7	13	10	14	13	15	16
C 9-12	9	8	10	11	11	14	12	17
MU/Tf 11-15	8	18	9	11	10	14	11	17
FM 10-12	10	5	11	8	12	11	13	14
C 13+	7	15	8	8	9	11	10	14
MU/Tf 16+	3	5	4	8	5	11	6	14
FM 13+	8	2	8	5	10	8	11	11

The first dragon saving table is as low as it is because most standard dragons are 8-13th level. Note that the raised saving throws do not apply to artifacts. A Wand/Staff/Etc functions as well (or as ill) in the hands of a first level mage as those of a 30th. I haven't as yet playtested this system to see how well it works, but I think it should prove somewhat more convenient than my old one.



Lew Wolkoff: Spells affected by your characteristics? Well, out here we play Web and Magic Missile as thrown on the fighting tables to hit, so they're affected by your dexterity. Some groups also play that if you have dexterity 16+, you can shoot two missiles a round being at permanent speed as it were (or fire a heavy crossbow once a round instead of once every other round). Such groups usually also allow MUs with such high dextelities to throw magic missile twice a round (and use up twice as many spell points, of course).

Other spells affected by your characteristics? Well the possibilities are fascinating. I don't think Charisma would have any strength on Charm/Hold, but it might very well on Suggestion, Conjure Elemental, and the Clerical Speeches and and Conjure Animals. Wisdom might affect the various Detects (Magic, Evil/Good, etc.), and Intelligence might affect Find the Path. Then again there might be wholly new spells researchable that would function differently for you or on you depending on your characteristics.

I like the idea of pleasure weapons. My interspersed comments are intended partially to fill up pages. The Great Ghod Ghu detests blank space.

Levin: Due date for next issue always appears on the top of the Table of Contents page. Always. Always. Always.

Luce: I play with people from many different areas. Rather than simply say flatly "that won't work here," (in which case the intended players are all too apt to offendedly reply, "then I won't run here,") it's a lot easier to build a dungeon to correct for the fact that magic is easier to get in some areas than in others. A +5 LA sword seems to be about as rare as a +3 Boston one.

I don't think we disagree on play philosophy, just on what I meant by my comment to Charles McGrew. You seem to be reading things into it I didn't think/intend.

Paulson: Rather than attempt to standardize the worth of a gold piece, you might develop a new inter-dungeon standard of exchange: the +1 Lawful and special abilities unintelligent sword. Normally the availability of such weapons is an index to the availability of other magic artifacts.

Cleary: I like Glass Goblins. How easy are they to see in the dungeon? Are they transparent, translucent, some color? What level do they use to save vs. spells? How easy are they to polymorph into spun sugar? (Spun sugar is AC 20, gingerbread AC 15.) Are any of them mages or clerics? What happens if you throw Levitate, etc on them and then let them fall to the ground from a height of 20' or so? //Oops, I see you answered Paulson's question in the same issue. I guess great minds think alike.

Sacks: There have also been a number of Prophets who went in for Raise Dead. I'm in favor of allowing it to Patriarchs on the basis that they suffer one week of total prostration for each level the character is below 8th and suffer 8D4 damage if the character isn't raised. I'd also restrict the D.M. from raising more than D4 characters an expedition, whether on his own or by means of a dungeon God, Saint, Prophet or other resident character kept for that purpose.



## BURGESS PORK PIE 2

Something for A&E17 probably from Hartley Patterson of 7 Cambridge Road, Beaconsfield, Bucks HP9 1HW, England. Apart from reading A&E our chief activity is earning money to publish NEWS FROM BREE, 8-12pp litho reduced, F&SF games and about 50% D&D, 00= Op an issue outside Europe. Sample issue free. End of commercial break.

.....  
A&E16 comments

Tantivy/Gold: Your Thief problems come from being stuck in the Law vs Chaos polarity. Thieves are Chaotic or Neutral, but could be Evil or Good, a Lawful thief is a contradiction (in my universe) as stealing is a chaotic act. A Paladin down my dungeon might tolerate a Good/Chaotic Thief helping the party but certainly wouldn't want to associate with him outside.

Defiance/Cleary: I've seen no reason to shift from Vancian magic as Sivenna (the dungeon) isn't that heavily populated. Unlike other UK DMs I see no reason why MUs shouldn't bring their spell books with them and sit down to relearn a spell, at a basic rate of 1 hour adjusted for levels (eg a 2nd Level MU takes but  $\frac{1}{2}$  an hour to learn a 1st Level spell).

I'll have to impose higher costs for armour in wilderness situations, perhaps with a magical tax on entry refundable on leaving to put characters on par with the locals and give them a proper sense of values! Armour will be at least x10. The Gold Coin already weighs 1/10 GP (if you take my meaning) as the 'Gygax Coin' is ridiculously heavy, I've assumed that the coinage has been devalued while weight remained the same.

Slimak: Some players here assume that because dungeons are allowing in characters from elsewhere they run to identical rules. Not so, as a party found last week when the leader charmed an orc. The charmer was a Dwarf with Eyes of Charming, which got him over the first hurdle, he spoke Orkish. The orc tried to warn him about the nasty monsters behind him (the party) but when he took no notice the orc pulled out his whistle, blew for help, and ran off. He was charmed, but only to the person who'd charmed him....

Griffin's Quill/Luce: I find there are enough chaotic players without having strong character identification!

Proficiency with weapons is considered with a character class under test here called Weapon Masters. They face duels at each level like monks.

I got fed up with alignment languages as I couldn't make most players understand that they couldn't just learn another alignment language without becoming that alignment, so I threw them out completely. There will be danger to evil types from reading Holy Scripture or to good guys picking up the Necronomicon still. Swords are just like people in this respect unless they have a magical ability to understand an otherwise dangerous language.

Slavus/Blacow: I don't care who plays, if players choose to go down with fools that's their affair. My characters would certainly consider people who acted chaotically to be Chaotic, and would dump them at the first opportunity. I have no patience with those who fail to read the House Rules either.



Sage/Clifford: Exotics I'm not certain about, so far only a 1st Level Balrog and a bionic orc have ventured into Sivenna. Certainly my reincarnate table has a small chance for humans returning as exotics. You obviously haven't seen Monty Python and the Holy Grail, since you missed WERERABBITS. Arm=9; move=12; 1 die; 1-3 bite. Hit on 18 gives 1-6 damage, 19 1-12 and 20 2-24, these being critical hits on the throat (if you have a critical hit system treat 20 as an automatic throat hit).

Merlin/Easterbrook: Your description only applies to the dungeons in the SFan circuit Martin, and they are a minority. Even then some people use the GREYHAWK magic system now, I don't allow Clerics shields or helmets, and resurrect/reincarnate scrolls are available in my City to bona fide Lawful/Good characters.

Hm, still mad about that Illusionist I see! Despite several unfortunate incidents players insist on summoning Gods in Sivenna, often Gods they don't even normally worship. Naturally they come off worst.

But I do have a reasonable set of rules for oil. My dungeon inhabitants carry it themselves. The goblins killed half a novice party in a firefight a while back.

Stargate/Myers: I think you'll find that sailors are no better at swimming than landlubbers, certainly in a medieval world.

Spinward HO/McIntosh: I did have a cost system based on Voll. which was very similar to yours, but as yours is easier to operate I'll probably adopt it in toto. I'm only going to have the lower level items available though, besides there is a limited number of Wizards and Patriachs in my country and they can earn money quicker testing magical items!

CIA/Wolkoff: EW Psionics seem to be too near the 'Superman' game that character classes were supposed to avoid, giving such as Fighters and Thieves means of circumventing their lack of spells. After somethought I decided to allow a modified form and have gated in some Comyn from the Darkover novels of Marion Zimmer Bradley. Darkover ESP works at a much lower level than EW, though its potential is probably higher. When I've sorted it out I'll print the rules out.

DR/McGrew: WRG rules are standard in the UK of course, maybe now I can persuade the Ancients freaks to let me use their figures for fantasy battles at the local wargames club!

SWORDS & SPELLS was interesting, less prone to silly errors than other TSR stuff though it could still have done with an outside proff reader. You'll note that the average fighting man rolls a D6 for hits, which explains the 'Veteran' label for 1st Level Fighters.



## Edmund and the Daleks

The sun had long since set when the Caranjans emerged from the God's House after depositing the mysterious casket with the Priests, along with their armour and other valuables. Making directly for the 'Travellers Return', Big Tim shouldered his way to the counter while Edmund and Porridge sought their usual corner. To their astonishment, it was already occupied by Christoforo and one of his wenches.

With greetings exchanged and food and drink before them, Christoforo was first prevailed upon to explain his miraculous escape.

'You alla remember, we fight the cockatrice, yes? And I chop shop with a golden sword, but she the tough bird and she get me, stone on the spot. I see Tim chop the bird, then the reverence say the nice prayer for me, and you leave. Then I wait, many hours, I think I go mad but then I am free - this voice in the head he say 'you fight the duello and you win, you free'. So in magic - zip - in this toom I fight this man, some tough homre too, but I chop him and then - zip - in the gate of the God's House.'

'Our prayers were answered, beyond doubt,' said Edmund, 'for today we dealt a heavy blow to Satan.'

Tim took up the story. 'We left you - intending to return of course on our way out' - and went though a short corridor to another room. Here another cockatrice lurked; after persuading it to the ground with food I unloaded my crossbow at it and charged, killing it at a stroke. The next passage lead up back into the main corridor, with not a sign of treasure anywhere.

'The next door to the left took us to the lair of a werewolf, no match to two magiked swords - you recall Ronald's Gemseeker, a good blade though it makes him somewhat rash. Beyond lay a room with wet floor, which we mopped across, and beyond that we found the Lammasu...'

'Alas poor creature!' exclaimed the priest. 'I shall order candles burnt for him on the morrow, even though he was not of our faith.'

'Yes, well this Lammasu, under the excellent persuasions of his reverence here, agreed to accompany us. Around the corner it said dwelt a man not of Lawful type but on entering we found nought but a large chest. Suspecting a trap I laid about me with a pole and caught a knavish fellow hiding in a corner, who attacked me but soon fell to fireward. Bungle investigated the chest, which had a bag of money besides the belongings of the man, but then he was suddenly attacked from behind by the villain we had thought dead. I cut him in two this time more or less, and when we checked we found he had a Regenerating Ring and magiked Arrows.

The next door led into the main corridor again. Here the Lammasu told us of evil creatures through the opposite door which he had long wanted to drive out: metal, dwarf size and on wheels....'

'So you and the Vicar started arguing,' put in Porridge.....

'Sounds like Iron Golems to me. I'm not fighting Golems!'

'But if these are creatures of the devil it is our duty...'

'They are said to have much arcane machinery' the Lammasu put in helpfully. This, along with 'gambling', was one of Edmund's hates, and his friends had to restrain him from rushing in.

'All right, we'll take a look,' Tom conceded, 'but at the first sight of Golems we get out, arcane thingummys or not.'



Opening the double doors they found a long corridor stretching South. It seemed to be lined with large metal panels, and at intervals were patches of blue haze instead of doors. With Ronald and Tim leading the party advanced to the first of the blue areas. The haze proved resistant to pushing, so Bungle tried the round metal plate to one side, this reacted when touched with metal - a dagger - and the haze vanished to reveal another corridor behind leading West. Listening at the blue haze at the end they heard faint voices, and the Lammasu announced that he could detect evil.

Pressing the door opener disclosed a large room with benches and piles of odd bits of junk around the walls. To the South were some human types in rough tunics and in the centre what could only be the creature the Lammasu had described: springing into the air the Lammasu swooped over it. Alarmed, the monster spun round, the rod-like projection on it's body vibrated and a portion of the ceiling crashed down - evidently it had some kind of magical wand. 'DANGER - DANGER - ENEMY INVASION - EXTERMINATE' it shouted, firing off its wand in apparently random fashion. Several holes were blown in the walls and the humanoids were totally disintegrated! Bravely Ronald dashed in and grappled the Golem from the rear, enabling the others to approach and hack at it. Eventually the Lammasu tore off a revolving head at the top and a spear plunged inside silenced it.

Heartened by this success the party examined the room. There were several half-built Golems and lots of 'machinery'. Bungle found a wand which he slipped in his back pack. The Lammasu decided to Commune with his God, emerging from his trance with some curious information. 'These are not Golems but mechanical devices, inside each metal shell is a small creature, a Dalek, which operates it. Their chief treasure and their leader are to the West'. Quickly they examined the thing, and found a squirming ball of flesh at the bottom which was quickly dispatched.

The next corridor to the South led them to a room with more Daleks and humanoids. Bungle tried his wand which destroyed one Dalek but then ran out of charges. The Daleks seemed confused by the Lammasu flying above them, presumably his holy nature was the cause of this. The rescued humanoids proved of no help, evidently they were slaves of the Daleks and were entirely under their influence. Bungle took another two wands and mounting the Lammasu flew on ahead, this proved very effective as the Daleks failed to spot him (the Lammasu going invisible) and were blasted by the wands from above.

Eventually the party after avoiding a room with much strange apparatus full of Daleks found four Daleks obviously guarding a large metal box on a plinth. Here the unfortunate Lammasu was caught by a stray shot, though the Daleks also destroyed each other very effectively.

A thief offered to check the box. It didn't seem to be trapped, but on opening it he fell back with a shriek, his corpse blackening before their horrified gaze. The box proved very heavy but Tim and Ronald determined to take it out.

The return proved more difficult, they ran into several Daleks and half the party were lost including Bungle with both Ring and arrows: besides the Caranjans only Ronald and Viviperous the magic-user escaped. The casket was found to contain a metal called Uranium, most rare and deadly, which they sold for a large sum to an Alchemist.



THE LOST MASK #6

By Stewart Levin

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

"The Sword Is Mightier Than The Pen="

This issue will be totally random comments for in an act of supreme laziness, I neglected my D&D this weekend, having opted for a dance which turned out to be terrible anyway.

LEE GOLD- Good advice on stenwils. Just what entails typing up a photo-ready copy? I will send you a copy of THE LOST TABLET, my campaign 'zine to see what you think of it. (I do seem to lose a lot of stuff now a days, first a mask and now a tablet)

Steve Perrin- Will send GLITHS in via your sheet.

Bill Seligman- Welcome, too bad about the Platinum Dragon though, I in my game persona as Korvack of the Iron Mask was going to attempt to assassinate the good king. Would have been an interesting battle. Good humor you have, but I saw Gygax at GenCon IX so you are off there.

BILL PALEY- I will take on your +3 Pen(dungeon) anytime.

ERIC BAINES\* Swords of Ran good... Artifacts. To Stormgate and your flattery, it does no good to copy another writers style of writing for it bores the heck out the readers who have already seen and read the same style of the original writer.

Sean CLEARY: I am pioneering a set of prices close to yours and have come under heavy fire from my neighboring D&D group. I am too well known for my temper here and have blown my cool with some first year D&D babies (guys who just found out about D&D.) who insisted I do it by the books! AARRRRRRRGGGGGHHHHH! Love your GLASS GOBLIN, I have an idea/improvement though, have them cover themselves with paint for a pagan ritual so that they look just like regular goblins.

Hilda C Hannifen- These spells that Sister Cecilia is turning out, can you print all of them up in one issue for I and the resident D&D group around here do not have all of the A&E's. One person is especially interested in buying your protection from Undead spell. By the way I love your writeups.

Robert Sacks. DONT BLAME ME FOR THE HOME STONE, THAT IS ENTIRELY ANOTHER RANDOM'S DM (snigger) CREATION! Lee had put the ~~same~~ same color of paper of two different zines together. The thing in question is E.A. Thomases idea not mine!

HARTLY PATTERSON(?) re: Polymorph to Newt sword. uh.....ah.... I think that the sword in question is.....RANDOM!!!! Ychhhhh! The only consolation I have is that that sword is in merry olde england and I am here in the US. You should like have that sword try to touch its owner at least when he tries to clean it!!!!!!

TRAMONTANE: Absolutely magnificent adventure. GREAT, PERFECT, SWORD-RATTLELING, SUSPENSEFUL, FANTASTIC! and it's good too... Several people

I know of would like to help you slash that foul person Zarko!

NICOLAI SHAPERO- Everybody's name but mine in capitals huh? O well, guess it draws attention that way. The adventure in which the class V death demon was scrapped and will be written up by Scott Norton should be a good one. (It better be!)

STEVE PERRIN: I admit that I was too hard on the barbarian class but to make amends I will do it over this issue. I got the idea of barbarians from BRAD STOCK, last year so whoever had them first, I don't know but whatever(?) Your Barbarians are off but see my class. Like your Dorsai, I just finished readed Three to Dorsai by Gordon R. Dickenson yesterday.

TO BASH OR NOT TO BASH, THAT IS THE QUESTION... KERBASH! is the answer.



GLENN BLACOW Agree with you on the GOD SAVE US FROM THE TURKEYS bit, At our school we continueally have new people who break into D&D and insist that all the dm's go by the book. My brother had an encounter with these novices of D&D ( better him than me) and the stupid turkeys managed to get themselves waist deep in a collaspable GELETENOUS CUBE, they proceded. to burn it with oil!?????!!!!!!! These experience hungry turkeys should be locked up! Back to the ad/ adventue though, a veteran of D7d obliged them when they asked him to throw oil at the creature. (No, these players were not suiciding they all had good characters but did not listent o the discription of what had happened.) Another beginner always insists that he is not in a given place when battle is joined but is always the first to say that he is in the room looking for treasure. I hope they have changed since then, for I (gulp) am opening my dungeonto these turkeys for a adventure that will be written up in A&E next month. NEXT MONTH WILL TELL!

EARL BAKER- Sorry I was unable to attend your mini con but ,as we D&Der up here say There is nothing more final than a parent's NO! Would like to see writeup of adventures ~~that happened~~ that happened. Like your writeups, they bring a new outlook on adventures! I would ~~king~~ like further info on the entwood that keeps magic. Also, I will send you my first level in trade for yours. But I do have messey writting. Is thandrill a player character?

Martin Easterbrook re OIL FLAME BOMBS These are extremely useful things but if the players keep carryng a ton of them that means that dungeon monster will be carryng tons of them, alsomonsters that set up house in dungeons usally have secret doors in rooms that allow them to escapeany death by fire . (Please, monsters are human too! They do have some brains) (Would you set up,house in a room that has no exites from fire? Especially when you know that people are making fire their main weapon?)

R. Steve Brown Samurai class good but I recommend at least double EP's or class become MONTY PYTHON.

PEGGY GEMIGNANI KOOL IT ON KORVACK! The Drowf mentioned was Steve Wintergreen. Too bad you didnt meet him at Mid American and he IS that chaotic.

Glenn Blacow Just who is that buxom young...ah... girl in TheeTales of Red Wolf Inn. Good Drawing! What is a spitting Copra!?

SPINWARD HO! I kinda like your stvle! Good going on the G\_Cube, I was wondering when someone was going to think of that!

Lew Wolkoff Sorry I bit your head off but I am sensitive about my creations. As I said before the lightning is a replacement for psionic systems. When someone comes up with a playable system I will use it! Also the ~~XXXXX~~ lightning is almost never used except as a last resort. (DM's option) As I read over it again I was ~~shock~~/shocked! 3 lightning attacks a mellee bound? OUCH! I reduced it to 1 a mellee round and now I feel much better. Also E~~l~~veners will try to stop all fights so it is a pain to have one in your party. Thanks for the vote of confidence on the LaZER weapons.

!!!!!!!!!!!!!!!!!!!!(Take that Kay Jones)!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!



THE LOST MASK -3

WAYNE SHAW- WHAT IS ALL THIS COCK AND BULL STORY ABOUT ME "stepping" on your column! HUH? I do not step on anyones zine I stomp on it if nessasary but I never step! Just don't give me this crap about me "stepping" on you. I beat you to the presses, if you had some extra space in your last issue you would have presented your monster the same time as mine. If you had though of putting it in your zine earlier you would have beat ME to the presses! You are right about barbrians though triple eps are too much. I hope I haven't started a fued but I never step on anyone.

BRIAN LANE Hi! Please publish your Demon Worshiper so I can use the class we have lost the DW sheet down here.

KAY JONES LaZer weapons are not LaSer weapons, the most powerful laser yet developed is not much of a weapon. I am talking about FUTURISTIC WEAPONS!

KEN PICK As John Kingsburysick chart upset you so did your rather offhand and callous (if I might say) treatment of my Eleveler class "hit a raw nerve in me" I apologise for my ungentlemanly and crude conduct. And remember "differende is just another way of you being you", I don't know if that is a quote or not but if it isn't it should be. Your write-up is one of the finest I've ever seen.

\*\*\*\*\*BARBARIAN\*CLASS\*\*\*\*\*

EP's	LEVEL	LEVEL NAME	As you can see
3,000	2	Firstling	a Barbarians
6,000	3	Teener	concept of levle
12,000	4	Man	is first recogni-
24,000	5	Fortunate One	zed in his weapon,
48,000	6	Sword	and then in him.
96,000	7	Hammer	Also notice what
192,000	8	Fist	it takes to become
384,000	9	Barbarian Lord	a hero.
768,000	10	Hero	

+ 768,000 each level.

Advantages

- 1) 10 sided hit die per level.
- 2) Hears as an Elf.
- 3) On a D6 if roll a 1 will detect ambush/ surprise.
- 4) +1 vs poison. And heals twice as fast as non-barbarians. (2pts./day)
- 5) Move 15". And can climb like a thief of the same level.
- 6) Goes up an Armor Class each level.

DISAVANTAGES

- 1) May wear chainmail and less until 5th level, afterwards limited to leather or cloths (breech clout, lions skin etc...)
- 2) Must be 15+ in Strength, Constitution and Dexterity.
- 3) Distrusts all magic and if bit, does not use that kind of magic again.
- 4) Lose 75% of all treasure due to wenching. (Or gambling or whatever)
- 5) May get battle rage. (50% chance - 5% chance each intelligence pt. over 12. If battle rage is gotten, fights one column ahead of his present level and has same chance of not getting out of rage and continuing to fight ANYTHING after the enemy has died. This is a mixed blessing for it causes the barbarian to charge after they enemy even when his own group is retreating!

Barbarians are only Fighters!



# THE LOST MASK--§

I would like some comments on the class .

## THE MONSTER OF THE ISSUE

## The Lurker Above, Below and Sideways.

I met this monster in a former D&Der8s dungeon and have finally recieved the stats on it with my changes.

APPEAR	AC	HD	MOVE	%LAIR	TREASURE	ATTACK AND DAMAGE
1-2	2	11	16"	100%	A <sub>1</sub> x2	2 / <del>xxxx</del> and absorb <del>x</del> spell

This monster is to be rated as SEVENTH LEVEL and will not show itself above 6th level unless chasing a party . These creatures look like huge manta rays, jet black in color, with bright ~~orange~~ orange eyes. They fly, and their wingspan is 20', Yes twenty feet! They are multi-directional and have their orange eyes spaced at intervals around their ~~bodies~~ bodies. Their way of attacking is as follows They try to enfold you so they can absorbe you. They absorbe everything so that no magic or anything is left if the LABS is killed. To get out of their lairs they shrink so they can fly in the 10 X10 corridor. In their lairs they can attack and enfold 1-3 man size creatures this includes weres and such.. In a corridor they can enfold 1 man size creature. Another weapon they have is a MASS CHARM SPELL, usable three times/day. They can fire the spell off while absorbing.

The process of absorbing does the following for the creature, the hit points of the creature absorbed AT THE TIME IT WAS ABSORBED are added to the hit points of the LABS. If a creature is on the LABS back (figuratively speaking) it will enfold it. The LABS are 50% resistant to magic and are totally resistant to non-magical fires. (Burning oil does not affect it)

Believe me, this thing is worse to meet than that of Nicolita Shapero 's Death Demons or Glenn Blacow's Greater Balrogs. When I met it I had 14 second level men with me and we were all wiped out. The LABS are intelligent and if it is getting really wiped out will run but not ~~xxxx~~ if it is in its lair. This monster is intended for those characters who are "unkillable". These monster are never Found wandering. If a pair of them are found, they will be a husband and wife team and will fight at double vaule if one or the other is attackeed for 3 mellee rounds. O YEAA ! ABSORBSTION IS ONE MELLE ROUND PER LEVEL. +THE LABS also recieves plus one hit die of its victims hit points each melle round as it absorbs him.

Like Fred the mighty, who is enveloped by a LABS and is a 10th level lord with 44 hits. The first mellee found of absorbtion minus's fred a level and (rolla D8) 6 hits. The LABS which has 66 hits gains 6 more so it know has a total of 72 hits. If they LABS is killed before its victim is dead The victim is still minus the number of level and hit points PERMANENTLY GONE UNTIL HE EARNS THEM BACK.

These creatures are definitely chaotic but are not undead!

THIS IS IT FOR THIS ISSUE SO.

Bash a Balrog (but stav away froms LABS)

*Stewart Lewis*



NOTES FOR THE UNDERGROUND #11

A semi-regular publication of StormGate Enterprises  
by Nicolai Shapero 225 Creekside Drive Palo Alto, Ca. 94306  
phone 415-494-3732 Don't call before 3:30 pm or after 10 pm weekdays  
\*\*\*\*\*

BRIAN LANE: I did not call Peggy a childish turkey.

WAYNE SHAW: If the character is smarter than his owner, I let the owner use every ounce of intelligence that the good lord gave him. //  
The Most Excellent Prismatic Spray from Vance's stories was of the "ZAP no saving throw, everything in the indicated region is dead" style spell. Somewhat different from the Illusionist spell, I think.//  
Try rereading it. They are there (or one is, at any rate). (I'm thinking of the novel, by the way--not the novelette).//  
So? Just call them Hades hounds mark II.

GLENN BLAGOW: LOLITS? God! n N-Blank-Dash obscenity if there ever was one.

STEWART LEVIN: Eric is an old friend. If he wants to copy my style, more power to him. Imitation is the sincerest form of flattery. And the word, by the way, is L\*A\*S\*E\*R. And if you would consider the amount of time required to read 25,000 books...

PEGGY GEMIGNANI: As you have yet to go INTO my dungeon, I feel that you have very little right to comment on the way I run my dungeon-- ESPECIALLY as you have, apparently, not bothered to find out how I do, in fact, run it. And I have NEVER sprung a trap that had no way out for the players and/or was unavoidable. Every trap in StormGate can be gotten around (some of them can be bypassed embarassingly easily).

JACK FARNES: AAAARRRRGGGGHHH!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

DEMONS OF SLEEP AND NIGHTMARE

The touch of one of these demons causes sleep (unless target saves as vs magic). A touch=any hit scored. Target may be awakened by shaking (takes 1 melee round) with a probability determined by constitution (5% per point of constitution) of successfully awakening. For each full melee round spent asleep there is a 1/6 chance (cumulative) that the sleeping individual will begin to dream (and the dream will be a nightmare). If a nightmare begins, the probability of awakening is cut in half. Further, for each melee turn of nightmare, the sleeper must make a special constitution roll (5% chance of success per point of constitution) or die. For each melee turn of nightmare, the constitution is reduced by one point (this effect lasts 1 hour).

CLASS I: 12 HD, Dexterity = 6+D6. Mv 12. Demon is armed with a giant flail (chaotic, of course) that does 2D8 damage plus Perrin critical hit. A regular critical hit (20 on D20 followed by 1 on D6) results in 2 Perrin critical hits.

- Armor Class:
- vs all magical weapons.....AC 2+10 (or AC -8)
  - vs bladed steel (1/2 damage only)....AC 2+12 (or AC -10)
  - vs blunt steel .....AC 2+8 (or AC -6)
  - vs bladed silver.....AC 2+4 (or AC -2)
  - vs blunt silver.....AC 2



It is to be noted that no other weapons, and no magic will have any effect whatsoever on a demon of sleep and nightmare (of any class).

CLASS II: 14 HD, dexterity=12+D6, Mv 18. Touch (any hit) acts as for class I, and, in addition, meeting the gaze of the demon (90% chance if facing demon) will result in the same penalty. Armed with +2 chaotic flail that does 2 4+2D8+ Perrin Critical per hit. A regular critical with this weapon means 2 critical hits + double damage

Armor Class:

- vs all magical weapons.....2+12 (AC -10)
- vs bladed steel.....2+14 (AC -12)
- vs blunt steel.....2+10 (AC -8)
- vs bladed silver.....2+6 (AC -4)
- vs blunt silver.....2+2 (AC 0)

STORMGIANTS (An experience table for same)

EP	HitDice	Damage/Blow	Natural AC	Height
0	1D6	1D6	9	6'
3k	2D8	2D6	8	9'
9k	3D6	3D6	7	12'
28k	4D8	4D6	6	15'
75k	<del>5D8</del> 6D8	5D6	5	18'
150k	9D8	5D6	5	21'
300k	12D8	6D6	5	21'
600k	15D8	7D6	4	24'
900k	15D8	7D8	4	24'

each additional level...300k ep, and add 1 hit point.

\*\*\*\*\*

Received from Rick Boatright, Van Zile 103, Manhattan, KANSAS 66506 "To my knowledge I am unfortunate enough to live in a college town without a DM! I am trying to rectify this but in the meantime, the twenty or so of us in this town are getting kind of tired of talking about old games. If you know of a DM in eastern or central Kansas, PLEASE let me know."

\*\*\*\*\*

Leftover paragraph from Steve Perrin's TUESDAY MORNING REPORT

CRITICAL HITS AND VORPAL WEAPONS:

When using Critical Hits with weapons such as Vorpal Swords, we use the convention that a Vorpal hit (or Sharpness Hit, or the like) is a Critical Hit--and a roll of 20 is an automatic head (or limb) off. This will be in the new Perrin Conventions, which are now in the process of being put together. If I have them together in the vicinity of DUNDRACON, they will be distributed there. If a bit earlier, I'll probably put them through A&E.

the rest of Steve's zine appears some pages further on.



### HOOF & MOUTH #3

by Cary Martin/ 11926 1/4 Magnolia Blvd.; No. Hollywood, CA 91607  
(213) 762-5574

Due to a misplaced shipment of monogrammed black leather boots with amatching whips and dealings which resulted in a suspended sentence for engaging in unnatural acts with an underage female boggie, I was unable to put out a zine last month. However, that won't happen again, as I have fed her to my briefcase.

#### COMMENTS

Kramer: Unfortunately, your "crack group of adventurers" would be meat for a machine gun. The rules state "this implies those missiles projected by normal (not above normal) men and/or weapons." (Bk 1, p. 24). A machine gun, when found in a medieval setting, is by no means normal. Furthermore, the rules state that a missile projected by an above normal man is not normal. Now let's take Konn (16th F with Cloud Giant Strength). If he throws a spear, it's going fast but nowhere near as fast as a M-16A1 round, which is moving at 17,000'/second.

Wayne Shaw: What? Clarification requested. I don't recall asking for a floor of your dungeon. I've got one already. The castle Anthrax and see above why protection/normal missiles wouldn't work for your MU.

Stewart Levin: What? If my memory serves me, I've never commented on elves, beastmasters or elf beastmasters. Use your eyes, weird one!

Margaret Gemignani: What? I keep getting comments that make no sense at all. And which Elf; Erramos?

Glenn Blacow: If you don't like paladins, use spells that can get through the holy sword shield, such as ice storm (the shield only stops spells, not spell-created solid items; those hunks of ice are real). Or get nasty (er). Have crossbow quarrels loaded with either sodium or mercury (take a hollow point, put a drop in and seal it with wax). Makes a nice explosion, with an even nicer hole in the target. That's a simple alchemist trick; you don't even need a Technologist.

\* \* \* \* \*

#### NEW CHARACTER CLASSES

SAMURAI (sub-class of fighter):

Minimum Strength: 13+

Wisdom: 9+

Dexterity: 16+

Intelligence: 9+

Constitution: 12+

The samurai is an interesting character to run, as it is hard to get them past second level. A first level samurai who follows the code of Bushido has a poor chance of surviving his duels with higher level characters who have insulted him.



They may use no missiles except for a throwing dagger. They only carry one dagger for throwing purposes. When using a samurai sword (explained later) there is a 5% chance/level that if the total roll was 19 or 20, the opponent has been decapitated. Also, when using a samurai sword, there is a 10%/level chance of deflecting one physical missile/melee round (up to 90%).

Samurai wear only leather and lacquered bamboo (AC 6) and use no shields. They can carry one single-handed magical broadsword (or other non-samurai sword) to be used only when the samurai knows a normal weapon cannot hit his opponent.

They must keep and maintain their sword and dagger with utmost care as these are the symbol of their rank. The dagger is their honor blade and under no circumstances would a samurai throw it. A samurai would also honor his sword and avoid fighting a man in plate if he's smart.

#### Statistics regarding weapons:

One-handed samurai sword: 1-10 damage vs. leather, cloth, etc.  
1-8 vs. scale, chain  
1-6 vs. plate--and there is a 20% minus 2%/level above 1st of breaking a non-magical blade.

Two-handed samurai sword: 2-16 vs. leather, cloth, etc.  
1-12 vs. scale, chain  
1-8 vs. plate & a 30% minus 3%/level above first of breaking a non-magical blade.

A samurai will commit seppuku [hari-kari] before allowing himself to be captured. He would do the same if Charmed and forced to fight his master.

If a samurai kills a party member (even a Lawful) that has insulted him, there is no alignment shuffle nor would he lose paladin status. If humiliated, he will seek revenge. If a ninja joins the party, the samurai would order him away. If the ninja refuses, the samurai will either kill him or leave the party. Nor do samurai especially like monks. The samurai monk is a null concept.

Samurai can advance no higher than 12th level, and they use ranger EP. At 6th level, the samurai can sense personal enemies at 2" and at eighth he becomes immune to Fear (of any sort). They have D6 by either hit dice system. Magic is as for fighters (except missiles).

Samurai can be neither Raised from the dead nor wished back, though clone and regeneration do the job). If a samurai has died honorably and is reincarnated, he will come back as a samurai (fulfilling the minimum requirements). He would also lose from 0 to 99% of his experience. If someone is using the personal sword or dagger of a samurai, and the samurai is reincarnated, he has every right to reclaim his weapons by whatever means possible.

Samurai fight two levels lower (in regard to attack and defense capability) when using a non-samurai sword. They also act as a human thief in regard to move silently and hide in shadows.



Level	HD	Plus to Hit with S. S.	Minus to AC with S. S.	Blows/Melee
1	2	+1	-1	1
2	3	+1	-1	2
3	4	+2	-2	2
4	5	+2	-2	2
5	6	+2	-2	2
6	7	+2	-2	3
7	8	+3	-3	3
8	9	+3	-3	3
9	10	+3	-3	3
10	10+1	+4	-4	4
11	10+2	+4	-4	4
12	10+3	+4	-4	4

And now...VAMPIRES as player character!

Level	HD	AC	Life Drain	+ to Str.	Dmg	Abilities
1	1	8	1/2	Std	1-2	Move Silently 100%
2	2	7	1/2	Std	1-3	Call & Command rats
3	3	6	1/2	Std	1-4	
4	4	5	1	Std	2-5	Call & command wolves
5	5	4	1	+1	1-6	Polymorph into Smoke regen 1 point
6	6	3	1	+1	2-7	Polymorph into bat regen 2 points
7	7	2	2	+1	1-8	Charm Person +2, regen 3 points
8	8	2	2	+1	1-10	
9	9	2	2	+2	1-10	
10	10	2	2	+2	1-10	
11	10+1	1	3	+2	1-12	Command undead as a 4th level Chaotic Cleric

Vampires are minimum Strength 16, minimum constitution 16, minimum Intelligence 14. At third level, they become immune to all bug magic and silver, and at seventh level they are immune to all but magic. They are an undead friend. Any type of armor may be worn. If, while in melee, the vampire is hit to zero hit points, his is dispersed into smoke and must remain so for 5-8 weeks, and he loses all EP because he cannot drain the necessary four energy levels (from any critter) to sustain himself. (Yes, I know, I forgot to mention it previously. IF A DAY PASSES ON WHICH THE VAMPIRE DOES NOT DRAIN AT LEAST TWO LIFE ENERGIES, HE WILL LOSE ONE LEVEL PERMANENTLY (must re-earn all lost experience).

And finally:

MEKHAN (from Hunters of the Red Moon by Marion Zimmer Bradley). The Mekhan are a fierce race of motofelids with an honor code quite similar to that of the samurai. They are highly intelligence (the race invented the FTL drive) and usually have a low wisdom. They can be either magical or anti-magical. They are armor class 6 and inherently hand-fighters (see A&E #4, Jock Root's special ability table). They may use any contact weapon (although they are -1 with them) but absolutely no missiles. Their retractable claws do 1-6 points of damage, and can be either silver or steel-tipped. They can fall up to 30' without sustaining any damage and will take only 1-4 points for every 10' after that. They can hear as an Elven thief and move silently and hide in shadows as a thief of their level.







# THE MIDAS TOUCH #1

by

Steven Davies

230 Mayflower Rd, Lake Forest, Ill. 60045

On one of our recent trips to the Dungeon as we were making our way to the second level we stumbled upon an ancient tome. Inscribed in the crumbling cover were the mystical runes TSR. After hurried consultation our cleric opened the cover. Amongst the cryptic writing he saw the words Alarums and Excursions. Not being able to understand anything more the cleric decided to consult the powers above and the fighter in the group.

After questioning those powers he determined what his task was: he must utilize those runes to enlighten the world with the knowledge of these new lands.....

I think I should begin by introducing my character; he is a Patriarch with too much gold and too much magic for most lands. This is due to several over generous DM's in the area. Fortunately we have succeeded in achieving a balance, hence the game remains challenging.

In achieving this balance we have made some tough monsters. Unfortunately many of these monsters are the creation of another local DM and I will have to get his permission to print them in later issues.

My cleric is a member of a fearsome fivesome who roam the corridors of the afore mentioned DM's dungeon. Here is a brief description of our characters:

11th level cleric- Steve Davies S=14 I=10 W=16 Con=17 D=18 Char=15  
Main magical items: Armor+ shield +5; Mace +3; ring of Protection +3; Boots of Speed; Double Luckstone

16th level Cleric- Todd Rowe S=14 I=15 W=15 Const=18 D=15 Char=16  
Main Magical Items: Armor +Shield +4; Snake Staff; Talisman of Lawfulness; Girdle of Giant Strength; Helm of Telepathy; Cube of Force; Ring of Protection +3; Wings of Flying; Boots of speed. He is also Psionic.

13th level Wizard- Bert Bates S=13 I=16 W=12 Const=18 Dext=18 Char=17  
Main Magical Items: Robe of Eyes; Bracers A.C. 2; Staff of Striking Ring of protection +2,5'r; X-Ray Vision Ring; Boots of Speed; Manuel of Golems(Stone).

11th level Lord- Dave Sievert S=18<sup>00</sup> I=9 W=13 C=18 D=18 C=17  
Main Magical Items: A+S +5; Vorpal Blade; Sword of Cold; Ring of Protection +2,5'r; Ring of Spell Turning; Double Luckstone; Boots of Speed; Mirror of Mental Prowess; Cube of Force.

10th level Thief- Jim Hermann S=12 I=18 W=7 C=18 D=18<sup>60</sup> C=22  
He is almost lawful- he hasn't stolen ANYTHING yet (we think it is due to our good influence) Main Magical Items: Dancing Sword, Ring of Protection +2,5'r; Crossbow of Speed; Ring of invisibility; Rod of Beguiling; Double Luckstone; Boots of Speed; Helm of Brilliance; Displacer Cloak.

That was to give you an idea of our magic!

Now for a few of the monsters from our worlds.

FLOATERS: I noticed that in A+E #15, Wayne Shaw had had a monster called Photoids from Midworld by Alan Dean Foster; I feel that his monsters were a little tame for a beast who destroyed an outpost equipped with laser weapons, here is my version:

Floater: 10-100 HD, AC 9, Move at the speed of the wind that day or 6" otherwise, No. Appearing 1-4, Lair 5%, Treasure Type I. Floaters look like giant ~~Portugese~~ Portugese-Man-of-Wars, having one tentacle for each Hit Die it has. The tentacles do 1-6 damage each, but the main weapon of a Floater is the ability to focus the sun's rays: when there is full sun the floater does its hit dice in damage, when half sun it does one-half damage and when it is overcast the Floater does one-fourth damage. They are Neutral and won't attack unless provoked.



## THE MIDAS TOUCH #1 (con't)

CARBUNCLES: 15HD, A.C.: -12, Move: 24/32, Damage: bite/2 claws, 3-30/1-10, Carbuncles are small elusive animals with shining red stones in their foreheads. Each Carbuncle has one stone that is worth 10,000-100,000 gold. The great value is due to the fact that the stone acts as a double Luckstone. In other words it adds 10-40% to the characters luck (read luckstones) it also has the ability to add 5-10% on saving throws. Carbuncles are Neutral or Chaotic and are 90% magic resistant.

CURL-UPS: 4HD, A.C. 2, Move: 4/24-48-72, Damage: 3-18 bite, Lair: 5%, Treasure Type: A.

Curl-ups are segmented worms with a strange ability; they can curl up. The strange movement is not for on ground and flying, it is for un-curved and curled. A Curl-up may move 4" in an open position and up to 72" in an open position. The three speeds are for when they are using two, four and six legs, respectively. When moving at speed 24 it takes them one turn to stop, at speed 48 2 turns, and at speed 72 it takes them 3 turns. They can also stop abruptly, but they end up on their back and it takes them 2 melee rounds to right themselves. Their underside is armor class 7. Curl-Ups are fond of crashing through doors and rolling down opponants. In the open position they are excellent climbers with only a 5% chance of falling. If they do fall they curl up so that they only get one-half damage.

SACNOTHS: 40HD, A.C. -20, Move: 6", Damage: Bite, 3-30, Lair: 25%, Treasure Type: H

Sacnoths are large dragons that are practically invulnerable. They are covered with magical iron scales which provide excellent protection (They can be used to make 1-6 +2 sheilds). The only place that a Sacnoth can be damaged is near the nose which is Armor Class 2. They do not breath. If killed they have a plate that runs down their back which can be forged into a highly magical sword. This sword is +2 but it always hits as if its owner was 5 levels higher than he is. It also does double damage on any roll of 19 or 20 that hits (in otherwords if a character rolled a 19 when he needed a 20 to hit the sword would not hit). The sword always has an egotism of 12 and an intelligence of 1. Sacnoths are impervious to all magic under the 10th level, and they have a 50% chance of turning magic of a higher level as a ring of spell turning would.

That's all there is for this issue. I now plan to retire to my sanctuary and prepare a history of our greatest adventure: attempting to remove 10 million in treasure from the dungeon. What a pain! 'Till next time, may your gold run like water. (excuse me but its late at night).



Having been notified by Lee that my deadline pushing had finally gone too far, I thought that I would enlarge my already sizable zine by adding these pages to keep my comments up-to-date.

To start off, E. Gary Gygax's letter printed in #15 seemed worthy of both a reply and a comment. First, the reply: Gary, you have stated that you read A&E, yet you can't seem to tell one from the other of us. Glenn has been one of the loudest of the protesters of torrents of treasure and "fun house" dungeons in A&E, and your remarks concerning him in this regard are both misinformed and a cheap shot. Your remarks to SEK3 are interesting, seeing as how you were the one who set up the Law-Chaos routine in the first place. Your remarks to the CalTech people are interesting too. You claim that there is no enmity toward them from you, and yet persist on referring to them by a term which they find insulting, which has never been used by them, when you have been informed of this fact (You did say you read A&E, didn't you?). Nick Smith never claimed that the Warlock group was being attacked by you, but that all games in which there were 20th level characters were being chastised by you, which you have confirmed yourself. This is parinoid? Remembering your comments on the great price controversy ("people who are either ignorant of printing costs... or incredibly naive", from TSR #6; and this about people who are professionals or getting their information from professionals); your wailing at cheap shots from your competitors while using the same tactics on fans; trying to reconcile what you say at conventions, in The Dragon, and in A&E..... I think you'd better hold off attributing mental aberrations to others until you've had yourself checked out.

Second, the comment: Now we read that GD&H needs to be redone. Now all we dummies who bought the thing will be in the same position as the early buyers of D&D: having to shell out a whole new price in order to get the new material legally. At least, when we wanted to get the rest of Greyhawk, we only had to shell out another 75¢ for TSR #6 (although I don't think that TSR ever bothered to notify buyers of the first edition of Greyhawk that the part under Beholders which says 'From 1-4 of the small eyes are able to function at one time'). Of course, with nobody bothering to reblock the book for the new type, so that over a dozen tables and descriptions are split over two pages, many of those non-facing, Greyhawk had its own problems. And Gygax wonders why he don't get no respect. I've heard of a fellow named Dunnigan with similar problems.

Postscript to comment: Re copyright laws; I really do sympathize & to some extent agree with Gygax, but knowing human nature, I'd bet that it's going to be like trying to enforce Prohibition.

Final Words on the subject: For those of you who missed it, I quote three sentences from Gary's letter to Lee. "I take exception to the statement that I am not able to write very clearly. Correctly put forth in a form asserting that D&D was not written without loopholes or carefully would be quite acceptable. When I treat historical subjects, rules are written in a far different manner". If Lee typed that passage correctly, I rest my case on the matter.

Now, on the next page I throw some remarks at the rest of the ish.



BILL PALEY: I agree about intolerance--and keep saying it; if enough of us say it often enough we may yet find someone listening.

GLENN: The high advancement rates only make sense when you only get points for killing it yourself; I prefer the 120K/FM 200K/Mage system, but in reality there aren't that many characters who are going to worry about it. As for Items (Enchanting of), I can see now why the system is so sketchy; obviously, it is never meant to be used by a player character. Now, for Charm, "If the spell is successful it will cause the charmed entity to come completely under the influence of the Magic-User...". Admittedly, I too feel that Suggestion and Charm should be swapped, but the 1st level types do need to survive, you know. Throwing knives are very effective if you know what to do with them and tend to do much more damage per hit due to deep penetration. Monster's damage: The combat systems in this area give high level men more attacks per round, and the monster system was designed with that in mind. Does a human suddenly start doing more damage per round when he reaches Lord? Yes. So---the system stays as is, and if your style is different, do the logical thing--modify it to suit. And last, all those advantages monsters have? Well, there was a Unicorn which had used its once/day D-Door pulling a wounded party member out of melee earlier. The party was chased by a force of Gargoyles, and down a corridor. Dead End! No, wait; we found a way out! Saved! A ladder up one level! After the Gargoyles killed the Unicorn, they ate the body... LOLITS: How do they react to intelligent monsters?

KAY: Another clutch was found on Wulth. The party plans to go back when they're due to hatch...

SEAN CLEARY: Naga are snakelike beings from Indian (Asian) myth: description in TSR#6 (Please ignore the description in G,D,&H).

CHUCK ULRICH: Perhaps the Alignment of Gygacks should be Law & Order, hmmm?

JOHN KINGSBURY: Now, if we expand the peculiarities table to monsters (How about a Dragon with no breath weapon, or an impotent Satyr?)

BRAND NEW OLD MAGIC SYSTEM: This system has been seen by me in one form or another in several places, and my playtesting indicates that it works for both Mages & Clerics.

1) The number of spells usable in a day (dawn-to-dawn) is determined by the caster's experience level (hereby known as EL).

2) Memorization of spells is part of going up ELs, so every spell the caster could cast is known to him/her at all times.

3) The number of spells in each spell level (hereby known as SL) is determined under the Spell Ability for the caster's EL.

This is the system in its most basic form. At this point you decide on which complications to add. The ones on Wulth are:

4) Prime Requisite of 13+ make a difference:

13-15: Add one to your # of spells at your highest SL.

16-17: As above, but also add one to the # of spells in each SL for every 6 (no fractions) you could normally do.

18+ : As 16-17, but add one for each 4 instead of 6.

5) A potential spell can be used to cast a lower SL; e.g. you want to cast Sleep, but you've used up your 1st level spells. So, you use a 2nd level "space" to cast it instead. This only works on a one-for-one basis; Using a 9th SL space gets you only one 1st level spell, and going from lower to higher doesn't work.

6) Illusionists use a PR of Intelligence, but a Dexterity of 16+ allows them to operate as if their Intelligence is one category higher.



Of course, other possibilities suggest themselves:

A) Limiting the number of spells known and/or which ones via the system for M-U's in Greyhawk.

B) Making M-U's (or Clerics) Buy all their spells but the first few level 1's.

C) For consistent campagins; the probability of remembering a spell depends on when the spell was last used or studied ("I don't remember! How often do you use Water Breathing?").

Of course, combination with such things as klutz/backfire systems and spell preparation times can also be done.

Advantages: 1) No more hassles picking spells, especially for the Dungeon-populator. 2) While the power of Mages & Clerics is low enough to preserve balance, the caster's versatility is increased.

\*\*\*\*SALE\*\*\*\*SALE\*\*\*\*

INTERWORLD, a GM company of the Wulth Universe, offers the following spells and potion formulas for sale:

POTION FORMULAS (Number in parentheses is level a la Dragon #2)

Birth Control (1); Three varieties-- A: Given to females before the beginning of her fertile period, prevents conception; no side effects. Works on any warm-blooded vertebrate. Cost: 1000GP. B: Given to males, after 10 minutes the male is sterile for 10+2D4

hours. 1% chance of permanent sterility cumulative for each time used within a 10 day period. Works on any species with two sexes.

Cost: 1250GP. C: Given to a male (including pouring on the skin), it immediately causes impotence and loss of interest for 3D6 days,

no saving throw. Roll %Dice for side effects: 01-70=None, 71-90=

permanent sterility, 91-98=permanent impotence, 99-00=equivalent to neutering. (This potion was developed for a female cleric with

a unicorn) Works on mammals and the like, including Orcs, Kobolds, Goblins, Hobgoblins, Gnolls, Ogres, Trolls, and such. Cost: 750GP.

Might (1); Gives drinker 18/00 strength (fighters only). Cost: 4000GP. Protection+2 (5); Like Invulnerability, but usable by all

classes. Cost: 15,000GP. Shape Change (6); works like the spell of the same name (but normal potion duration). Cost: 25,000GP

Perma-Potion (7); When drunk after any potion of limited duration, causes the effect to become permanent; but afterwards no other

potion will function for you, and it takes a Limited Wish to de-permanitize the stuff. Cost: 50,000GP.

SPELLS: Teleportal (5th level MU). Creates a 1"x1" 'door' whose other end is up to 36" away (similar to D-Door). The door is

opaque at the end where it is cast, perceptible as a shimmer in the air (like a heat effect) at the other end, one-way only, and

able to be Detected or Dispelled at either end. Duration 1 turn/Level; Cost 25,000GP (No resale). Improve (6th level MU). This

spell adds 2-6 (2-1/2D6) to any characteristic for eight hours. No other Improve or spell of similar effect can be used with the

spell, and the use of any item (save potions) which augments the same characteristic as the Improve dispells the Improve. Range:

3"; Cost 35,000GP (no resale). Magic Deflector (8th level MU) Similar to Anti-Magic shell, but it allows you to cast spells

unhampered. However, the chance of stopping a hostile spell is equal to the chance of dispelling it (as by Dispell Magic).

Duration; 12 turns. Cost: 60,000GP (No resale). Note: INTERWORLD is not an equal-opportunity seller and will not sell formulas or

spells to the Chaotic or Evil. However, sales will be made without discrimination or penalty to Neutral. Payment should be in

gold or the equivalent in silver, copper, electrun, platinum, or mithril (at 500 gold/mithril), and notification of purchase made in A&E.



Since it seems that everyone else is introducing their characters, I thought it might be time to do the same. Because my oldest and largest character set in in Scott Norton's Urth campaign, some background might be in order. Urth is a parallel to Earth, along D&D lines, but similar in geography and somewhat in history. The year is 1076 (in fact, as I write this, it is Feb. 22, 1076), and the characters in the campaign live on the Rhine river near the Lorraine area. The campaign itself is a high-power, lots of magic type (one of the 20th level Lawfuls vs. 30th level Chaotics type). If you object to this type of campaign, or to monsters as player characters, or to the use of followers. That's fine. I like this game, and I like low-level/low-magic games, and all sorts of games in between; and while I respect anyone's right to run and play the game his/her way, this campaign is not run by me, and the last thing I need is some R.A.N.D.O.M.S. (Rightously Angry Neo Demanding Obedience to My System) filling 6 column-inches with bitching. I appreciate feedback, pro or con, but not when it's not my setup. This out of the way, my characters are:

HEILBORN, Griffin, male, 13-18-13-18-16-16, 10+7 HD, Mage 12th. He started as a rolled 13-18-13-12-13-16, and got characteristics raised via potions and Wishes (not too uncommon back at the beginning of the campaign, but rare now). Born of a Sphinx mother & Griffin father, Heilborn left the pride to study Magic at Fey College. He graduated with a MS in Dungeonology-Mage's division, and a minor in Alchemy. Like most of his followers, Heilborn is just on the Law side of Lawful/Neutral, and is probably fortunate that his god (The First Phoenix) is a forgiving one. Since he left school, he has done well for himself, and is now a multi-millionaire, some of which has gone and is going into spell research.

ELLEN, Griffin, female, 12-16-13-18-18-12, 10+3 HD, Illus 9th. Ellen started life as a human; after a battle in which her parents were killed, she was sent across to France from England, there to travel to Germany to join a relative. She was put into the care of a young Cleric and sent on her way, but just past the Franco-German border the wagons were attacked by brigands. Using her Illusionist (she was 2nd level at the time) powers, she and the cleric escaped, and were found in the woods by a Lawful dwarf, who took her to a camp where they met Heilborn. Having found a liking for adventuring, she decided to stay, and so joined the group. As time went by, she found herself falling in love with the griffin. At first Heilborn thought that her professed love was just a need for a father-substitute--till one night when she got ahold of his Polymorph wand, took Griffin form, and convinced him that she really meant it. Some time later, when they came into possession of some wishes, they used them to make it as if she had always been a griffin, and now the two are mates.

BREDIN of Durin's line, Dwarf, male, 18/88-13-10-15-13-12, FM 8th. The dwarf who found Ellen, Bredin met Heilborn when he was passing through a college town just after graduation. The town was lively, and Bredin was startled to hear a loud voice bellowing an old and slightly bawdy dwarvish ballad. He was even more surprised to look into the bar where it was coming from and find a Griffin doing the singing. But, he'd kicked around as a mercenary long enough to become a Hero, and so he strolled in, bought a mug of ale, and joined in the song. Before long, the two were drinking buddies, and all would have been well had an Elf not complained about the noise. Now, Heilborn isn't fond of Elves cold sober, & both he and Bredin were half-plastered, and when Heilborn replied with a comment about the possible ancestry of Elves in general,



The elf stood erect, a tower of dignity, terrible eyes flashing, and began to leave...when Bredin, who should have known better, poured his ale into the elf's right boot. Now, the elf was a MU5/EM6, and not to be taken lightly, but he didn't know that Heilborn was an MU6/8+1HD, and so didn't expect his Magic Missile to be interrupted by a Web, at which point the tavern turned into a riot---and Heilborn & Bredin managed to exit by air only seconds before the Campus Guards came onto the scene. After that, the two decided it might be interesting to stick together--so they did.

JOHANN DEUTCHENDORPH (John Denver), Wereagle, male, 11-12-10-13-14-17, 8+4 HD, Poet 8th. Johann was working as a wandering minstrel when Heilborn and Bredin met him in the Wilderness. After traveling together, they came to like each other. Shy despite his high Charisma, Johann is nonetheless a very fast friend when you get to know him well, and a fighter and a half in melee.

VILLOR, human, male, 11-10-12-13-10-9, Cleric 8th. Born into a well-to-do family in France, Villor became a Cleric because he couldn't find a talent for anything useful. Assigned to escort Ellen to Germany, his reaction to the subsequent events was astonishment. But he remains loyal to Ellen in any shape, and he's slowly turning into a competent aide to a party.

RALNOTH, Wyvern, male, 13-9-9-18-14-9, 9+3 HD. Ralnoth was added to the party after being found in a Jungeon. Mostly so far he's been used to carry Villor, but he hasn't been with the party long.

ILSILDIL, Elf, male, 9-11-13-12-16-15, Thief 8th. Although Heilborn doesn't usually like Elves, Ilsiildil is not a typical elf, as his profession clearly shows. He answered a notice by Heilborn advertizing for adventurers, and has made himself very useful in the time since then, although mostly by using his Spell Storing ring, rather than his thievish skills.

SPHI, Sphinx, male, 14-14-11-13-12-10, 6+3HD, Mage 5th. Adopted by Heilborn and Ellen after he was found orphaned, Sphi has grown into a competent Mage and adventurer in his own right. He and Villor usually stick by Ellen in combat, often with Ralnoth carrying Villor, and the four often fight as a team.

WILLIS, Phoenix, male, 15-14-12-16-16-16 (all of those rolled, by the way), 5+2 HD. Willis started his dungeoning career as a Human Magic-User, and actually got up to 4th level before the first time he was killed. It was then that it was found that the Great God Finagle had put his mark on Willis--No matter how good his constitution, he has never succeeded in being raised from the dead. Reincarnations have been the only answer. The first time, he managed to return as a human capable of picking up his magical career, although as a lower level; and had almost made it back up to 4th when he died again. This time he was not so suited to magic-use, but, still human, he continued to climb the long road back to 4th. His fourth incarnation, however, made it impossible to continue the Mage's career--for he returned as a Hobbit. Back to 1st level, and not being used to his new form he didn't take long to die one more time. He returned in the form he now wears, and after a few weeks training by Johann, Willis started his new career. He has managed to avoid death so far, and as a basically irrepressible sort (ask a werewolverine named Alferic about that) he has learned to have fun in his new form; aside from his new hobby of teasing Red Dragons, he has found that, since the Phoenix is a creature sacred to Heilborn's religion, he can get away with a lot more than he could as a human.

ABRAHAM BAR-ISSAC, Human male, 7-11-14-8-11-6, Cleric 2nd. Just added, he proves that Heilborn is indeed an equal opportunity employer. Out of room--till next time, we wish you Good Hunting.



BILLY BALROGS'S OWN FANZINE SOUNDS BABY BLUE DRUMS IN THE DEEP,  
or, the comments start on page 3

JOHN KINGSBURY-- I have lost track of the number of times the local players have Silenced a member of their party, sent Hold Portal against his mouth, tried to use Suggestion to persuade someone he really doesn't want to play, etc. They rarely work. / Duh, that is an interesting list of random mutations. I might use it for a sixth or so of the characters, but if everyone rolls on it you are presumably running a game set not long after the Bomb.

RICHARD J SCHWALL- That table does seem like an improvement on the original D&D clerical spell table. The real problem, in my opinion, is the levels of the spell. Raise Dead and Commune, in particular cause gross crocks unless restrained. "How big a treasure does that Balrog have?" Having a separate table for each area/dungeon is a good idea. But "mosters" in a tomb? What do you do if you roll a Hydra?

DICK ENEY- Ah yes, running dungeons with people used to different styles does tend to lead to arguments. The argument or two I've had with you seemed to arise from my not understanding the nature of "Law". I have heard other people talking about problems with people used to thousands of EP & gold each and every expedition. You seem to have survived the experience well. "Swanson-power" magical items?

JOHN BOARDMAN-- A summary is not a review, as I thought you knew. EN GARDE needs improvements since as is it is all too much a pure dice game. You apparently play it? How do you manage to keep a campaign going- locally we always get tired quickly. A good many useful things could be said about En Garde, it is too bad that you allocated only your last two paragraphs to them.

LA AREA FANS-- Will be in Pomona from 12/15/76 to Jan 4/77. Phone 714-626-3258. Anyone interested in Gorree?

BILL PALEY-- The prize in that tournament was a 1 year subscription to THE DRAGON? Judging by #3, you were lucky to lose. Personally, every time I see a very high level go along with a party of low level characters either (1) the high level is the party, or (2) the party gets in too deep and gets offed. The great Sweeny sounds random.

WAYNE SHAW-- Permanent dimension doors to various places are my solution to the "how did a dragon get down there?" problem. The eighth level has a well known door which leads to a hole 500' up in the sides of the Black Cliffs of Arccom- about a thousand miles away. Several parties have looked out and watched thousands of Kossark nomads riding by.

Also I am occasionally unreasonable. There is a 10' square room that has a full grown T. rex in it. Hanging upside down, mouth parallel to the door. Bust the door and snap... That however was put in very early- and is in an area no one visits anymore.

I believe that the grossest monster a party can encounter outside is an army. You evade it, that's all. Or try to.



BILLY BALROG'S OWN FANZINE # 13

From Mark Swanson, 71 Beacon St, Arlington, MA 02174. I run Gorree Dungeon and the local lands most Saturdays at Walker Memorial on the MIT campus in Cambridge. About a dozen DM's meet there most weekends. Likewise I run THE WILD HUNT, another D&D Apa-zine which concentrates more on the game and less on unending adventure reports. A gourmet society, after all, exists for the purpose of feasting and arranging for more feasts, not to rehash past dinners.

TSR's SWORD & SPELL (mass combat rules) are out. Locally they have fallen dead with a thud. Contrary to my comments last month they have in fact tamed magic - mostly by spreading fireball damage over all pieces inside it, etc. And they are fairly complete if you include all the D&D Rule books and Supplements. Certainly more so than the EMPIRE Napoleonic rules, for instance.

Yet the EMPIRE rules have been a success, as have, perhaps more to the point, the War Games Research Group (WRG) Ancients rules. Both of these are "modern" minatures rules: that is they deliberately ignore extraneous and colorful details such as exact weapons effects, fire rates, etc to concentrate on the dominant variables. These are generalship and information. An Ancient General could not give instant orders to his subordinates, receive up to the minute information or know everything about the battle. Troops did not obey finicky orders, execute perfectly timed complex attacks, etc. The recent trends in minature rules have all been directed towards correctly simulating the real environment of the battlefield. Gygax's SWORD & SPELL, alas, harks back to the old giant chessboard days. Only the general can get confused, never the troops.

To make things worse, the melee system used is far too complex. It is in fact the D&D "Alternative Combat System", and involves things like multiplying 3.5 damage pts x 342 Orcs x 120% then applying that to the enemy unit with 4.5 pts for each of its 210 AC 5 axemen. I have never seen a clumsier set of mass mellee rules, which could have used a clear, step by step description of how to use them. Remember the Sword generation rules in MONSTERS & TREASURE? That's the idea. Throwing out all die rolls helped only a little.

There are other problems as well. The morale grades are fouled up (do Levies start as shaken troops?), the point system is confusing and cannot be reconciled with those given for the sample game. Whether you object to a sample game where the surprize attack of the Unicorn cavalry, ridden by veteran warrior maidens, wins the day is a matter of taste, I suppose.

Now let us admit at once that these rules addressed an extremely hard problem. Adding magicians to an Ancient army is not all that difficult - they end up behaving as mobile self propelled artillery. The problem is what to do with all those 8HD fighters we have running around. I would feel more interested in trying to improve SWORD & SPELL, the way the WRG ANCIENTS rules have been improved, but for two problems. The first is that D&D has yet to come out in a new edition. Or even a onepage summary/errata sheet. Gygax's letter last time, detailing his intentions in words adequately clear; (MU's wear no armor, use spells once a day, thieves may not carry shields or wear chain, etc) could be most of such a sheet. I wouldn't change my system but it would certainly be efficacious against the "Monty Hall DM's". The other is that the stand sizes are not compatible with those for WRG Ancients rules, the best system around.



The fact that D&D has never been reissued bodes ill for any work spent on improving them. Such is not done from the hope of any flattering reference to "the host of players who have helped" but instead because a good, commonly used set of rules makes it much easier to attract newcomers or find new opponents. Without an up-dated SWORD & SPELL in prospect, why bother? The stand size difference mean that figures prepared for SWORD & SPELL cannot be used for other rules.

If you want to try these rules, go ahead. I suggest you not mount figures till you are satisfied with them. Toning down the missile fire effectiveness and the presence of a gamesmaster/judge prepared to make accurate rulings or necessary overrulings will also help. If you would like to see what a good set of miniature rules is like (alas, no magic at all) send \$5 for the WRG Ancients rules to Heritage Models, 2916 Blystone Lane, Dallas Texas 75220. Or buy them in a hobby store, looking for the 5th edition of June 1976.  
SWORD & SPELL is a TSR product, \$5 from the same place you got your D&D rules.

CONVENTION GAMES OF D&D- People keep running D&D tournaments at conventions. Personally I think this is a poor idea in principal, but then I run a saga, not a treasure hunt. The October DRAGON had what amounted to a defense of running such as a puzzle/monster slaughter with defined idocy factors. Essentially, it amounted to "where will we find N umpires that will run intelligent encounters identically." The man has a point.  
My own view is that the DM should be more or less neutral, not the enemy. If a tournament has to be run, I would suggest a two sided scenario. I have run several such, with variants on "Go dig the other side out of a tunnel complex working best. Separate rooms are not needed, provide the DM keeps an eye out to ensure neither side acts on perfect intelligence and keeps melees moving briskly. Somehow they can be a lot of fun, though they tend to be killers. Somehow monsters run by 5 minds do a lot more damage than those run by one. Also, players typically remain in character, having no mercy on each other. Remember that what is said is said and attempted. In these the 5' corridor, well, thens the breaks.  
In a real tournament, a second judge, who would keep track of the deeds of the players for later judging would be helpful.

\*\*\*\*\*  
WINTERCON- The MIT Strategic Games Society and the American Wargaming Association will be running a convention Jan 14-16, 1977 at the MIT Student Center in Cambridge, Mass. We will have D&D, Mines, Tactics Pt game (many players, pieces and a large board. Played once. Veblan should be living to see this!) Preregistered cost is \$2 /day, \$3.50 for the entire convention. I am treasurer, send requests or money to me. AWA & MITSIGS members get discounts.  
I am also treasurer of aforementioned AWA. We run conventions, put out a monthly 12 page newsletter/minizine and run ratings, FBM etc services.

-----  
As a minor note, Timothy Kask, editor of TSR's magazines THE DRAGON and LITTLE WARS, is acting very pleased with himself these days.



MOCKTURTLE-FLAVORED TURKEY ROLL or THE WITCH-HILLS-EXPERIENCE RUN AT GEN CON WEST #70 by Hilda C. Hannifen, 1735 47th Ave. San Francisco, Ca. 94122, 415-564-2568 or JOGALOT.

Most of the games run at Gen Con West involved dungeons where new beginning characters were run. Most DMs apparently did not want to deal with loot from other universes nor have to try to get people to recalibrate established characters. I, however, did not find this a problem as I ran Witch Hills, requiring a minimum level of 12th for all entering characters and letting people get away with anything. This led to several characters brevited from lower level characters; one character started from scratch who selected as his one magical item a Bag of Holding; a chaotic elf (I was not informed of his alignment ahead of time which complicated things for me) who I later found out was made up completely including his +3/+23-in-the-hands-of-a-Balrog sword which bestowed Balrog abilities to anyone Polymorphed into this form as the Elf did; a 11th level fighter with a Helm which made him into a 22nd level cleric, gave him Demigod status, and in two weeks or less, when he died, would turn him into a God to then be only accessible by use of a Gate spell; a high level Thief/Mage; a high level pure mage; and a 15th level cleric for leader. In any case, there were a total of ten characters braving my dungeon.

For use of the elevator and a guide to the Witch Hills, Sister Cecilia requested a 500gp contribution be made to the Holy Mother Church. The leader, despite being Egyptian, made a contribution of 5000gp for which Sister Cecilia offered to maintain her researched spell, Divine Intervention which acts as a remote Bless cumulative with normal Bless, by doing vigil and constant praying that being the way the spell is maintained. The party was warned that the benefits of the spell could be lost if the party did not act according to its lawful alignment. (The Elf/Balrog for instance should not have gotten the benefits of the spell but rather the reverse.) Except the leader, the party was neutral.

Zelda, a converted chaotic evil type (who saw the error of her ways) acted as guide since Bodeworthy was dead. She led the party to the same room as the previous expedition to the dungeon had used to get into the Witch Hills. At the room to the door, Zelda hastily left the party to their fate.

Inside the room they heard noises of claws clicking on stone and of occasional thumps. Opening the door, everyone had to make a saving throw versus fear. [Modified saving throw is: Castor minus Caste divided by 3 then added to 10 for Spells. This allows for the much higher level all transactions are taking place on.] Inside the room were a number of large, black-as-the-depths-of-space rabbits with burning eyes. The Demigod did not make his saving throw and knew them for what they were, the accompaniment and counselors of Death. Despite the fact he knew he was supposed to die in 2 weeks, he could not easily overrule his fear of that unknown and dread state. The rabbits however did not attack nor act aggressive so the party entered the room. For the rest of the time the group was in that room the rabbits stayed to themselves just watching. Luckily these people had acted correctly because these were the Owsla of the Black Rabbit of Inlay, a rabbit God of Death who would have appeared to help his followers against rabbit-enemies. Because these represented a purely rabbit religion, the Bard with the party did not know anything about them from his knowledge of Lore. [The reference here is to Watership Down.]

Other than the rabbits, within the room were a pedestal with a closed book obviously finished (the Book of Infinite Spells which the previous party had closed), an altar covered completely with a substance which looked like dried blood, and a niche with a broken fire pit and equipment in it. The Demigod promptly decided the thing to do with an evil altar was to consecrate and cleanse it. While he was busy throwing Holy Water and doing Dispel Evil upon it he was not watching the floor where a pseudopod of Blood Mold, looking like sticky bread-dough was oozing towards him. Suddenly he felt great pain as the stuff touched his flesh doing 2 d-8 of damage. The next turn it entered his blood stream and



began to do so as it converted his flesh into more Blood Mold. He tried several spells without success when the leader got a flash and had him do a Finger of Death upon himself. This worked completely killing the goo, but unfortunately as he was casting it upon himself as a 22nd level cleric but only saving as an 11th level fighter, he died. Thus he went to his reward of Godhood. If he had died from the Blood Mold itself, two options were open to me as DM as to the nature of his Godhood. Either he would have been an unintelligent god composed as he would have been entirely of Blood Mold, or else, he would have acquired the ability to regenerate at the same rate as it consumed him so he would have been in eternal pain: thus very quickly a totally insane god. [Blood Mold is actually a high level of cleanup monster which was conceived of from watching a real ~~slowly~~ Japanese horror movie. Its description in detail and all the other monsters mentioned here will be covered in "All the World's Monsters" which is being prepared by Jeff Pimper up here in the Bay Area.] The Blood Mold had been on the altar because the Lich Cleric who had lived there could bind it to that surface.

Eventually the party found the secret door which gave access to the Witch Hills proper. Beyond the door was a 10'x10'x10' room which had a secret door on the opposite side. Experimentation proved that only one door could be open at a time so the entire party squeezed into the tiny room. As the other door opened, all they could see was the lower legs of a very large robot who promptly kicked one of the people standing in front doing much damage. One of the mages promptly polymorphed it into a giant tin can, but as they watched through the reclosing door, it was already shifting back to its robot form. Back in the other room, the party held war counsel while even though the thick stone they could hear the rumble of a jet and feel the vibrations of something rolling away down the corridor. Checking with detect metal they determined that it did not go very far before stopping again. One of the mages decided that a Rust Monster was what they needed. Thus taking the dead body of their Demigod compatriot, they did an Animate Any Object then a Polymorph to Rust Monster. The resultant zombie was teleported into the hallway but due to aberrations of the clime, the creature appeared 40 feet down the hall in the wrong direction. This allowed the robot to fire a missile from its launcher but that missed though the explosion rocked the dungeon. The Rust Monster advanced stiffly upon its foe who panicked, switching at the last moment back into its true form as a Chrome Dragon and used Gorgon breathe on the RM which succeeded in turning it to stone. At this junction, the dragon decided to come in after the people. It took several moments for it to effect the fit into the tiny room since the two were of a size. Also during that time, it cast Ventriloquism and Invisibility upon itself. When finally it did come out, it was at an angle by way of a passwall which due to the pressure with which it had been packed into the room brought it part way into the larger room. People promptly started to hear breathing in another corner. The creature had come out, however, directly under the Balrog elf who was hovering. Taking advantage of the convenient party, it took a bite which did terrible damage to the Balrog's legs but got 2d6 of hot mouth for its efforts. Before it could do anything more, it was charmed to the Thief/Mage. Questioning it they found out its lair was nearby as was its mate and a clutch of eggs. The party decided against keeping it around with them as the smog breathe it exhaled normally was making them drogy. They decided to get one random piece of magic from the dragon and go their separate ways. They let the dragon go through the tiny room first and as they in turn entered could hear it roaring as it chased away a minor free-spirited Earth Elemental which had appropriated the stoned body of the Rust Monster zombie. The dragon gave them a Staff of Paralyzation with 43 charges. The dragon was just as happy with having to give them a magical item in exchange for peace since otherwise they might have demanded one of its four pieces of "technological" treasure.

They went down the hall in the opposite direction of the dragon's lair. They opened a door from which a faint crackling sound came to see a naked woman with pierced nipples and a veil and neck harness reclining upon a divan. The near half of the room was set for a party. When the first guest arrived, a Human/Red Dragon Centaur, coming from a corridor behind a phantasmal wall, they decided to leave without a fight. Since the first move had been theirs, they had no trouble leaving the area.



I WOULD HAVE MADE A GREAT PLATINUM DRAGON #2  
by Bill Selligman, 2417 University Halls #2, Ithaca, NY 14853  
typed by Lee Gold

For this issue I will reverse the format of last issue and present humor first, then serious material, although some of you after reading this may think I did not reverse the order. In order to save my little grey cells for this month's exams, I am using a Star Trek/Strategic Games satire originally written for the Exponent #28, but I doubt there is an appreciable overlap between Exponent and A&E readers. So on with

#### WHERE NO GM HAS PLAYED BEFORE

"Captain's Log, Stardate 4515.8. The TSR INCORPORATED has been ordered to explore the fringe of the gaming universe. Between the realms of ordinary games and that of Fantasy and Science Fiction games, there is a highly charged barrier composed of nervous energy and excited emotions. Our mission, should we decide to accept it, is to explore the games beyond the barrier and give a report to the Gamesmaster as to playing some of the games there."

But there was a short delay. While the men from the INCORPORATED searched a 40x40' room, they found a strange scroll and gave it to Mr. Scruby to cast a Read Magic upon. "The scroll is written in Mu'ugala-vyani which I am moderately familiar with," he reported. "It was left behind by the captain of the TSR HOBBIES. He suffered 12 points of damage and could not save vs. Confusion and went through the barrier that we are now approaching. He used some sort of Cure Light Wound device on the other side of the barrier, of a sort I cannot make out. The HOBBIES went back through the barrier, but there was some kind of trouble on board. Its captain requested looking at his non-player characteristic sheets, apparently looking for high Psychic Abilities."

"Psychic Abilities," exclaimed Captain Cast.

"Yes," replied Scruby. "It seems these older ships used the EMPIRE OF THE PETAL THRONE rules. In any case, those with high Psychic Abilities died except the one with the highest score. There was some kind of power he gained. And then my ability to translate fails. It looks as if he insulted both the IDA and the TDA, thus destroying himself. He even wrote articles about FSTp(nc) to make sure!"

Cast asked, "Dr. McEwan, what do you think?"

"Since our men use the standard character system except that they roll Luck, Egotism and Sanity, they do not have to worry about Psychic Abilities, because they never rolled for it."

"Then through the barrier we go," shouted the men of the INCORPORATED. VROOM-VROOM-VROOM went the INCORPORATED's shields. Wang-roo, Wang-roo, Waag-roo went the shield spells. KITITITITITI went the Commune spells. Clang-clang-clang went the trolley. Ding-ding-ding went the bell. Chick-a-dee-dee-dee went the little birdies. I think I can, I think I can, I think I can, went the little red tain that could. But I digress.

Little did Captain Cast know that at that very moment, Lt. Cmdr. Gyax Knockwood was opening an envelope containing his copy of ELDRITCH WIZARDRY AND SHOWING IT TO HIS GIRLFRIEND, AN Empath. As they began reading the rules, Knocking began rolling the percentile dice idly. Suddenly just as he was reading the Psychic Abilities rules, he rolled a 00. At that moment, the INCORPORATED entered the barrier.

Knockwood started glowing and weird special effects crawled all over his body. These effects spread onto the Empath. And through it all the Glen Glenn sound effects reverberated throughout the INCORPORATED. When Cast and McEwan rushed to Knockwood's aid, they found his eyes covered with strange, glowing contact lenses.



McEwan placed him in a local monastery to recover. Later that turn, Scruby talked with Cast. "Captain, I have been monitoring Knockwood's reading. He has been absorbing rules, strategies, simulations, magazines, fantasy works, miniature rules and some pretty wild combat systems. I think all of this knowledge is dangerous. I talked with the Empath and she said that she saw him manipulate his character sheet, raise his hit dice to 5000, give himself damage to -5,000,000, an amount prohibited by the Gamesmaster, then heal himself. He has used Create Food and Water spells and may have Finger of Deathed a security guard, and he isn't a Cleric, not even a Monk or Druid. The INCORPORATED sustained 152.7 points of damage in crossing the barrier or about 34 megarons. We must find the room with that curing device in it. And when we do so, we must leave Knockwood there, spiking the door 62.7 times to prevent him from ever getting out."

"Are you sure, Scruby. Remember, he and I are good friends. When we faced the rampaging forces of the Dippies, he was the one who tear-gassed them, risking his life to save me."

"But he may try to take the captaincy from you."

"We'll leave him there."

They found the strange device, but a description of it will have to wait until another issue (the Device of Device Healing). They kept Knockwood in one corner of the room with a paralysis spell. But this simply made him stronger. Scruby, knowing that it might make him Chaotic/Evil but seeing the logical need for doing so, started to raise his +3 Vulcan Death Grip. But Knockwood suddenly reversed the paralysis, freezing the INCORPORATED officers on the spot. He went to the Empath whom he had grown fond of, even in his godhood, and magically materialized glowing contact lenses in her eyes. "Now," said Knockwood, "we shall be like GMs together."

When the rest finally made their saving throws, Scruby could not be relied upon for advice. All he would say was, "I told you so. I told you so." Cast picked up a Death scroll and said to McEwan, "Take everyone else to the INCORPORATED by teleport. If I don't Commune with you in 24 turns, go back to the Gamesmaster and give him my recommendation that this planet be erased from his maps."

Cast pulled out a hex sheet and started to search the wilderness for Knockwood. IN the meantime, the Empath and Knockwood found a clearing in a range of mountains. As the Empath watched and wondered, Knockwood started to produce rules right and left. "We shall roll EPT characteristics only for werewolves and leprechauns. For all other creatures we shall use three of the type of hit dice. All hit dice will be 100-sided. There will be 1-50 6th level monsters in all local bars, but there is a 1% chance they will be Phantasmal. And this is for you, my dear Empath," he said, handing her a scroll. "Ah, I perceive through my Crystal Ball that Cast is coming. Why don't you go and meet him?"

Cast was only one hex away from Knockwood when the Empath appeared. She tried to dissuade him from attacking Knocking; she even threatened to teleport him one to the fourth miles away to save his life. She gave him the scroll to show what Gyax's powers had become.

But Cast made his Save vs. everything. "You have not been paying attention to your math lessons, I see. But you don't know the real Gyax. He resembles a cross between Rich Little and Earl Butz. You know that that remark has no meaning whatsoever, but that proves my point, you see. Pretend you know about this sort of thing? What's your prescription, Alchemist?"

Despite the fact that Cast had not rehearsed his lines well, the Empath believed him and led him to Knockwood. He knocked both scrolls from Cast's hand. "I am your GM now, Jack. Time to pray for a deus ex machine." Knockwood used a Mind Bar from EPT to control Cast. Just then



The Empath hit Knockwood with an advanced Lightning Bolt. He returned it. The exchange went back and forth for a while, then Knockwood lost his contact lenses. Instantly fast was upon him, doing two attacks/round. But Knockwood found his contact lenses again and put them on. But while he fumbled them on and created a Grave of Devouring, Cast grabbed his Death Scroll and read the sacred words:

O NASA! O UCLA!

O AF of L and the clu!

NAACP! YWCA!

Pandit J. Nehru!

A beam of light shot from the scroll, hitting Knockwood in the left big toe-nail. "What," shouted Cast, "the left big toe nail?"

"I used the Blackmoor Hit Location System, Jack. You forgot, I am your GMMMMmm..." responded Knockwood. For at that moment he lost his footing and fell into the Grave of Devouring, draggin the Empath with him. Cast filled the Grave with a Meteor Storm.

"Captain's Log, Stardate 4415. We have explored the realm of fantasy games and found them suitable for playing, except for the rules to be now found on the newly named planet Gygax. Special commendation to our Empath, for Mr. Scruby for telling me so, and Gygax Knockwood."

Aware of Scruby's raised eyebrows, Captain Cast said, "Well, his Empath did give me this Scroll he made." He opened up the scroll and read

#### HOW TO MAKE THE ELDRITCH WIZARDRY COMBAT SYSTEM WORK FOR YOU

The biggest objection I've heard about the EW system is that it is too big a hassle. Perhaps for some but I've worked out a playing system that works very well, at least for me. First, you must extend the Missile Fire or Spell Casting Table, as per the instruction on page 5, EW, thus:

	First Melee Round							Second Melee Round								
	Pre	1	2	3	4	5	6	Post	Pre	1	2	3	4	5	6	Post
-30/-16	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
-15/-11	-	-	-	-	-	-	x	-	-	-	-	-	-	-	-	-
-10/-6	-	-	-	-	-	x	-	-	-	-	-	-	-	-	-	-
-5/-1	-	-	-	-	x	-	-	-	-	-	-	-	-	-	-	x
0/+4	-	-	-	x	-	-	-	-	-	-	-	-	-	x	-	-
+5/+9	-	-	x	-	-	-	-	-	-	-	x	-	-	-	-	-
+10/+14	-	x	-	-	-	-	-	-	-	x	-	-	-	-	-	-
+15/+19	x	-	-	-	-	-	-	-	-	-	-	-	-	-	x	-
+20/+24	x	-	-	-	-	-	x	-	-	-	-	x	-	-	-	-
25+	x	-	-	-	-	x	-	-	x	-	-	-	-	-	-	x

	Third Melee Round							Fourth Melee Round								
	Pre	1	2	3	4	5	6	Post	Pre	1	2	3	4	5	6	Post
-30/-16	-	-	-	-	x	-	-	-	-	-	-	-	-	-	-	-
-15/-11	-	-	x	-	-	-	-	-	-	-	-	-	-	-	-	x
-10/-6	x	-	-	-	-	-	-	-	-	-	-	x	-	-	-	-
-5/-1	-	-	-	-	-	-	-	-	-	x	-	-	-	-	-	-
0/+4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
+5/+9	-	-	-	-	x	-	-	-	-	-	-	-	-	x	-	-
+10/+14	-	x	-	-	-	-	-	-	-	x	-	-	-	-	-	-
+15/+19	-	-	-	-	-	x	-	-	-	-	-	x	-	-	-	-
+20/+24	-	-	x	-	-	-	-	-	x	-	-	-	-	-	-	x
25+	-	-	-	-	x	-	-	-	-	x	-	-	-	-	-	x

[I wish to disclaim all proficiency at statistical typing, but I think I got this table right.--LG]



The tables could be continued past the fourth melee round, but I do not think, at least in my game, that there will be many battles requiring more than 32 combat segments. Now that you have the benefit of this chart, what do you do with it? The way I've found to be most effective is to cover the chart with a sheet of acetate, so you can write on it with a water color marker (I recommend a Pilot Razor Point --I don't think a finer line marker is made). Next, before the game starts, assign each player an ID number; it will make things go easier.

Now, when there is a combat situation, have the players adjust their own dexterities. The GM calls out those who are in the second rank, says which side is surprised, etc. and calls this out while the players are figuring, so they do not have to ask. In my version, the players do not make the adjustments for spells, however. Now the GM calls out, "All right, if your dexterity after adjustment is within the following range, call out your ID number. Negative thirty to negative sixteen...." and so on. I usually write the ID numbers next to the dexterity range in which they belong. While the players were figuring their dexterities, the GM should also have figured the monsters' dexterities and placed whatever ID he uses for them next to their dexterity ranges. Now, proceed with the battle. Remember, all actions, aside from movement and combat are regulated by the above charts; see EW for details.

Now, when you get to magic use, I do something a bit different. Whenever a turn comes when any player can take an action, I say, "Numbers 101, 203 and 117 may take action." However they do not have to take action that melee round; they may delay it as long as they like, but when they do take their action, say three melee segments after it is indicated on the chart, I circle the segment three melee segments after the time the next action is indicated and put their IDs there. That segment is when the player will next be able to take action.

For mage spells I do the same thing, but first I subtract the amount from their dexterity as indicated in EW for adjustments to dexterity--or I tell the player to do it. Then I move up the chart to the range where his dexterity now lies, if necessary. The mage must then wait until I come to the segment which allows him to fire the spell in the new range and must fire the spell he specified unless he delays his action (as described above) in which case if he has passed the segment saying he could take action for that new range as well, he can fire the spell at once--or he may fire the spell at once if he does not go into a new dexterity range at all. But this lesser dexterity now holds; it does not go back until the next combat situation. If he wishes to fire off another spell, he must subtract even more from his dexterity and perhaps wait even longer to fire off the spell. There is, of course, a greater delay the higher the level the spell is. If a mage's dexterity goes below -30, he cannot fire any spells at all. Thus magic is kept under control, even with a spell point system such as mine.

Note: when I said "dexterity" above, I meant adjusted dexterity of course. Unless there is some magical hanky-panky going around, the actual dexterity of the mage does not change. Also note that when going to a lower range of dexterities due to a spell being cast, be sure that you wait until the same number of possible actions in that range has been passed before letting the mage use his spell. If in his current range of dexterities a mage has the capacity for three







UNTITLED ZINE

by Jason R. Saylor, Box 809, Cary Quadrangle, W. Lafayette, IND 47907

Your Hoard or Your Life (a reprint, but Jason doesn't say from where)  
(New Dragon Types for D&D)

Nearly every DM has or will experience the PCP (Player Character Power) Syndrome. In a D&D campaign, creatures that once were feared and held in awe are now laughed at and kicked around. I have found that dragons suffer the consequences of advancing player characters greatly. When a character reaches 10th level or higher, he tends to rush out and pick on dragons in order to get rich.

So another dungeon master named Rod Tobar (alias Gedick) and I have compiled a hoard of new dragons for the enjoyment of DMs everywhere. Since the statistics of these dragons cannot be found in any book, player characters are forced to use their noggins in order to figure out what they are up against. Below are the basic stats and info for each dragon:

1) CARBON DRAGON           Breath Weapon                               Sleep/Talk/Spells  
AC: -6                    Lightning: 12" x 1/2" or                        Spell Level  
Alignment: Chaos       Infrared Ray: 5" x 4" cone                30%/30%/0/0  
HD: 16-18  
Infrared cone: all affected must save vs. Dragon Breath or die  
Bite Dmg: 5-50 points. Claw: 2-20 points.

2) ELECTRUM DRAGON       Breath Weapon                               Sleep/Talk/Spells  
AC: -2                    Flesh/Stone 5"x4" cloud                       Spell Level  
Align: Neutral           or, Cold 8"x3" cone                        25%/85%/50%/7th  
HD: 12-14  
Electrum dragons can and often do take the guise of white dragons.  
Their saving throw vs. magic is 6+. Bite 3-36. Claw: 1-10.

3) IRON DRAGON            Breath Weapon                               Sleep/Talk/Spells  
AC: -4                    Fire: 12" x 6" cone                            Spell Level  
Align: 1-2/Law         HD: 23-25                                       20%/70%/20%/6th  
                          3-6/Neutral  
Iron Dragons are normally found only in the wilderness, as they  
are 3 to 4 times larger than normal dragons. Bite 7-70; Claw 2-24.

4) KRYPTON DRAGON        Breath Weapon                               Sleep/Talk/Spells  
AC: -3                    PSI WAVE: 8' x 3" cone                        Spell Level  
Align: Chaos            HD: 18-20                                       40%/30%/20%/4th  
The PSI Wave has the same effect on victims as the Mind Flayer  
(SR 1:4). Bite 5-50, Claw 2-20.

5) POLKADOT DRAGON       Breath Weapon                               Sleep/Talk/Spells  
AC: 2                     Polymorph or Time Stop                        Spell Level  
Align: Neutral           or Fire: 8"x3" cone                        25%/100%/35%/5th  
HD: 8-10  
The Polkadot Dragon uses Illusionist Spells (SR 1:4)  
Bite 3-24; Claw 1-10.

6) PURPLE DRAGON         Breath Weapon                               Sleep/Talk/Spells  
AC: 0                     Negate Magic: 5"x5" cloud                    Spell Level  
HD: 14-16                                       30%/30%/20%/5th  
The Negate Magic cloud causes magical items on all persons involved  
to save or be destroyed. Any spells in effect must save vs. Staves  
to remain in effect. Bite 4-40; Claw 2-16.



- 7) STEEL DRAGON                      Breath Weapon                      Sleep/Talk/Spells  
 AC: -3                      Ice Storm 9"x4" cone or                      Spell Level  
 Align: Neutral                      Gas: 5"x4" Cloud                      25%/90%/80%/6th  
 HD: 12-14  
 Save vs. Wands, Spells & Staves is 6+. Bite: 4-40; Claw 2-16.
- 8) SUPER-BRONZE DRAGON                      Breath Weapon                      Sleep/Talk/Spells  
 AC: -2                      Fire: 9"x3" cone or                      Spell Level  
 Align: Neutral                      Repulsion: 5"                      30%/45%/20%/4th  
 HD: 16-18  
 Super-Bronzes are usually friendly towards Man. They are all telepathic. Bite 5-50; Claw 2-20.
- 9) TITANIUM DRAGON                      Breath Weapon                      Sleep/Talk/Spells  
 AC: 0                      Paralysis or Fire 9"x3" cone                      Spell Level  
 Align: 1-4 Law/                      HD: 10-12                      30%/75%/80%/5th  
 5-6-Neutral  
 Titanium Dragon Spells are Clerical. They like to live in abandoned temples and shrines. Bite 3-36; Claw 1-10.
- 10) URANIUM DRAGON                      Breath Weapon                      Sleep/Talk/Spells  
 AC: -3                      Radiation: 8"x3" cone                      Spell Level  
 Align: Neutral                      HD: 18-20                      30%/50%/30%/6th  
 Radiation Ray: all affected must save vs. dragon breath or die. If saving throw is made, 6-60 points of damage are taken. Rings and cloaks of protection add their value to the character's saving throw, for these items alone are some protection against this radiation.

Next on my drawing table are monsters from Barsoom, Thongor's Lemuria, Empire of the Metal Throne and the Novel Dream Lords by Adrian Cole; all converted to D&D statistics so they can be used to spice up the "wildlife" of the dungeon.

-----  
 RINGS

Rings of Power: these were created to increase the powers of MUs, but any person can use them. However, since only MUs know precisely how to employ them, halve all damage and limit monster summoning to 1-5th level monsters for non MUs.

1. Ring of Cold: fires a cold cone 8" x 3" of 20, or 10 dice damage. Blue Triangle Gem.
2. Ring of Fire: fires a fire cone 9"x3" of 20, or 10 dice damage. (Red Circular Gem). It can also summon Fire Elemental as #4.
3. Ring of Intense Heat: fires a heat ray 8"x 1/2" which affects even fire-using creatures. This ray also melts metal less than mithral in two blasts, making it unbearably hot in one blast. 16 or 10 dice damage. (White Metallic Star)
4. Ring of Earth: can summon an earth elemental; MUs need not concentrate on the elemental to control it. Also fires a meteor swarm of 8-80 Dpts. (Brown E Rune).
5. Ring of Air: can summon an air elemental as #4. It also can form an air shield of +2 protection around the user. (Clear Crystal Gem).



- 7. Ring of Destroying Magic Items: can cause 1-3 magic items on a foe to make saving throws vs. destruction. (Pink Metallic U Rune). (See LL, p. 38 for magic item saving throw guidelines)
- 8. Ring of Lightning: fires Blue Lightning Bolts, which can penetrate the toughest armor. These bolts are of standard range and size but deal 20, or ten damage dice. (Green Onyx Square).
- 9. Ring of Monster Summoning: gives the power to summon even 7th level monsters. Only one monster or pack of lesser monsters can be controlled at a time. This ring also has Charm Monster Spell (Black Diamond Gem). 30 monster levels can be summoned.

ANOTHER SORT OF CONFUSING PASSAGEWAY

--Lee Gold

Those interested in confusing parties and/or getting them lost might do well to adapt one or more characteristics from the passageway featured in Theodore Sturgeon's "What Dadd Men Tell," (ASF, 1949) reprinted in IMAGINATION UNLIMITED.

In this story (for reasons too complicated to go into) the hero finds himself wandering through the inside of a hollow Mobius strip; the passageway's cross-section is triangular and the force of gravity rotates to keep "down" on the side of the triangle that the hero's feet are. Thus objects left in one position have fallen into another one by the time the circuit has been completed again. One of Sturgeon's characters remarks that this shape is "what a topologist calls a nonsimply-connected continuous trifacial."

Gary Porter of 237 Markfield, Courtwood Lane, Croydon, Surrey, England, CR0 9HW writes to say,

I saw Martin Easterbrooke yesterday who tells me he is going to write a piece for you about the British D&D scene. [See A&E #16 for Easterbrooke's first article--LG] The British game is developing in a different way to the US game. Our players came from boardgames such as diplomacy, whereas our impression is that US players are tabletop miniaturists.

As you may know there are only two UK magazines which deal regularly with D&D in detail: Owl and Weasel, which is published monthly by TSR's UK agents Games Workshop, and News from Bree, excellent but infrequent. I am hoping that Leviathan, my zine, will soon have a D&D/Fantasy spin off in the shape of a genzine called provisionally "New Orc Times." Our fantasy games will remain in Leviathan and articles, reviews, etc. will appear in "Times." If our plans materialize, we would like to reprint some US articles. How much would you charge for reprints from A&E? [Anyone who wishes to reprint my own material should feel free to do so, as long as they credit A&E as the source. Please do not reprint material written by anyone else for A&E without checking with them to get their permission.--LG]



perpetrated by Earl W. Baker, 245 Clark, Chillicothe, Missouri

There will be no Tale from Gramarye this month, but I felt it necessary to write to correct a publication error in A&E #16 before fireballs start raining down on my house. In my comment to Searchlight, the key word is "clownishness". Apparently my handwriting was too rotten for Lee to decipher. The correct word was clannishness as in "a sect or clique of persons having a common interest and disposed to associate only with members of the same sect or clique".

Now some comments on A&E #16:

Lee Gold: The covers for A&E are becoming more professional with each issue. ~~Ken~~ Pick's cover was a work suitable for framing. Your aging table is something that has been needed since Ghosts and other aging monsters first appeared in D&D.

Platinum Dragon: Starguard was an interesting and witty presentation, keep up the good work.

Field & Phalanx: Its refreshing to finally get the specs for a Smokey Dragon. Thanks.

Mockturtle: Sister Cecelia is beautiful; not her personality, but the detail and thoroughness of your handling of her personality.

Griffin's Quill: Blade Barrier only draws blood if you walk into it. It is immobile like a Wall of Iron, therefore it does not act as an offensive weapon.

C.I.A.: Levels are gained by accumulating experience through both adventuring and training (purchased). Experience points gained through training can be purchased equal to twice the experience points earned in combat. However, experience in combat can be difficult to gain and of course, the higher your level, the more expensive the training. Since I've started on the subject, I might as well show how experience points for combat are earned in Gramarye. In formula form there are three steps. 1) to determine the monster's experience point base. 2) to determine the experience points for the individuals who participated in the combat, and 3) to determine the experience points for the non-combatants.

$$1) \frac{M^2 \times 100}{A} = E \quad 2) \left[ \left( \frac{\frac{1}{2}E}{C} + \frac{\frac{1}{2}E}{G} \right) \times D \right] \div L = E_1 \quad 3) \frac{\frac{1}{2}E}{G} \div L = E_2$$

M = Monster Hit Dice\*      C = # of Combatants      E<sub>1</sub> = Exp. earned by  
 A = Monster Armor Class\*      G = # in Expedition      Combatants  
 E = Experience point base      L = ½ Level of Individual\*      E = Exp. earned by Non-C.  
 D = Armor Class of Combatant\* (max. 2 times A)

\* minimum of 1

Experience for spell casting is (100 pts. x Spell Level) ÷ Level of Caster with no points received for spells cast upon yourself. Clerics receive points for turning undead of (100 pts. x monster hit dice) ÷ Level of Cleric. For dispelling undead, the formula is the same, but the monster hit dice is squared. Magic Users only receive the multiplier for Armor Class in formula 2 above if they engage in melee combat.

Example: Group consisting of A (FM4, AC2), B (FM4, AC3), C (MU3, AC8), D (C2, AC 6), E (T3, AC8).



Tales of Gramarye

Results of Expedition	Performed By	Base EP	A	B	C	D	E
Sleep Spell	C	100			33		
Weretiger Killed	A&B	833	291	436	55	83	55
3 Zombies Turned	D	300				150	
2 Zombies Killed	A&D	26	9	2	2	54	2
Cure Light Wounds	D	100				50	
Protection/Evil	C	-					
Magic Missile	C	100			33		
Werewolf Killed	A,C,&E	320	85	16	453	32	453
Werewolf Killed	B&D	320	16	168	21	672	21
Cure Light Wounds	D	100				50	
Ogre Killed	A,B,&E	340	91	137	23	34	485
Ogre Mage Killed	A	675	423	43	<u>Killed</u>	85	57
Ogre Mage Killed	B,D,&E	675	43	296		1182	1051
Total Experience Earned			<u>958</u>	<u>1096</u>	<u>620</u>	<u>2392</u>	<u>2124</u>

This experience point method tends to bring about a more rapid rise in experience for low levels or those who desire to risk lighter armor (remember, armor absorbs hit points on Gramarye) and penalizes high levels who try to get rises by destroying hordes of low hit die, lightly armored monsters. Comments Please?

Senile: Weretiger, Werewalrus, ARRRGH!!!

Red Wolf Inn: Excellent Artwork and interesting stories. Keep 'em coming.

Spinward Ho: I agree that D&D need a rewrite, but it should be a rewrite and consolidation incorporating all of the monsters, tables, treasures, etc. from D&D, Grayhawk, Blackmoor, Eldritch Wizardry, Gods, Demigods, & Heros, The Strategic Review, and The Dragon into a single well indexed set of four or five volumes.

Brian Lane: Had a great weekend, please remind Steve Simmons to send a sheet of acetate. Is Balorin Oldfellow still among the living?

Nazi High Command: Work up the floor plans, stocking, etc, and I'll be willing to trade. One comment on your idea about cloning. Anyone trying that on Gramarye will take a sudden sharp wrench toward Chaotic. I don't care what you say, that clone ain't me and if I survive the worm, I'll go after my "friends" next.

To all others: Your stories and ideas make A&E a pleasure to read and well worth the cost. Welcome to our brothers in England. Keep those articles coming.

*Earl W. Baker*



At last I have some 4 holed stencils and can now contribute to The Wile Hunt!!

I hate to think of what the price of contributing to this zine will be if it goes to Offset printing. Maybe the subscribers can subsidize the contributors... has anyone considered electrostencil? APA Nesfa uses it occasionally ... tho not with such a large copy count. How many of you out there speak fannish anyway??

I have just recieved the back ishues of TSR's news letter. In these were some of the best monsters I have ever encountered. Even if they could not harm the players, they have got to be the Most humprous. I am refering to WES IVES's monsters. Great!

I have got Sword and Spell a little while ago. It does show signs of proof reading. Gary is getting better at writing clear rules. Hopefully he will continue this trend and rewrite the rest of the books. Ive played a large scale action with it. Its a good adviser. Gods, etc. is a cool suppliment. It has many monsters tucked away between the heavys. Some of these have less than 50 hit points. These may be usefull.

I have been looking over my game with Glens balance essay in mind. It has come to my attention that I have been running over three months and ha\_vent had any body get to true second level yet -- at least from experiance totally gotten from my game. Its a combination of giving a average of 500 ep per expedition (pinned? most of my player's characters never heard of it...) and running a deadly game. At this point I'm felling a bit bad about the latter. out of about the last 12 games about 3 have been called sucessfull. And the third least sucessful was called so because it picked up the bodies of the last expedition and got back alive. It also got some treasure from the 3rd level MU and his 14 orcs that the first expedition had died from... with out appreciafly softening him up. Treasure hasent been much lately.

This never bothered me much when I started in April ( or was it May?) but now I want to run a medium level party and learn how to balance the monsters capilbilitys with those of medium level players. But there are no players who have 4th to 6th levels that want to play in my game. They are either bothering Mark or Glen or trying to keep low levels alive in my game. most of the potential candidats got killed off, many of them in my dungeon.

The way that I do experiance is to create a table beside the one in greyhawk, and use that. The table is made by multiplying the numbers listed by 3, then deviding by the average hit points of the monster. (4.5 for 1st level, 9 for second level, 13.5 for third level) ( I use the suggestion on pg 10 of grayhawk, and my monsters roll 8 sided dice for hit points) This number is multiplied by the number of damage points dome. Lately I've given dammage points even if the monster is overkilled, though I've objected when the dammage was such as to be more than 3 or 4 times what normally could be dome with such a weapon(per person). I don't give gold or treasure experiance, though I allow players to convert gold into experiance points at a gold levided by present level rate. This is called in\_town training. It gets more costly if you want an intense course just before going out on an expedition.

In a interest in getting my kill rate down so that some of the people around here will take the risk, I've used negitive hit points. Devide constitution by 3 and round down. However some of my monsters will do what I call oppertunity fire. If they got you down they will keep chewing/hacking. so \*\*sigh\*\* they still drop like flys.



Not all monsters do opportunity fire. And it usually takes a 6 or less on 2D6 to get them to do so.

Ken Pick -- that is the best cover that I've seen for quite a while. The detail is fantastically well done, not just suggested. No torches? Lanterns in the dungeon? Who pays for the candles? Still the action was detailed enough that it could be got.

Sean Summers... The levels of Rashakas use up many other demon names that they are only faintly if at all related to.

Robert Sacks -- when will you put dragon mice & use at least as much description as Gary G. did for his monsters?

Charlie Luce ... Recharge is too low as I'd suspect that it might take a limited wish, permanent spell and a few more things to accomplish its aims. Also a 9th level could take that spell and only 10th and above can make magical items. /// McCaffery Dragons would not compete well with the standard dragons, unless attached to people -- they don't have the natural weapons the others in their ecological niche. I do have a small chance of someone running into them in my game, tho.

Nicolai -- Bolos simply fit into dragon sized rooms. But they are rare. I included them in my game in only one place ... on the bottom level of my dungeon. This twentieth floor was an attempt to create a floor that would rival what I thought was/is on Glen's 13th floor. I understand the growing need for monsters like the magic absorber in LA. I'm not sure my players would survive the Mark I. Also the Mark II MA would starve in the upper levels of my dungeon.

Steve Perrin... I want to introduce you to what I call Clearys Rull... If it has been written up it will be tried. No matter what the writer has said in regard to it being only a monster. Also, have you read the latest Dragon?? They are letting anyone publish. I have half a notion to put in a article on alternative spell systems. This would add legitimacy to a lot of the hacks and crocks (at least hacks and crocks from Gary G.'s point of view) that we play. If they aren't going to edit and are still going to come down like for from on high then I maybe able to write up things even grosser. So just for fun & for the next time I'm near your world, roll on your table and tell me how good a Mark XX Bolo I am going to roll up, and what quality Platinum Dragon I am going to accomplish it with. They may be first level but I'm sure that I can fix up some charts that 'legitimize' them -- while keeping them gross. If necessary said charts could be published. So when someone rolls up and asks for a roll on a chart that gives out cheap grossities, what do you do? Denying them the chance is not running a consistent universe -- nor sometimes is letting them do it. I guess that getting someone to change their mind is not accomplished by force or by saying verboten. But you left a rather closed mind attitude and the impression of a blind spot or worse into the game mechanics. Especially with that last sentence.

Lee -- See I did it!! without saying Twit even once!!!

Ken S./ Stewart L. good explanation. Something like that is used around here. But weather Chaotic Clerics have taken the same oath causes some problems. I could see some Chaotic Clerics with swords. I think that Kevin Slimax uses this convention, if not so it has been used around here on occasion.

Glen... on the dragon I've got... Are there different ep's needed if the dragon is too dumb to ever consider being a MU? Dragon is nice though I doubt she'll survive. Why haven't parties ever encountered small low hit point dragons in your world?? they die off so easily that there should be a lot of them .. a few then would



Repeting from last page...

...Get to grow up. Actually at this point the dragon has worse problems than survival. Her hord of gold (1000gp) is easy for her to carry about, but when it gets bigger there will be some problems. Also Gold gets lost on expeditions, a disaster almost as bad as dieing. So between hunting trips or whatever Delat has been trying to think of a safe place to stash her hord. The church has been considered and keeps popping up in her mind, but the thought of letting her gold out of her claws is dismaying. Also the church may not be honest, or may consider it a contribution. Also under the circumstances she is considering joining the dianists' religion. Is there anywhere in Edwyr that a fighter would consider it safe to put a vorpal blade? Any organization that would allow such a fighter to sleep without being attacked with/for his weapon? How trustworthy is the dianists? the Old Orthodox? Would there be any monistary like place that could solve her second problem -- that of sanctuary? She is not thinking of becoming a cleric ( tho if the dianists suggest she might try -- the idea that she could cure herself might appeal to her. I'd

have to see about that... a wisdom of 10 wont make a good cleric and may impead her getting what she really needs -- more hit points). Still I'd like to know is there any place that lets lay brethern work for their food, provides sanctuary for her vs those who like to capture dragons, and does not require a oath of poverty. She'll check with the Old orthodox church first to see if her religion has any benifits for her. ((Scenes in town ... towns\_person trips over dragon tail coming out of the confessional)) ((also if the local dragon familys attended services it would create a seating problem if not worse -- how do they get by their religious obligations??(this is not only to Glen, others have dragons running in their world, and all have non player dragons)Also would a dragon Confess greed as a sin if lawful??))

To the 'lets roll a dozen characters' people I have found a solution. Its not the ultimate, but... if a player shows up with a lot of characters I first eliminate the ones that wernt in anyones world yet. Since I dont have to honor what another GM hasent blessed, I can get away with it. If by some chance these are the only characters the player has that day, I insist that he take the weakest into the dungeon. Eventually the strongest will get in, but not if the player constantly rerolls. If he sees the loophole and shows up with only his strongest characters next week I might just insist that he go get the living prievously run ones or roll up a character just then.

Yes, TWH is a good zine. We need more writers not, I suspect, more subscribers, (if you want the latter have it reviewed by Gigax like A&E was). The problem is that the back ishues arnt too available. And Any APA needs at least one ishue to get most people started. Thus I sometimes feel that subjects that were discused in the early, low copy count days should be resurected once in a while. I'd love to refer the subscribers of this zine to the ishues of TWH that describe alternate spell systems -- there seems to be a great lack of knowledge amoung A&E people of what other universes are doing, and a lack of places to refer neos to. This back ishue problem is what makes me desperate to get my hands on a ishue every month, and gives ones words in the zine a fleeting quality. (((No, I have never pubbed there, but quite alot of good stuff has come out. I'd say that it is equal to A&E when it was at that ishue number. There is something to be said for having lots of writers... someone is likely to say something interesting... so I subscribe to both. )))



Defiance Dungeon.

pg 4

Comments to Glen (+others ) continued...

The grossest part about fireBall is that is a variable level spell that is stuck at 3rd level. I would like to see the fireball damage go up not with the level of its caster, but with the level that its cast at. I'd also like to see spells that could let you advance upward as you get to handle that part of nature better. Like a first level Fire/Cold/Disintergrate spells -- these would work like magic missile, but doing d4, d3, and d2 damage respectively. Thus a 1st level pyromancer could actually exist. He would specialize in fire oriented spells.

There would be a second level spell that would also be fire oriented. and on up. ((the above spells may, unlike MM, have a burst radius, but I suggest no larger than 6 feet in diameter. )) There might be a chance that the person gains the ability to be competent in fire type spells, and the disability of having no competence in cold oriented spells. At high levels this may be translated into being a fire oriented creature, having the same +s vs fire and -s vs cold that a hell hound or red dragon would. If the DM wanted to crotch this abit he/she could insist that all levels of spells in the characters speciality be carried at all times. I visualize this competency search as being applicable to all types of spells. Also I think those who insist that characters cant change their spells between expeditions (unlike the Edwyr/Gorree/etc. system (will you all please get together and make a common name for your world? with The Dwarf and Martin in it and maybe more comming its getting hard to specify)) (Defiance Dungeon vs the above is interesting. I use a Klutz factored system that works on a compleatly different rational and method, and several other diferences -- those who are knowledgeable in my world cant apply that knowledge to the above and visa versa, but we are completely compatable. ("... you are bringing a +2 dragon slaying sword in? you say it averages a +17 or more for a damage bonas? with no crocks? I dont care if its in the rules, the rules are c crocked sometimes -- if gigax knew what he was doing he would have written them quite differently. You say its from the Edwyr/Gorree system? \*\*sigh\*\* its in." (not to mention the crocks that have flowed the other way))) (back to what I was saying). I will like the new system. Just add the specification that MU's must pick their new higherlevel spells from the next lower spell s that they ha\_ve. This will limit the MU's drastically, as well as making first level spells something to be chosen with care.

Lew -- put your name on your zine occaisionally, please. Your comments were/are intelegent and well reasoned. Say something like 'in my game' or other such once in a while -- there were sections that you seemed to project your rules on to Clay Tablets to be handed down from on high. (from the readable section in back of the book) Semi readable section sorta cool too.

Larry Stehle ... what is the Manual of Aurania? How to subvive in Lee Galds universe perhaps??

Peggy G.-- Where in EW is a vatch listed?????

If Gary G. were really serious about Monty Hall DM's he could fix ti quite quickly. A rewrite of the treasure tables or a "this is how I play the game, give treasure, etc. write up in the Dragon (like a description of a Gray hawk castle adventure, complete with game mechanics ) would reduck the treasure levels considerably. Including this ~~xxx~~ in new game boxes would help, not everyone gets greyhawk along with the first batch of books, and greyhawk itself is respensible for greater crocks than vorpal blades on the first floof. Basically the best excuse that the give away dungeons have right now is "Its straight gigax". I see him as being too money hassled to bother to correct what he has



privately admitted are wrong rules interpretations and over stocked treasure tables. The fact that of all the people who tried to figure out the system mentioned in the first books with out personal instructions from him have come up with different (and false to his intent) rules implies that the rules should be rewritten. I have never heard of a case where someone figured out, on their own, what magic system he was implying. Untill he alters the rules to agree with what he is saying I'M going to place him with those who like to bad mouth people (who follow their orders exactly) for having done a bad job. Gary's problems are with himself and his zine and his rules. Because of this inertia new DM's everywhere are coming up with other systems that astound the rest of us when such are told, and are usually very far from the original. If he wanted to correct this problem instead of bitching at it, it is in his power and his alone to do so,

WoW did that blow off alot of steam!

Age: I hadent thought of the ladies... such info is considered private by many. I was hoping to guard those who are too young to deal with acid/borderline construtive criticism. I'm sorry to those who considered it a affront.

Lost Mask -- : comments xto by Peggy, -- Jack the Slasher (Glens Cha racter) Kills because he likes it and it hides the evidence (J the S's religion ; rapist)

Lee Gold/Robert Sacks/others from our area -- how does the church of GOW interface with the Church of Devout Cowardice? Also suggestion -- despite the possible magic/gold imbalance how about making/voting Lee's dungeon as official boston type dungeon? Its the closest thing that is perm stationed out there, and the diferences were minor last time I played (at boskone).

Robbert Clifford ... You thikn you are a bad typist/speller??? Piffle! you have a very coherent zine. But what modifications have you made to the three Gigax tables that should be modified -- treasure, experiance, and how magic works? Also What type of combat system do you have. What you ha ve said is a defination of only a small part of your system... The complexity of this, and the fact that I have not completed it yet (after 6+ months I'm still experimenting) are the reasons give\_n why I dont pub my own system..

Martin E. you may have given proof vs what I xsaid about neos reading Garys rules. How did you learn the true way????

Steve McIntosh -- Seems reasonable. Remember that any permanate change must employ a 16th level MU with a perm. spell.

On Gigax: I like what he said in 15, it was needed. I am too stuck with my present magic system to change it, unless great force is applied, but others may go along with his system. I do hold him responcepal for every neo who has hacked out an x alternate system and then been bitched at from on high, and for the poor editing polīcys that allowed the writeups of hack ~~xx~~ characterclassed in xhis semi official magizine\* I feel that if the rules stay the same as they are now he should not complain about monty hall dungeons. I concurr with Steves remarks. Also, as mentioned if he cleaned up the organization of the rules (example: alphabetised monsters with All charistics listed together instead of all over three books) it would be so worth while that people would rush out to buy it. Of course if it has the nessary explanations it will be at least 1½ times \*see Clearys rule in this zine for why..



thicker if not three times so. It would also be proof read and maybe even play tested as Steve mentioned. Such should not be done hastily ... I notice that in The Strategic Review that some of the suppliments were a bit rushed .. and now need erata sheets to the erata sheets for them.

Oh a correction is needed to S&S the xrange of web is diferent than that given in the book. A brief note on the change of missile fire hits with thicker ranks, cover etc, for std dungeon parties as you have given similat stuff on the large scale melays. would help. Some parties are 5 ranks deep, but most arn't. See past remarks and my letter to you for more calmer details.

On large battles and new systems... I have used a system sugested to me by Tony D'Andrea ( I hope that the spelling is correct). He had tested it with some success, so I wanted to see what I could do with it. Result was a battle where the problems were a GM inexperienced in providing balanced armies and players that did not know enough (Tested at Northeastren Universtiy Tactal Socity (NUTS)) ~~w~~ about the monsters etc. used. Still the mechanics were fairly smooth, and easily translated from one world system to another.

When two armies are in combat roll attack dice propotional to the number of men (or other) attacking to determine sucess. Ex: 200 men attack 40 ogres. Remember armor class and adds and whatever adds and subtracts your system gives for this. Assume that all people are at maximum hit points for thier level and say all 12's in charastics (or some predetermined arangement) Roll Dice. If men are two ranks deep and using weapons that allow the front ranks only to attack then only 100 men will count (in this example as is the rest). If the ogres are one rank deep, then 40 ogres are available to attack. there is a 10 to 4 or 5 to 2 proportion. I want a bigger sample of hits so I'll roll 14 timse instead of 7 times (5+2). A look at my referance tables indicates that ogres get one attack doing 3-8 points of damage. the rolls are: for the men 20(1),9,13,2,8,5,5,13,2,2; for the ogres 2,19,1(13),18. The first paren next to the twenty is for possible crit damage. the next parened number next to the 1 is for weapons klutz. There wasn't a crit, but there was a W.K. The ogres are AC 5 and 4+1 hit dice. The men are 1st level and in chain and shield with swords. The weapons Klutz was checked for and a result of 'hit friend' came up. The men got two rolls of 15 or better, the ogres got two rolls of 10 or better and one roll against themselves. Damage done to men = 6 and 7 (rolls of 4 and 5 on d6 + two for ogre damage). Damage to ogres is 1,4 (both of these from men's swords on a D8), and 8 (WK / command control ogres). All these rolls represented the actions of 10 creatures ( 10 rolls for 100 men, 4 rolls for 40 ogres) so damage is multiplied by 10. the men took 130 points of damage, the ogres took 130 also ((6+7)x10 vs (1+4+8) x 10 ). The men had according to initial conditions 8 hit points each. 130 devided by 8 is 16 with a remainder of 2. 16 men are deducted from the front rank, a note is made that the unit has 2 hit points against it next round. The ogres have 4 x8 +1 hit points by the same conventions, this is 33 hit points. 130 devided by 33 is 3 with a remainder of 31. three ogres go down and are subtracted from the front (and in this case only) rank. a note is made that the unit has 31 points against it. Next time if the rear rank of men does not rienforce the front the battle will be between 84 men and 37 ogres. run this as 9 rolls vs 4 rolls and multiply the ogres damge obtained from the last roll by 7 and the men's



damage by 4 (damage from the last roll). You say that alot of this is using my combat system? Sure it is, but the basic system can be adapted to any system. And to saving throws, say one saving throw per what ever you have commonly been multiplying by. The multiplier need not be 10, I indicated the option of rolling on only 5+2 dice and this would have forced the multiplier to be 20. Also partial units have proportunal effect. Its fast easy and you can load your favorite ~~books~~ game ideas into it and field test them. The type of troops and hit points of each can be a function of the intital conditions. For critical hits I try to employ the spirit of them. Other things can be included, like moral. When using this system S&S turns out to be a good field adviser, and the effects of its systems can be incorporated slowly so that the beginner can get used to one aspedt at a time. Just think of the units as players in your game and do the same rules juggling you normally do.

Gee! Another 15 pages and I'll be under Lees Ban as well.

I noticed some Defiance Dungeon monsters have been visiting other worlds... with some ill luck. The Crunch I should have brought a weakling along on its back, protected vs the spines. Still thanks for the compliment of including them. The people it ~~met~~ were lucky that it was such a poor baseball player. A pitcher would have tried a 20 pound fast ball (with a good curve on it??) -- treat as light catapult. As such have 4 hands that is 4 attacks, with one (pitching arm) being at whatever + you want to give it (over its usual +'s for 18 dexterity and 18 strength.)

I have noted that some people are not running Dragon breath correctly. I may be a Dragon chovanist lizzard, but the notation on the bottom of pg 11 book 2 says value of hit dice and breath weapon. A 30 hit point dragon does 30 points of dammage, barriing saving throws. NOT D6 TIMES LEVEL! makes dragons fastyer.

Peter Cerrato: have you seen what Kevin Slimac is doing with the magic system? it was in The Wild Hunt a while back.

After thinking it over I take back what I said about Klutz factor systems being more restrainedd, its all a matter of curve fitting, and a KF system where a person has a increase of spell level = change in percentage of failure will be able go get off a large number of spells. While a spell point system can be devised that limits a person to one of his ~~best~~ spells. Of course the tendency is the other way, and the uncertainty does bother some people. I know a couple of people who chicken out in my world upon reaching 15%. I also know of a cleric who got up to 50% by butning 15 CLW spells. The system does allow some flexibility, and a chance of getting off one more spell when you need to, but the penultys are obvious. (the cleric was 5th level and I run a combination of KF and SP systems, leaning to the KF side. the next spell the cleric would have thrown (any spell -- like I said before single battery exastion, not dual battery forgetfulness) would have given him about 53% chance of failing to get it off. I am going to change things, but I promised this brave cleric I ..ould nct do so untill he had used the system a few more times. )

This weakend is now closing. Many interseting and unusual things happened. I ran a middle level party (4th to 7th with a few firsts). The party got away with a healthy amount of experiance, and some treasure(3030 gp). They ran into the greatest collection of empty rooms I have ever seen. Still they were bothered and scared. The flesh to stone tvpes kept comming up on the dice.



Also this weekend : my dragon died. The expedition tried to take on another room after getting a treasure room. Despite having some still unhealed wounds and a low power/high failior rate for magic most of the party voted to take on the mini Temple of Evil that was detected next door, across the hall. This proved to be an even match -- when the foe, who was outnumbered, wanted to negotiate & try to get away alive, the adventures, who were all but incapacitated, were quite willing to do so. For the same reasons in fact. The dragon missed a saving throw early and died. His was in Edwyre. I will miss that dragon.

Still I may indulge in bullheadedness and run another dragon soon. If I keep doing this, and will the proceeds to the old orthodox church for the research of a spell that would allow dragons to be cured like humans, I might end up making a good contribution to the health of dragons everywhere in Edwyr. I am also thinking about trying to run a dragon in Mark's world. There are advantages to this. One is that unless a dragon has about 7 or 8 hit points it won't survive up to second level. Marks Dungeon will put such out of the action faster perhaps, but won't kill them. Also since I have learned about Lirial's sword, Tailbiter, I suspect that I will be running a dragon more identified with law than the golden dragons. I also suspect that I will proclaim my religion to be Old orthodox; but attend services at the dianists. I may attend the Old orthodox services just to keep up appearances; to keep up my cover. That cover is the only thing that the lawful churches provide Dragons. I shall run the dragon as lawful, tho belonging to the neutral church (Dianist). Hopefully this may get me through all difficulties without making too many new ones.

Also this weekend saw the first propagation of my magic system. two people, both named Richard, asked for the computer sheets needed to run the system. It seems that once people get to know the system & stop being bewildered by its complexitys they like it. I may be running the sheets and an explanation in A&E or the wild hunt soon. 45 rather

Oh, yes. The same cleric, or the same player who ran up 15 spells in my world ran up 6 spells in edwyre ... with a second level 17 magic used. He had his usual luck and got 5 of them off. After that he threw another with no prep; at the percentage that he was at prep didnot matter. That one failed. Doubly failed in fact.

Also this weekend the friday game(s) did not run... Tony D. didn't show from what I have heard, and I missed as well.

Tony has said that I should say that the mass armies rules were mine, to protect his reputation. He has made significant changes since he stuck around the nepolianonics people, and I was describing the way that the basic philosophy of his system would work using my, not his, combat system. But the contribution of run everyting just like one on one combat but times ten or what ever was his, He hasn't read it yet so maybe that disclaimer will be sufficient.

I'm revising my encounter tables. It will look like a new dungeon after ward. The old were getting too complicated and some of the monster and human types were at a too high probability for my liking.

For those of you who collect new spell systems I have found another one. At Northeastern University Tactical Society the GM (only one game is run there) uses a roll your intelligence or less system. He uses a D20. If you blow your roll twice tyou double Klutz. Attempts to spell cast are made a minimum of 1 hour appart. Other spell systems around here have attempted to combine spell point systems and Klutz factored systems. This is done



Defiance Dungeon pg (9) WoW!!

by using an existing spell point system, and allowing people to burn spells when they normally would be out of spell points. The amount of points they go negative divided by some predetermined number gives the percent of failure. Sometimes this deviser is the number of spell points that they started with. Recharge and delay-between-spells-for-prep vary all over the place, from zero on up.

In this system the players do the accounting of how many points they have. In Glen & Mark's system the GM does the changing of information from spells burned to percentage needed. This has lead newcomers to their systems to throw more than the two spells that normally are thrown per spell carried. In my system the players do the accounting. I find that this leaves me much more time to do other things. However since my system starts from a negative number and goes to a positive, directly opposite to the more common spell point system, I have named the units of power/exhaustion Formula Factors. This emphasises that the number generated gives a result that is not equal to the number, but to what pops out of a formula after the number is put in. It also has helped to sooth Spell Factor people who get bothered by being negative at the start of the game. A person in my system is safe if negative or zero. The formula is listed on a chart generated by a computer, but for those who want it its :

$$\text{probability of failure} = (FF * A) / (100 - FF * A)$$

where FF is Formula Factors, a is a number that is dependent on intelligence for mu's or wisdom for clerics. Its 1.0 for the 14 to 15 range and goes down by .1 for every two point deviation higher, and goes up by .1 for every two point deviation lower. EX: A = .9 for 16-17 and equals .8 for 18 01 to 18 75. Competence on the swanson table characteristics will put you one table higher than normal; a person on the 14-15 acts like one on the 16-17. (((((I will bring something diferent in The Wild Hunt zine that I am planning to run off this time.)))))) the chance of double klutzing is not linked to the probability of klutzing in my world/system. It is used to curve fit the system. I have been playing around with this a while. Next time I change it I will change it to a 10 to start for MU's and increase by 20 for every time the person klutzes. For clerics it will be 0 to start (by the grace of god) then 30 then 20/every times the cleric klutzes. The number of formula factors burned is presently determined by the number of spells you have in the level you are using. Ex a 4th level MU has 2 second level spells and 4 first level spells. As the spell to spell cost formula in my game is 32 divided by 2 to the N; the magician in the example will spend 8 FF's for the second level spells and 2FF'S for the first level spells. This system has interesting effects. It makes the cost of clerical magic different than that of normal magic. And makes CLW  $\frac{1}{2}$  the cost of CSW.

It just occured to me that it might be interesting to have a system where you could take higher level spells in place of a number of lower level spells. Some of the lower level spells are usefull (read magic, invisibility, magic missile). Also the higher level spells would cost more in most every system (not in the Edwyr/Gorree system -- so this would not be appropriate there) the exchange factor would be something large but possible. Or at least possible when you have reached a respectable level. 4 lower level spells for one higher level sounds reasonable. Many people would think twice before taking such an option even in Edwyr/Gorree.

Have you seen the article in one of the early TSR's That gives capture rules? Its great! Say that you are an orc second



in command. You have just seen your leader go down without even scratching the man with the funny armor. So order a retreat. The funny man follows?? Good! Order a dogpile, tie him up and capture him. If there is more coming, cut his throat, push him out of the way and check on what they're doing. If more are coming watch for dog pile opportunities. If they persist in standing in the doorway to wait for you to come out, form a semicircle (which is good for dogpile formation anyway), unlimber bows and shoot. even if they have funny armor, at 10 to one odds (you might have even better odds if the room is large and your warriors many) you may score a hit -- or at least show them the wisdom of closing or leaving you alone. You say you don't have bows ??? Take your dead leader's body and roast it. It probably tastes like turkey. How else can you snipe at adventurers from the trees and brush of the wilderness (taking care to spread out, fireballs hurt and if they try to close-- well most of your boys will escape if they head in only one direction. And wilderness battle does lead itself to arrow or dogpile type situations better than the average dungeon).?

I am going to modify TSR's dogpile/capture rules; I still plan to have one roll per attacker, and per defender's level, but the difference in maximum rolls for each side will apply to levels stunned. I will still keep the attacker thrown off result if the defender rolls higher. I intend to make ties a 'still struggling' result, except for two 20's -- they get to roll again for each 20, the results of this new roll to be applied immediately.

ON COMMENTS AND NY LAST ZINE: I have left myself to the end as there is a lot to say, but there was a lot that I wanted to say first! Considering the thoughts that constantly come up and need saying I'll want to use \*\*\* as new section or interliner heading. Like \*\*\* If everyone buys TWH then people could type up to the limit and simply end with "continued in The Wild Hunt." Comments to people in both zines could be done in whatever zine is easiest \*\*\* Last time I rushed into press with a cost list. I thought that I would have several people's efforts to compare mine to. Mine needs comparison. most of the factors were fudged. I still like it better than Gary G's, but I am not a student of history, and don't have much background in this stuff. I still think that the amount of edge an item has should influence the cost as well as the amount of iron it has. I hope to see some of the nonoriginal but often asked for items on there. I put a cow on there to give an idea of the wealth of a peasant. Also there are places where a +1 sword is considered cheap and almost of no account. I think that discussion of whether such prices based on it as a means of exchange would work is in order. I noticed that on page 4 I left out some important words concerning my magic system (pg 4 of #16) KF magic explained (there is a percentage that the spell will come back in the MU's/C's face. this is rolled for if the dice indicate the spell has failed.) Armor class change of -2 makes like a spell has been used, reverse for reverse AC change. \*\*\* Wedged means crooked, blown, out of it, dead, or messed badly; it pertains to systems of things and not to causalities, other than causalities of the mind. \*\*\* I want to say more on Glass goblins. If you need to know armor class for criticals, make it 9 or roll for it or make it 10 minus dungeon level, or whatever you want. they may not breed true. They're main interest is sex breeding, though this sounds strange. they do other activities based on their need for sand and a source of flame. Thus they offer adventurers to let money to charge up



Their wands. When 4 or more of them are chanting their creation song (in their own language) they are immune to fire damage. But this is only when they are in a circle and in ceremony. They can't be bashing adventurers and chanting at the same time. They dislike those who interrupt their breeding ceremony. They will use their wands on others in self defense. They hate weaklings. \*\*\* the number of any monster that I have created should be what is needed to survive in the dungeon at the level that they're found on. Key it as you wish, you should know better than I what each monster faces on any one level. May it be a good battle\*\*\* The monster's name came from a story 'Shattered like a Glass Goblin'. When shattering they do no damage, with the shards of themselves. It's not really glass that they are made of OR it's magical glass -- after all it's bendable in places, but it looks like glass.

\*\*\*\*New magical item\*\*\*\* Collar of protection vs vorpal blades. Does what it says -- notches the Vorpal blade that hits it. Also protects against those who slit throats. As well as against all neck hits ... even vs sword of sharpness.\*\*\* I suggest you (DMs all) use your armorers to make these for your monsters. Let the players earn them. They should be cheaper than V.B.'s, but not less than 1/20 to of the cost and probably about 1/8. \*\*\*

\*\*\* Also there should be another version, MUCH cheaper, that protects vs say anything under a +3 weapon, should it hit the neck. And maybe a very cheap one that protects vs normal swords. I'd like to hear what people think the prices on these should be. There is precedent for them in The Lord of The Rings -- in the battle of Helm's Deep, if I recall correctly.\*\*\*

Typical treasure for Glass goblin can range from sand to the price of two wand charges in your world plus a wand with 1 to 10 charges in it. The wand may have fewer charges than max by the end of the adventure. They do provide services for fire based creatures like hell hounds and fire dragons, in return for them breathing at the ceremony.

Treasure for the other published monsters could be anything that you deem appropriate. Chrunchi should have base ball stuff in their treasure, but they may have their pay or the treasure of their victims. Some of the Chrunchi could be MU's or C's -- they have the requisites for it. You choose their god -- they usually act neutral (out for themselves). The spell use would be something they would pick up in their spare time, so their spell levels could be random. Glass goblins are too alien to do it normally, but 1% of the population might go for spell use. A DM with an eye for detail may make some odd ball spells for the ones that do spellcast.

I have been playing that a cursed sword was really cursed -- turns you into wereochrejelly or something. Someone told me different and now only 1/6 of them are that way.

The person who thought of putting a troll into armor of etherialness should get a medal, Best Idea type. Or was that a item from TWH??

I have found about Dianists and Nagas. I think that I can look up worm faces, and I suspect that Glen will publish Lowenbrauists soon. Hay Glen -- cut down on your page count here by pubbing charts in TWH -- those charts are good and I suspect there are other excellent ones where they came from. Not that I notice you consulting many charts in your game...

Im out of material now ... may still pub more stuff in A&E later. Thank you for putting up with typos and dislexic spelling.

Peace,

sean



FURTHER OBSERVATIONS FROM THE SUBTERRANEAN FELLOWSHIP  
by Earl A Thomas, 7001 Hector Road, McLean, VA 22101

To Glenn Blacow re comment "God save us from Turkeys"

Self control on the part of Dungeon Masters is a necessary though seldom appreciated virtue. There are those expeditions that are constantly being disrupted by one or more turkeys that jeopardize the survival of the party and their interest in the proceedings. It is awfully tempting to drop them into a bottomless pit or transport them to Andromeda or some other drastic measure of elimination. Unfortunately for the sake of harmony and continuity, the DM must restrain the hand of God to milder measures. For low level adventures, I have found that one can more gently chide some of the characters. Some of the ways I used were:

1) One character with a propensity for wandering off alone opens the door into a brightly lit room with an obvious gala feast prepared by oh so many Hobgoblins. He is royally welcomed but escape is impossible. Thereafter they inform him that it is the Hobgoblin feast day of Thanksgiving to Moreloc and they have been anxiously awaiting the arrival of a "Turkey." At this point he is tied to the spit over the fire and the roast begins. After a few points of damage, but before unrecoverable harm, he might be rescued by a party of dwarves who, however, separate him from all his possessions and armor for the serve--and leave him to find his way back to his party poorer but wiser.

2) Another party runs into a strange spherical body running rapidly on ostrich-like legs. There is a puff of smoke and the party is paralyzed except for eyes and ears. The Monster approaches "Dimwit." Its body appears to elongate and screw into his skull. It then appears to shudder and squeak in despair, muttering, "It walks, it talks, but there is nothing there." It then runs from the room. As the party recovers from its paralysis, the DM announces that "Dimwit" has saved it from an extremely dangerous brain devourer by confusing and frustrating it with his completely void cranial cavity.

3) Another pest is the continuous loud mouth over which other players find it difficult to be heard. This party ran into a little old man with big ears who obviously winced whenever Big Mouth spoke. There was a flash of light and when the party recovered consciousness, they saw that Big Mouth's character had a zipper across its mouth which could only be opened by a Remove Curse. It was a couple more adventures before such a spell could be obtained. Meantime "Big Mouth's" character had to make his actions known by pantomime. The message was clear.

Fellowship adventures are part of a continuing campaign with several dungeons and DMs on the same island. For this reason, I don't believe in arbitrarily wreaking permanent havoc on annoying characters. Normal probability will eventually take its toll. However, a little whimsy and humor, even if malicious, may have some effect in repressing more obnoxious behavior patterns.



**FEET DON'T FAIL ME NOW**, a fanzine by a fast first leveler  
 People may reach me by sending a card to Jim Eckman at  
 4527 Ladoga Ave., Lakewood, CA 90713

A new magic system based on an easy to use chart.  
Klutz Factor:

This magic system is based on the idea that an MU can mess up a spell and that it can backfire causing insanity, death, the wrong effect, etc. Several spell systems in the past have used this idea but most have used a formula to figure out results. This system is based somewhat loosely on Len Lafofka's published in the first Dragon. In this system there is one basic chart rolled with a D20 on a flat curve (5% chance of any number 1-20).

Basic Results Table

Rolls	Results
0	MU dies
1-3	MU is catatonic for 1-3 weeks
4-5	Violent Insanity for 1-6 rounds
6-9	Non-violent insanity for 1-8 rounds; 25% chance spell backfires
10-11	Aids monsters or false reading
12-14	No effect or false reading
15-24	Spell works
25+	Spell works with double effect

Violent Insanity means the MU physically attacks the closest person; backfire means the spell affects the party instead of the monsters; aids monsters means the spell has an effect different from the one intended, usually opposite. For example, if an MU throws Sleep and rolls 10 or 11, the result is a one round Haste on the monsters.

The roll on this table is modified by level and the spell. For every level above the minimum, add +1 to the die roll. For dexterity over 15, subtract one from prep time; for dexterity under 6 add one to prep time.

Spell Table: Modifications. (Only a few spells are listed here).

Spell	Modifications	Prep Time	Aid to Monsters
Detect Magic	+1	0	None
Hold Portal	0	0	None
Read Magic	+2	0	None
Read Lang	+3	0	None
Protectn Gd/Evil	0	1	Monsters attack +1
Light	+1	0	None
Charm Person	0	2	Monsters enraged at caster
Sleep	-1	3	Hastes monsters 1 round
Mgc Missile	-1	1	Monsters +1 vs Missiles
Ventriloquism		0	None
Match	+1	0	Fire Resistance 1-4 rounds
Muscle Spasm	+1	0	+2 to attack 1 round
-----			
Phantasmal Forces	-1	3	+2 to all monster saves.
Web	0	3	acts as Oil of Slipperiness
Detect Gd/Evil	0	1	Gives reverse effect
Invisibility	0	1	None
-----			
Fly	0	1	None
Hold Person	0	2	Haste 1-4 rounds
Fire Ball	-1	3	+3 to all saves







# PRIESTESSES OF DIANA

Priestesses of Diana are Neutral clerics, servants of the Goddess of the Hunt. Since they must live close to nature, they may not use large amounts of material of non-living origins; metallic armor cannot be worn. They are allowed leather armor and shields (if the latter are of wood or hide). Weapons allowed are the traditional ones of the hunt - bow and arrows, javelins, spears, and knives.

**REQUIREMENTS:** Wisdom is Prime Requisite, but a Dexterity of at least 14 is also needed. All clerics of this faith are virgin females. Locally all are human, but this cleric type would seem eminently suited to those who allow elvish clerics.

**SPECIAL ABILITIES:** Over and above her +1 missile bonus for dexterity, a priestess is always +1 with bow and spear, and also gets a roll on the Swanson Abilities Magic-User table.

Diana, having little or no abilities regarding the underworld, can lend her clerics no power in this area. Priestesses of Diana **DO NOT TURN UNDEAD!**

They do, however, have certain abilities against animals resembling those of Lawful clerics against Undead, as per the table below;

T=animals will not attack; C = animals will render service N=no effect  
T always involves 2D6, C only 1D6. Animals as per hit dice.

H.D.	Acolyte	Adept	V. Priest	Vicar	Curate	Bishop	Lama	Matriarch
½	7	T	T	C	C	C	C	C
1	9	7	T	T	C	C	C	C
2	11	9	7	T	T	C	C	C
3	N	11	9	7	T	T	C	C
4	N	N	11	9	7	T	T	C
5	N	N	N	11	9	7	T	T
6	N	N	N	N	11	9	7	T
7	N	N	N	N	N	11	9	7
8	N	N	N	N	N	N	11	9
9	N	N	N	N	N	N	N	11
10+	N	N	N	N	N	N	N	N

Priestesses are always +2 on reaction dice to animals. **NOTE:** The table does not apply to creatures on the monster table or to intelligent beings.





COMMAND has its limits. Animals will give service only within their territory (only 10% will not have a territory); only wandering animals will accompany a priestess freely. Animals with families will not leave them.

MATRIARCHS do not build castles, as such would separate them too far from nature. They may, however, build defensible shrines. A matriarch will attract to her service 2D6 rocs, 10D6 wolves, 1D8 lions, and 10 x 3D6 long-bowmen to defend her shrine. Revenue (from hunting, furs, herbs, etc.) from her selected patch of woodland is equal to 30 GP per inhabitant per year. (Remember that forests are seldom densely populated).

SPELL USE differs considerably from that of Lawful clerics, as might be expected. Spells go as follows;

<u>1st level</u>	<u>2nd level</u>	<u>3rd level</u>
Speak with Animals	Cure/Cause Light Wounds	Sticks to Snakes
Snake Charm	Purify Food and Water	Speak with Plants
Detect Magic	Bless/Curse	Locate Object
Detect Good/Evil	Find Traps & Snares	Cont. Light/Darkness
Prot. Good/Evil	Hold Person	Prayer
Light/Darkness	Silence, 15' radius	Speak with Dead
		Hold Animal
<u>4th level</u>	<u>5th level</u>	<u>6th level</u>
Remove Curse	Dispell Good/Evil	Find the Path
Cure/Cause Disease	Conjure Animals	Thorn Barrier
Insect Plague	Commune	Word of Recall
Neutralize Poison	Create Food	Speak with Monsters
Create Water	Cure Serious Wounds	Raise Dead/F.O.D.
Prot. Evil 10' radius	(and Cause)	Conjure Animals II
Change Appearance*	Quest	
<u>7th level</u>		
Gate	Symbol	
Raise Dead/Drop Dead Fully	Restoration	
Wind Walk	Sign of Circe*	
Astral Spell	Control Weather(and Tide)*	
Holy Word	Aerial Servant	

IMPORTANT; All spells with reversible action must be carried as separate spells; one can Cause and Cure only if both are carried; the same applies to Light/Darkness and such. Neutral Cures and Causes only do D6 of damage or cure (2D6 for Serious), there being no pluses involved. Dianist Cures may be used on animals successfully.

SPELL NOTES; Dianist Find Traps is similar to that of Druids, and is only useful 30% in dungeon adventuring.///Hold Animal is as per Druids.///Change Appearance is a Dianist spell allowing the priestess to assume the outer appearance of an animal. Roughly equal to Poly Self for MUs.///Conjure Animals II is double-strength.///Thorn Barrier creates an impenetrable wall of thorns between the thrower and her foes for 12 turns; those attempting to pass through take 5-50 points of damage and are immobilized until the barrier disappears.///Sign of Circe is a no-saving-throw Polymorph Others spell useable once a day; target is transformed to an animal of roughly equal size.///Being Goddess of the Moon, Diana has some control over tides.

OTHER FACTORS; EPs and hit dice as other clerics, as are saving throws and fighting tables. They track like rangers outdoors, but at half that indoors. Surprise only on a roll of 1 on D8 outdoors, 1 or 2 indoors. Do not need to carry rations in the wilderness. The major Dianist religious symbol is the crescent moon.

*Jenna*



## *Cursed Scroll 1*

One might also subtitle this "The Great Petal Throne Experiment Is Over." It issues forth from the abode of Jeffrey May, Box 68, Liberty, Mo. 64068. It is the 68th Hilltop Hermit Publication, and is dated 11-13-76; intended for the 17th issue of Alarums and Excursions.

As my subtitle might indicate, I've given up running Empire of the Petal Throne. After 6 months of reading rules, working up background, and the like, I ran 3 games which I found less than enjoyable. Part of the problem was that things kept coming up I wasn't ready for, even after 6 months. That and other hassles left me so irritated and disappointed that I decided to give it up in favor of D&D. I may go back to EPT someday, and I would still like to play it, but as for running it, I don't know. Or rather, yes I do. Now.

In spite of this, EPT has had an effect for the better on my planned re-opening of my D&D setting. There are lots of good tidbits I can use, new slants on things and the like. In particular, I've been trying to work up background for D&D in the same manner as M.A.R. Barker does for Petal Throne: A coherent history, an extensive geography, lots of detail on regions--a world, in other words. Granted other D&Ders have already done this, it was EPT which inspired me to do it. The world in my case is called Esurien (4 syllables) and is based on the fantasy background I devised for my stories back in the days when I was going to set the world on fire with fantasy. By the time you all read this Esurien will be play-ready, at least part of it will. In fact a part of this issue will be the background sheet on history and the like I pass around for new players. Now for some comments.

I note that Lee Gold suggests A&E might go offset. This strikes me as a good idea, largely because it would make the mailings more manageable and would help eliminate badly-reproed zines. For my part I am well-able to type offset masters, though someone more knowledgeable than I would have to set the sizes of the copy. /// Question, Lee: Are those Gestetner 9-hole mimeo stencils?

There is some discussion of allowing a cleric to use edged weapons. Somewhere I have read that clerics couldn't shed blood because this was somehow tied in with the Biblical injunctions against drinking blood (Leviticus). Personally and locally I hold that a cleric has a holy aura, and that shedding blood disrupts this aura. This holds even for Chaotic clerics, except when performing a human sacrifice. You others can run it any way you like, but I feel Clerics' inability to use edged weapons is a part of their nature. As a result of this I don't think Clerics should have a spell involving a "Blade Barrier" and I won't allow it. Put in its place Mace Barrier or Whirling Stones and I'd buy it. One thing more, though. I don't like absolutes. Personally I feel a cleric confronted by a situation in which the only weapons were edged and in which more than his life were at stake would be absolved if he took up a sword to fight. He would suffer from unfamiliarity with the weapon, of course, and there would probably be a period of penance, too.

On the nature of Elves I lean more to those who consider them aloof and mysterious and free of human desires. There might be ways of creating an elvish whore, but they wouldn't be many. Surely even one enslaved or captured would require constant watching to prevent suicide. Of course Chaotics would regard such detached coolness as a favored target for despoiling, as did, I gather, Jack the Slasher. One wonders whether the Elves in that neck of the woods will put a price on his head or send a rescue party.



## ESURIEN

Esurien is the 4th planet of 10 circling a G-type star in another universe. It is approximately 8,300 miles in diameter, but its mass is about the same as Earth's. Esurien's sun is larger and hotter than Earth's, but due to its orbital distance the planet's climate is cooler. Esurien has 9 landmasses large enough to be called continents, 4 large islands, and hundreds or thousands of smaller ones. The ratio of land to water is about 5:8. Magic works (of course) and science as we know it does not exist. The planet was evidently stocked via dimensional gates by the race known as the Predecessors. The gates are able to reach through both time and space, but Earth was a main source of life. However there are variant species unknown to us as well as those from some other world entirely. Intelligent races include men, elves, dwarves, orcs, gnomes, goblins, and a host of others.

The level of culture on Esurien varies; here and there stone tools are used. In other areas life is comparable to early 18th century Europe. Generally life is similar to Europe between 1300 and 1400 C.E. with some absence of the worse features. Generally there are no plagues, for instance, as these are stopped by the churches. Esurien is rich and famine is rare, but so is plenty. Certain areas are well-advanced, even by our standards. An Esurienan alchemist would probably recognize a Periodic Table of Elements, though he would wonder which one was for mithril and why its makers had put some imaginary ones at the bottom. Note that physics as we know it does not exist because electricity will not flow in wires there. Knowledge was once much more advanced, but there was a war.

About 1,000 years ago the then nations of Esurien fought a war. Legend says that every nation in the world was involved and that the war lasted 50 years. In the last stages, say the tales, superhuman magic was used: There are stories of oceans leaving their beds to do battle and of mountains rising into the sky to hurl cliffs onto hostile cities. At last the forces unleashed triggered titanic earthquakes and all that goes with them. The warring nations collapsed into a Dark Age which is only now beginning to lift. Very few records survive of this age, and many secrets of the Great Age were lost, notably the secret of the substance known as Clinging Fire.

The alignments of Esurien are those of Law, Neutrality, and Chaos, with a fourth "alignment" possible: that of Non-Alignment or true neutrality. A nonaligned character cannot use any aligned object. Exposure to alignments gives a chance of aligning one. The nonaligned are present everywhere, of course. Most folk don't care to get involved in the 3-way struggle of Law, Neutrality, and Chaos. Indeed, many are not even aware it is there.

There are various gods, powers, spirits, etc. throughout Esurien, each being aligned or not as by its nature. The lesser beings of this sort may be encountered, but gods as gods almost never are. The gods are bound by their Covenant not to intervene directly in human affairs. Instead they will usually act through human agency or by other means. However, it is not unknown for a god to appear in disguise just to look around.

The calendar is that of Earth, basically. Currently it is the Year of the World of Men 4,982. The month will be determined when play begins. The day is 24 hours long and time is usually counted from sunrise or sunset ("The 4th hour of day" = 9:00 a.m. most places.). Esurien happens to have 2 moons, a large inner moon like earth's and a much smaller and more distant outer moon of interest only to astrologers.



At the top of page 2 were mentioned the Predecessors. They were the non-human race which ruled Esurien until they vanished in a mysterious cataclysm 5,000 years ago. They were apparently responsible for populating Exurien; it is known men, elves, and others lived on Esurien long before the Predecessors passed away. Apparently there was no friction between them, and the Predecessors were unquestioned masters of the world. Their nature and fate are completely unknown. Whatever took them left not even bones, if they had bones. Their ruins are to be found here and there on Esurien and have a most eerie aspect. They are feared as the abode of uneasy things and storehouses of unhuman sciences and powers. There are countless stories of men who dared to enter and were never seen again. Needless to say, wise men shun the ruins of the Predecessors like the plague.

#####

As ever, comments on the above are welcome.

#### Critical Condition Rule (draft)

Recently there was comment about there being no gray area between life and death in the game. At 1 h.p. you are alive, at 0, dead. There are no deathbed vigils, waits to see if a friend will survive, etc. Well, it happens I was working on such a rule when that came up, and here is a draft for Critical Condition after an injury:

I assume a character can move and fight if he has only 1 h.p., because that's the way the h.d. can come out. If a character takes damage greater than his hit points he may die, or he may linger in Critical Condition. If the character goes to -3 to 0 hit points I check to see if he survived: 01 to 51 = death, 52-00 = life, barely. This roll is modified by level, -1 per level attained, and by constitution (Con. 3-5, add 25 to required score; 6-8, add 10; 9-12, add 0; 13-15, subtract 10 from required score, 16-18, subtract 20.) Using percentile dice the character must roll higher than the number computed to survive.

Assuming the character lives, what happens next? Well, he may die anyhow. Assume a critically hurt character lingers a minute or two at least (You decide if you check for continued survival instantly or wait a few minutes, game time.). To check continued survival, roll 3D6 and modify the result as follows:

Constitution 3-5, -2 on final result, or Con. 6-8, -1, or Con. 9-12, 0, or Con. 13-15, +1, or Con. 16-18, +2.

No help at all given, -3 on final result, or Unskilled help only (no one with any healing skill present), +0, or semi-skilled help (higher-level m.u. or priest w/o healing powers), +1, or physician-skilled character present (in my game characters roll for their skill, as in Petal Throne), +3.

If applied, Cure Light Wounds gives +1 on die roll to be made. No h.p. are restored if character is Critical. Cure Serious Wounds gives +3 but also restores no hit points if character is Critical.

Once the modifiers are known (Only one modifier for Constitution and only 1 for Help Available are applied.), roll the 3D6: A score of 3-8 indicates character dies anyhow. 9-13 (sic) indicates character continues Critical. A roll of 14-18 indicates character improves and is no longer critical. He is then considered to have 0 hit points and must be healed normally. Generally I



would check every 12 hours or so, to see if a character's condition changed. Oh, one more modifier: If character is moved while critical, -1 on next check for improvement. These rules are admittedly biased against the character, but I feel they're more generous than the current system of killing him dead the moment he drops to 0 h.p. Under this system, incidentally, a hit by a life-draining undead drops the victim to Critical Condition if his level is low enough that he is dropped to 0 life levels.

I think that the computations are simple enough for this to be used without slowing down the game, esp. if a calculator is available to the DM. I will be trying this out to see if it actually works, and as ever, comments are welcome.

Locally over the last few months some of us have been exploring one of Jeff W. Key's theme dungeons, this one being Sarnax' Tomb. That adventure concluded about 6 weeks ago and since then Jeff has been getting ready an adventure based on that outline called "The Palace of the Vampire Queen" that somebody peddles. I understand it has been much modified by Jeff, but the theme is the same: The Queen was shipwrecked and drowned, but returned as a vampire. Now she and her minions are spreading a reign of terror over the province of Raleigh. Into this mess rode a fearless band of ~~all~~ adventurers, to wit: Furd the Unquenchable (Fighter 3rd) (me), Clara (M.U. of unstated, high level) (Mary Ann Key), Frost (Elven F.M. & maybe M.U., 1st) (Diana Bailey), Temujin the Gross, the dirtiest Mongol this side of the Urals (FM 1st) (Bill Fesselmeyer), and a FM 1st and 2 Clerics 2nd and 1st run by Steve Burton, Robert Bailey, and Steve's wife (whose name I didn't catch). Yes, I wrote it right. This crew proposes to clean out a vampire's lair. Do wish us luck. If Friday night was anything to go by, we'll need it.

Friday we made our way from the capitol to the capitol of Raleigh and got directions to the spot where the Vampire Queen's castle was reputed to be. After several hours' travel through a desolate forest we found it in a cave, all underground. We ventured in, and took the first left. About 20 feet along the hall was a door on the left & another on the right. Left again, into a 5' corridor with a door at its end. In we went and found 4 goblins. Furd piled in while the 2 behind him looked for bowshots. It was not Furd's night. In 6 melee rounds he failed to even hit the goblin he attacked. All 3 goblins with bows hit him. The other 3 were dispatched while Furd strove to even hit his. Finally Furd's goblin slipped past his shield and into a secret door on Furd's left. Furd's rage cooled just in time to keep him from tearing after it, or rather his wisdom reasserted itself. We checked the room (about 12 s.p. on the goblins) and went down the secret passage. We caught the goblin and 2 buddies in an armory 12 x 15. Furd went for the one he'd fought earlier and finally managed to hit him. The goblin wasn't killed. About the only thing that could have made Furd's day worse was for him to get away again. However on the next round Furd finally put him away. His highest combat score all night was a 14. Did I mention Furd is +1 to hit because of strength and has a +1 sword, too?

None of the weapons in the room were special. We found a chest full of coppers. The expedition was nearly disrupted when Frost called Furd a moron. Furd was smarting over his performance and itching for something to take it out on. If it hadn't been 11:00 at night and we getting ready to stop I would have let Furd loose. As it was, he swallowed it, which is un-Furd-like. We were nearly trapped at the door, where we found a magical barrier that would not yield to Clara. We were yanked out by a Dimension Door with the alarm ringing in our ears. We got about as many silver pieces as we did hit points on the party.



### SEARCHLIGHT #3

hopefully a coherent essay written by  
Bill Paley, 5301 Amestoy Ave., Encino, CA 91316 (213) 789-0878

For some time, among my friends, to add to the play of the game, we have given our players quests (for example, Eowyr wants to be a paladin, and she has a Charisma of 16; she searches for "years" and finally in Tzganobli's Jungle Castle (Steve Langley's) she finds a scroll that calls in Baldur. According to the rules given in G,D,&H (Supp IV) she gains charisma.) This is unfortunate, since to really cause the characters to react, it is necessary to guide them. What fun is it to merely go into endless new portions of a dungeon? The interest lies in having a real reason to stake life and limb inside a dungeon.

For example: Gringsnort, N FM 3rd, is traveling along a road with his page Rapp (N FI), his girlfriend Tina (N, MUI) and a cleric he met on the way, Rebbe Moisel, (L C2).

At the first Inn they come to, they find rumors of wild tribes gathering to the north, rumors of a nearby dragon running amok, rumors of a strike of diamonds in the nearby mountain range, rumors that the Earl of Someplace is looking for MUs. Gringsnort as part leader will choose to act on these rumors. BUT IT'S UP TO THE DUNGEON MASTER TO PICK AT LEAST ONE RUMOR THAT THE CHARACTER IS CERTAINLY GOING TO FOLLOW ACCORDING TO HIS PERSONALITY.

Thus, the DM leads the player on. DMing is not building a fortress to be defended against the encroachment of players. It is an art in which the DM takes a partial hand in the creation and cultivation of characters. This allows the player a wider variety of possible occurrences (to his character) to aid in his building of a character's background.

This does not mean that the DM should be easy on the character, but "Adversity builds character" (Pardon the pun). The harder it is on a character, the more he/she learns and the better he/she will react.

The point is, it is OK for a player to give his character certain goals, but sometimes such goals fall to the wayside as other goals present themselves. The real fun lies in giving the players "duties" or quests that interest them and lead them to further goals.

#### COMMENTS:

Lee Gold: I've noted some editorial deletions of my rambling. Thanks! I hope that I'll always have someone to help me be readable.

Platinum Dragon: You could have at least credited the author (Gilbert Ralston) for the script you parodied.

Self: Rereading those entries I wrote last month was boring! Must do something about this.

Field & Phalanx: Gee, I'd really be complimented if someone called me a Monty Python DM.

Defiance: Insults are not criticism, at least not constructive criticism. That shows some degree of intolerance.

MOCKTURTLE: I couldn't reach you dialing JOGALOT. [Try putting the San Francisco area code in front of it.--LG]

Muleskinner, aka KSTC #5: Now that you have my attention, I find some of your suggestions useful and your monsters colorful. Your commentary, on the other hand, seems like childish rantings. Ideas are brought up in A&E to spark ideas in the minds of other DMs, to make their dungeons more interesting for others. If they want to bring in "gross" characters, artifacts, or whatever, it is not up to you or me to scream to the heavens. If you don't trust it, say so. If you feel



something would be OK if it were weakened, then tone it down. DON'T HOWL INSULTS; they merely cause general bad vibes. I don't have pet monsters as GM; (I have pet characters. I love setting up new traps to test their ingenuity.//Also "loose" vs "skill" is too general; can it be loosely skillful? Or skillfully loose? Rhetoric is not logical and does not simulate the real world.

Earl Baker: Don't get me wrong. I didn't say I disliked Blackmoor when I went down...I said I was shocked at some of the things that went on...when I wasn't snoozing.

Many Worlds: Whoops, they left the Adwanz body behind and stopped searching for a lost fighter. Tindall left the dungeon alive, but not the general area. About poor communication.//Write me a letter! A&E is only slightly slower than the US Mail. By the way, I certainly didn't expect the Blackmoor I met. I think it wasn't the dungeon itself but Areneson's lack of enthusiasm with the people outside his own group (the leaders of the party and the "Paladin" for instance). PS: If you're afraid to give out your age, are you busy Saturday night?

Ken Pick: By the time you get this issue, we may have already managed to play. Fullerton, huh? I must have seemed especially crazy in what communications we've had. Your cover is easily the finest I've seen. More, more. (Mommy, I want to be illustrious when I grow up.)

Self: Cut the puns.

IWAOTNHC #2: Right on! Out of the mouths of babes...

Any and all: Since I've been studying a mess of Bio courses related to ecological adaptations of organisms, I've been curious about the logic ecologically of many D&D creatures, (especially in the pages of A&E). What are some of their standard prey types. Anything is not true; a lion will not prey on a tiger; it's just not his type of food.

This can be important to a party. I'm afraid that even alignment "Hungry" has desires for certain "Hungry-type" treasures: (essence of Antelope).

Shades of commercials: "Your Babrog will love the taste of Antelope."

Also their weapons make one or two prey types optimal for them. Or in other words, a creature that chases antelopes (natural haste, teeth, claws), while a lion attacks larger herbivores (double damage and secret strike). Therefore some monsters may choose to charge the men in metal instinctively, while others would go for the mules--eliminating random attacks. Does this make sense, or are you all bored? Well, if you're going to be that way about it, then

SEARCHLIGHT OFF!

*Actually the idea of predators with some sense of preference is a stimulating one. We would have breeds of wolves that instinctively attack magic users or sabre-tooth lions that prefer gnomes/dwarves. Only something very unintelligent would ever go after a Mule though, unless it was also fast enough to tear off a chunk and get away before the party zapped it.*

*Most predators prefer herbivores and omnivores and very seldom attack other predators. Unfortunately for Kzin player characters, I doubt if they'd notice the difference in a strange creature until after they'd killed it.*

I'll have further comments on this (I hope) next issue.

-Lee Gold



## THE WORD FROM 5000 FEET

by Eric C. Baines, 1485 Benton #34, Idaho Falls, ID 83401

### Magic: A System:

Magic is the drawing of power from a source, called Fortas, using the authority of the language of magic, Tork. A magic-user draws his power based on his skill, will-power and knowledge of Tork. A cleric obtains his power through his god. Gods obtain their power as magic-users but their greater will-power gives them greater power.

Magic operates in one basic pattern: 1) drawing the power from Fortas, 2) shaping the power into the desired form, and 3) directing the power. Magic-users can use their power in spells or making magical items. Clerics are limited to spells with gods providing the magic items (when needed).

Spells are the simplest and safest use of magic. The limiting factor for casting spells is will-power and constitution. For magic-users, intelligence determines the effective learning of spells. For clerics, wisdom of their god gives them more effective spells. Spells are designed to use only Tork and the will of the individual to draw power from Fortas. The major factor of a successful spell is that the connection from our world to that of Fortas is for as short a time as possible.

The construction of magic items tends to be more difficult than spells. Making them requires so much power that a connection between our world and that of Fortas must be set up for from a few minutes to several hours.

Fortas is inhabited by beings of destruction called Hunks. They will attempt to attack and destroy anyone drawing power from Fortas. (Spells are designed to be of too short a time period for the Hunks to attack.) The Hunks can be fairly easily defended against, but they come in many different types and strengths. Each different form of Hunk requires a specific defense that must be made immediately.

Thus in the making of a magic item, most of the time is spent preparing defensive measures. (Casting the spells to make the item takes no more than 24 hours and the preparation of the constructive spells need be no more than a month's work for a wizard even for the most difficult items.)

Wizards can prepare a written record of the required procedures as a part of making the magic items. The additional strain of keeping records gives the wizard a possibility of failure: (chance of failure =  $5 \times (29 - \text{Constitution} - \text{level})$ ). Failure results in instant death unless some god interevenes. With a record, a wizard can make the magic item with a considerable savings in time. Lower level magic-users can also use the written record, but they have a probability of failure; (5% chance of failure for each level below that of wizard).

Records of magic item manufacture are very rare, as only the higher level wizards make them, and they generally keep them for themselves. (The making of magic items by magic-users lower than wizard is discouraged as the gods tend to rig the odds if they need someone to go on a quest for them.)

Note: This information is intended for use as background to help in the development of dungeon or wilderness adventures. Limitation on player use of these ideas should be done, so the dungeon-master can retain control of the game. The last sentence is the basis for my next story of Cyril's adventures.







TUESDAY MORNING REPORT #5, a D&D apazine for Alarums and Excursions as done by Steve Perrin, 3901 Canon Ave., Oakland, CA 94602

### THE MYSTIC

A few months ago, I met a gentleman named Dave Yepp, who is part of a group of gamers who play D&D in my neighborhood (i.e. Oakland). He gave me the following specs for a character type he came up with, based on the super-swordsman in the Chinese sword glicks. He played his lead character of the type (who I understand has since been scragged) in one of my dungeons, and the character proved extremely powerful, which was the only thing which kept the group from being wiped out on at least one occasion.

Once I saw the specs, I decided that here was a truly gross character, which is a judgment I almost never make. Yet, in a universe which admits to the existence of Monks, Rangers, Paladins, etc., can a Mystic be too much? The following is a word-for-word repeat of what Dave gave me. After each category, my comments will appear in what I hope will be different typeface (sorry about that, Lee) with what I think should be done to bring the character back to reality (?) .

#### PRIME REQUISITES:

Strength: 15+ Intelligence: 9+ Wisdom: 9+  
 Constitution: 15+ Dexterity: 15: Charisma: 9"

This was given to me before the idea of Psychics was brought out. Because of the spell-use abilities of this type, I would say that if a psionic type, a Mystic gains the problems of both psionic mages and psionic fighters.--SP

STATISTICS			Open		Thief	Spells					
Level	HD(8)	Ex. Pts	Hand Dmg	AC	Level	1	2	3	4	5	6
1	1+1	---	1-4	7	1	1	-	-	-	-	-
2	2+2	2.5K	1-4	7	2	2	-	-	-	-	-
3	3+3	.5 K	1-6	6	3	3	1	-	-	-	-
4	4-4	10 K	1-6	6	4	4	2	-	-	-	-
5	6	20 K	1-8	5	5	4	2	1	-	-	-
6	7+2	35K	1-8	5	6	4	2	2	-	-	-
7	8+4	65K	1-10	4	7	4	3	2	1	-	-
8	9+6	120K	1-10	4	8	4	3	3	2	-	-
9	11	240K	1-12	3	9	4	3	3	2	1	-
10	11+2	360K	1-12	3	10	4	4	3	3	2	-
11	11+4	480K	2-16	2	10	4	4	4	3	3	-
12	11+6	600K	2-16	2	11	4	4	4	4	4	1
13	12	720K	2-20	1	11	5	5	5	4	4	2
14	12+2	840K	2-20	1	12	5	5	5	4	4	3
15	12+4	960K	2-20	0	12	5	5	5	4	4	4
16	12+6	1100K	3-24	0	13	5	5	5	5	5	5
17	13	1250K	3-24	-1	13	6	6	6	5	5	5
18	13+2	1400K	3-30	-1	14	6	6	6	6	6	6
19	13+4	1550K	3-30	-2	14	7	7	7	6	6	6
20	13+6	1700K	3-30	-2	14	7	7	7	7	7	7
21+	+2@	+200K@	4-40 max	-3	14	8	8	8	7	7	7

1) Hit Dice: I feel either this layout should be followed with D6 instead of D8 and cut off about 9th level--or a Mystic should get no more dice than a regular fighter, with whatever bonuses his normally high constitution would give him.



2) Experience: I see no problem. They are based on Mage points which seems fair considering the Spell Use, until hitting in the range where fighters need more points; then it switches. This seems only reasonable. [Since this type is double-threat, I'd think it should be Fighter plus mage EP for a level.--LG]

3) Open Hand Damage: at 21st level, a Mystic can hit as hard as a Monk at 16th level. However, he has actually earned less points, 1900Kvs. 2500 K. I feel that the Mystic should stop at 3-30, not 4-40. Also, it is not stated in Dave's description, but I assume that a Mystic does not get multiple attacks like a Monk, which does make the damage more reasonable.

4) Armor Class: It is obvious by the description that a Mystic can only wear leather. Again, the 16th level Monk and the 21st level Mystic have the same armor class. I don't think I would let a Mystic get past armor Class 2, plus whatever extra his dexterity might give him.

5) Thief Level: I feel that the Mystic should progress on a straight two for one progression throughout: i.e. 1st level Mystic thieves like a 1st level thief, 3rd level Mystic like a Tf2, 5th like a Tf3, etc.) with the cutoff being 10th level, not 14th as is implied by the description.

6) Spells: The spell progression is fine, but I have quibbles about which spells belong where. I'll get to that under description of spells.--SP

#### LEAPING ABILITIES:

1-5 Level can leap	10'	up or down - and	15'	across
6-10	15'		20'	
11-15	20'		25'	
16-	25'		30'	
19-20	30'		40'	
21+			50'	

Sounds good to me.--SP

#### SELF HEALING

1-5 level can heal up to	4	points damage once per	4	hours
6-10	6	points damage		
11-15	8	points damage		
16-18	10	points damage		
19-20	12	points damage		
21+	14	points damage		

This ability to cure wounds can be done in combat so that the character may have a dying last stroke. Character must be alive to cure himself.

I will go along with this with the proviso that under my Spell Point System each point of cure will cost one point.--SP

#### THIEVING ABILITIES

Open Locks, Remove Traps, Move with Great Stealth, Hide in Shadows, and Climb Walls.

Obviously, like my Barbarians and Dorsai, Mystics do not train in Picking Pockets.--SP

#### WEAPON USE

Mystics have the ability to transmit open hand damage to weapons.

Damage plus half open hand damage to missile fire.

Damage plus full open hand damage to primary weapon.



Sorry, I can't go along with this. However, how about half open hand damage with primary weapon--and if a missile hits with 4 more than it needs to strike, it's a critical hit on my critical hit chart?--SP

Only one primary weapon may be used, although knives and darts may be carried. Two swords or two axes may be considered one primary weapon, but they must be the type usable in one hand. If a longbow is used, it may be used as a quarterstaff in melee. If a spear is used, it may have any type of weapon head (sword, axe, etc.) on one or both ends.

Mystics may use magical weapons and protective devices, but no magic weapon (like fireball wands, necklace of missiles, sphere of annihilation).

Actually, I cannot see why he cannot use a Necklace of Missiles though probably not Javelins of Lightning. However, I'd say that a Girdle of Giant Strength would turn him into a regular fighter, as would any kind of gauntlets.--SP

#### MISSILE FIRE

Dodges missiles like a monk. Seems reasonable.--SP

If Dexterity is 17, 1-2 arrows, knives or darts may be thrown.

If Dexterity is 18, 1-3 arrows, knives or darts may be thrown.

I assume that's thrown, not shot.--SP

#### SPELLS

Spells usable by a Mystic are cast on him alone. Unlike other magical spells, these are not all cast with a wave of the hand and the speaking of incantations. Unless noted (\*), the spell is placed on the Mystic without a magical gesture.

I have my own ideas as to where certain of the spells should come in the list, so those which have a number in parenthesis after them like so (2) show the level I think the spell should be at. Those with an x in parenthesis like so (x) are ones I don't think the Mystic should be able to use.--SP

#### First level

Detect Magic *(2)	Sound Amplification	Super Match *(2)
Light *(2)	Detect Food and Water*	Telescope (2)
Match*	Purify Food and Water*(2)	Ventriloquism
Read a Languages (x)	Detect Life*(2)	
Read Magic (x)	Detect Poison*	

#### Second Level

Create Sound*	Extinguish Fire*(small)	Detect Invisible (3)
Continual Light*(3)	Measure Distance (1)	ESP (3)
Flash*	Freeze Water*(3)	Measure Volume
Pyrotechnics*(3)	Wind (3)	Detect Disease*
Gliding*	Levitate*(3)	Invisibility*(3)

#### Third Level

Clairaudience (4)	Clairvoyance (4)	Det. Clairaudience
Det. Clairvoyance	Detect Orientation (2)	Detect Teleport
Fly*(4)	Haste (4)	after (2)
Infravision (2)	Light Beam*	Magic Mouth*(4)
Mirror Image*	Rope Trick*	Slow (4)
Water Breathing	Whirlwind*(4)	Wizard Light*(4)
Cure Disease*(4)	Tame Animals	Walk on Water
Empathic Cure*		



#### Fourth Level

Acid Resistance (3)	Poison Resistance (3)	Speed
Cold Resistance (3)	Gaseous Form*	Telepathy (5)
Fire Resistance (3)	Sticks to Snakes*(5)	Wizard Eye (5)
Lightning Resistance (3)	Polymorph Self*	X-ray Vision*

NEUTRALIZE Poison

#### Fifth Level

Detect Jamming (4)	Dragon Control*	Locate Person
Energy Resistance (4)	Speak with Dead*	Telekinesis* (6)
Teleport*(6)	Vortex (6)	

#### Sixth Level

Acid Protection (5)	Animate Object*	Anti-Magic Shell*
Astral Eye*	Cold Protection (5)	Indetectability*
Fire Protection (5)	Impact Resistance	(Mind Blank?)
Poison Protection (5)	Lower Water*	Lightning Protection (5)
Projected Image*	Legend Lore*	Protection from Magic
Repulsion*		Missiles (?)

I took out Read Languages and Read Magic, because those are also Thief abilities and thought they were more applicable through that channel. I also notice that Protection from Normal Missiles is not on the list. It should probably be at the third level.

A Mystic has none of a Monk's abilities with Saving Throws. I would assume that his fighting abilities and saving throws are those of fighters.

I am sending a copy of this article to Dave. I wonder what his reaction will be?--SP

#### ALL THE WORLDS' MONSTERS

We are currently shooting to have this out for Dundercon II. However, the more you put out there take the code sheet I put through the last mailing, make lots of xeroxes and send them to me, the faster we can get it out. If we have to take monsters from the pages of A&R and they don't have some of the information we need on the form, we will fake it. A vital piece of info on your monsters may be altered.

Also, if you object to your monsters appearing in the book, let us know now! I don't want to have to tear up code sheets I've already filled in.

Anyone wanting more copies of the official code sheets may order them from me. Send a SASE (one stamp/four sheet wanted; make sure the envelope will hold the number you want) and I'll send you the forms.

Thank you, Cary Martin, the first to use the code sheet and send us some monsters.

To clarify a couple of items which do not seem to have been clear on the sheet: TYPE refers to "Undead," "Dragon Type," etc. FOUND IN refers to Desert, Ruins, etc. Also your name belongs in the CREATOR slot, as you are the one to translate the monster into D&D terms. Give any literary credit in the DESCRIPTION narrative.

#### WE ALL KNOW WHAT WE ARE DOING:

We've discovered lately that even people such as Steve Henderson, Clint Bigglestone and I, who play together a whole lot, are not interpreting rules the same way. We are now working on a major Interpretation Manual for our way of playing. Who knows, if it proves quite different from what can be told of the basic Gygax determinations, maybe we'll publish our own game....

Next issue: Spell Singers (my revision of Siemon's Bard).



# clearerther!

is the all-purpose personalzine of Samuel Edward Konkin III. It is published irregularly (semi-monthly, approximately) for exchange with other Science Fiction fanzines and for the following Amateur Press Associations: *APA-nu*, *Alarums & Excursions*, *LASFAPA*, *CarbAPA*, and any others the editor is invited to join. clearerther! is available only for trade, letter-of-comment, or in APA. clearerther! welcomes fanart, locs and filks; the faned will also consider other faanish material and even sercon material for inclusion. All correspondence should be sent to faned thus: NewLibertarianEnterprises, P.O. Box 1748, Long Beach, CA 90801, Personal: SEK3.

This issue is Number 18 (of Volume II) and is intended for *Alarums & Excursions 16* (November 1976). Next ish: back to *APA-NYU* and *LASFAPA*.

MEMO TO E. GARY GYGAX

## MEMO TO E. GARY GYGAX

Thanks for your comment on my alignment discussion. First of all, feel free to address me in the first person. Secondly, we all got a chuckle over your thinking my matching good/lawful and chaotic/evil was strange. You admit in an article fo *Strategic Review* that you originally matched them; and I know of *no one* in Southern California who splits morality and alignment as you do. But there's about to be one.

Right after I pubbed that last zine I started Moorcock's Elric series. I suddenly realized that the alignment/morality split could result in enjoyable complexity rather than ethical confusion. Naturally, my scientist-bent took over and I began exploring the possibilities.

After I worked out my version of alignment perpendicular to morality, I sought out your version. Fortunately, Steve and Sandy (McIntosh) had a copy of the February 1976 *Strategic Review*. To my amazement, we were over 50% in agreement. Perhaps even more, but I leave open the possibility that you may not see concurrence where I do.

In the next section I define and describe what I see as the most self-consistent alignment/morality coordinate system, define extremities and personify them, and give examples. Following that, I compare and contrast your proposed graph with my thesis.

I noted your statement that you wanted to "skip it," so do not feel compelled to reply, though I am certainly interested in your analysis.

I do not know if I have conveyed it in previous publications, but I have considerabl respect for your gamesmanship. Inundated with all the variants of Southern California, I have plowed through to become a die-hard Gygaxian on magic-use, and tend to be fundamentalist towards the Seven Testaments. You implied that you have not fully hardened in that *Strategic Review*, at least concerning this question; as for me, my total reversal on this alignment question has been greeted with denunciations of heresy.

For truth and a good game,  
SEK3

## NOT ALIGNMENT, AGAIN!

Is obedience to law good? Is it even Lawful? That depends on what is meant by law and by Law. As a matter of fact, based on both logic and on fantasy reference, the answer to both questions is no.

Everybody obeys Natural Law, even the Christian omnipotent God. Contradiction cannot exist: for example, regardless of one's desires or alignments, magic, whether powered by entropy flow or spirits cannot both be and not be. And so forth.

What Moorcock and others mean by Law is "Order"—physical, crystalline order—the minimisation of entropy. *Obedience to Natural Law is irrelevant to entropy flow*. If I should smash a structure which causes violation of natural law, I would be entropic ("Chaotic") but "Good."

I won't belabor the point. Let us then put morality (Natural "lawfulness") orthogonal (as the mathematician would say) to alignment (physical order). Now let us explore the four *bases* defined, which can be pictured as four axes of an X-Y graph.

As we head indefinitely "upward" on the Y-axis, we approach a concept of infinite good, like the Judeo-Christian God in its less contradictory forms. What is the attitude of very "pure" Good to Law/Chaos? According to Moorcock, balance is desired by the Good so that the world will neither be frozen in crystalline stasis (pure Law) or ~~randomised in near death~~ (pure Chaos). Hence pure Good is completely Neutral. 2

Similarly, one can proceed negatively (downward) on the Morality axis and find pure Evil could care less whether the world perishes by freezing or burning. Hence the Christian devil (and probably Zoroastrian Ahriman, etc.) is also Neutral in alignment, as are his minions.

Now let's try the X-axis (alignment). Put Law on the Left and head out towards pure Law. Personify it by a god, say Lex. Lex wishes imposition of patterns of order, reduction of degrees of freedom, and prefers crystalline states to random solids to liquids to gases and so forth. Good and Evil are irrelevant to Lex; he is an amoral, monomaniacal computer-type, programmed for Law.

Of course, Chaos is equally Amoral. Elric calls the god of Chaos Ariocho, and Ariocho cares not for the validity of Elric's actions, merely whether it will serve Chaos. Entropy must be maximised; structures must disperse.

No humans will be found at these infinite points, only those locked in their morality and their alignments by their Nature—their fundamental inability to change.

Now let's bisect the angles, and look at the four "corners" of the graph. Those are finite, unlike the coordinates, since there is a limit to how Lawful/Good one can be since attempting to be more Lawful requires committing evil acts, and always serving Good means occasionally breaking down structures, controls, and so on.

Assuming symmetry, we can draw a square (though one could argue for a circle or ellipse), and we have four corners: Law/Good, Law/Evil, Chaos/Evil, Chaos/Good. For other points of interest use the intersections of the square's sides with the four axes: Law(max), Chaos(max), Good(max), Evil(max), where (max) = maximum possible for sentient beings such as humans.



Let's personify these corners with gods. First, what would Good/Law be? It would be a position of defending Law by only Good means. Coercion, except in self-defense, is Evil, so the Lawful/Goods would seek a Natural Law without coercive regulations and controls. Harmony, as Frederic Bastiat defines the term, fits the position perfectly, so let's call the goddess *Harmonia*.

What about Law/Evil? Clearly Law would be imposed by force, slavery, slaughter, plunder, whatever Evil works. Statism, preferably totalitarianism, would dominate the culture, and hence wars of conquest. A war god would be close to representing this, but that still lacks the implication of the domestic tyranny and oppression. Call him *Archos*, the Ruler at any "price."

Chaos/Evil would entail violations of laws for its own sake. Perversions and mindless destruction would be encouraged, though restrained for the possibility of greater destruction and fouller Evil. *Dementia* would be an appropriate goddess.

Chaos/Good would entail attacks on regulations, controls, and states to smash Evil structures and free Good. Robert Anton Wilson's *Discordians* fit this category very well, so let's make Eris the goddess, or to keep the names similar to those of the other corners, *Discordia*.

Suppose the four High Priests of the corners should meet? What would their motivations be for action? Needless to say, the Discordian would see the Archist as the embodiment of everything he despised, and the feeling is mutual. So will the feelings run twixt Harmonian and Dementist. The Harmonian might attempt to deal with or neutralise the archist as a lesser, not immediate threat, and the Discordian would act towards the Dementist accordingly. A one-on-one battle would result, generating two pairs.

But suppose the Archist was not present? In that case, the Discordian would be motivated, at the very least, not to interfere in the battle between Harmonian and Dementist. In fact, he might act, and if so, for the Harmonian. The reason is clear: should he aid Evil, he would plummet toward Evil himself. On the other hand, aiding Law is only a small compromise of his Chaos alignment, one element or act among many, and could be reversed by a few acts afterward. One can make the same case for the Evil corners facing one of the Good ones, simply by moral inversion.

OK, so much for limiting cases. Now as you move "down" from the Discordian corner, the Chaotic/Good will be less likely to assist the Lawful/Good against Chaotic/Evil, though would definitely assist, say, a Neutral/Good Patriarch against any Evil. Amoral/Chaos will assist all Chaotics over all Lawfuls, and be Neutral to Neutrals, regardless of morality.

Moving "left" from the Discordian corner, the entity will tend to fight for "Good" of any alignment over Evil of any alignment, and this will be an imperative when one reaches Neutral/Good.

One can work out the other three corners the same way. Heading "inward" along a line between the "origin" and the Discordian corner, one will remain basically Discordian, but less intense in both alignment and moral conviction. Finally, one reaches the center, the intersection of the axes, Neutral/Amoral.

Elementals, who are basically controlled or uncontrolled and not involved, are good examples of the Neutral/Amoral. On the other hand, although Druids are

Neutral, I would place them slightly above or below the Amoral line, or oscillating, since they do make moral choices. Rather than "Amoral," one would better describe them as "Mixed Premises." They are Neutral because they defend the Balance of Nature (which takes on a whole new meaning now) and hence are enemies of both Law and Chaos.

Most Patriarchs and Evil High Priests will now tend to be Neutral, but one could have sects for the for "corner" goods. Paladins should be Neutral/Good. Fighters are all nine possibilities.

A special word about Magic-users. Mages can be Good or Evil, but their Powers arise from the amoral forces. In short, Mages will attempt to tap the field strength of entropy flow between Lex and Arioch. A Wizard should, in a conflict with a mage of opposite alignment, appeal to the god of his (pure) alignment for additional intensity to overwhelm the defenses of the other. Since it would serve the god to have an agent of his opponent eliminated, he may grant it.

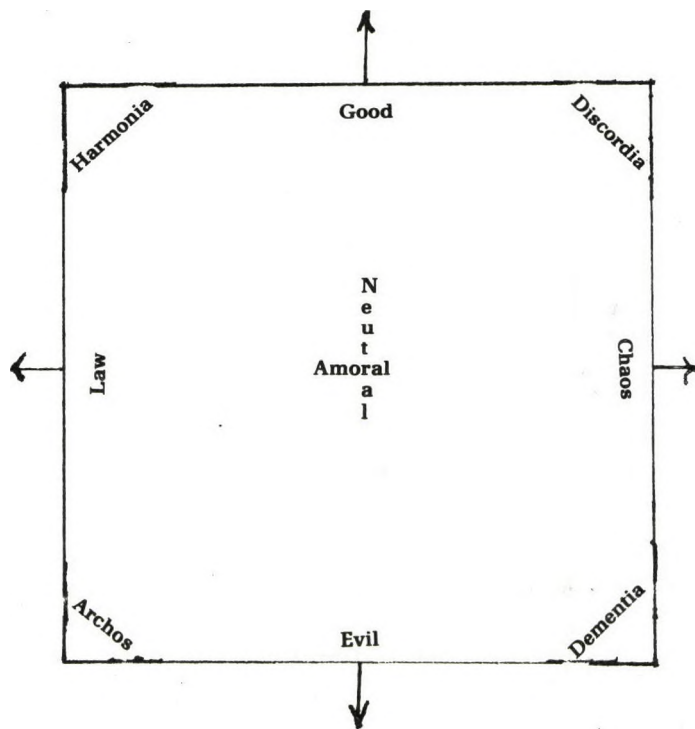
("Help me now, Arioch, and I dedicate his soul to you," cried Elric many times.)

Fine for Lawful and Chaotic mages, but what about Neutral magic-users? Basically, they would be sitting in the center of the "magnet" and could tap the lines of force between the poles, but could not appeal to either pole without becoming aligned.

Furthermore, enchanted monsters and monsters of fixed alignment will tend to assist humans of similar alignment and oppose those of opposite alignment (assuming amoral or weakly moral), though this would be true of fighters and thieves as well.

There is now no reason why Thieves cannot be Lawful—just not Good.

ALIGNMENT/MORALITY GRAPH





To sum up, Good and Evil will tend to defend the balance of nature (i.e., balance of entropy) and Law and Chaos will strive for Order/Entropy regardless of moral considerations. There are four "pure" positions, beyond the limits of fallible, choosing beings such as man. There are four "corners": positions of maximum Good and Law, maximum Chaos and Good, maximum Evil and maximum Chaos, and Law/Evil. There is a ninth position, Neutral/Amoral, dead center, and also all the area enclosed.

Human beings can be any morality and alignment; enchanted and created creatures will be aligned and benevolent/malevolent according to the nature of their creation. Other creatures, monsters, swords, artifacts et al. will simply be defined accordingly at creation by the Clerics/Mages.

How will this affect present D&D play? Only testing will tell, so my next dungeon, *Wargrypt*, will be inviting Southern Californians and visitors to try it out. It should be ready in January. But one obvious new possibility is having parties of mixed alignment (but same morality) or mixed morality and same alignment.

*Your fighters got the jump on a fighter wearing the symbol of arrows radiating from the center. Before he can get the obviously enchanted blade into play, he is slain by two mighty strokes. Your fighter, a Lawful, looks longingly at the Runesword beneath his feet, than calls over his friend, who wears the Golden Apple on his shield.*

*Your fighter points out the booty. "Praise Eris," he delights, and rifles through the Chaotic treasure and claims the sword. Off you go to the next nasty. Meanwhile, the sword slowly begins to extend the Evil control over your Discordian friend as its ego overrides your fighter's ally. How much more enjoyable than controlling that wispy-washy follower of Arioch...*

## SYMBOLS



## COMPARISON OF "GYGAXIAN" ALIGNMENT TO THE ORTHOGONAL MORALITY/ALIGNMENT SYSTEM

First of all, Gygax and I put our axes perpendicular. But where he puts Neutrality in a little box in the middle, I have a straight line—the Good/Evil axis. Obviously, that will lead to conflict.

The use of Nirvana and Limbo (I am referring to Fig. 1 of the Gygax article) as endpoints of Law and Chaos fit my positions without too much trouble. The distinction between Heaven and Paradise and Hell and Hades is no clear distinction to me; if anything, I would reverse them and have Heaven for Neutral/Good, Hell for Neutral/Evil, Paradise (a lawfully-inclined heaven) for Harmonians and Hades (a Lawfully inclined Hell, I suppose) for Lawful-Evils. Elysium sounds all right for Discordians, and The Abyss fits Dementists to a T. So far, no major problems shifting from one system to another.

Checking down the Law/Chaos tables above his Illustration II, we have a severe semantic problem. Anarchy is put under Chaos—yet it is extremely "lawful" in both morality and economics. Both Harmonians and Discordians could be anarchists; neither Archists nor Dementists could be.

Come to think of it, why did Gygax put Anarchy on the list but not statist? Or any other political label?

Leave it out and the rest seem to fit. The statement that "Chaos is complete anarchy" is wrong; here I am forced to pull rank as an expert on anarchy.

I think if Gygax had stuck to more scientific terms such as "uniform" and "irregular" he would have no argument.

No argument exists in his Good/Evil list of terms, and I think he was wise to leave the selfishness/altruistic problem out as he states.

As for the monster positioning in Illustration II, I can live with all, though I am particularly bothered by "Good" liches since Undeads are supposed to be all Evil. I can accept Paladins as Lawful, but just as likely Chaotic, and most likely Neutral/Good. Similarly, anti-Paladins should be usually Neutral/Evil.

In the following paragraphs to the close of the article, I am in almost complete agreement. But where Gygax may choose to suppose the final battle is between Law and Chaos, one can just as easily assume a conflict between Good and Evil beyond the resolution of the struggle between Law and Chaos. Whether the entropic struggle will outlast the moral, or whether one postulates a spiritual one either surviving the physical or even contiguous, matters not for D&D.

The game is, realistically, finite; hence, all decisions outside the "Finite Square" that we have both defined remain speculative for both players and characters.

Thus, to sum up, I believe the Orthogonal Alignment/Morality system is largely compatible with the Revised Gygax version, is self-consistent, and is in tune with our fantasy literature basis for *Dungeons & Dragons*—hence slightly more rigorous. Is it playable? Experimentation will confirm that. Come to Wargrypt...

## EN GARDE AT THE RIPOSTE OFFICE

### Alarums & Excursions 15

**Glenn F. Blacow** My understanding is that Mayans did not indulge in human sacrifice, but Aztecs did. But let the Latin American history experts settle the matter. ¶ No point in arguing your view of my view of alignment, since I've just reversed my stand. But if you believe that stateless people are easy to conquer, ask the English how long it took them to subjugate the Irish. ¶ Thanks for your comments—all appreciated.

**John Boardman** Hi, John. Wondered when you'd turn up. You're correct that said laws need not work—but to change the social and economic laws you and I'd have to change human nature. Personally, I have more fun with human and humanoid characters. ¶ Have you heard about the Objectivist vampire? Living an ethical life as vampire *qua* vampire, of course. ¶ Your misrepresentation of Rand's position is similar to that which has consumed reams of *APA-L* off and on for years. Let's leave politics out of *A&E* unless necessary, OK? After all, what does the denizen of the average dungeon know from Karl Marx?



What Trap Charts? #6 Robert Sacks/4861 Broadway, 5-V/NY NY 10034  
(age: 25) (for Alarums & Excursions #17)

Somehow I cannot seem to get up the energy to go through my records and recount more from the EPT expeditions I tried, for which I apologize. Instead I will try to describe, due to the request of someone in TWH,

The Combat System from KNIGHTS OF THE ROUND TABLE: During each round of combat, each player plays 1 of 10 combat cards. If he plays an attack (1-8) he rolls percentile dice, and if the result (with any modifications) matches the required minimum on his card for the opposing card, the minimum damage result specified on the card occurs; if he exceeds the required minimum by 10 the second result occurs; by 20 the third result, &c. The same method is used for jousting, except only 5 cards are used, and the 5th is chaotic only. (Gee, that was relatively painless.)

Comments on A&E #16

Tantivy: Are Elves to be considered babies for the first 250 years, or is the application to non-humans done on an other than straight conversion?

Jeremy: Why? If a DM wishes to allow magic items or new spells for sale, he simply will allow it, and if necessary create the items for sale. (Next time I see you, remind me to hand you your copy of LoH 11)

Leto: Your wandering thoughts in regard to vampires indeed do wander - they are complete non sequiturs. Whether or not Christ was crucified on a cross, or was divine, or ever existed at all has no effect on the status of the cross, and whether a cross is a sign of God or something else has no effect on the effect of a cross against vampires. As for "living wood" and "dead alive", how can you make any deduction from a pun? If Christ was crucified on a tree stump, the the wood of that tree would be a symbolic representation of the crucifixion, and hence would have the effect ascribed to crosses - you aren't claiming that Christ was crucified on the stump of an Oak, are you?

(Hartley: Please advise whether you will accept legatine/investigatory powers without permanent responsibility or commission. Yes or no, please.)

Griffin: Perhaps instead experience should be counted separately for each mode of fighting. "I don't care if you're a Lord of Archers - what's your jousting rank?" I would advise against McCaffery dragons. Forget about alignment languages (except Magyar). I allow Hedgerow Pidgin as a language.

Tuesday Morning: Wedged means crooked, warped, or incorrigibly fouled up.

Peggy: You will put the fire out first? Where in EW are Vatches described? Try allowing a Demon to assume the rank of any Demon it kills & eats.

Kirel: Anderson Elves were not chaotic - they were highly seducible. Thank you for the explanation. I hadn't realized that the "AM I DREAMING?" title was so profound.

OKW Orc: Yes, I live in Inwood: 10 years in person, and 7 more in absentia away at college. No active campaign; just planning. Even I believed the General, which is perhaps why they did.

One of these days I expect to see a Peaches-and-Cream Dragon, followed by a Blueberry-Pie-a-la-Mode Dragon, a Strawberry-Shortcake Dragon, and the one & only Knife-Fork-and-Spoon Dragon in perpetual warfare with the Chinese-Orange-Jello Dragon. Once in a great while there will be an unusual or novel concept on dragonkind (for instance, the great dragon from Stand on Zanzibar - anyone care to venture a guess about what it is?) but until then I suggest we all subdue and suppress catalogues of new dragons - otherwise I intend to actually read the garbage (soporific though it is) and give a full & venomous critique - perhaps Lee & Glenn & Mark & George & Kevin & one or two others would endorse this policy?



NOTES FROM THE REALM FANTASTIC

5

is copyright 1976 by Richard J. Schwall, 215 Hickory Court, Northbrook, IL 60062. Permission to copy is granted to anyone who has Lee Gold's permission to copy A&E in its entirety.

I) Stencils: This is the first time I am cutting my own mimeo stencils, and I can only pray that it comes out legible. I am sort of disappointed that this has the disadvantage that I can no longer get the speedy response to certain short questions that I used to get when Lee typed them right into the stencil. I rather liked your instant commentary Lee. Also, I am very quickly learning to hate this G&S correction fluid.

II) Game style: Consider two extreme ways of playing D&D: the first is a puzzle-solving game where each player must always have his wits about him in order to find the treasure and to work his way out of potentially lethal situations. (Glenn Blacow runs Edwyr, if his heated gabble in this magazine is any indication.) The second way is the role-playing game, where each player endeavors to run his character with a personality consistent with his rolled abilities. This includes playing low-intelligence characters as though they were stupid. Such characters are in great trouble when they get into a puzzle-solving game where all player-characters have 16 intelligence, regardless of their die-rolls. I have seen no evidence that there is a good middle ground between the two. In any case, critics should take this into account before they start spouting comments like, "You let a 5-wisdom character figure that out?", or, "This character was obviously too dumb to have come by all this magic equipment in a restrained game!".

III) Novel spell uses: After you have had the good fortune to get a ring of 3 wishes, you can use it as a last-ditch save-all insurance policy: put a magic mouth spell on the ring to be activated in case of death or incapacitation of the entire party in the face of the enemy. The mouth then says, "I wish we had all gone right back home with our loot before we ran into this recent trouble!".

Second gimmick spell use: a party including only one low-level cleric unwittingly breaks in on Count Dracula. The cleric doesn't turn the vampire, he uses Create Food & Water to create enough hot, garlic-laden minestrone soup to feed the party for a week (day?). That ought to slow him down enough to make good your escape!

IV) Fantasy-Modern Naval Battle! I have been developing just such a battle and it will appear at TSR's Winter Fantasy I convention on the weekend of Jan. 8. (Incidentally, the work I put in on this is the reason I couldn't get any material in for A&E 15.) When you consider that a heavy cruiser has something in excess of 50,000 hit points, and a missile weapon range of some 13 miles, it is apparent that the usual D&D spells and monsters aren't too frightful. Here you will see monsters that regard GD&H gods as mere lice to be picked out of their fur at leisure, and spells that raze small cities in a single hit.

V) I refuse to believe that Gods are nothing more than high-level hero-magicians with 300 hit points, or 30,000 hit points, for that matter. I regard a god as a being different in fundamental ways from a man. For example, gods of nature have each a particular aspect of



nature to rule over, and this rulership is a very different thing than any number of Control Weather spells. The sea has to get Neptune's permission to throw a body onto the shore. These are creatures of spirit, not of body, and are immune to all weapons, normal or not. They do not have hit points, and do not engage in normal combat. On very rare occasions, one may have a vulnerability that will allow a mortal to extort some favor from the god, but never enough to threaten a god's existence. The rule for such cases does not use the normal combat tables. Example: "A fighter has a 1% per constitution point chance of holding on to Old Man Neptune's shape-changes until he tires of this game. He will then perform one favor using his powers over the sea."

VI) I prefer using cardboard counters to miniatures for controlling marching orders and combat. This is because you can use Panzer Leader size counters or bigger counters for the characters and somewhat smaller ones for the swords, scrolls, or other devices that the players have in hand. I need this because I tend to lose track of all the various calls during exploration time, so that when a monster jumps them and we are suddenly in combat time, I don't remember who really had swords drawn, etc. With the cardboard markers, the players can easily keep things updated during exploration time (1 real minute equals 1 game minute in dungeons), but I can chase them away when we set up for combat time (played in combat rounds, no fixed relation to real time.) This to me more than makes up for the lack of the visual spectacle that you get with well-painted miniatures.

VII) Mailing comments (the best laid plans...)

B. Cleary: Trying to make a magical item that will fit into any universe is a noble idea, but one doomed to failure in the long run, I fear. Between the unwillingness of most people to put real work into their magical items and the vast variety of rules systems, I think that not many people will be taking the practice. Too bad. Still, it is possible that a significant number may agree on your use of the +1 magical sword as the medium of exchange.

C. Summers: Whyzzit that everybody and his uncle Fred wants to do a new writeup on Rashakas, that nobody agrees on the spelling, and that most (like you) don't even spell it the same way twice in the same breath? Now if I understand your formula for experience changes with extra parts on these critters: an otherwise normal Rashaka with only 2 extra arms would pay double EP's, and with only 1 extra arm, would have an EP multiplier of 1, even though it gets 1.5 attacks! Need I say more?

C. Luce: I really don't see the need for any more dragons. It seems that the effort could be much better put to use in developing a whole new monster/speaking people race of creatures with their own personality and history. Keep in mind that a mere page of this sort of thing will make such a race far more interesting than the latest random monster.

I think "Analyze Spells" should be only first level since most



spells last but a short time, giving you little time to decide to do the analysis spell, and even less to react after you have analyzed. If you haven't found out the hard way what it was by the time you get the spell off, it quite possibly wasn't very interesting anyway. Add to that the 50% (on the average) information returned, and you have a true junk spell. The other spells which work on permanent objects, should be left at high levels.

Something not worth doing well is not worth doing. D&D is currently a game without realism, and trying to add "more realism" to it is like trying to get more fur off of a chicken! Any rules changes to D&D should be only for the purposes of making it run faster or adding entirely new features like a new type of magic. To get realism into D&D, you need to rebuild it from the ground up. It is not now a simulation game.

In answer to your questions: McCaffery dragons will fit if treated as a new "speaking people" and if the GM has read the books several times and knows them well. Blade barrier for clerics is an obvious blunder, simply the result of not paying attention. Typical. I rule that chaotics may not learn Law and vice-versa, but that neutrals may learn either. There is no neutral tongue, only Common. Animals, except intelligent ones (porpoises), have no language without the aid of magic. No, you are not boring me.

N. Shaper: Whenever you see certain tip-off lines: "No saving throw.", "A full wish will not remove it.", "Remove curse does not work.", then you know that you have met someone who is deliberately unrestrained and enjoys it. Your magic absorber II is a classic example.

M. Easterbrook: You really ought to try to make a simple "Molotov cocktail" class firebomb with almost any kind of oil. If you ~~don't~~ fear blowing up your back yard, just spread some oil on some small stones and try to light it. Anything less volatile than kerosene will probably have to be heated to burn well at all. And on a cold winter day a match dropped into a cup of gasoline will go out without igniting the gas.

I can see how you can sort of simulate sword combat with wooden swords without killing each other in your English Civil War group, but how do you simulate a cavalry charge against pike without having many dead or wounded players at the end?

See Larry Niven's "Bigger Than Worlds" discussion in his book, A Hole In Space. It has several world structures that are bigger and/or stranger than the Ringworld, including the Alderson Disc, which has a spunky atmosphere because the sun is always near the horizon. Niven thinks this would be a great place-setting for a sword-and-magic novel, so it should be just as good for D&D.

VIII) I may start putting this rag only in The Wild Hunt on alternate months. If you don't see it here, look there.



THE GRIFFIN'S QUILT #4 (or so); Hopefully written for A&E #17 by Charlie Luce, 4252 51st Street Apt 4, San Diego, CA (92115); Phone (714) 281-7897.

As any casual reader of this zine might have noticed, I seem to be having a few minor problems meeting deadlines. Hopefully, this will be run with last time's addendum (GQ #3½) and finally get me caught up. This said, it's off we go to the races!

Griffin Droppings Dept. (Comments in A&E #16)

LEE: Comments requested on your aging system--so here goes:

1) I don't know that humans fall naturally into ten ages; it is also possible to use eight steps and make comparisons with the steps of Dragon Age (and, of course, there's the classic Seven Ages of Man--but no I'm off on a tangent). (2) I don't know if I am a typical example, but at 13, I was 5' 4", weighed around 100 pounds, and was slight of build. At 18, I was 6' 0", weighed 240 pounds, and was built much more stockily--a condition not much changed from what I am at 21. Of course, the stated ages might be more accurate for females, who, after all, mature faster than the male of the species (on the average, of course). Perhaps two tables are needed, since women have a similar advantage on the other end of the lifespan. (3) My observations (and I come from a long-lived family; I remember my great-grandmother, and all four of my grandparents are still living) have been that the effect of a long life is more that the last five stages in life are slower in coming, not that an additional 10 or so years are spent being ancient. Might I suggest that for such persons that the time spent in each of the last five categories be extended by one year (except for Wisdom effects)? (4) Last, one thing common in fantasy is the wizard who is in the height of his power at the age of 200+. Perhaps the appropriate spells would be available at high levels (since I would certainly not turn this over to the exclusive province of elves). (5) By the way, if any of the above comes across as anything but friendly, constructive criticism, I apologize in advance, since that is all it's meant to be.

On the subject of the Anti-Psi and Science shells; One thing about Anti-Magic shells is that they also prevent the Mage from using his own spells out. I would assume that the two higher level spells do the same thing; if not, the Mage has a perfect defense with no drawbacks unless he perhaps also happens to be Psionic, and that's more on the level of Prismatic Wall; 9th or 10th level.

BILL SELIGMAN: I like it, I like it! Now, how about "The DM in the Dark", or perhaps "The Gamemasters of Tacstudrules"?

ERIC: I hate to sound "unrestrained", but isn't an infinitely charged Rod of Cancellation a bit much, even for an Artifact?

GLENN: About your comment to Eric--GREYHAWK specified that Gauntlets of Ogre Power can't be used by Mages (Though Book II says OK). The making of items is a subject that is confusing (even with the good article by Steve McIntosh), but I'd like to put in my two bits; it seems to me that it ought to be one way or another to make items; either know and have the right spells to produce a magical item, or keep the spell casting and item production as a separate process (the approach I prefer, although either is a perfectly workable process). Even if the two are mixed, why need a Permanent spell to make a wand? Wands aren't permanent--once



you've used up the charges, you're left with a stick--and not even a rechargeable one. (Frankly, I got the idea that your system is an attempt to prevent players from making magical items at all--an idea I disapprove of). Oh, yes, one more thing; it is truly an astounding process which left Oskley populated with they-gotta-be-Tolkein Elves, Dwarves, Hobbits, Orcs, ad infinitum, while the type you don't like somehow got lost in the transition.

LWE WOLKOFF: (By Crom, someone does read this thing) Please remember one thing; I have only been using the Perneese fire lizards, not the large dragons. This is because I didn't want two different systems of dragons running (or whatever) around. I'd assume that there would be some effect on the Impressers for lizard mating--which could lead to some interesting situations. I haven't had to worry about it, actually; of the first batch of eggs found, the Impressers were either now in Urth campaign or out-of-towners (Kay Jones and Nicolai, to be exact), and the second hasn't hatched yet (it will be several game-weeks yet), so since that first finding I haven't DM'ed a game with Pern-lizards in it. The Mahogany Dragon pair are the Neutral equivalents of the Platinum and Chromatic Dragons, and as such should only be found in a dungeon if performing a specific mission (protecting innocent Neutrals). In addition, the Blindness weapon should stand--it is there to provide a terrible but non-fatal weapon. The Cinnamon does indeed control its Polymorph weapon just as the appropriate spell, as specified in A&E #14/GQ #2. I like your demi-god ideas, although if I am in a good mood I have allowed levels up to 24th into Wulth.

ROBERT CLIFFORD: Well, you've got a beginning toward a Equality-for-Non-humanoids system. I noticed that D&D Dragons don't appear on your chart though. I roll for species, although I allow the players to choose between three alternatives: A-Human; B-50-50 chance of Human or Non-human Humanoid (then roll for type); C--3/8 chance Human, 3/8 chance Humanoid, 1/4 chance Monster. I use the same charts for Reincarnation (with different chances for each species depending on what you were), so they're different for each alignment. I also roll gender and the basic characteristics; everything else is up to the player. (PS--by "I roll", I mean that I have the player roll) You can do it.

KEN PICK: Fine cover, and the most enjoyable (by me) write up that I have seen in A&E (I've read 1-2 and 8-16), although I can hear the "restrained" exponents and "no exotic characters" exponents of the One Right and True Way screaming now. Of course, it may just be my own prejudices showing--You, Wayne, Gregg, and such are one of the few groups I've read about who let me play my own exotic characters--fairly, that is.

WAYNE SHAW: From the above-mentioned adventure, I have an inquiry concern Wyvernstar. More information please? I ask because I have been using winged human-types (like The Children of the Wind in White Bear and Red Moon/Dragon Pass), and I'd like to see your statistics (Mine have Infravision and fly at 30"/turn; otherwise as human except that Plate Armor acts as 4x normal encumbrance and Chain Mail as double normal encumbrance).

General Comment: I try not to end up in "I shaft you coming and going" magic systems, and it seems to me that klutz/backfire systems for any situation except for trying two spells in a turn or spell casting beyond your normal limit is such a rule. If you do



use a system like that, why not be fair about it and eliminate saving throws? I'd much rather throw a few spells which have a good chance of working than many which are prone to futz up.

Early Warning Dept: If my current plans work out I expect to be at Orc-con up at Fullerton come January, and looking forward to meeting some of the co-producers of this thing from the area. (Of course, that'll probably be right on the deadline for #18, so the reports will have to wait till February)

Oppurknockity tunes but once Dept: As those of you who noted the name of my poet-wereagle in GQ/3 $\frac{1}{2}$  might have guessed, I like the music of John Denver (I've always enjoyed his tune). Johann has written a song based on stories he's heard from his friends who have adventured into a certain dungeon known far and wide. I have had Ellen translate it into Common, and present it for you now.

NOTE: This song is not presented as criticism or insult. The only criterion for enjoying a dungeon is personal taste, which I leave to the individual players.

So, here to the tune of "Saturday Night in Toledo, Ohio", is:

#### THE STORMGATE SONG

On any night, D&Ding in StormGate is like being nowhere at all;  
All through the game, how the hours rush by,  
You enter the rooms--and you watch your men die;  
Oh, then after the melee, with Lightning Bolts flashing,  
and shadows of death over all;  
They open the halls on each die roll of ten,  
and those caught inside them are not seen again;  
Just two lonely Clerics, and one Magic-User, who came in from  
places unknown (-ces un-known); all huddled together on the  
lowest level--and wishing that they could go home.

You ask how I know of this dungeon called StormGate, well, I  
spent a week there one day; They've got many monsters from  
which you can't hide--go look in the rooms where the Demons  
abide;  
Ah, but let's not forget that the rulers of Stormgate ungrat-  
tiously gave us the shaft; "You've come here to die!", that's  
the promise they've made--so try and remember nex time you get  
flayed;

Oh, "live and let die", yes this is thier motto; mine is "let  
slleping dogs lie" (-ping dogs lie);

So, here's my salute--to that dog of a dungeon;  
StormGate--I bid you, good-bye!

(Nicolai: Kay, after hearing this song, swore that you would  
not be offended. If you are, I retract the whole thing.)

Till, hopefully, #18 and/or Orc-con; I wish you strong com-  
rades--and Good Hunting.



## I Most Admire Unicorns

When Cain dwelt east of Eden in the Land of Nod, he was the father of music. Not far from the land of Nod was Mesopotamia where the lion, sun and bright prince of the skin, -- and the moon or unicorn fought for superiority. The unicorn bows in challenge and greetings; the lion pinions the unicorn and the unicorn surrounds. Never fought down, always returning again to challenge the heavens, the moon always returns when the sun leaves and is always driven off by the rising sun. Life is faced with death, death faced with resurrection, the eternal drama of the heavens.

In Persia grazing animals ran; the antelopes there remind one of the Unicorn. An ass of the plains and a servant. In India, he is an antelope-like creature. In China, he is the child of the five sacred colors: blue, red, white and yellow. In Zoroaster's vision, the unicorn helps Armuzd, Lord of Light, to defeat Ahriman, Lord of Darkness, and clears the waters of creation of poisons. His horn by its goodness alone magically displaces the poisons and corruptions.

When Ghengis Khan invaded India, a helpless nation was about to be plundered by his destructive mongols. But the unicorn, the perfect beast came to him, the perfect warrior, and bowed in greeting, kneeling three times. And the mighty warrior looked in the gentle eyes of the unicorn and was adhamed. This is the birthplace of Buddha, he said. March back and harm it not. And the Mongols went away from India and never conquered it entirely.

Chin Lin carries on his back symbols and is born of the mist of the Yellow River and teaches unknown languages. When the wife of Kung was with child, she saw a unicorn in her garden and received the jade plate from its mouth. Her son would be a throneless king, Confucius. All sages are regarded as the sons of the unicorn. Chin Lin or "bearded one" has a voice like the sound of ancient Buddhist monastery bells, gentle to nature like clear waters; he would injure no one and he walks on moonbeams. He is associated with the heavenly lady, Chu Sheng Niang and with her blesses the marriage bed in Ancient China.

Abraham lived in the land of Ur, a descendant of Seth. He had the unicorn as his mark. It was believed he bred certain animals of old with a single horn to be the leaders of the flock. It has been proved that animals bred in laboratories to have only one horn by binding the two horns together when they are young will be the leaders of the flock. Adama slew the one-horned ox to thank the Lord for the first day out of Eden. He was afraid the Lord would punish him and Eve with Eternal Darkness.

The Queen of Sheba hid her treasure on the Mountains of the Moon and had a unicorn to guard it. The Book Daniel compares the coming of Alexander the Great to that of a one-horned beast.

In the 5th century, Greek physicians studying in Persia at the royal court, observed a white one-horned ass whose origin was believed to be India or Hymaphians. The Roman Pliny thought of it as belonging to a deer-headed animal. The rhino gave rise to the unicorn. It was



called the wild bull, an ass with a curlous set of muscles that enabled him to raise and lower his horn at will, the bearded antelope, a weasel-colored pony with bearded head and slipt hooves.

In Baghdad on the banks of the Tigris, the first mention of the use of unicorn horn as a curative appeared. He who had a cup made of unicorn horn need fear no poisoning. Displaying it meant that anyone trying to poison you would be betrayed by the sweating of the horn. The horn was much in demand by monarchs. But the lesser nobles used it too. It cured Dropsy, gout, constipation, epilepsy, melancholy and various other illnesses as well as protecting against evil. Thirty gold ducts, 6000 gold florins, 7000 silver marks sterling, 20,000 pounds sterling would get you a horn.

All sorts of things were used for unicorn horn from Narwhal horns to petrified wood and the horns of various animals. It was not until the 18th century that the trade in Narwhal horns as unicorn horns was ended by the Northern folks.

In Europe the Unicorn was associated with virgins for religious reasons, implying that the Virgin would share Christ (the Unicorn). The Unicorn became beautiful, the heraldic symbol of Scotland, the Queen's beast. With a silver mane, silver and red hooves, pearl white body, bearded head, golden eyes, satin red mouth, the shape of a European horse, the graceful Unicorn is a magnificent beast. King of his world again, raised from his low point of religious misunderstanding and false curative claims, he now takes his place again in the heavens, again cleans the waters of ignorance and misunderstanding. He has new powers; he travels through dimension doors with virgin rider and fights with a lance-like horn in D&D.

-----  
comments  
-----

Cover: Ken Pick, you are bgginning to grow on me. I like this cover very much and also your narrative style, even if it did give us a few bad moments with the cleric who exposed himself. I'm sorry Cowboy upset you, but he didn't really want to make fun of the handicapped. Some dungeon characters are handicapped to keep them from getting to be too powerful. Also a handicap is more interesting than just saying, "He got a low roll."

I have just finished being mad at TSR for publishing the Jester and Village Idiot character classes. I don't think these were nice. I know NY dungeons use such things, but why pass it around in a high class magazine.

Glenn & Sean: Do you want me to publish the history of Midgard Ltd.? Sean how much do you feel like answering about Silence in Thunder? Lea and Manlu and Don Emmanuel and Sancho might move over to Edwyr; it's getting lonely in Midgard LTD since Scott Rich shut it down.

Glenn, I met a dancing sword in Tyldarien you might like. It really dances. After the first five cuts, it fights and dances with people. Hope that Chaotic MU liked it almost as much as Dagobert liked the Chaotic Cleric you sold him, LEW. But why did he raise the twit hobbit thief?

John Quickbow and his brother Pepe the Pius are upset. LEW, it was Al Mundy who got offed by the heat-seeking missile, not Pepe. You remember Al, bringer of all good things including Harlona/Harlon, the one who wanted to sex change right in the middle of melee. But



I sure liked the way she threw that clerical hammer.

We had three clerics when we started off. One left; two survived, including Harlona, who was a Neutral Cleric. Al died twice; once Dago bert brought him back and then he died again. This was his third time too. He'd died once before from badmouthing the Neutral God on Jack Harness's Telephone (the one from last issue). LEW, don't mistake my boys for him. They're good boys and don't look like a hobbit thief, even a third level one.

In fact they're so tired of being mistaken for twit hobbits, they're about to make an offer to Goldeye. They want to get back the 6th level Elf Fighter and +1 chain sold by Jack Slasher to Goldeye. John is rich and neutral and worked hard for the cash. He admits he couldn't have rescued the Lawful Weeebear against the MU9 (who was Chaotic and was talked out of offing our folks with the ground zero fireball; doesn't E327 have a way with words, Jack) and he could not have handled that superhero and myrmidons alone, but he did do his part. Even Chaotics can understand a Neutral's sad tale of having to do something to keep from being mistaken for a twit hobbit thief.

It would be nice if somebody became an American agent for some of the British fanzines mentioned in A&E. Edi Birsan handles NEWS FROM BREE.

Stu Levin: The Rifle is no good for death Demons. They understand magic and unholy/holy objects, not technological things like Rifles.

Hilda: Sister Cecilia is a nice soul but she should keep her Christian bigotry to herself. I believe in trying to get out all the party members, dead or alive, in any dungeon.

Robert Sacks: It depends on whether you want the historical or the legendary Merlin. The second was a magician born of a demon father. The historical one knew some psychology and some herblore but wasn't a MU.

Hartley Patterson: Tony Bath says hello.

Steve McIntosh: Greetings to your lovely wife.//I like heavy duty crossbows for Gelatinous Cubes.

Lee: Some Chaotics have their nerve, overcharging Neutrals for buying spells. They'll get bad press that way. Next time a Chaotic wants something from a Neutral, charge him 500 GP extra. [*Chaotics already have an awfully bad press. And I see no reason why the various alignments should be all that cooperative with each other. In particular, Lawfuls and Chaotics should certainly charge a heavy extra fee for any sales made to the opposite side.--LG*]

Unless a fighter or someone else is cut through the heart or the base of the skull, he should be allowed a final strike in the round he is killed.

I think a Neutral Thief is one who agrees on his wages in the beginning and then works for them. He may not go back on his word unless he is mistreated, and the party need not fear his nightly visits to their packs.

When I'm feeling paranoid, I pull open doors with a pole so I don't have to stand in front of them. Know where the shadows are and use them.

Can a hypnotic monster be affected by seeing his eyes reflected in a mirror?



Dragons think different from the rest of us. See GRENDAL by John Gardner for details. Also THE DRAGON AND THE GEORGE by Gordon Dickson. If a dragon speak to you at all, his meaning would be hidden and his ways secret, for the mind of a dragon is deeper than that of a man.

You could use an arm shield against a bullwhip. The whip would wrap around the arm and shield and could be pulled away from the whipper. You might break an arm, but you would disarm the whipper.

I see Thaug and Ginhelda get few visitors and no running these days. I don't blame them if they get scale itch and feel pluggy!

Spell and Sword makes me laugh when it says pikes can't be used against horse charges. What does it think they were used for, for goodness sake?

If you like Ken St. Andrews, you would like his MONSTERS, MONSTERS. He is now playtesting a game called YOUNG KINGDOMS based on the world of Elric. It's quite good.

Brian Lane: You should allow Snake worshippers to carry swords.

Bill Seligman: Loved your story

Pepsi puts you in the Pepsi generation. Makes you young and protects you against withering.

Kay: How about Snow Dwarves? They can walk on snow. They are larger than normal dwarves and more attractive. They can be song smiths, men who are healers and mystics and powerful magic users. They use the Hammer of the Blue Flame, which does damage on the nervous system for three turns. They live about ground on an island called Ogre Land. Steve Marsh strikes again; he doesn't exist.

Larry: I like the Manual of Aurania.

Gramarye: I was shocked that you left half your dead behind. You could have easily taken them out. Why didn't you use missiles on the ogre instead of bashing him hand-to-hand?

Robert Clifford: Why should some bad ass chaotic capture a Lawful and pay for his room and board, when he could kill him and perhaps eat him? If he captured him, there might be a chance for the Lawful to escape. Only Neutrals should hold people for ransom.

Diana Myers: Interesting saving chart.

Searchlight: good story

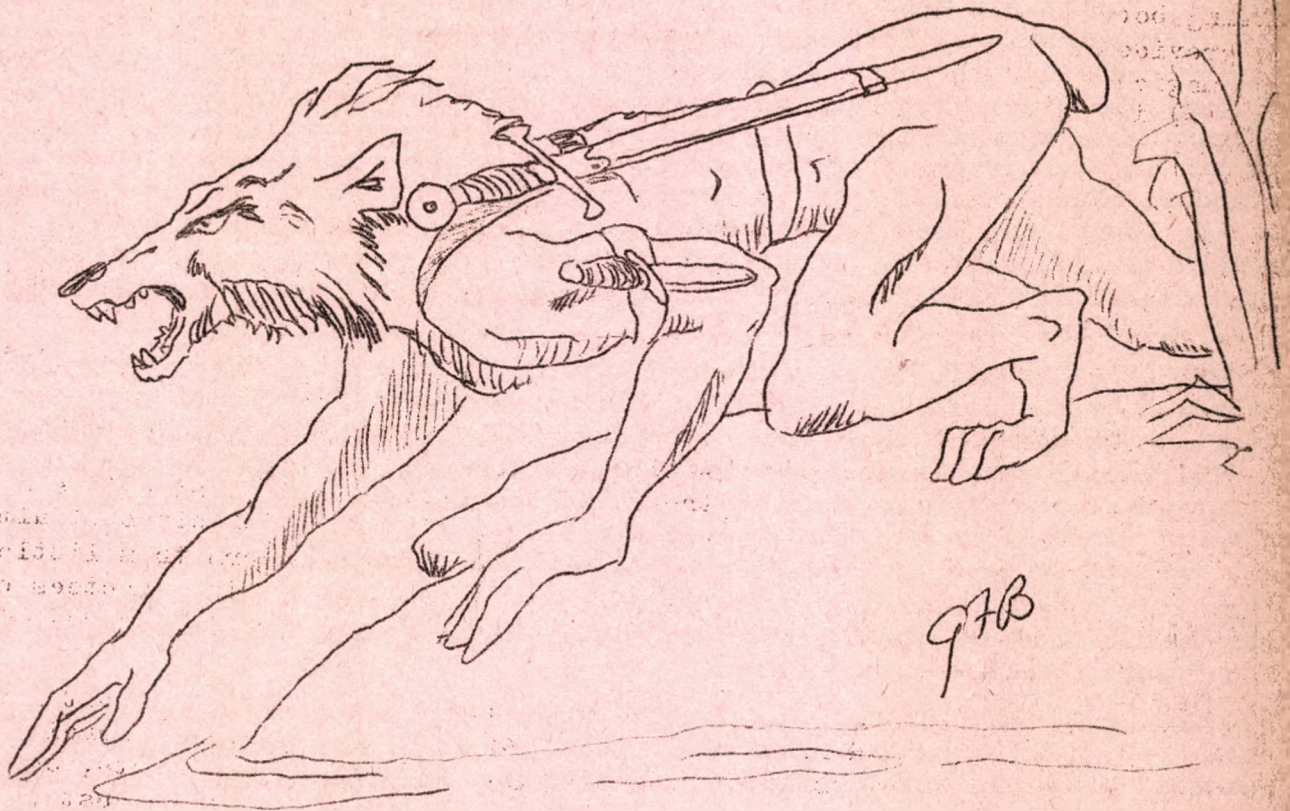
William Taylor: Good dragons

Eric Baines: some good ideas for a story here.

Wayne: do you live near Thousand Oaks or Berkeley? I may have some ~~WITTS~~ players for you.



KILL SLAVUS THE CLEVER #6



KSTC #6 is brought to you via the nimble fingers and warped mind of;

Glenn F. Blacow  
13 Grove St. #7  
Boston, Mass. 02114

Who is also co-editor of THE WILD HUNT  
the "other" D&D AFA. The #9 contained  
such goodies as multi-sided arguments  
about Gygaxian, spell-point, "klutz-  
factor" and other alternate spell-

systems; Mark Swanson's account of how to run a two-sided D&D encounter (of which more later); one of his more entertaining monsters; Mark Keller on weapons and combat, including adaptation of modern weapons to D&D; a long zine from Rod Burr (and much on the same subject from Mark Chilenskis) on interfacing D&D and Swords and Spears to get a better combat situation; a somewhat technical explanation of an expedition against a Satanist Temple in Edwyr by myself; a new racial/character type by Peter Aronson (who developed Illusionists and Scouts); Mark Dulcey's careful arrangement of spells into logical categories (and Special Abilities table deriving from it); and plenty of assorted talk and randomizing from many interesting others - Kevin Slimak, Blake Kirk; Martin Favorite, Bill Seligman, etc.

ON ARTWORK...The header illo for this column is "Archghoul at Gaze", drawn on stencil from an illo for the cover of TWH #4. The cover for this issue is a portrait of Symblis n'Tayyis, one of the reasonably important non-player characters on Cskley Island. All artwork is for sale.

ON GAME REALISM...AS has been mentioned in some places (notably this zine), some DMs seem to have extreme difficulty in killing people. Their Chaotics do things stupidly; magic in their hands never gets used; the DM pulls his punches for favorite characters, and so on. The MIT group abounds in wargamers, how-



ever, and tactics on the Chaotic side tend to be better than normal. One guaranteed way to have an interesting scenario, however, is to ask surplus would-be players to run Chaotics; the DM then essentially referees the fight, telling both sides what each may or may not reasonably be doing. The Chaotics are provided with an information sheet giving characteristics for the defenders, what magic items they have, and a map of what the area involved (and nearby terrain) is like. They are then allowed to set up watches, etc. With the wargaming background involved, the players try to win; some of the bloodiest fights in the history of Edwyr and Gorree have taken place under those circumstances. Such a system (if somebody reasonably competent to run the opposition can be found) can lead to remarkable improvements in tactics on both sides in remarkably little time. But then, of course, the general run of tactics is much higher at MIT anyhow, due to the wargaming background. I would suggest trying the system a few times.

A NOTE ON DIANISTS...Diana is Goddess of the Hunt, and in that Aspect acts as guardian of the Wild. As a result, the priestesses of Diana do not love Chaotics (because of their love of wanton destruction) nor Lawfuls (because Lawful humans tend to prefer well-tended fields and bustling towns to the beauties of the forest, and tend therefore to intrude their habitations and cleared fields into the Wild. They get along quite well with elves of almost any variety; dwarves (as dwellers under the mountains) concern them little; they bear undying hatred for the vandalizing orc-breeds. Being devotees of the Virgin Goddess, they tend to be most hostile of all the priestesses of the Triune Goddess towards males.

ON GODS, DEMI-GODS, & SUCHLIKE TRASH...There is a lot of griping about how "weak" the gods described here are. Look, gods are not definable merely as humanoid creatures with obscene armor classes, incredible hit points, and weapons that do frightful amounts of damage. Why should a God of Justice, for example, be a gross fighter? Why should a fertility deity be an incredibly effective fighter? Two of the most deadly beings on Edwyr's 13th level are Veskaya of the Thousand Lascivious Acts, Goddess of Lust and Baron Samedi, Lord of the Graveyards. Both are armor class 9 - Veskaya being literally unclad other than with jewelry - and neither uses what could be called a true weapon. Neither of them needs armor or weapons...

CLEANUP CREW...Is only dangerous if it can surprise you. The fastest-moving member of the crew is Black Pudding...at 6" per melee round. Remarkably easy to avoid. Against high-levels, even surprise doesn't help that much. The last high-level encounter with it happened when an ochre jelly dropped on Gideon. Who has a Ring of Fire Resistance. The party simply poured oil over him and lit it. Since the ring prevented him from taking damage from normal fire, he just leaned against a wall whistling "Dixie" while the poor (totally grossed-out) ochre jelly fried. Took 8 points of damage from the ochre jelly, none from the fire except singed hair and beard.

ON MAGIC vs. TECHNOLOGY...It should be noted that the first MU to try flying around to throw Fireballs is going to get shot down by AA fire; if the brigade commander is any good, the second one to try it is going to have an excellent chance of stepping on a land mine; if not, he may run into other problems - electric eye beams, guard dogs, trying to walk unnoticed through the mud that inevitably results from having armored vehicles rumbling around on unpaved ground, etc. As for PROTECTION VS. NORMAL MISSILES - consult THE STRATEGIC REVIEW #5, "Sturmgeschütz and Sorcery" by Gary Gygax; it has the official (and sensible, to my mind) statistics on what the spell can do to modern firearms. The spell will not stop armor-piercing rounds over 20mm. in caliber, nor high-explosive rounds above 50mm. The standard 105mm. tank gun does 8D10 of damage by this set of rules. Let's see; random die roll gives 44



points of damage from the HE shell, distributed over a 3"(30 yard) radius... So, the soldiers got out of that one quite easily. As for the third semi-scenario proposed - an 18th-level Wizard with Astral Spell - that 's more difficult. However...

Wayne has a 70% likelihood of of an MU having had some experience with technology. Good enough, but probably not sufficient. He may have seen a .45, but does this give him the concept of "ammo dump"? Hardly. Or "command post"? As a matter of fact, how likely is he to find anyone thinking of these things? ESP locally only gets surface thoughts - and the surface thoughts of soldiers in all universes are depressingly similar; booze, broads, goldbricking, etc. But then, grant it that he finds someone who is indeed thinking of the subject and in such terms that the MU can understand them. This ignores the obvious fact that the reverse of his information may also be true - that the armored brigade may have (indeed, almost certainly has) overrun low-level MUs, clerics, and suchlike small-fry. This means that they probably know as much or more about magic as the locals do about armored brigades. Probably even have things like weapons with See Invisible and ESP on them, taken off the corpses of said beings. Resulting scenario might be; "Oh, you say that this guy is an 18th-level MU? He can do THAT, you say? And that? hmm. Operator, give me Missile Battery C. Captain, drop a 5-KT warhead on that castle". Your 18th-level MU on the Astral plane has just had his body vaporized by an atomic blast; he gets to go gibber and shriek on the lowest floor of hell for an eternity or two.

PROTECTION VS. NORMAL MISSILES...I interpret as a field of force that can shunt "normal missiles" aside because they are so light in weight that it can affect them. Thus all non-magical light-weight missiles - arrows, daggers, quarrels, etc., regardless of level of user, go bounce. Magical missiles - enchanted arrows, Magic Missile, and so on - aren't affected by it. Neither are things like trebuchet stones, big rocks thrown by giants, and objects of this sort; it can't handle the mass involved.

ON WEAPONS CONTROL...A few people seem to have made a minor error as regards situations where someone picks up a high-quality personality weapon. If said weapon's ego is 6 or more greater than the bearer's level, then it automatically controls him, even in crisis situations - even if he/she has 18(00) Strength and 18 Intelligence.

If there is time and space, an essay on Fenris and Fenrism will follow the collation comments section. If I don't, there will be a separate article in the next A&E. Now, onto...

#### COLLATION COMMENTS ON A&E 15

(Somewhat briefer than usual, due to the need to keep page-count down. Also because a few of the most controversial points are being answered by letter to the writer in order to keep the peace and save space).

Mark Kramer...I found the last page of the McIntosh zine with Hokas. Hokas do half-damage only when fighting humans, not humanoids. So. I have this prejudice against beings that can't be hit by normal weapons, do double-damage when they hit things, and get gross constitution and dexterity benefits. So sue me.///Since SANDSTORM does the same no-saving-throw damage as ICE-STORM, and also blinds for 1-6 rounds, it is obviously a much superior spell. I'd insist on it being 5th level, not 4th.

Ken Pick...But almost all of the remarks you make about the local universe - high death rates, bankrupting costs for getting characters back, etc. are also true of Edwyr/Gorree. And as for permanent destruction, well, a certain



8th-level Old Orthodox cleric met Veskaya, Goddess of Lust last weekend and suffered a horrible - and quite permanent - death at her hands.///Considering the local female population, I'd suggest that Zed or the Joabsons keep a low profile in the local universes, lest Brynhilde, Hrolfa, Cirta, Ariel, or other local inhabitants of the female persuasion either reduce them to bloody ruins or turn them into bunny rabbits.///References to Black Hole dropped.///I'd been thinking about Lamias myself, but hadn't gotten around to working out specs. I have to do mythological research first; if results coincide with your write-up, then I'll probably adopt them wholesale.

Wayne Shaw...My objection is to spellwords of any kind, regardless of how carefully the spell parameters are drawn. If mages can use swords and develop super-shield spells(at too low a level), then what need for fighters?///Re Paladins and Holy Swords; considering the paladins I've met, I can't think of any of my Lawful fighters that would give most of them much more than the time of day. Actually, this is an exaggeration; they might give certain paladins any kind of holy sword but a Vorpal Blade - which is just too damn useful.///Locally, you are likely to find helpful creatures only if you roll an encounter on the Personality Chart. But such encounters are just as apt to be deadly as helpful...///A letter on its way to you on certain subjects. I will point out, however, that I'm one of the few voices around to voice any major criticism.///Locally, Lawful clerics try and capture and convert some of the more imposing Chaotics and/or hostile Neutrals they run into. Notable successes have been Sweet Malice, Valannus the Wolf, and Cassiona, the 5th-level Anti-Curate who ran the Temple of Veskaya on 2nd-level Edwyr.///I noticed that all of the answers that seemed workable to the armored brigade problem involve 9th-level spells. Nor did anyone seem eager to send his 20th-level fighter (or cleric) up against a tank...///What sort of power-structure obtains in the local universe? Any local who ripped off a Lawful group just because it had been obnoxious would find himself trying to explain the affair to a highly unsympathetic court.///I still await with anticipation the first group to try a frontal assault on one of my Chaotic castles. Had the group described tried to take the castle known as The Jaws of Fire that way, I think I could guarantee a wipeout, gross equipment or not.

Bob Sacks...The Sacks Loop was in Gorree; sorry to give the wrong impression.///Your suggestion for handling the trade-off of Holy Swords seems quite reasonable.///Why yes, so Gandalf was a Sword-User/Magic-User. If you can get a character who is a Vala, I'm sure the DM will allow him to both. There's an even easier solution - get a split-elf!

Self...LOLITS are now gone from Edwyr. \*\*Sigh\*\* And they were so much fun!

Kay Jones...The problem is that both magic and money are far more available in the Perrin universe. Locals earn far less - and can't buy anywheres near as much with the same amount of money.

Stewart Levin...You're right, it missed (a 3 will only hit AC 7). Lord Dworkin, (who is Paul Bean's character, by-the-by) who is wearing non-ferrous armor and carrying a stone warhammer +3, doesn't look impressed by the Heat Metal spell. Gideon, with his Druidic Torc of Fire Resistance, may also take a little while to take much notice of it. Since your MUs were concentrating on Ariel, her cousin Laurel just hit them with a Fireball doing 18 points of damage. Your barbarians are going to sleep in carload lots as the younger family members (Liriel and Terimyl) and hireling MUs (3 in number) throw Sleep spells, and Gideon just summoned his friend Kerakmetal, the free-willed Fire Elemental. (Snicker).///Spell system is "klutz factor", which is covered in one of Swanson's earlier zines.

E.A. Thomas...You might be interested in my version of Home Stones and Mark



Swanson's Talismans, covered in THE WILD HUNT #s 6 & 7.

Wes Ives...Fascinating setup in Homlas.///Excellent comment on the availability of cheap magic. But I don't believe in +5 Rings of Protection anyhow - nor in additive Rings (i.e., two +3 Rings would still only give you +3).///Have you considered using the EPT price-list? It's considerably more logical than D&D.

Sean Cleary...Alas for your poor Golden Dragon - offed by a Cause Light Wounds.///I'm old, and worn, and haggard with the seamed marks of great evil.///Interesting report on the California dungeons.///Why the shock at ignoring "the sacred Gygax tables"? Little else that Gygax says seems to be paid much attention.

Feggy Gemignani...heck, I can't guarantee to take out Death Demons, Peggy. I can try, of course, but I've lost characters permanently - two so far.///Hope you enjoyed the Priestess of Diana rules.///Yes, the One Ring did communicate in a fashion. But not by telepathy or speech, like higher swords; it tried to take people over instead.///Well, Lawfuls and Chaotics have (in most worlds) separate languages; by the rules, anyone with an intelligence high enough can learn one or more extra languages. Why not learn the opposition's language in order to confuse them?///The moron got taught an impressive lesson by the lich. Spent two weeks washing every floor and wall in the lich's castle.///Well, Amtorg (my Lawful orc) bathes regularly. He doesn't like to, but humans are funny that way.///A certain turkey party in Gorree had along the wife (newly married) of a regular player character, who got killed. The idiots couldn't be bothered to take along the body, but were quite willing to spend time stripping it of its magical items. The husband wasn't too pleased at this, and hired an assassin to get revenge on the twits.

Chuck Ulrich...Corrections include the one about scrolls having only one use; the fact that only magical weapons affect Elementals; only silver or magical weapons affecting lycanthropes; that there is a 25% chance of a scroll carrying clerical spells; the fact that Heroism Potion raises 5th-7th level fighters two levels, and 8th-10th one level of ability; also other minor corrections.

Dick Fney...They sound like a rather spoiled lot, I'm afraid.///Spectres afraid of light? It didn't seem to bother the Ringwraiths that much.///What? Figuring out experience for his character on his own??? Gleh!///Lord Malefar (K'ung-ming's equivalent, I'd say) has met characters below 6th level exactly once - they brought in some important intelligence. In a city of 30,000 inhabitants, he's unlikely to pay much attention to random adventurers...///Magic takes place at the end of the melee round here, so that the Uruk who was after Gimel would probably have gotten his swipe. Admittedly this causes more casualties - Liriel Charmed a Temple Orc last weekend, but he killed her in the same melee round, so it didn't help much - but it makes life more interesting.

Mark Swanson...Your latest batch of Chaotics was quite good. Don't complain.

Peter Cerrato...Hmm, I'm missing pages 3 & 4 of this zine. Cursed be the random collators!

Charles McGrow...Ah, but the number of player characters is as unlimited as the number of monsters - as long as they have control of 306 and enjoy the game.///In the local universe, Christians can only be Lawful. Neutrals tend to believe in other things.

Dan Fierson...Consider yourself specifically invited to visit Edwyr with your high levels. The 13th floor of Edwyr is going to be far too gross



for the locals for a good, long while. You're free to choose the setup, dream adventure or reality. Best of luck in your new location, and here's hoping you can make it up to MIT some weekend. Since you're on the East Coast now, will you be making it to BOSKONE this (I think) February? Lee always comes, as does Dick Eney and many, many other entertaining folks,

John Kingsbury...Ah, but Edwyr-town is full of interesting types. Could your 2nd-level fighter want to swagger around in glittering finery - and get himself challenged to a duel by a 7th-level tavern bravo? Does your 8th-level MU want to go about dressed raggedly - and have to face vagrancy charges?/// Mithril is called truesilver, but this means little. Iron pyrites are called "fool's gold", mercury is "quicksilver", and so on. The name may simply refer to the visual resemblance.

And now on to further things. I think I'll endeavour to catch up on comments first, and don't want to inflict anything like twenty pages on Lee this time around. So, some comments will be skipped. On to

#### COLLATION COMMENTS ON A&E 16

Lee Gold...250 pages??? Cy, vay is mir! (or something like that. My Yiddish is almost nonexistent).///Not a bad age system. Locally, elves are immortal and dwarves have long, but indeterminate, lifespans. I've been figuring that elves and dwarves require about 50 years to reach full maturity. Elves do so by remaining "children" for the first forty years, then spend the last ten in going from puberty to maturity. Dwarves mature in the same sort of cycle as humans, but at about a third of the pace.

Bill Seligman...How is Scott these days?///As for your tale? Bad, yes. Even infantile. But also funny.

Hartley Patterson..."Handedness has been adopted locally. Many thanks.

Bill Blevel...Well, there aren't any dhampirs in Edwyr, but it is possible to roll an encounter with a raven-tressed girl in a remarkably scanty red costume.

Sean Cleary...What makes you think the janitorial staff consists of orcs? Dwellers-in-the-Slime are a major component of it - trade off the trash they get for food.///You could be shot for that joke to Dan Pierson, you know.///What is an elf mage doing with a Staff of Healing?///Report on what happened in the technological mimi-dungeon was in the Tales from the Red Wolf Inn in the last A&E. The only items that didn't burn out (as far as I can recall) were some healing potions, non-magical +1 arrows, and a viewing device powered by solar energy. And some potion that can raise one's strength for an hour or two. Nothing all that impressive - after all, it was a 1st-level expedition. ///The proliferation of dungeons is not in itself a bad thing (though a few of the people who have done so are rather bad at it as yet), but the fact that some of the neo players are hesitant about trying to get into expeditions in the better dungeons is.

Kevin Slimak...I agree, HELLSGATE isn't a killer dungeon per se - but try and explain that to the poor souls that have just seen their entire party get wiped out by a squad of kobolds...///When did Mark start running GCRREE? About the same time?

Sean Summers...Player-class Rakshasa?

Bob Sacks...Oh, come now. Clerics don't suspend judgement to the Church??? Haven't you ever heard of Papal Infallibility? Or dogmas? A cleric who refuses to accept the rulings of the church is a damned heretic, and in trouble up to his ears.///Altruism is defined as selfless concern for the welfare of others, Bob old man. This involves such actions as charging dragons to



rescue maidens (when one expects no return from her), giving one's wealth to the poor (as clergymen are expected to do), and so on. I have yet to see that altruism has anything to do in particular with doing good TC people - it's mostly FOR people. And the potential for Evil begins long before altruism ever enters the picture. It begins with people who think that there is some sort of divine sanction for greed; that their lust for wealth, power, and other such things override minor things like Law, Morality, or Right. Libertarians are not Chaotic by definition - but a hell of a lot of Chaotics are Libertarian.

Hartley Patterson...Minneapolis DUNGEON uses the same system as R&T (hit points to armor instead of people. It has the great problem that it makes the low-level twit in good armor a far nastier proposition than the high-level in ordinary armor.///Don't any of your low-levels carry Detect Evil? Or at least have the party checked out by some Lawful cleric or PU with the spell? That's gotten to be standard operating procedure lately.

John Boardman/Lee Burwasser...Excellent.

Charlie Luce...While there are occasions where one may want the enemy to think you're lower than actual level (if acting as bait, for example), most of the time you'd prefer to have the Chaotics think you're higher level than you are - to make them hesitate before attacking.///I've seen a good many unexpected tactics pulled by players - but a lot fewer effective ones. The flaws in the tactic of flying up in the air were pointed out clearly and concisely. Are you disputing the criticisms, or just griping because a "clever" tactic won't work?///Ariel didn't get a Cold Wand until she hit 7th level - and picked it up on the 8th or 9th level of GORRLE. There aren't that many expeditions on the 5th/6th levels where anybody had a Cold Wand. We managed to survive quite well.///You're making the same error that others (including myself) have made - criticizing a player's report of an expedition because of something the presiding DM did. I was running a character, it was Swanson's Dungeon in which the Rings went away. Gobble, gobble yourself. Yes, twelve books in one treasure. Yes, there were crocks, not mentioned because they didn't affect Ariel. And where (I might ask) does it say that a book goes away if the reader doesn't benefit from it. Look at GRAYMARK, s'il vous plait. Books disappear, yes, "unless the reader gained no benefit from them". I might add that that was the last level-raising book in either dungeon, and that most books cover such wonderful topics as how to make goyin, how to make love potions, how to ESP high-level Undead, how to build a castle at 75% of normal price, and so on. Yes, there are those that are as deaf as a post, those that are as blind as a bat. And those that are dumb as a board...///May I point out that your proficiency system requires (with sword minuses as per GRAYMARK) a 1st-level fighter with sword to roll a 22 on D20 to hit someone in plate and shield? And that an IU requires a 25 to accomplish the same feat with his dagger?///While your charts on Attack and Defense Capability seem to offer greatly increased realism, they suffer from the same defect as most attempts to add realism to the game...too much bookkeeping and chart consulting.

Nicolai Chapero...I trust your new location and job go well?///The IIs are interesting - and show signs of being the same sort of defensive reaction against grossities that Lee shoved a zine or two back. But see the end of this zine (if I have time for the essay).

Steve Ferrin... "Wedged" means that the person so addressed has his head stuck in an unfortunate (and rather smelly) position. Unfortunately, the "open mind" about "the possibilities of the game" you have seen mostly devoted



to finding ways around the rules when they hamper your characters...///The fighter/clerics are represented in local games by the Knights of St. Lemana in Gorree and the Order of St. Alan in Edwyr (for the Lawfuls). Calling such a class "Templars" has the great disadvantage that the term covered an actual, historical Order.

Regarding character types, Peter Aronson -who invented Illusionists - plays in both Edwyr and Gorree. He has yet to roll a character in either game capable of being such. Out of sheer compassion, when Peter rolled a truly excellent character, I allowed him to transfer points from other characteristics into dexterity sufficient so that he could have one. The only reason is that Peter invented the type. On nobody else have I given such favor, nor will I. Heck, if "having fun" is the main thing, why bother rolling characters. Just write down 18 strength and 18 charisma on your character sheet if you want a Paladin. And scrawl a Holy Sword down, too - after all, how much fun is a Paladin without a holy Sword?

Oh, yes. One final thing - I DO have the right to say "verboten" to the practice. Within my game, VOK DEI, VOK DEI. Such characters are obviously Phantasmal, and the Dispell Magic on Edwyr's teleport booth makes them disappear.

There is much less enthusiasm for "exotic" character types around here. Much of this has to do with the fact that advancement is a lot slower around here - who wants to have infinite "exotic" 1st and 2nd levels?

Lew Volkoff...Locally, there are a number of short-range fire spells for dungeon use. Typical is TORCH, 3rd-level, does 33 x level. FIRESTORM, probably covering the same area as ICESTORM, seems less well-suited for indoors.///Judging from real-life thieves I've known, most of them aren't real travelers. People like Farfetched the Barbarian and the Grey latter are exceptions. And - insofar as dungeon distances go - throwing knives have perfectly adequate ranges.///No, the rituals involved will get you the object required. Getting them to stay there would (locally, at least) entail PERMANENT Spell.///Learning the language of the opposition is a good idea - something the brighter locals like to do. Since Wizard Lock is defined in terms of Hold Portal - and the latter holds shut doors and gates, - and since a Wizard's mouth is neither door nor gate - then throwing Wizard Lock on a Wizard's mouth is not a valid solution to a logical puzzle. It's just a bad way to waste a melee round that could be better used throwing almost any other spell.///The term atrocity applied mostly to your early outline of the class.

Kenneth Scher...Granted, if you can't stop the sacrifice by dispelling the magic involved or removing the females, then you've found a lawful excuse for rape, Grumble.

R. Steven Brown...Useful essay on time costs for building castles and such. Many thanks.///While I would like to enforce your rules for Lawfuls (esp. #4), if I did it strictly, there'd be no Lawfuls left.///Take the Samurai away. There are local DMs who allow them, and the results are such as to remove any incentive at all to be a normal fighter.

Peggy Gemignani...Hi!///Ariel is of mixed East Elf/high Elf background. She saw the sea long ago, and has yet felt not the slightest desire to go across it. She was not, after all, born of stock that came from Idamar, but is from that native to Eskley.///Tsk, a spanking won't hurt Jillabeth much. And my Chaotics would hardly be in the same party with her.///One does not have to know one is in love - or even be in love - to be jealous. And while Dworkin thinks of her as a sister, Ariel doesn't know what she thinks of him in return. It's a somewhat confused elf.///Yes, I've played in Dick Tatge's dungeon - that was where Ariel had her first two trips.



///Unicorn riders are just female virgins - of course you can have one. But she'll have to find her own unicorn in the game. Unicorn's don't come on the original equipment list.///See you at Loskone.

Self... Well, Ariel has developed a variation on CONJURE ELEMENTAL which gives an Ice Elemental. Does a real job on castle walls (about 30 minutes to destroy one). Anybody interested in buying? Specs next issue, when Swanson finishes drawing them up.///Mother Lutan participated in a raid on a slave camp in Shadow Valley near Gorree, and had the misfortune to be standing in the doorway when a Chaotic PU threw a 16 hit-point Lightning Bolt - when she has only 8 hit points. Some twerp had leebbed the door with the party leader still in it, and she was helping cut him loose. Essentially killed by her own party! And her constitution is now down to 0. \*\*Sigh\*\*  
 ///Liriel-twit participated in a raid on a Veskayan temple with her two cousins Laurel (oops! Scratch that. Laurel wasn't along on the first trip) and Merimyl. Liriel was holding her own when she noticed that only two party members were still on their feet - and one of them (Merimyl) had been seized by a Chaotic and was being hugged to death. In spite of her existing difficulties (she'd chosen the biggest orc she could find to fight - the 4th-level guard commander), she split-move, dropping sword and throwing SLEEP at four of the standing Chaotics, giving the orc a free shot. Two Chaotics went down, and her opponent missed. Next round, she threw a Charm Person, no prep. It got off and the orc failed to save. His blow, however, killed her. Orc failed second saving throw (for death of Charmer), and ran over to get his boss (Cassiona, 5th-level) to do something to help the pretty little thing that was hurt so bad. Cassiona was not happy with this turkey orc, but couldn't do anything about it. Couldn't do anything for the dead elf, either, but had to placate said orc. Ended up in a truce, with bloody remnants of the Lawful party getting dragged out under the escort of a 5th-level Chaotic priestess and a 4th-level orc. Did Cassiona ever boot the living hell out of Hamulak! (after they got back). When Liriel got over the raid a few weeks later (constitution 3), she, Laurel, Merimyl and friends went back down after the temple. In the ensuing fight, poor Cassiona managed to double-klutz a Hold Person and ended up a prize of war, poor Hamulak got surrounded and surrendered, and the poor Chaotics just got stomped into the ground.///Zayrauchs and Amtorg descended into dwarf-hole together. Poor Amtorg got so occupied with stomping two Chaotic fighters that he paid insufficient attention to the two mages. Two magic missiles in the back, and down he goes.///Jer Altford joined an expedition to convert Billy Falrog down in Gorree dungeon. The party got bushwhacked by Lilly's bodyguard far from his home, and most of it got fried by the crossfire of Lightning Bolts. Including Jer, of course.///To dzilla and Ignatius went into CLAGBORN a while back. The Chaotic party was stomped easily enough (their PU found out about the Toad's Spell-Furning thing and wasn't happy), but the Ogre Mage that sneaked up from behind managed to take poor Brother Ignatius out.///And finally, Samantha (3rd-level fighting woman) went to visit relatives in Adwyr and encountered her cousin Volfram (comeliness 100). Samantha's widdom being what it is (7), she seduced her cousin. About a month later, she cheerfully told her mother that, Thank Goodness, she wasn't having a certain problem any more. A fast trip to the local church confirmed her mother's unpleasant suspicion. Samantha and Volfram just got married...

Stewart Levin... A letter in re local spell system on the way after this gets mailed.///Good essay on how to balance a dungeon.

Steve McIntosh... Good summation of available material on magic manufacture. I would disagree about +2 armor simply being twice the time for +1, though.



I also note that +1 armor is not a Prot/Evil spell. I don't allow player characters to run around with infinite Charmées, anyhow:/// It's exactly because a mage isn't sure of whether he can throw a spell that makes me so fond of klutz-factor magic:///Excellent handling of Gel-cubes. I hadn't used them previously because they were remarkably ineffective - and had far too much treasure. It seemed that in some dungeons, the obvious way to pick up experience and magic was to go out and stomp Gel-cubes:///D&D was not all that obvious to wargamers, either.

(You will note the change in typeface, yes? The Olympia portable died this weekend. Cursed be Olympia portables! The same day the A. . Dick 420 mimeograph died a horrible death. \*\*\*SI\*\*\* I have no idea how I'm going to repair/replace them. This is being typed on my roommate's electric portable, which also has problems).

Lew Volkoff...I refuse to use psionics:///Well, yes. An elf female can be enslaved. This is different from being a whore - which implies walking around the street rather freely, soliciting males. That I can't see happening. Permanent lust spell and drug addict are possible, if her friends would allow the former. Though it would seem more reasonable for an elvish MU to pay for habit by selling her services as a magic-user. I suspect that an elvish "nymphomaniac" would still barely fall within human params:///Oh, Ariel-twit is very susceptible to crushes. But she's a Terhalen, which means that her crushes are on high-level fighters, not high-charisma bards. Or, to be specific, Lord Dworkin:///It seem to have substantial agreement on what spells should be:///Heck, any God that requires human sacrifice is at best Neutral:/// "ihad" doesn't mean Holy War. The term means "struggle", and covers a number of other references:/// No, I think that the dungeon referred to was standardly populated, but that Hollander refused to allow Chaotics to run in it, and threatened to drop ceilings on anyone misbehaving:///TWO WEEKS is all it takes to make a +5 ring??? I would advise you to revise your table upwards by a very considerable margin! Otherwise every turkey in your universe will have one. Every twit who can't afford magic armor will simply buy a set of ordinary plate & shield, and a +5 ring and be AC -3!

Charles McCrew...Useful summary.

Jayne Shaw...Jayne, putting plenty of magic in your game "as an incentive to people from less powerful games to take the chances inherent in it" doesn't work. There are one of two possible reactions of a DM running a low-magic campaign to someone returning from Temporalana with (say) a 2-handed Dancing Sword of Cold. The first (swanson's) would be to confiscate the obscenity at customs; the second is to off the offending character in order to get rid of it. In Edwyr, gross magic attracts gross monsters - or you find yourself a couple of levels further down than you thought. If Ariel risked her neck in your wilderness, she'd hope to get some minor magic. Anything you'd consider "good" would be confiscated. Rightly. As for the rest of the argument, fine:///Jayne, most of the "good" weapons mentioned in last A&E by you and Ken would be considered artifacts locally. And your 60 artifacts are exactly ten times as common as artifacts are on Oskley - which has 13 levels and a massive wilderness. See what I mean in using the term "not rare" comparatively? Interestingly enough, the only artifact found in Edwyr has been the Axe of Volt.

Out of time, out of space. See you all next issue. Glenn



Phoenixes

Phoenixes are a race of beings from another dimension separate from this one (similar to the different plane that Demons inhabit). This dimension rarely impinges on the D&D one, though there are a few places where it has managed to do so permanently. The phoenix dimension is an intensely fiery place, and phoenixes are one of its major races.

In their natural state, phoenixes resemble Rocs, with three talons per claw, a fairly long neck and streamlined body, and brilliant two-color plumage, a base color and an edging.

When phoenixes enter this plane, as some adventurous youngsters do, they assume the shape of men and have a great deal of difficulty returning to their native form while on this plane. They have certain problems and advantages, of course. They are able to use a set of interesting Fire-based Magics. They may fight as Fighters. They are unable to use any Cold-based magical items. They may use any magical weapons (except cold-based ones). Otherwise they are only able to use those things usable by all classes--and Scrolls.

There is some affinity between Phoenixes and Rocs and Eagles, and they invariably get along well together. Phoenixes are only Lawful or Chaotic.

Phoenixes are a very proud, independent race, and as such they only rarely serve as retainers, and will only hire retainers on a single mission basis. If Lawful and Chaotic Phoenixes meet, it is a fight to the death in Phoenix Form.

While in Phoenix form, the Phoenix may strike as a Magic Weapon +0 (helpful when fighting gargoyles or spectres). Armor class in Phoenix shape is AC4. Magic Armor (unless specifically forged for Shapechangers) will not follow a change, with these exceptions: Mithril Armor and Cursed Armor. Armor must be removed otherwise to accomplish shape change.

Eyesight for Phoenixes is about four times better than humans and includes Infravision.

Level	EP	HD	SC/day	IS	IA	Fire Magic Spells					
						1	2	3	4	5	6
Fledgling	--	1	1	3	0	1	-	-	-	-	-
Sparrow	2500	2	2	5	1	2	1	-	-	-	-
Spark	5000	2+1	3	8	2	2	1	1	-	-	-
Evanasus	10 K	3	4	10	4	3	2	1	-	-	-
Hawk	20 K	3+1	6	20	5	4	3	1	-	-	-
Fire	40 K	3+2	8	35	6	5	4	2	1	-	-
Flame	80 K	4	10	50	7	5	4	3	2	-	-
Conflagration	160K	5	12	160	8	5	4	3	2	1	-
Phoenix	260K	6	14	260	9	6	5	4	3	2	1
Additional	+100K	+1 die	+2	+100	+1	Follow Pattern					

SC/Day: Shape Changes a day: Each change holds the character in the Phoenix form for one turn before reversion to man-form. The Phoenix form acts like a Roc but can only be hit as if a lycanthrope. Hit dice remain the same.

IS: Intensity Shifts: Any Fire below this level rejuvenates the Phoenix (restores hit points lost). The fire may not be self-inflicted. Above this level (in dice) it causes the Phoenix to be reborn as a Fledgling (lose all experience points). Eventually no known fire will harm them. Figures given for for the Phoenix form. Shift one decimal place for man form. (260 as Phoenix = 26 as man).



IA: Incendiary Action: the ability to start fires, from dry wood to metals on a scale of 1 to 10 for Hardness.

PRIME REQUISITE = Wisdom. Must have Intelligence of 13+.

Hit Dice: D8

The Phoenix controls Flame, but is not by nature fiery. The Fire Magic is done by means of fire runes, one per spell. The runes are usable once a day, like MU spells. Runes may be written in a book, placed on a sword, worn on a sash, etc. If lost, treat the situation as though it were a lost magic book...with equal difficulty to replace.

#### 1st level

Shapings: forms made in fire. Faces, figures, etc. They can be as large or as small as the fire. Duration: until the fire burns out. Time to cast: determined by quality of detail. A letter takes one round per ten words.

Firelight: like Continuous Light but half power and it needs a fuel source at least equal to a small piece of wood.

Cauterize: stops bleeding. Especially good for severed limbs.

Burn: starts a fire as matches would.

#### 2nd level

Extrusions: Like Dragonfire but fueled from a real fire. This does 1 die damage/3 levels of caster. Range: 50' from fire source; 1' across at the end.

Flicker: Partial invisibility due to distortion by heat. This causes a flicker in the air and a slight glow in the dark around the caster.

Crawlings: worms of fire made from the spell and 3" pieces of rope. Provides continuous light for 10" fore and aft of the party.

Sendings: Phantasmal Forces of Flame

Detect: Detects Fire with 240'. Lasts one turn.

#### 3rd level

Fireball: produces fireballs half the radius of the MU kind and at a 100' range. One die damage/2 levels. A Hawk's Fireball does 3 dice damage.

Enflame: imbues any magic item with +1/+2/+3 flame powers for 1-3 turns.

Circle: Causes a circle of 1-3" radius to spring up 3" high off the ground. It has a strength of D8. Lasts ten turns.

Flash: Causes any fire, etc. to consume all its fuel in one melee round and flare up.

Read Magic: As the MU spell

Manlow: Ups a Phoenix's resistance to fire while in manform; it is then equal to half that of Phoenix shape instead of one tenth.

Duration: one day.

Still: lowers flames by 3 dice intensity. It extinguishes small fires. Lasts as long as Phoenix concentrates. 24" range.

Fiery Haze: Causes a haze in a person's mind so he is fogged up and disregards everything going on about him. It lasts 3 melee rounds. It can be cast at a higher level for a longer period of time. If one attacks hazed people, their combat attack value is halved.

#### 4th level

Wall of Fire: like the MU spell but lasts 5 rounds past the time the Phoenix ceases to concentrate on it.

Wings: forms a sheath of flame. May fly 3"/turn for 3 turns.

Burn: Ups the Phoenix's incendiary powers by 2 units. Also good for boiling water and magic barriers.



Shaft: A spear of Flame. Strikes like a Battering Ram. REquires a piece of dry wood arrow-size or larger. Damage Dice = caster level.

Sustain 1: Keeps a fire running 1.5 times normal.

No Ignite: Incendiary action -4 over a distance of 90'. For use against Balrogs, other Phoenixes, etc.

Receive Back: Like a reflect; it sends back all magical flame & fire to the sender.

#### 5th level

Gateway: Opens a pathway into a Fiery Demonland and allows the caster to flee therein. He may return to an already chosen spot.

Bridge: Forms a pathway of fire 240' x 3' that will support up to 900 lbs without breaking. Lasts one full turn.

Delay: a delayed blast fireball. Resistantes 5-10 rounds before exploding. May be set off early by another fire spell.

Pass: Like Passwall through any flame barrier.

Trigger: sets off any magic Flame source. 100 yard range.

Summon: calls all fire-based creatures within 300' to aid; whether or not they respond is up to them.

Elemental: Raises up a fire elemental. As Mu spell but the elemental loses cohesiveness five rounds after the Phoenix stops concentrating.

Efreets Bind: Stops Efreets and similar creatures for 1-6 turns.

Sharpen: Adds +1 to all damage done with claws and beaks.

Lasts one day.

Reflect: REflects all fire emanations sent towards the phoenix back to their sender/emanator. (Including dragon breath).

#### 6th level

Falrie: a firespell that causes confusion in all Fire creatures below 7th level--or all those of any level of a non-fiery nature.

Follow: causes the footsteps of the named person/creature to burst into flame if they have walked in the area within three days.

Range: one mile. Time: 3 hours.

Focus: A fireball formed into a shaped charge. Concentrates the force of the fireball into a single spot. Damage Dice = level of caster.

Command: as Charm Monster for all warm-blooded creatures.

Fireball: as MU's fireball.

Arspell: A Dispel Magic that works only vs, magic fires.

Halo: Doubles Phoenix resistance to fire.

Flame Flow: Fire flows from the Phoenix and along the ground like water until a circle 75' radius is formed. 1 die damage/5 sq. yards.

Store: Creates an ethereal fold that can hold almost anything the Phoenix cares to put in it. At any later time the Phoenix may reach in and grab/command whatever and use the said item/thing.

#### 7th level

Ascension: Similar to Word of Recall. REturns the Phoenix to the FireGod's presence. Effects last for three months after which the Phoenix returns to Earth.

Contouran: a normal Fireball that goes around corners and such. 24" range. Treat as Mu Fireball otherwise. Will fit through holes a half inch in radius or cracks of equal size and also down throats.

Summon 1: Summons a creature, fire-based, of 1/10 the EP of the summoner.

Command: A charm monster spell for all creatures who live by oxidation of food.

Weather: affects weather 20%/turn towards Hot and Dry.







# DunDraCon II

WHAT IS DUNDRACON II? DunDraCon II is a wargaming conference specifically devoted to Science-Fiction and Fantasy Wargaming. The major emphasis of the conference will be on Dungeons and Dragons, but games such as Star Probe, Stellar Conquest, Sorcerer, and White Bear and Red Moon will also be played and discussed.

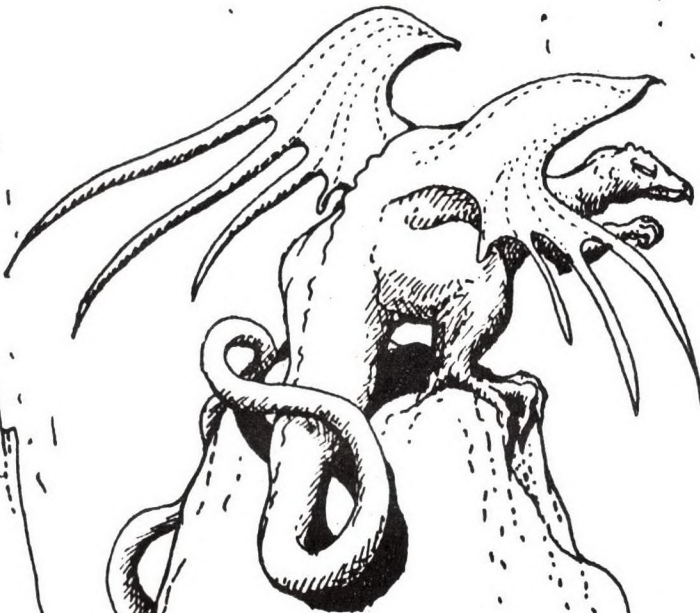
WHEN IS IT? DunDraCon II will take place over the President's Day holiday weekend, the 19th, 20th, and 21st of February, 1977. Monday, February 21st is a Federal holiday.

WHERE IS IT? DunDraCon II will be held at the San Francisco Airport Hilton Inn. The Hilton is the only hotel on the airport premises itself (as the airport runways are aimed away from the hotel area, noise is not a problem). For those coming to the Conference from outside the BayArea, you need only fly into San Francisco Airport and a courtesy car will take you from the airport to the hotel.

HOW MUCH DOES IT COST? Until October 1st, 1976, membership is \$5.00, from October 1st to February 1st its \$6.00. After that and at the door membership will be \$7.50.

HOW MUCH ARE HOTEL ROOMS?  
Singles - \$25.00 a night  
Doubles - \$31.00 a night.  
(for members)

DUNDRACON II  
386 Alcatraz Avenue  
Oakland, CA 94618





I WAS AN ORC IN THE NAZI HIGH COMMAND #2.5  
by Peter Cerrato

This has been an extremely busy month for me. I'll just mention a few things and leave the big issue for January when I can do some work over the Christmas vacation.

Ken Pick: that cover was the best I have ever seen, and the write up of the expedition was excellent.

Charlie Luce: Those magic absorbers are just the thing that I needed. After reading my story you'll see what I mean. Thanks.

Glenn Blacow: Have fun when you read among the treasures of the characters I confronted in my first adventure. Do you sell back issues of THE WILD HUNT?

Margaret Gemignani: Thanks; I ordered Warlock.

Diana Myers: Great saving throw matrix. Much more realistic.

now about what happened when I had my first adventure. Kenneth Scher (Four Winds) and I met, and we had an adventure in my brother's dungeon, where one of his characters was killed. He went to a Patriarch to have her resurrected and was sent on a Quest.

The scenario I worked out for the quest was that they had to get a Holy Halberd from a Temple to a Demon on the 5th level. I worked out the details and everything was set. Ken brought along some of his friends. What sent me for a loop was their characters. Brace yourself. One fighter had all characters +13, with 18<sup>94</sup> Strength, 18 Constitution and more; he also had a +5 sword, +5 armor, and a Cloak of Holding (100K GP). Another one had a Rod of Absorption. More had +5 armor, and other goodies, and they were 8th level. WOW!

I was prepared for some 3rd levelers [*for a trip to the 5th level--LG*], and they swept through our dungeon like a flaming sword through butter. By the time they had to go, they had only reached the Temple of the Demon, but they had already put a Bag of Holding on the statue of a demon which was supposed to appear. Well, when they come again to finish the quest, I will have some new goodies in store for them.

What would you have done? I don't like the idea of not allowing treasure in, but I was not prepared for all that. [*I'd have run the monsters up to maximum possible hit points, given them all +5 armor and scattered individualized goodies among them with a free hand. The individualization is to keep the goodies from becoming treasure if the monsters are vanquished. Or alternatively I'd have treated the characters as 10th level for reckoning EP.--LG*]

Next ish I'll have a complete write up. Also some superpowerful monsters and goodies my brother worked up, and maybe some more on my magic combat system

Goodbye all.

May your flaming sword never flicker!  
May you always make your saving throw!  
Fantasy forever and long live D&D!



KIREL'S MIRROR #5

Kay Jones, 5103 Chesley Ave., LA, CA 90043

\*\*\*\*\*Comments\*\*\*\*\*

LEE: That's better.

KEN PICK: to Brian re werewolves becoming vampires after death. Gack! Aren't werewolves bad enough?// Oh. So THAT'S where you are. My brother goes to Cal State Fullerton, but he doesn't play D&D. Going to Orcon?// I moved recently.// Yep, that's the same Sharf.// I love the cover. More! More!// Nice writeup. One thing. When/how did Steelvoice rejoin the party? (And when was Hondo killed and why did they have to wait so long to raise him?)

MARGARET GEMIGNANI: If you're defeated, it makes little difference if you acknowledge it or not. The way I play them, if the Lovecraftian types are defeated/outwitted, they retire in a huff and pretend it never happened. Which includes forgoing revenge. It's the same net effect. Preferring dark is not the same as being incapable of enduring light.// The Tourist! All right!

EARL BAKER: AHA! Say, how do you play characteristics such as wisdom over 18? // 3 Manuals in 6 expeditions. \*sigh\*

CHARLIE LUCE: MORE dragons?!?// How about Pepsi? ("Come Alive..") // re questions. (1) In wilderness, I'd say so. The psychological inhibitions against killing man-types, the necessity of firestone for fire breathing, the drastic effect of the death of one's partner etc. seem sufficient for ballance. Planning some? (2) Well, Blade Barrier is, after all, purely defensive - to be harmed, the opponent must come to it. It could be argued that if the opponent choses to walk into it, any blood shed is his own fault. I'll be interested in seeing people's reactions to this question. (3) I allow learning of other alignment tongues, but only spoken with an accent of one's own alignment. And lawfuls prefer to avoid speaking Chaotic (and vice versa) due to a profound revulsion to the language. Same for swords. Talking to animals -- As very few beast tongues may be spoken by a human vocal apparatus, the usual technique is to learn to understand them. However, unless the animal understands the language you are speaking ... (4) ~~Yes~~ Oh, what a straight line!

WILLIAM TAYLOR: Thanks. At last, an explanation!

BILL SELIGMAN: Oh, brother. ~~(Is/The/Captain/s/first/name/word?)~~

KEVIN SLIMAK: Welcome ~~To/The/Monkey/House!~~ I know the feeling. For the longest time I was the only DM in the Klingon Star Empire (a San Diego group) with the result that I hardly ever got to run except when Nicolai came down with Stormgate. \*sigh\*// Agree with you on first entry into ANY dungeon. I'd like to try Hellsgate sometime. Judging by the way I've seen you play, it ought to be interesting...// Prelim version of my new spell point system in thish. Thanks for your suggestions.

GLEN BLACOW: Now THAT'S a DISASTER!

STEWART LEVIN: Riiiiiggghhhhhhtttttttt.....



HARTLEY PATTERSON: Poly to newt sword reminds me of a friend who used to capture monsters, poly them to turtles, label the turtles and bring them along in case of trouble. Which is why I invented the dispell magic field occasionally found across corridors....// You forgot the Jimkirk's characteristic call ("Hello, I am Captain James T. Kirk...") which acts as a bore spell.// How is sex change a problem for paladins and clerics? And tight-fitting armor is a problem ANYWAY!// Love that whistle!//That last bit sounds like a Monty Python gag. \*snicker\* // You are most welcome to this zine.

CHUCK ULRICH: After those taverns, why go expeditioning?// I knew a guy with a panty girdle of Giant Strength once...  
[LEE: I'm adopting your PF suggestion IMMEDIATELY!]

....Er. Lee...Mary Shelly wrote Frankenstein....

WAYNE SHAW: Main thing I have against klutz/backfire systems combined with saving throws is that they result in a double crock. (One thing, if you want spell points to be a real deterrant, put your dungeon 8 days ride into the wilderness, allow only limited spell point regeneration per day and then only if the mage does no spell casting in that day. - My thanks to Nicolai for that one.)

PETER CERRATO: Er...I hope you mean a dead trapped friend! Otherwise, that's CHAOTIC! (Wouldn't reincarnation be cheaper than a clone? Plus returning your buddy rather than a duplicate.)

\*\*\*\*\*whew!\*\*\*\*\*

#### ANDYETTANOTHERSPELLPOINTSYSTEM DEPARTMENT

As this has yet to be playtested, I would welcome any CONSTRUCTIVE criticism. ~~She/said//thoughtfully//fingerin//the/mage//black/runesword//~~

Spell points are equal to the spellcaster's level plus one per every two prime requisite points above 12. Spells cost the spell level being cast/ spellcaster's highest spell level.

For example, a 1st level mage of intelligence 18 may cast 4 1st level spells/day, while one of 13 or less may only cast 1. Similarly, an 11th level mage of intelligence 18 may cast 14 5th level spells or 17½ 4th level spells or 23 1/3 3rd level spells or 35 2nd level spells or 70 1st level spells, while one of intelligence 13 or less may cast only 11 5th level spells etc.

Although detects and the like do not seem to require much energy, spells which strongly affect others do (like combat spells, or heals - see Katherine Kurtz's Deryni stories, for example). Thus there is a recovery period after casting such spells during which no casting may be done. This is related to Constitution, as follows:  
# melee rounds required for recovery = 18/spelluser's constitution.  
Round up.

...I shall now retire behind my +20 shield and await comments....  
Bye.....



## SCENARIO:

Party encounters a panicky party of Orcs or Goblins, who are fleeing a Worm-Lord. "Probably big stuff, if the Orcs are afraid of it," say the members. Orcs offer to fight it with the Party's backing, and the Party takes up battle order when the Worm-Lord is sighted. Orcs disappear once the Party is engaging it. When slashed, the Worm-Lord dripped large grey intestines---which in turn attacked as well as the Worm-Lord itself. Some of them jumped at Party-members. It was my solution to the problem of having a Fighter type monster having too few hit points to give a Party serious trouble.

### THE WORM-LORD            1-6 appear

Appear to be Ogre-sized (or larger) fighter in chainmail, with 4 to 10 limbs. Also called Worm-Men or Poly-Persons. Accompanied by 0 to 7 Orcs or Goblins (Roll D12 -5).

A Poly-Person (Polyp-Person) is a colonial aggregation of worms massed into a humanoid shape. Some worms function together as limbs (30 to 50%), others as body-mass, but any worm can operate as body-mass or limb or individual worm. They are +1 to Fire and Lightning and -1 to Cold. Worms have only the senses you would usually attribute to worms, plus a radar-like psi-sense. They take over armor like a hermit-crab.

CONSTRUCTION: each Worm-Lord is 11 to 130 worms. Roll D12 x10 and add one D10. Operate as Fighter and Resists Magic as one Level per 8 polyps. Hit Points: for each 40 polyps, one Hit Point per worm. Thus, a 32 Polyp-person has 32 Hit Points, and fights as 4th Level Monster. 42 Worms fights as 6th Level Monster and has  $42 \times 2 = 84$  Hit Points. The latter Worm Lord is older, tougher, and can take two fireballs and still fight. Edged weapons hit at -1 effect because the blade has a slight tendency to slide between worms. In reckoning damage to the Worm-Lord, it may be useful to just subtract whole number of worms killed and then limbs, as indicated.

CONSTRUCTION: One limb per 12 worms, minimum three limbs, and no more than 3 more arms than legs. Armor Class of individual, naked worm: 6. Severed "limbs" revert to individual worms.

WORM LORDS like jewels, which, magical or not, enable them to focus their limited intelligence into a crude Overself. Usually, they have at least one Telepathic Jewel which could, say, extend either the range or communicative ability of a Beast-Master. But the worms are always hungry and secrete a mucous containing an addictive alkaloid which flows quickly over smooth metal and polished leather, slower over skin, wood, rope, fibre, etc. RESIST POISON must be made for 2-7 rounds after encountering mucous, unless washed off in pure alcohol or similar substance, or burned off. (Hold your nose, it's volatile) Alkaloid numbs pain, makes life very pleasant to humanoids. Hence the enthralled Orcs or Goblins. Flesh penetration by a worm is unfelt, and the worm population doubles every six hours. One Lord was reduced to 13 worms still living, too little to move the mass, so it played dead, and someone poked around inside it, with bare hands...



Well, actually it was a Type One Demon, and the Party did not have the specs on the Worm-Lord, so there was much Suspicion about WHY So-and-so was doing this-and-this after (apparently) killing off the Worm-Lords. The Demon was infested and transmitted one to a Party member during an ill-advised attack, by biting. Said Party member felt 'just fine' after the Demon's bite, though.

The Worm-Lords had half a dozen addicted Orcs with them, who didn't do any fighting, just stood around glazed. They gathered food for the Polyps and got their fix, and occasionally some of them were food. But then, that was all right, too. They didn't say this to the Party, because they weren't asked. The Party decided they could let the Orcs go. All the Orcs wanted was a worm or two to take with them.

One of the Party members, Al Mundy, took the rest of the worms off in a cart. He had acquired a Robont with a cart in my ~~Dungeon~~ Establishment, previously. This Robont (robot-rodent) was a cyborg ---a four foot tall robot doing much of its computations using a built-in mouse-brain. It needed external power, so its tail plugged into a cart which contained a power-source. The Robont, in turn, pushes the cart. Not too efficient a system, perhaps, but the Computer which operates the Robonts contracts to do light hauling around the Establishment, and has excess personnel.

Now, you may wonder why I play these games. Well, where else are you going to be shocked and increduled but by such games? I pointed out to Al Mundy (known as JEFF SIEGEL in another plane of existence) that the Robont-body could be recharged, but that the mouse-brain would need nourishment. It was known the brain was in a box filled with amber liquid that fizzed when in contact with air. "How about feeding it some cheese?" asked JEFF.

ANYWAY....

As to my philosophy as DM, such as I have, it is modeled after the first DM I knew, Lee Gold. Help the Players, if you can. Remember that the Monsters are trying to kill the players, not the DM. And try to animate the Monsters as much as possible, because they have a right to live, too. You can give hints to the Clerics---after all, they are Wise, aren't they?

Lesser Thuunglomia, however, is an Amusement Park, rather than a d-u-n-g-e-o-n, and I am interested in amusing the players. It's a strange place---but not as strange as Dick Eney's Dungeon, where you found EVERYTHING was strange and EVERYTHING was intricately thought-out beforehand by Dick, and woe betide you if you couldn't get ALL the nuances understood in time. Those who have played in Frank Gasperik's GODHOLM should find it an excellent balance of novelty and tradition. Frank has a background as a Street Person, who could be tolerated by Hells Angels because he could play guitar well enough. And it shows in the characterization he gives to his Monsters and Inhabitants. They are not Santa Clauses. You mind your manners in Godholm.

I find I don't need traps much. The players make enough mistakes simply because the Establishment is strange enough. Like the player whose armored sho ---and foot---met grey ooze. He scraped it off with his wonderful sword. He now has a wonderful dagger to fight with, and it's mighty unhappy with him. Who needs too many traps?



The Shores of Infinity

Chris Pettus// PO Box 611, Malibu, Calif., 90265

On Valar, Demons, Gods and Demigods

How do you resolve the problems of Valar and Gods in the same Universe? Are Valar Gods, or are they two different things? If different, which is the superior (if either). [Tolkien seems to place them more in the ranks of demigods/angels. In his notes on "The Road Goes Ever On/ A Song Cycle" he calls Varda/Elbereth, "greatest of the queens of the Valar," a "'divine' or 'angelic' person...often thought of as standing on a great height looking towards Middle-Earth with eyes that penetrated the shadows, and listening to the cries for aid of Elves (and men) in peril or grief."--LG] I run Valar as the Guardians of the Good Speaking Races, Demons as the (erstwhile) Protectors of the Evil Speaking Races, and Gods as the Rulers of things (Intelligence, Magic, War, Light, etc.) Comments?

On the Creation of Magic Items or Making Big Ones out of Little Ones: While I agree with Glenn Blacow that something like Permanent is needed to create certain types of Magical items (Rings, Wands/Staves/Rods, Misc. Magic), you must remember that Permanent permanentizes the effects of the spell, not the spell itself. Therefore, I would suggest the following three new spells:

AFFIX-- 8th level. Used in storing spells on an inanimate object. Casting this spell on an item causes its Magic Aura to become "sticky." When another spell is cast on the item, the spell will not perform its function but will be "stored" in the item to be released under the conditions the casting MU specifies. Thus the creation of a Wish Ring would be AFFIX, WISH, AFFIX, WISH, AFFIX, WISH. The number of spells that can be "affixed" is up to the DM. Note that the creation of an item which does not release its spell after use (e.g., a Ring of Telekinesis) would be created by AFFIX, TELEKINESIS, PERMANENT.

WRITE MAGIC: 7th level. [Four levels higher than Explosive Runes?--LG] This spell allows the creation of scrolls. When used the MU may place on paper any spell s/he knows. S/he cannot recopy another scroll nor a spell from a book. The duration of the spell is equal to the level of the highest level spell the mage knows. While a scroll is being written, a number of Read Magics equal to twice the level of the spell being written must be used to verify the results of the writing; otherwise the scroll will be unstable, with a 10% chance/level, cumulative, that the spell will fade before the spell is complete. If you allow a greater number of uses of a scroll than one, a Permanent must be cast on the scroll for each extra use.

ALCHEMY--6th level. This spell allows the creation of potions. One dose of one potion may be created for each time the spell is cast. The potion the mage wishes to create must be stated at the time the spell is cast. Note that 1) the time and cost of creating a potion is unchanged by the implementation of this spell, and 2) Alchemists do not need the spell.

As no mage in Anton is anywhere near the level needed to research the above spells, I would suggest: 1) some kind high level elsewhere research them, or 2) they be implemented without anyone researching them. (Of course all could use them.) Again, comments?



Comments on Mailing: A&E #15

Gary Gygax: I am glad you let mages use staves as weapons. A Staff of Striking becomes somewhat less useful otherwise. // Percent occupancy is not a very effective judge of how deadly a dungeon is. You could have 100% occupancy with all being kobolds, or one room which is hosting the Third Annual Beholder and Balrog Convention. // If 20th level characters are unreasonable, why are there 9th level spells?

Glenn Blacow: On enchanting items, see first part of 'zine. // I use the Gygax spell for sleep, but I don't allow multiple usage. Charm is just that. The charmer will perform small, not too difficult tasks for the charmer, follow him/her around, and give out information ...and little else.

Ken Pick: Valar are very well written. See the first part of the 'zine.

A&E #16

Lee Gold: I am glad someone finally took on the problem of ages. AT least at Anton, Kobolds, Goblins and Dwarves live to about 250, Men to 70-400 (depending on race), Hobbits to about 100, and Orcs and Elves forever unless killed. (Orcs are mockeries of Elves, remember!) // A problem that D&D has not settled is that 1) Elves (or the Eldar and Sindar) would just as soon not remain in mortal lands. They would like to pass over the sea to Elvenhome. Also half-elves are offered a choice of becoming Men or Elves.

Bill Bleuel: While I disagree on Vampires, it raises an interesting point: In the D&D universe, why should the cross affect Vampires if there was no Jesus Christ? It affects my Vampires because it is the symbol of Order and Balance, while Vampires are Chaotic. (I know it's a weak explanation, but....) *[In my own universe, the cross is only one of a number of religious power symbols. In the hands of a believer in a Lawful/Good/Whatever version of Christianity, it will affect Chaotic/Evil/Whatever Undead. Other Lawful/Good/Whatever faiths have similar power symbols, and so, of course, do all other faiths. A Chaotic Cleric with an Eye of Morgoth token may be able to turn Lawful Spirits.--LG]*

ON PSIONICS

Psionics, as presented in EW is a too powerful force. When I ran psionics, this is what happened. A 6th level magic user pushed open a door; standing behind it was a Lich. The Mage decided to go for broke and let loose a Psionic Blast. The Lich died on the spot. It had a Psionic Potential of 01 and was surprised, compared to the Mage's 124. Thus, no more Psionics.

Next Whatever, the Races in D&D, Messiahs, and other things.

Pax et Lux, CP



# SPINWARD HO!

This is Spinward Ho! # 5 for A&E 17:  
committed on the unsuspecting peepul by  
Steve McIntosh, 2116 W. Spring St.  
Long Beach, CA 90810 - (213) 4243243  
I'm married, and 25 years old

## TWITS

Source: Some people whom I have personally known.

Alignment-Any Race-Any within reason Sex-Any  
Wisdom, Intelligence, Charisma and Strength 8 or less.  
(It's harder to roll one of these than you'd think!)

Twits are another character class which is difficult to play for both the players and the DM's, but which have the rewarding factor of increasing the richness of the game by providing outcomes to situations which are nothing close to what anybody expected would happen.

Twits have the following properties:

### Disadvantages

- 1) They have a large flaw in their sense of reality. An optional chart for determining this will follow, or if something tickles your fancy, use it-for example, A character with a charisma of 6 might think of himself as a Don Juan, and always be attempting to use his charm as a weapon, and despite the predictable results will continue to try it on every good looking female he meets. (ie, they never seem to learn...)
- 2) Regardless of profession (fighter, mage, etc.) they ALWAYS function as a First Level character.
- 3) Things always seem to go wrong for them - they fall into pits, manage to break or klutz magic items, can't get laid, whatever can go wrong usually does. This disability doesn't extend to the rest of the party, but if you're in the way when a trap is sprung, well..
- 4) They're always trying to make good in the sense of getting recognition, prestige, and a "good show" pat on the back once in a while ( and I'll bet you thought that that was an advantage)
- 5) Lousy liars-nobody takes them too seriously.

### Advantages

- 1) "The ghods look after small children and twits." (a famous misquote) Twits have a chance of:
  - An extra saving throw
  - Taking only partial damage
  - Having any opponent take pity on them
  - Fluke instances of good luck

### MECHANICS

There are only 3 important factors when running twits:

- 1) Thier Intelligence Roll
- 2) Thier Wisdom Roll
- 3) Thier Twitishness Factor (TF)

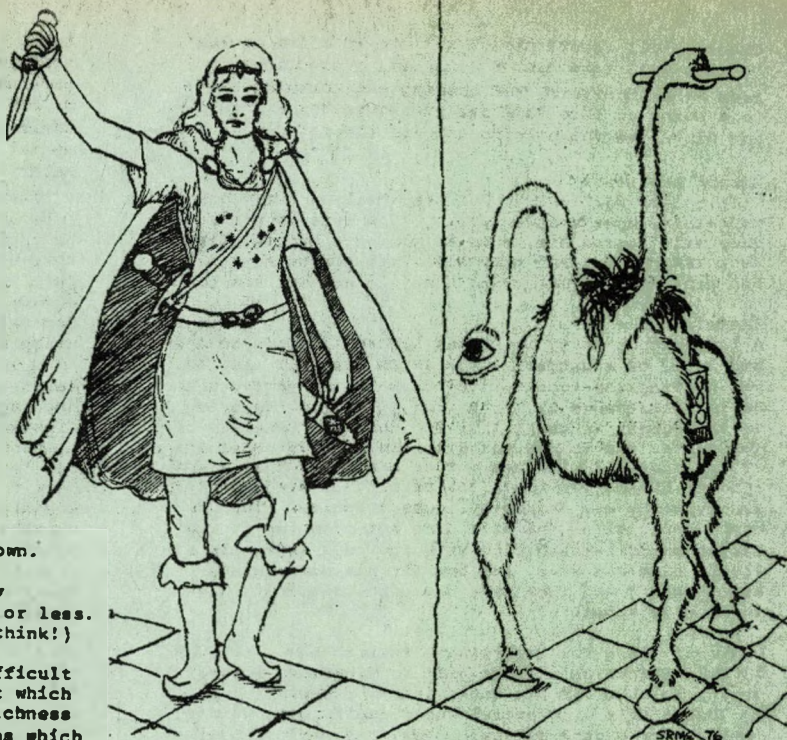
The twitishness Factor is computed to be:

$TF = 10 \times ((9 - \text{Intelligence}) + (9 - \text{Wisdom}))$   
Thus a twit with  $\text{int}=6$  and  $\text{wis}=8$  would have a  $TF = 10 \times ((9 - 6) + (9 - 8)) = 40$ . A twit with the rock bottom roll of  $\text{int}=\text{wis}=3$  would have  $TF = 10 \times ((9 - 3) + (9 - 3)) = 120$

This factor is used for many things, It is the %age chance of something happening:  
a twit has:

- TF% chance of springing traps, klutzing, etc.
  - TF% chance of an extra saving throw.
  - TF% chance of taking only 1-100% damage
  - TF% chance of being pitied.
  - TF% chance of being overlooked.
- so, when in doubt, roll the percentile dice.

As I said, twits are first level. Since they do not go up levels, they do not collect experiance points.



Instead, they have a chance of improving thier status, due to having lived thru some heavy reality. At the end of each expidition, while other characters are scarfing up EP's they roll a D20. If the number rolled is less than the sum of the twits wisdom and intelligence, they add 1 point to either the wisdom or the intelligence score at random ( $D6:1-3=WIS, 4-6=INT$ ). The TF is now recomputed. Important-keep track of how many times this happens. When both the Wis and Int scores have been raised to 9 or better, the character is no longer a twit, but a pinned first leveler, which will now progress as a normal character. He will no longer have the disadvantages listed above.

His suffering, however will not have been in vain. Just for surviving the period of trial, the character will retain two of the twits advantages. The chance for a second saving throw, and the chance to take only partial damage. This is computed by taking the number of times a twit had a characteristic raised, (I asked you to keep track of it, remember?), and multiplying it by 5. This is the characters chance, forevermore of the 2nd saving throw, and partial damage. Example-Gorgo, a twit of  $\text{int}=6, \text{wis}=7, \text{str}=8, \text{cha}=3$  gets to the non-twit status with  $\text{wis}=10$  and  $\text{int}=9$ . (Remember, both wis and int must be 9 or better to graduate, there's no gurantee that it'll happen all at the same time.) This means that his characteristics were raised 6 times, and his chances of getting the bonus would be 30% forever.

### Explanation of terms used:

**Extra saving throw**-When a twit is required to make a save vs magic, and he blows it, he has a TF% chance of trying again.

**Being overlooked**-A twit has a TF% chance that if a monster has something better to attack, he'll just knock the twit out of the way-or something offhanded like that to get to the challenging stuff, and forget about the twits existance for the most part.

**Being pitied**-If a twit gets into trouble, or is met alone by something of 3rd level or higher, the possibility of pity is involved. If a twit is seperated from his own party, the party leader must roll over the twits TF on %ile dice, or he is effectively put on a quest to recover him. He can hate himself for doing it all he wants, but he's gotta do it. This roll may also be invoked to get a twit into an expidition.

If a twit without a "protector" is met by a monster of L3 or better, the monster must roll the %ile dice-if the roll is less than the twits TF, the twit is pitied, and the following occur, regardless of the twits alignment. (note-Lawful=good, chaos=evil)

### Intelligent monsters:

- Lawful**-Will escort twit to place of safety, heal wounds if they are serious. If twit is chaotic will turn him over to somebody for conversion.
- Neutral**-Will at worst ignore him, there is a TF% chance that they will lead him to relative safety.



Chaotic-Will ignore him, but there is a TF% chance they will take him on as a pet, protecting him from other monsters, and abusing and torturing him to a point of less than serious wounding, and keeping him alive for playing with in the future.

#### Stupid monsters:

This does not include G-Cubes, jellies, skeletons and other super stupid types. If a twit is pitied, they will ignore him, even if they are hungry. There is a TF% chance that they will take him on as a pet and protect him (mothering him) and not let him go.

#### Example:

A twit with a party of 5 runs across a Balrog on the 3rd level of a dungeon. Thanks to the fact that he was holding the torch at the back of the party, and he got overlooked by the Balrog, he's left cowering in the corner as the Balrog finishes off the rest of the party. The Balrog turns to him, (rolls under the TF) and doesn't kill him out of hand, but just kinda ignores him as not worth the effort, letting the twit escape while the Balrog collects trophies. The DM could have rolled the 5 dice again to see if the Balrog would instead play with the twit (snap him a little with his whip, see how far his head twists around, etc.) and then take him down to the 7th level to keep as a pet.

Optional table for determining twitishness - roll D8

- 1) Twit thinks he's gods gift to fighters, forever trying to show off his non-existent prowess.
- 2) Thinks he's a potential super magic user, always looking for arcane magical items, and coming up with obscure (and incorrect) legend lore.
- 3) Holier than thou, even though he's a L1 Cleric. Tries to turn vampires and so on.
- 4) Absolutely fearless, would try to poke a beholder in the eye(s). Will not run from a battle. Ever.
- 5) Scheming, believes that you can get something for nothing, and always tries to. Buys crocks and/or gets into obscure religions.
- 6) Has maucha, no muscle to back it up with.
- 7) Doesn't believe illusions, and thinks that strange things which are real are just another attempt at deluding him with an illusion.
- 8) Make up your own, it's fun.

end of draft

#### FLACK JACKET for twits- or -comments and rationale

Most of the real-life twits that I have met have become that way due to problems that they encountered throughout their lives due to low intelligence, charisma, strength or wisdom, they develop an altered view of the universe rather than face the fact that they are deficient in some ways, and learn to live with it. Every twit I have known has been subconsciously trying to over come their deficiency, (thus the need to "make good") and given time, most manage it- it's hard to keep reality away when it's knocking on your head. Most times they overreact to their main problems, and overcompensate for it, getting themselves into lots of trouble.

## HOKAS!

When I wrote up HOKAS in A&E 8, I didn't think that anybody would really take them seriously enough to start a fan feud over them. At that time, I had not read "Star Prince Charlie", and was not playing any D&D rules from Greyhawk or Beyond. I offer the following rewrite which is more accurate to the HOKAS described in the source material than the writeup in A&E 8, and for those who don't have it already.

#### HOKAS

2nd draft

Source: A series of books by Phil Anderson and Gordon Dickson concerning the inhabitants of the planet Toka

D&D Statistics: Alignment-Lawful (ie, Good) Rolls; Str-17 min, Con-15 min, Int-12 min, others-9 min. Expected frequency: 1 in 826 rolled characters.

Hokas, more than anything else look like 4 foot tall, chubby golden teddy bears, but don't let that fool you as they are almost all muscle. They are highly intelligent and quite logical. They can learn almost any skill in an amazingly short period of time. To a Hoka,

reality is boring, so they love to play. In fact, they love to play so much that they will take on the personality of a flashy character out of literature, or off the Tri-Vee and play it to the hilt as part of their normal day-to-day lives, doing something like a mental version of polymorph self, getting all the prop materials, learning languages, or whatever is needed to play the part perfectly.

Hokas can play-act as any character class, they may be magic users if the DM permits (this usually assumes that Magic is a learnable skill) or a cleric if the DM permits, or whatever. Usually, instead of developing a power, a Hoka will use a slight-of-hand technique. For example a Hoka "cleric" might do "cure lights" by using a medikit while nobody is looking.

Hokas learn skills with amazing speed, and once learned, they never lose it, be it fencing or playing the bagpipes. So, for example, if they start as a fighter type, advance to 4th level, then drop the personality for a Magic user type and work up to 3rd level, they would be able to immediately shift back to being a 4th level fighter. They always keep the highest number of hit points earned, so this hypothetical 3rd level magic user would have the hit points of a 4th level fighter.

Hokas will rarely go back to a persona whose play has finished. They may keep an eccentric, non ending personality around to drop into between adventures.

Once a Hoka has played a persona to it's logical conclusion (or gets bored with it) he will usually give away any items he would have which will not fit into the new one. Example: A hoka going into a Cleric type persona might trade a +4 sword for a full set of clerical props worth only about 2000 gp's.

All HOKAS make and carry Hoka Liquor which will get a non-hoka drunk for 1-100 turns minus his strength plus constitution if he has more than a sip. HOKAS are immune to the stuff, but will get potted after a litre or so.

#### HOKA ADVANTAGES

Armor Class - A HOKAS natural armor class is leather equivalent due to the thick fur, tough skin and all that muscle. Adjust armor class up accordingly if the Hoka is wearing armor.

Fighting - Due to their ability to learn a skill with unusual perfection and speed, give them a +1 on both hit probability and damage over pluses due to rolls.

Senses - A HOKAS sense of sight and hearing are the equivalent to a wild animal, such as a Wolf, their sense of smell is somewhat better than that.

Movement - A Hoka, due to their high strength to size ratio have twice the move of a human.

#### HOKA DISADVANTAGES (TANSTAAFL)

Combat - A Hoka will try to kill only in a kill or be killed situation, and will try to disarm/capture if feasible. They will not kill humans (sorry, this doesn't include elves, dwarves or hobbits)

Personnas - A Hoka will never break character, and will always be in persona. To a Hoka "Captain Kirk", Orcs would be "Klingons" or "Romulans".

Magic - A Hoka may make his saving throw vs an illusion, but if it is consistent to his current persona, he'll play along with it.

Strength - A Hoka getting a good solid on something with a sword will often break the sword. This goes on opening doors, and anything else that they might apply their full strength to.

\* END OF DRAFT \*

The psychology of HOKAS -by Sandy McIntosh

Rule#1 - All HOKAS are fully aware of reality.

Rule#2 - They don't care about rule #1, they are bored by reality.

Rule#3 - HOKAS love human literature and legendry.

Rule#4 - HOKAS are definitely more intelligent than human beings in terms of the ability to analyze, deduce and reproduce effects. They cannot match the richness of human culture, so they imitate - expertly of course.

Rule#5 - HOKAS love and revere humans for the gifts of culture and wouldn't willingly harm any human. However...not all HOKAS are aware of the fragility (relative) of human beings, and may, once in their entire lives actually inflict harm on a human, accidentally of course. (Consider, for example, that being hung by the neck doesn't even represent a serious discomfort to a Hoka.)



Rule#6 - Though they are quite capable of "playing" by themselves or with each other, Hokas prefer to "play" with a human or humans, because, while in competition with their own species, they may have to take on a persona they don't care for much, such as "peasant" "dupe" or whatever, but when playing with humans they can bully/bribe/blackmail them into what they want.

#### EXAMPLES AND NOTES

Rule#1 - A Hoka could not be talked into going down to the 10th level of a dungeon unarmed. He might let you think he was convinced, but he'd carry a concealed weapon-and a healthy distrust for you. Oh, yes, he would go-see rule#2.

Rule#2 - The Hokas you meet aren't on Toka, are they? No! They're running around on some fool fantasy world where they could get killed!

Rule#3 - All Hokas have assumed personas from human literature. The more flamboyant or eccentric the better. They may have a base persona to which they return from excursions into other personas, or they may merely shift onward as the mood strikes. (Players note: If you are bored with your Hoka's persona, so is he, so change!)

Rule#4 - A sadly neglected point is that hokas are masters of the multi-level ploy. An excellent example of this is Star Prince Charlie, wherein a Hoka is tutor to the bookish son of an adventurous star-ship captain. Said hoka observes the opportunity to take on a persona that (if all goes well) will (a) provide a foundation for greater understanding between father and son, (b) save an entire world from a reactionary and oppressive dictatorship and (c) provide a thrilling adventure. Of course he grabs the opportunity! He also knew exactly what he was doing.

Rule#5 - to a Hoka, every human represents the delightful possibilities of human cultures. Why harm such a fabulous creature? Noth however that this rule does not apply to elves, dwarves, or anything other than humans.

Rule#6 - Because Hokas are logical, Hokas are predictable to other Hokas. This is boring. It is much more fun to play with a nice illogical human.



GANDALF THE WHITE (HOKA)

# DISTYCOMS

DISTYCOMS A&E 14

Lee Gold - Re: Drowning and Falling tables - It seems that the Drowning Table in D&D book 3 pg 33 works OK for most cases, even though it doesn't take into it such things as strength and constitution. For the fall table you could include such things as strength and encumbrance and constitution and character class and such (I never could understand how Monks can use a wall that was out of reach (like 6 foot from, I assume their center of gravity) to slow themselves down?)//Yes, a cure critical would stop the bleeding of a titanium caused wound, but would not add hit points//By all means pub your D&D supplement, whether TSR says yea or nay. They can copyright the stuff they print, but not the ideas it contains. Frankly the TSR rules are so poorly written that any help you can give neo-D&D players will boost the growth rate of D&D and in the long run bring TSR profits that they wouldn't otherwise have.//Love your AWS spell, does it have a duration?

Sean Cleary - Like your wand of chaotic DM summoning. Another tactic which I find almost as amusing is to use the Petal Throne "Divine Intervention" tables, where the %age chance of retribution is quite high.// Good points about darkness and ambush! I get a lot of startled looks from players when they walk into an ambush after they have made a lot of noise and have attracted the attention of everything on that level.

Weesley Ives - I pretty much let people running in my dungeons buy, swap and sell as much as they please because this usually causes arguments, feuds, murders and other unusual problems.// I have fun play-reincarnate as happening on the spot. Too bad if the party is in a 20 x 20 room and the victim is reincarnated as a Roc. Excellent reincarnate %ages.

Mark Kramer - Re: pixies and androids - Play them or not with my bless upon you, however it seems that I didn't get across my reasoning behind the critters. A) Neither have true "resurrects" available to them as such. A pixie which has been dispelled would have to be re-conjured by something equivalent to a full wish, and you would probably get a different 1st level pixie if you used anything less. B) A pixie which has "flamed on" has to be in a berserker rage - something they cannot control, but the DM can; also the flame-on only lasts a short time - I would suggest a D4 of melee rounds, and variable damage as per armor class, perhaps a D8 for no armor, a D6 for leather, D4 for chain, and one pip for plate. Also, they would not think to use this as a tool to do something tricky. I would also treat thier hit %age as a thrown dagger, with 1 hit/round possible. C) As to their high hit dice, remember that Tinkerbell ( the prototype for this whole mess) was able to survive a point blank dynamite explosion which leveled a large wooden structure. Androids have a bigger problem; their "resurrect" probability is as low as I could make it - please re-read the writeup. Secondly - they were originally written up for playtesting on my ring-world where magic and technology are for the most part non-interactive. Having magic not work in the presence of technology and vice versa is an awful artificial way to achieve a not-really-needed balance between the two. Never the less, modify as YOU see fit. Have fun.

Sean Summers - Especially enjoyed your magical kitchen items.//Re: Consecrate - would suggest that it be useable by player characters only, and that it be at least a 6th level miracle. Secondly - any character in the possession of one would be noticeable by high level critters miles (and dimensions) away.// About the FORGET spell - If the victim of the spell makes it's save, does the caster come to the victims attention - even if hidden?

Glenn Blacow - Thanks for the magic shoppe table.

Robert Sacks - Kutuzov is a paladin because he has an ability to elicit extreme loyalty from his crew, and places the Good of His people (all of them) before all else. He is SUPER lawful, as a paladin must be (which is more than I can say for most paladins that I have seen played).



Law Wolkoff - I like the collector as you have now pubbed it with the exception of using armor that is heavier than leather, and I would rather give them Thievery abilities than MU powers. In fact, it may be better to run them as a subclass of thieves, which may be of any alignment.//Drop Dead fully is more powerful than Raise Dead fully, but I feel it's a good balance since (around here) Anti-Clerics can't Dispell or control undead unless they create them. I still contend a non-saving throw finger is too damn powerful, since you can bet that any chaotic High enough for a NST finger will make very sure you're unresurrectable, or at least turn you undead afterwards. And if you could get close enough you could kill most of the Ghods in the last supplement while you're only (?) 17th level.//Doesn't a Raise Dead fully give you effective immortality as long as you can get one when you need it?

Charlie Luce - Re: Pernese Fire Lizards. Great! play them any way you like to. All I was trying to say was that if you're going to play something which was invented and defined by Anne McCaffrey, I would consider it good manners to follow the books as closely as possible, or call them something else. If perns were legendary or mythological creatures, I'd accept your writeup wholesale - haven't you noticed the trend in A&E has been to toss out Gygax type Balrogs and work towards defining Tolkien Balrogs in a D&D context? Admittedly there are at least two problems involved with this. TSR sets a bad example with Hobbits, Balrogs and other "stolen" creatures, and that whereas Magic exists in a D&D context, the same cannot be said of some of the sources of these critters, in which case, it seems to come down to whether the DM considers Magic as a learned skill, and if the critter is capable of learning it.//Love your neutral dragons - especially their goal of preventing an Amageddon.

Nick Smith - I've already tried facing off Kali and Isis on paper. Isis won 2 out of 3, with the average battle lasting about 30 turns. This was done for my own amusement, with me playing both sides solitaire. Ghod vs Ghod battles are fun, and I agree that they shouldn't often be mixed with D&D campaigns.//TSR did a bunch of very incomplete and not very accurate research for G,D&H. For example, they left out Artemis and Aphrodite, two of the worst trouble makers in the Greek pantheon.//Second your emotions on Gygax!! I play the CalTech version 3 rules with but minor modifications. It's subject to the same problem of DM interpretation and misuse as all D&D, but I prefer it to any of the TSR rules.//To balance out GATE, I suggest you apply the Petal Throne Divine Intervention tables, after all, you might interrupt a demon while he was having lunch, and he might not appreciate it.

DISTYCOMS A&E 15

Glenn Blacow - I too scream when somebody tries to use Dikinis make-out table on one of my player characters. I play it as for use between or against non player characters, and if a player character uses it, he's vulnerable to it.//Yea, Disney pixies. Our family went out to see Peter Pan, and while my 3 1/2 year old son was giggling and clapping, my wife and I were making a D&D analysis of it. The character description was based on what Tinkerbell did, and how she acted.// Treasure on the ringworld is mostly gems not to be kind, but for 2 good reasons: 1) I'd guarantee that if you, in real life had to lug 20K gp's worth of wealth around from one spot to another without mechanical aid you'd take gems over gold if you had the choice. So would the expeditions which the monsters prey upon to get their treasure hordes in the first place, and so would any intelligent monster. Of course, there are some monsters who just have an affinity for gold, as do Dwarves, and this makes up most of the Gold hordes on the Ring. 2) The Ringworld isn't too full of the heavy metals, but gems were easy to make.//In Long Beach, we play that a courtesan turning off a cleric does or doesn't happen except upon the first meeting, and is then effective, or not, until one or both of them go up a level, then we re-check - it makes them a bit more playable.//See Hoka Update in this zine.

Ken Pick - Good writeup on Super powers, but it's of limited use in most of the games that I've seen.

DISTYCOMS A&E 16

Bill Seligman - Giggle, Laugh, Roll in the Isles, LOVE the parody, especially since it has the ol' grain of Truth about GM's taking themselves too seriously.

Glenn Blacow - I used to have the same stand as you on "not rolling characters 'honestly'" but there are some character types that you would have to play through an enormous amount of characters just to get something "strange" to play. I feel it justified to let a player you know to be fair to "custom roll" a character to experiment with to run in your own worlds. I will usually let a character generated in this manner run on the Ringworld if the player is honest enough to say how he came about it, and I'll let most any character type play, if the player has brought along the write-up so I can see what it is he's running before starting a game. If you feel a character type is too powerful, why don't you let someone play them, but restrict that character to your world, and require them twice the normal Ep's to go up a level?//Believe it or Not...there is either such a thing as being able to TK dice rolls, or we've had recurring 1,000,000 to 1 flukes happen while playing a game, with witnesses. After a bit of well controlled experimentation (and I know my statistics, even if I don't know how to spell) we found out who had which talents, if any. This has resulted in my requiring a certain individual with limited TK abilities to use computer generated characters rather than roll his own, and play in the presence of another person who can, at will, enhance or suppress psi abilities on a local basis. I, myself, have a very limited receptive telepathic ability, but only when enhanced.

Law Wolkoff - You might find some good ideas on psionics in "Starfaring", a game put out by Flying Buffalo press.//Er...my calculator says 6 to the 6th is 46,656, or 0.00214% - That's the percentage of getting two 18 rolls in a row (or two specific 18 rolls) the probability of getting any two characteristics is much higher.// I had hoped that I had implied that a chaotic cleric using an edged weapon would not be doing the scarafice "right" as it did not include the appropriate prayers, etc, opening the way for Divine Retribution.// I envision all types of paladins as characters with limited backing from a Ghod or a Ghodeas whos attention was originally attracted by the characters high charisma, and their having been super Lawful/Chaotic throughout thier childhood.

Hartley Patterson - Love your Bats and the Sword. do you have an overabundance of "outside" magic coming into your worlds too?

Burwasser & Boardman - Lavish complements to you for your style of writing. I usually just skim expedition reports, but after the first paragraph, I was hooked even though the narrative started to run down once the action picked up. More, please?

Charlie Luce - Please re-read Greyhawk, page 9, titled Non player characters- "...chaotic retainers can never have a loyalty score of above 15." Where does it say about Charisma?? Secondly, concerning TSR rules, they "...are guidelines to follow..." (book I pg 4, 3rd sentence) If you feel that Anti-paladins are not for you, say so, don't just misquote "scripture".//Sorry for the tone of that, you just stepped on a sore spot.

Nicolai Shapero - Re: your fan feud with Blacow - I, for one, thank you for sparing the rest of us - well done!//Like magic absorbers, if you cut out the last paragraph.

Steve Perrin - About Dorsai - If I remember Gordy Dicksons novels correctly, Dorsai have a highly refined sense of personal honor. They follow the Mercenaries Code to the letter, and if directed to do something a bit shady will follow thru, providing it doesn't conflict with thier contract or code, then try to buy back the contract. On the Gygax X-Y alignment system, they'd probably be between the Lawful/Good and Lawful/Neutral areas.

Myself - That's what you get for drinking while typing - and doing seven stencils in one day.



## The Adventure of the Lost City: Part One

by Eric Holmes Illustrated by Chris Holmes

The dimension door opened onto a mountain pass, barren, rocky and windswept. The road ran north-east to south-west and was wide enough for chariots or a team of horses. Not that they had a team of horses, but it was fortunate, for the charmed allosaurus easily filled the available width of the roadway, and the giant spider was as big as two horses.

Two days of trekking through the mountains, including an encounter with a pair of wild griffons that netted them two eggs, (both carefully packed and carried off) and they emerged from the mountains and looked out over the desert. The road went on to the north across barren sand dunes. As far as the eye could see there wasn't a tree, a bush or a living creature except themselves.

The next morning the allosaurus made his saving throw against the charm spell cast upon him by Murry the Magic User. Murry had anticipated the huge reptile's escape and had prepared to re-cast the spell. Unbeknownst to him, however, Walla-Walla the Witch Doctor had also made provision for this event. During the preceding days he had carefully collected scales from the monster's hide and scrapings from its great claws. These he had molded with clay into a Voodoo doll of the dinosaur, and now he clutched it in one hand, his dagger ready in the other. The allosaurus awakened from his night's sleep. It gazed about in momentary bewilderment, then a predatory gleam appeared in its slitted eyes, a blood curdling roar issued from its fanged jaws. The black Witch Doctor's knife flashed, beheading the tiny doll. The dinosaur failed its saving throw. The gigantic head leaped from its shoulders, it fell, twitching, at the magic user's feet. Murry gave a scream of rage.

"I was going to re-charm him, you jungle idiot!"

"You should be grateful," the Witch Doctor replied. As always his facial expression was unreadable behind his huge devil-mask. None of the party had ever seen his face, it was said he slept in the mask as well as ate in it. "I only tried to keep the beast from attacking the rest of us, how was I to know you were going to cast another of your powerful spells?"

"Oh, crap," muttered the mage.

A day's journey across the sandy waste on foot brought them to a crossroads. Here they saw a lone horseman approaching them from the north.

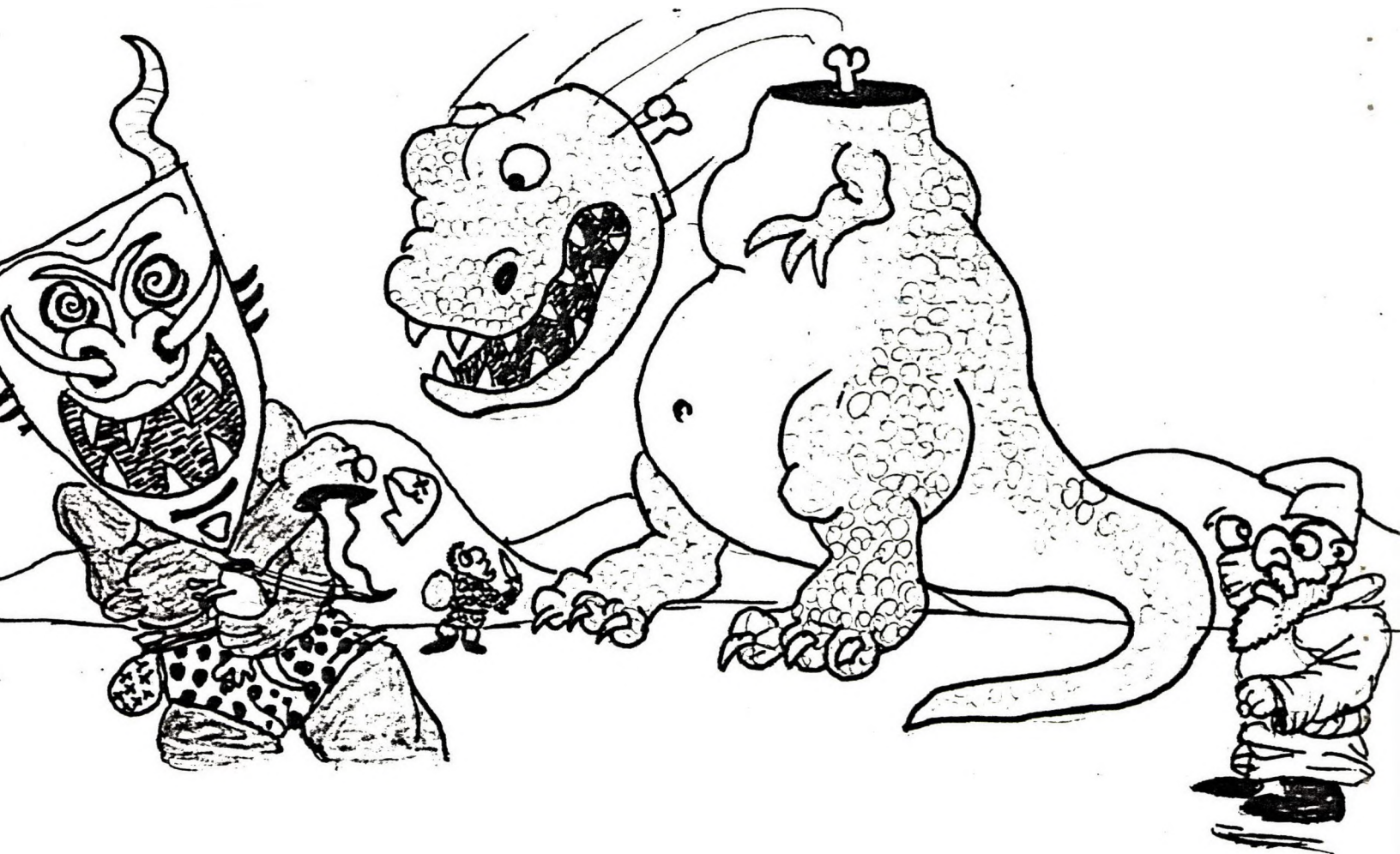
"About time we ran into somebody," complained one of the hobbits. "Our water supply is almost gone, and the food's not much better."



"Ho strangers!" called the man on horseback from the top of a nearby dune, "be ye lawful men or evil demons?"

"Lawful and peaceful travelers," yelled Xoreth the Elf, using his magaphone. "Can't blame him for asking," he remarked to his companions, "we are a pretty weird looking bunch."

Indeed they were. Xoreth was seated on the giant spider at the time he made his comment, and he glanced down at his companions. The two fighting men in their chain mail, metal helmets and boots stood stolidly in the middle of the road, holding their bows at the ready, since the stranger had appeared. Near them was the Samurai, Zatoshigi, in his laminated lacquered mail. To the rear were Murry the Mage and Mergatroyd the Magnificent in their magic robes and conical caps. The magic-users and the two clerics, Jose and Brother John, had taken off their packs and were resting while the parley took place. The other three elves and the three thieves had scattered out along the trail, some of them nonchalantly watching the rear. In another group stood the dwarf and the two hobbits. Boinger the Hobbit, who wore boots of traveling and leaping, was absent-mindedly bouncing up and down six feet into the air to gaze about.





The stranger identified himself as part of an out guard for "the caravan of El-Borak, who waits at yonder oasis."

"Oasis!" cried several members of the party. "Water! Maybe food!"

Xoreth persuaded the caravan guard that they were all well intentioned but powerful sorcerers. The man remained unconvinced about the giant spider until they demonstrated its tameness by having it lie down and roll over and play dead.

"Ye be indeed strange and powerful lords," marveled the desert man, "and I trust that my chieftan will welcome you to our party."

"Do we need to join a caravan merely to cross the desert?" asked Mr. Bond the Elf, "surely we could do it on our own?"

"Nay, master," said the man, who had now ridden his nervous horse up to join them. "The great desert is full of terrible monsters. And then there is water and food. Yonder oasis is the only water supply between here and Byrithium."

"Terrible monsters?" someone muttered, "why we eat terrible monsters for breakfast every morning."

"No, no, let us join the caravan," urged the others, "obviously fate put it in our way for a purpose."

"Ride with us and tell your leader we come in peace to join his caravan, if he will have us," said Xoreth.

The caravan was scattered over several acres of sand with the oasis at its center. There were three large covered wagons drawn by giant triceratops. These saurian beasts were now unyoked and being fed bales of hay from the back of one of the wagons. The rest of the camp consisted of 25 guards, a party of chained slaves, a small tent with a burly guard in front of it, and a large campment of men and animals on the far side of the oasis — a guard of some seventy men and at least as many horses and camels. A colored penant on a pole fluttered in the wind before the single tent. Female figures could be seen moving around the center of the three wagons.

"El Borak travels in style, doesn't he?" remarked Murry.

"The caravan route is filled with perils," said the mounted man, "and only the brave and well prepared dare to travel it. You are fortunate, oh strangers, to have met with the caravan of my master and not one of the bands of bandits who roam the waste. Wait here, now, I will ride to El Borak and tell him you come as friends." In a moment his horse was down the slope of the dunes and riding into the camp where they could hear him greeted with cries of welcome and curiosity.



"Slaves," muttered Boinger the Hobbit, "I don't like slavery at all. Let's attack the guards and set them free."

4

Several members of the party hastened to council the hot headed hobbit to caution and prudence. "Let's wait until we know more about this set up."

"Did anybody read the mind of this caravan guard we just talked to?"

"I did," replied one of the elves. "He's just what he seems, and what he told us is true — that is, he thinks it is true. He is curious about us and wonders what treasures we carry with us, but he is afraid of the spider and thinks we are all of us powerful wizards."

"Here comes, the leader, I guess," called one of the fighting men, pointing into the camp. A party of robed men on horseback came up the road led by a tall dark man with a turban and a fierce black beard. Under his sweeping desert robes the clink of his chain mail armor could be plainly heard.

The parley was quick and to the point, however. After a few questions and an inspection of the party, El Borak offered them the advantages of traveling to the city of Byrithium with his caravan. In return they were to act as part of the guard under his command. These conditions were accepted by the adventurers, although with some mental reservations. One of the party signaled the others that ESP'ing the caravan leader revealed no evil intent.

El Borak had one of his lieutenants assign the group an area within the camp and they soon had erected their own tents, filled their canteens and water bottles at one of the wagons and been issued some rice and dried meat.

Little Boinger sought out Murry the Mage. "Listen," he said, "loan me your invisibility ring, I want to check out the slaves."

"What on earth for?"

"I want to find out more about them. Come on, you don't approve of slavery do you? There are guards all over the place, I can't just go wandering down there."

"O.K., but don't try to pull anything off single handed. No heroics, just get some information and come back."

"O.K., O.K."

But it was night before the little hobbit returned. Some of the party had been assigned to guard duty, the rest had gathered around a small fire. The desert moon had just risen in the east, silhouetting the six meager palm trees around the oasis. The hobbit was full of news.



"Listen! We've got to free the slaves — they're prisoners. I talked to a Viking fellow named Holgar. They're being taken to Byrithium to be sold for galley slaves or laborers or sacrifices or something. Most of them are far from their homes and some have lost hope, but he thinks they will fight if we can get their chains off. They're chained by iron collars on their necks — it's horrible!"

The group grumbled —they were outnumbered close to 10 to 1, it was none of their business, they shouldn't meddle. The hobbit had more news, however.

"Guess who's in the wagon in the middle, the one covered by the tent? Girls, the six most beautiful girls in the world! They're courtesans of some sort, El Borak is taking them to Byrithium to sell. I snuck into the wagon invisible..."

"You would!"

"You bet! And I talked to one of them. They have a guard, a big black guy in a turban, who takes care of them, but he never knew I was there. I'm going back over there, now that I'm visible. Any of you guys want to go for a midnight stroll?"

There were a number of interested, and some merely curious, adventurers who wandered over to the vicinity of the covered wagon to get a look at the "most beautiful women in the world." They were worth looking at.





Courtesan training takes years, but it raises any woman's charisma five points, so that even an average appearing female becomes irresistible. And El Borak's courtesans were extraordinary. None of them had charismas less than 18, all were second or third level of experience as charmers and as practitioners of other arts than the amatory. One was a warrior, one a cleric, one a sage, one a hypnotist, one a psychic and one a witch. Each represented a different race, and in color they were red, pink, blue, green, yellow and golden. They wore boots, jewelry worth thousands of gold pieces and little else except elaborate head-dresses or coiffures. The adventurers were enchanted and the girls themselves vastly intrigued by the more handsome of the dashing adventurers. The gallant hobbit quickly persuaded one of the more dazzling courtesans to accompany him on a stroll among the neighboring sand dunes and several others struck up a more than casual acquaintance with the lovely maidens. All, that is, save poor Elmer the Elf, who seemed incapable of attracting the attention of any of them. (Minifig's Valka Spacewomen figures were used to represent the courtesans)

Despite Elmer's high charisma, the ladies seemed to ignore him, while continuing to shower flattering attention on the rest of the party.

"I've got it!" cried the heartbroken elf, as yet another beauty turned a cold shoulder to his approach. "It's my displacer cloak! They can't see me clearly." He tore off the offending cloak and walked up to the green-skinned courtesan. "Hi! Want to go for a stroll in the moon-light?"

"Well, hello ss-sir, I don't think we have met, sss!"

This relationship ripened, but Elmer was a bit disconcerted to find that her love making included drinking 50 cc's of his blood every day.

At dawn El Borak has his caravan up and ready to start. An advance party of 20 men on camelback led the way — a half mile to a mile forward of the main body. Five mounted guards flanked the party on the dunes to either side of the road which here was merely packed earth and rock. El Borak and another 20 horse mounted men were in the van, followed by the three triceratop drawn wagons in single file. Then came the chain gang of 20 slaves and ten more guards, then on foot. 20 more horsemen brought up the rear. The rear guard party lagged behind by half a mile in order to keep a keen watch on the road as well as the flanks of the party.

The burly caravan-leader assigned horses to the strangers, "el werids" as the desert men called them in their own strange tongue, and made them part of his own forward party, obviously in order to keep an eye on their performance. With much shouting, neighing of horses, sputtering of camels and creaking of the huge wagons, the caravan got under way at a slow walk.



It was hours later and the desert sun was making the hardy adventurers miserable under their armor when danger suddenly erupted. The advance party had proceeded without incident over a range of low hills to the north. Xoreth had sent Sigfreid, his faithful parrot-hawk, circling in a great reconnaissance flight over the entire party and the intelligent bird reported nothing in sight. El Borak was obviously impressed with this demonstration of strange abilities by his new recruits and was questioning the elf about the bird. Several of the new caravan guards had taken advantage of the lull to drop back and ride beside the harem wagon where the courtesans were sitting in a row on the end of the massive two wheeled cart with their long legs hanging over the edge, to talk to them.

Out of the earth in the middle of El Borak's cavalry burst the head of a gigantic sand worm. Shouts of the men and screams of the terrified horses rent the air. In seconds the monster had swallowed one man and his horse and was writhing its ten foot wide body up out of the sand at the rest of the guards. The thick grey yellow body and gaping maw were riddled with arrows and lances, the desert riders were falling back in disarray when Zatushigi the Samurai rode headlong into the fray. His first few blows rattled harmlessly off the worm's snout but then he was tossed up onto the giant head. Screaming his battle cry "Kawasaki!" the ferocious warrior drove his dagger in a skillful critical blow into the monster's tiny brain and it fell writhing on the sand. Zatu stepped calmly off the gigantic carcass and wiped his blade on a small square of silk.

The caravan leader was properly impressed and showed the adventurers how to butcher the huge head to obtain the grapefruit-sized pineal gland. This strange organ, he assured them, was worth 25,000 gold pieces to the perfumery and potions industry of Byrithium. When a second sand worm attacked and El Borak had seen the fearless attack of Zatushigi, Boinger and the elves, he became canny and hostile, however. Gathering the newcomers together he directed them back down the line to the slaves chain gang and here he directed them to lay down their weapons and called upon his warriors to seize and shackle them.

Pandemonium broke loose. El Borak was killed in a quick duel with Elmer. Large numbers of the caravan nomads were put out of action by sleep spells. Murry the Mage went invisible, seized the keys from a butchered slave driver and freed all the prisoners. A determined band then rushed to free the courtesans, not that they were in great danger, but it looked heroic. The black eunuch was given an opportunity to surrender but chose to fight and despite his experience with the scimitar proved no match for the flashing blades of the liberators.



Now the captain of the leading scout group came riding back down the road to see what was the matter. He paused at the top of a sand dune and hailed the caravan. Quickly two of the fighters propped up the corpse of the dead El Borak and Xereth used his ventrioloquism spell to shout back an answer.

"Everything's fine! (The sand was littered with the dead and comatose bodies of the riders of the desert, the harem girls were dancing in the sand and the slaves were making a valiant effort to look downtrodden, although their chains lay at their feet.) "We've decided to camp here another day. Ride on to the city and we'll join you there!"

To everyone's amazement the nomad believed this! "Will you be alright?"

"Surely. We join you in a few days. All is safe. Take a vacation!"

"A vacation!"

"So I said."

"Hurrah, a vacation!" the horseman spurred off over the dunes to tell his compatriots, and soon they could be heard and hooting and yelling with delight.

"That was easy — I didn't think we'd get away with it."

"Watch out, here comes part of the rear guard!"

"Can we get going and let them follow?"

"Not a chance — we'd have to cart off all these bodies."

"Run up the plague flag!"

"The what?"

"The plague flag!"

It was quickly decided that the plague flag should be black and yellow in honor of the Black Death and the Yellow Fever. The liberated courtesans found some squares of colored silk and an improvised plague flag was put up on the end of the pole. The approaching camel riders halted and milled around. Since there was no way to make several dozen corpses with their throats cut look like plague victims, one of the party was quickly polymorphed into a resemblance to the recently deceased El Borak and a small group rode out from the halted caravan. A little overacting convinced the nomads that the party was in the process of coming down with the Black Plague and they rode off as hastily as the camels would carry them. Chuckling with delight at their clever defeat of their opponents, the adventurers reorganized the caravan, made the freed Viking Holgar major domo, loaded the girls into their wagon, found horses or wagon space for everybody, collected the two worm glands and rode north to Byrithium, leaving the desert sands strewn with the dead.



By Mark Swanson, 71 Beacon St, Arlington, MA 02174. I co-edit a Boston based D&D APA, the WILD HUNT, which is run on much the same lines as A&E. This is printed for A&E 17 by Lee Gold, High Mistress of Dim Sum. Yes, there are two zines in this A&E- I got crowded out last time. This zine will last till I run out of things to write, I run out of tea with lemon and honey or my cold carries me off to bed.

#### METAMORPHOSIS ALPHA- TSR Meets THE STARLOST

TSR has published their SF game, long predicted and apparently playtested at the ORIGINS II tournament advertised as D&D. As with Barker's EMPIRE OF THE PETAL THRONE, the author, James M Ward has obviously spent a good deal of time polishing and organizing this game. The rules are better written and more consistent than normal D&D, but are limited in scope- even more so than is EPT.

The background and science is distinctly Sci-Fi. A 50 mile long starship (colony generation ship) has lost its civilization due to an unexpected encounter with "foreign radiation," with results gratifying to Biological Lysenkoists and Physicists trained in the school of Marvel Comics. The remaining population of humans, mutated humans and mutated others is happily killing and tugging each other while the main ship's computer spends most of its time dodging stars.

The rules are self-consistent, as is the "science." The mutations are distinctly more self limiting than magic is in D&D. It should be quite possible to set up a campaign using these rules without an experienced referee around. All important charts are neatly copied on a single pullout sheet at the end- would that D&D had the like! TSR's illustrations continue to improve.

My major objection to the booklet is that the ship is described pre-Disaster. While this ensures that no two ships will behave the same after the disaster, I believe that it is not worth the additional effort and artificiality. Were I preparing a ship for a campaign, would populate the ship with a reasonable number of petty kinglets rather than making it the abode of only savages, as is done in the example ship.

Mr Ward has solved the problem of calculating experience with great simplicity. There are no experience points nor "levels." A character gets better by acquiring followers, equipment, and, to a very limited extent, by winning battles. Characters average 36 hit points, so almost everyone can take a couple of rounds of battle. (One D6 per Constitution point.) This is a much more realistic approach than the D&D levels, though I would add rules to allow characters to practice with and improve fighting and other skills.

One of the biggest immediate problems with these rules is that recent TV disaster THE STARLOST. While they are not infact related, the basic problems that this typical comment/comparison illustrate remain. This game is only a game. It has neither a well worked out civilization, history and religion as EMPIRE OF THE PETAL THRONE has, not the immense common background which has expanded D&D. The game, then, is shallow- not as bad as GDW's EN GARDE, but bad enough. The rules themselves are worth more to a D&D DM than many of the official supplements, but I doubt that many successful campaigns will be run based on them. They are \$5 from TSR Rules, POB 756, Lake Geneva, WI 53147 or at hobby stores.



## BILLY BALROG'S OWN FANZINE 14.2

While I'm at it, I'll mention the TSR game LANKHMAR, which has been advertised in SF magazines, among other places. It appears to be a balanced game, with several unique rules. For instance, do not remember another game where you have to recover missiles nor one with the game's combat system.

My objections to the game is that it seems to be very "dicey" the victor in a two or three hour game is likely to be determined by the results of a half dozen die rolls, at most. Save for the names printed on the pieces, map and cards, I found singularly little to remind me of Fritz Leiber's series.

There is not much wrong with it as a game and you might like it. I did not. My guess is that the winning strategy is to guard your hero and wait for your opponents to make mistakes.

---

## BABY BLUE DRUMS IN THE DEEP BEAT 16

SEAN CLEARY- The reason that the great swords of myth had names was that they were of good enough steel allow that they could in fact cut other swords and normal armor. A local, soft iron sword should be fairly cheap. A Durendall (ignoring magical abilities) should be far more expensive. If that is, you decide to apply economics to D&D.

The only cost I really object to in your table is for Hvy War Horses. In the Gorree area, 200 GP will get you a colt, in good health, ready for training. Hmmm, mules but no donkeys. Alternative world biology?

CHARLIE LUCE- Actually, it was my 'dungeon' where Glenn Blacow's characters had that adventure. There, a backfiring Disintegrate destroys everything, including magic. (Especially magic!) The 12 books included one level raising, 2 killers, 3 minor magic teachers (how to domesticate a pitorc, provided you are a MU 12+ and have a strong stomach), a book that made you +1 vs monsters and -1 vs humanoids in mellee, and five books of disgusting porn. Locally, if you can't understand a book it is still around- and Ariel the Elf spent 24 hours converting. I will cheerfully admit that the level raising book shouldn't have been there. Uh, have you used SWORDS & SPELLS? Ever use anything else?

GLENN BLACOW- My marvelous pitorc nobles (six toed, 4+ HD, look like handsome humans) have the interesting property of chaffing all remote detects spells, such as wizard eye, Detect Evil, etc. When they turn it on (hour/day) all such detect "pitorcs!" A crude solution, of course, but it has resulted in a couple of ambushes being brought off vs high level parties. In addition, there are a number of characters who want to go on a pitorc hunt. Jer Alt among them, right Glenn?

Sigh. Leaving that Ring of Spell Turning on the second floor was my biggest early turkey move. But buying it back for 8k rather made up, no?

STEVE McINTOSH- Thank you for your dedicated efforts at clarifying Gygax. Locally, putting two spells on an item is far more difficult than one. Mutual interference would probably lead to a square law. Locally, a Permanent spell is believed needed for a Permanent magic item. We also insist that only Wizards can make things. Thus, our scroll costs are higher. A sweatshop of charmed wizards would not work well around here- they would save at least once/day.

I agree with your letter to Gygax.



## CHRONICLES OF DIMWELT

by R. Steven Brown 113 State St. Lexington, Ky. 40503

The following is a list and description of relics created for religions in Dimwelt over a year ago by a friend and me. Most of the items are logical derivatives of their religion, with good and bad points. Naturally, each relic is different and its powers are not usually known to the bearer beforehand. Because characters in my campaign read this zine, I can only reveal those items with which they have had previous experience.

**Shield of Ishtar:** Blows from edged weapons are affected in various ways:  
1-40% = enemy receives his own blow  
41-50% = no effect, no one receives the blow  
51-100% = acts as normal shield

Also, if the owner is using an edged weapon, -2 on his DRs.

**Axe of Metis:** The handle is a dried corn stalk, the blade is a crude disc. (In spite of these hints, the first player that got this attacked a party with it!) The relic warns the owner of approaching monsters:

1-60% = gives correct number approaching  
61-90% = gives too low an estimate  
91-100% = overestimates

If the bearer is a female lawful cleric, the axe will tell the type of monster(s) approaching at (10 times the level of owner) probability. (So, a 2nd level would know 20% of the time.)

**Song of Adonis:** 1000 verses in 10 books. Books 1-3 concerned with origin of the universe (will give magic-users +5000 experience points if read, will subtract 1000 off all others); Book 4 contains the Secrets of Hermes and Aphrodite (will change sex of reader 40% of the time); Book 5 contains the Secrets of the Rites of Circe (instructions for preparation of a drug which, if burned, will summon Circe 75% of the time, or turn user into a cow 25% of the time). I am not at liberty to reveal the contents of the other 5 books.

**Club of Itis:** In the hands of a FM of hunter origins, the club will perform as a mace, but if the FM is of farmer origins, the club will perform as a combination Mattock of the Titans, Saw of Mighty Cutting, Spade of Colossal Excavation, and act as a Mace of Giant Strength (giving the user the strength of a giant while using the club). Any others using the club will take from 4-40 spell hits, or will rapidly lose other appropriate powers until they are helpless. The powers will be regained taking 10 times the time the person had the club in his possession.

**Axe of Inanna:** This small, double-bladed hand axe may be thrown 60 ft. with return and will cleave as a sword of sharpness if employed by a woman or a non-human FM.

**Shield of Rhea:** This item will permanently increase the strength of the bearer 1-2 pts (once only), but will lower the charisma of male bearers by 1-3 pts. permanently (once only). Additionally, the shield acts as a Sh+5 with a protection vs magic which allows the bearer +2 on saving DRs.

**Vine of Hydran:** a grape vine which is twisted like a knot and grows upon itself (it is not planted in anything and is always with foliage). Will heal all wounds and regenerate all spells for anyone touching it, but there is a % chance of insanity (drunkenness) based on the % of damage taken or spells used. Insanity lasts D6 days.

**Sword of Stinging:** A holy sword for people of this particular religion, a sword +2 for any other. In any case a DR of 18-20 will inflict double damage due to piercing, plus on any hit the opponent must save vs. poison. With each use, the chance of the sword returning to its place of origin increases by 1%, starting from 0% for neutrals, 10% for lawfuls, and 40% for chaotics. The sword has no alignment or intelligence.

**Armbands of Serpent Striking:** When worn these armbands will enable wearer to instantly pull out any item on his person and be able to use it. Wearer will also be able to pickpocket like a 14th level thief. There is a 10% probability that the armbands will poison the user each time they are used, roll vs. poison or else sleep for D6 hours.



**Wand of Nishal:** A wand that can summon any naturally green monster, or monster that uses fire as a weapon, and which controls these types of monsters, whether summoned or not. However, these attributes are only revealed in the hands of an 8+ M-U. Level 1-4 MU will instead have a 50% chance of being transported along with anyone near them to the nearest dungeon. Level 5-7 MU have the same transport ability, but have 100% control. Any other type character has no effect.

**Trident of Lemotl:** This weapon will act as a pole arm +3 in the hands of a FM against lizard men and humanoids in or on the sea or ships and will automatically kill on DRs of 18-20. In the hands of a thief the trident will enable the bearer to act as a 14th level thief for 10-100 minutes once a day. No effect if used by any other.

**Censor of Milatatl:** This device wards off attacks by all flying creatures by repelling them (the flyer can get no closer than 100 - 10x monster's level # of feet). Even members of the user's party are repelled if flying. If the user is a thief, the device will also enable flight (as a gargoyle), but will cause a loss of strength once an hour as if the user had been touched by a Shadow.

**Charm of Peace:** A player wearing this will not fight, nor will anyone fight him, only deaf or blind persons/creatures are immune (even then, the bearer could not attack). Additionally, if the bearer is a lawful cleric, he can command all within his sight/hearing to cease battle. Saving DRs are not applicable to any creature until the turn after the charm is used (I.E., 10 minutes later). The bearer never saves, and has 10x his level chance of removing the charm each turn.

**Vial of Truth:** The vial contains a potion which allows the user to determine if the person/creature with whom he is speaking is telling the truth. Works 10x the level of the user percent of the time correctly, the rest of the time it says that the person is telling the truth whether he is or not. Neutrals subtract an additional 10% from their chance of success, chaotics subtract an additional 40%.

**Cross of Rightousness:** In the hands of a lawful cleric this relic will dispell all evil within 100 feet, shoot a stream of fire (treat as fireball for effect), and part water. Each function is usable once per day if the cross is blessed with a Bless Spell at the beginning of the day.

**The Artares:** A blue steel helmet with a cool green fire shimmering over the trim. For MU (levels 1-2), CL (level 10+) and FM (levels 1-4):

- 1-50% = raises level by 1-4 levels while worn (lasts 10 turns)
- 51-80% = increases vision by 25% while worn (lasts 24 hours)
- 81-100% = increases movement as if two armor classes lower (lasts 12 hours)

For Levels 3+ MU, and Levels 5+ FM:

- 1-60 = raises level by 2-5 levels for 10 turns
- 40-80% = increase vision by 50% for 24 hours
- 51-100% = increases movement by 50% for 12 hours

(notice that because of overlapping percentages, it is possible to have more than one effect apply)

**For levels 1-9 Clerics:**

roll for each of the following characteristics:

1. lowers level by 1-2 levels permanently 30% of the time
2. 20% of the time the bearer will be blinded for DR6 days
3. 10% of the time his movement will be halved
4. If the cleric is wearing plate mail at the time he dons the helmet, increase the probability of the above three items by 10%

Also: Anyone wearing this helmet will find that any magic ring they have will only work 10% of the time.

**The Atherm:** A helmet which raises the wearer's armor class by 1 if within 20 miles of its place of origin. Also adds +2 to an opponents DRs 30% of the time. May also subtract -3 from opponents DR 30% of the time, so that if both possibilities occur at the same time the net result is -1 for the wearer's opponent.

**Bow of Tyrnok:** A highly decorated longbow. If used by L 1-8 FM or by L1-6 Thief, hits on enemies are half effect, unless FM is a hobbit, elf, or dwarf in which case:



1-30% = +3 to DR  
31-60% = +2 to DR  
61-90% = standard longbow  
91-00% = +2, double range, enables at least two attacks per melee

Roll once per battle for effects. The bow shows no effect in the hands of other character types.

Astaga Ring: The ring has various effects depending on the race and character class of the wearer:

Hobbits: Invisibility, Many Wishes  
Dwarves: Double charisma  
Elves: Mammal and human control  
Half-elves: either mammal or human control  
FM(L 1-3), TH (L 1-6): Weakness (1-80%) or Protection +3 (81-00%)  
FM (L 4+), TH (L 7+), MU (L 3-6): Protection +3 (1-20) or Three Wishes (21-50%) or Delusion (51-00%)  
MU (L 7+), CL (L 9+): Spell Turning (1-30%) or Fire Resistance (31-50%) or no effect (51-90%) or turns user into stag for DR6 days (91-00%)  
CL (L 1-8): Contrarieness (1-50%), no effect (51-00%)  
Tymires: Another helmet. Character must kill first person of his own alignment encountered, neutrals excepted. Alignment changes to neutral. 50% chance of blindness.

The Bewitched Armor of Gimmlisha: Normal appearing leather armor. 80% chance of fitting the first person who tries it on, decreasing by 20% for each previous person who has touched the armor, and decreasing by 20% for each subsequent attempt to put it on. Appears to wearer to be fantastically gilded armor. In combat, acts as plate. Half of all damage accrued by wearer is distributed randomly to other characters within his group. Also enables wearer to become ethereal once per day for up to one hour.

The Revealing Crystal of Astan: A black orb, covered with a cool, silver flame. Effects depend on the alignment, character class, level, and race of gazer, but because of space limitations I won't go into all that. People interested in such can either contact me or devise their own table of reference. Some of the possible outcomes of use:

- transports entire party to another point on the map (without the crystal)
- reveals the territory within a DR6 radius
- destroys all maps in the group's possession
- transports party into unknown dungeon
- shows false map of region
- gazer receives 1000 experience points for contact with other realm
- gazer blinded
- gazer and people with him are time warped DR12 months into the future

-From the Secret Spell Books of the Mighty Phavahg-

#### Clerical Spells:

Health, Second level. Raises constitution of a body (alive or dead) by 1-3 points for one turn.

Divine Aid, Third level. Adds an additional hit die to a character for 10 turns. Any damage acquired by the character remains when the spell wears off.

Level Drain (also known as Curse of the Gods), various levels.

This spell can be cast as a first, second, third, etc. level spell with the effect of draining the recipient either one, two, three, etc. number of levels. The spell lasts for one turn if cast as a first level spell, two turns if a second level, etc. May save DR at  $\frac{1}{2}$  effect.

#### Magic-User Spells:

Lycanthropy, Sixth level. Will cause recipient to become lycanthrope of MU's choice for 2-12 hours. Recipient retains his appropriate level, but must save vs. polymorph at +3 to his DR.



Protection of Weapons and Armor, Sixth level. Causes weapons and armor to save their DR vs Fireball, etc. as if it were one better than it is (so that +1 armor saves as if it were +2 armor). This spell in no way effects the combat capabilities of weapons or armor. Lasts 1-3 turns. Also protects against Rust Monsters (treat as if +1 to save vs. Rust Monsters).

Enhance Weapon, Fifth level: Adds +1 to weapon or armor. Lasts one battle. Material must make its saving DR (as if it were being hit by lightning) or else there is no effect, unless it is already magic, in which case it explodes, doing 3 x D8 damage at ground zero, 2 x D8 damage at 10-20 feet distance, and D8 damage at 21-30 feet.

Mage Wind, various levels. If cast as a level one spell, will add +1 to movement at sea, as level two will add +2, etc. up to level 5 at +5. After that the winds become too strong. Provides enough wind for one ship. Lasts one day. Also:

Level 1: can control wind currents at arm's length

Level 2: can control wind within 10 scale feet of body

Level 3: control wind within 20 feet

Level 4: control wind within 30 feet

Level 5: controls wind within 40 feet and will knock down any character or monster that does not make a saving DR for magic, +1 for each point of strength above 12.

Level 6: control within 50 feet, with an automatic -2 on the required saving DRs

Since I am obviously not going to have enough space to include all the stuff I had intended, I'll mention some of the latest goings on in my campaign. The composition of the group has changed somewhat since last time. Sentarius, the 11½-level CL is still around but has lost his helm of brilliance (wore it into combat and got it and nearly his skull cleaved), and his +3 plate, which is now +2 after having been accidentally transported into 50 feet of solid rock. Elk-Frothi is now semi-retired as Regent of Caer Draco and is living off the rest of the group's ill-gotten gains. Landar walked into a room in a dungeon and promptly fell over dead. No attempt to revive him succeeded. He was given last rites which consist of burying the body, digging it up again, burning it, and then burying the ashes. This rather peculiar ritual has its origins in a nasty encounter with some weretigers who bit one of the members of the expedition. I'll let you figure out the details. Madoc the Bard is still around, but has taken up semi-permanent residence at Caer Draco until he and his band of Merry Men can finish the Viking longboat with which they obviously plan to terrorize all they can. Stanislaus is taking a vacation at Caer Draco, as is Thanatius the Monk. Träumen the Hobbit Thief is on the current expedition. Amire (8L NU) has also semi-retired, due to the lack of a regular player. Artagerious (2L Weretiger-Druid) has had his luck improve somewhat, and actually used the Druid "Predict Weather" spell for some effect. Trevesaine finally recovered from his bout with insanity, only to have his Helm of Law destroyed in a melee. Thurin (6LEM / 6L TH) the Dwarf and Welkin (6L Pixie) were both saddened (ha!) when the unicorn that had charmed them bought it at the hands (tail?) of a mantichore. Apparently neither of them ever heard about the legend that unicorns can't die.

Recently the group had assaulted The Goblin Stronghold of Nil-al-Kez with the help of a Silver Dragon whose daughter was being held prisoner. Among other creatures inhabiting the place were a stone golem which allowed passage only in one direction, an Eldritch Wizardry Balrog, and an insane wizard, Mindak, who was invulnerable to both physical and magical assaults. There's a whole tale to be told regarding the defeat of that dude!

In any case, the group (or most of them that is) got back to Caer Draco, caught up on some business, then headed out for one of the dungeons in the distance, where we will leave them for now.

Next time: Goodies from the Armory, a comment or two on City Adventures, and maybe I'll even get to the Equipment Damage stuff I had already mentioned.

(Credits: Thanx to my ol' buddy, S. Carrick Millard, 10th level game-designer. Peace, Carrick!)



# KEN'S CHARACTER CORNER #9

## WITH NEWS FROM NEXUS

A double ego-boo by:

Ken Pick

175 N. Poinsettia Ave.

Monrovia, CA 91016

This month I'm going to make this short for three reasons: deadline is in one week; that week is Cal Poly Finals Week; and after last month's monster, I don't want to go stencil-shopping so soon, i.e. I'm near-broke.

Since the last A&E, I've largely been DM'ing at Fullerton. In addition, I've joined an SF club at Cal Poly that is starting its own closed-universe campaign. In the Cloister, Antar is no longer 5th-level. Seems this Vampire decided to bounce the place . . . . He just made 4th again. Also, Caselle's only surviving charmee Babalu broke charm & took the opportunity to split with his +1 Bicycle Chain. As you may have guessed from his weapon, Caselle charmed him in Crimson.

Some minor comments:

LEE: I finally tracked down some mimeo drawing equipment at Cal Poly. How soon do you estimate going offset? / I run Elf & Orc lifespans per Tolkien: theoretically infinite.

Except for that, I've adopted your age table.

MARGARET GEMIGLIANI: That Staff of the Priest-Kings came into the Cloister by right of conquest, I estimate its value as at least 35 mega-GP. / Any tourist sucked into Big Tee would either get scragged before realizing which way was out or, once he got outside, go catatonic for a while & lose all his Tourist characteristics.

LEW WOLKOFF: My adaptation of Samurai is elaborated considerably from the Samurai published recently in The Dragon. I'm planning on putting it in the February or March A&E; should have it debugged by then. My research has turned up several exotic Monkish weapons, which I have scheduled for next ish. Also turned up a couple monsters and info for a more accurate Ninja adaptation. / My Valar are supposed to be dichotomous with Davis-Shaw demons. You seem to have understood my meaning of and about them perfectly. / Neutral demonology? I've never thought about it, except for my Nexus Temple of Anubis acting as a mediator-negotiator to Death Demons.

The following changes are in response to Glenn Blacow's recent hints:

NAZGUL: I misunderstood the Witch-King's vulnerability; actually he was simply Fated to die by a woman's hand. Also, Glenn, while still basically Spectres, I've altered their touch to bring the Black Breath instead of lifedrain, saving throw only if the "touch" is the character's weapon hitting the Nazgul. As for their weapons of Fear, Shadow, and Cold, I simply choose appropriate spells for them, like Coldcone instead of Fireball. As for Morgulblades, I'm not convinced they shouldn't lifedrain; wasn't Frodo permanently weakened by his wound?

ORCS: My Uruk-Hai levels were based on the Guide to Middle Earth statement that Orc tribes were composed of ". . . Uruk-Hai commanding lesser Orcs." I still maintain that Orcs, being an inversion of Elves, should have some opportunity for magic use. My experimentation has led to only Uruk-Hai being able to use magic, and then only as a Fighter-Mage without integral spell use. The only difference between an Uruk Fighter and an Uruk Fighter-Mage is that the F-M wears only leather & can use those magic items usable by Magi as well as by Fighters. Also, I'm adopting lower-level Uruks based on yours.

MORGOTH: I'm not going to publish him. With The Silmarillion rumored to be out within a year, my present version is merely an interim one: The Lord of Balrogs.

SHIELD II: I am hereby degrossing all my present and future higher-level Shield spells to where they go up one Armor Class per spell level. Originally I didn't plan to publish any level higher than 2nd, but if I didn't, somebody else might follow my



example and lead to the grossities described last ish by Glenn. Accordingly, Caselle of Es presents below the final, revised spell:

SHIELD II: 2nd-level, defensive, Magical. Raises caster's Armor Class to 1 vs. missiles & to 3 vs. melee. Duration: 2 full turns. 8000 gp, payable to Caselle of Es, The Cloister, Temporalana-town. Non-resalable.

ATT'N CARY MARTIN: Caselle is willing to trade Shield II for Morquart's Stunbolt.

Projected future Shield spells are: SHIELD III (4th-level, AC 0 & 2), SHIELD IV (6th-level, AC -1 & 1), and SHIELD V (8th-level, AC -2 & 0). The two-level interval between spells is to limit it still further and preserve balance between Fighter & Mage. Actually, Caselle only intends to research through Shield III in the foreseeable future, so the IV & V are open for any 12+level Wizards reading this.

In the past few issues I've mentioned my Dungeon, NEXUS. Nexus is a vast subterranean complex of randomly dug-out rooms & tunnels (planned with a modified Gygax Random solo Dungeon system), the catacombs of some vanished temple of a forgotten civilization. At present, the Dungeon is built down to the 7th Level and stocked to halfway through the 5th. I am attempting to DM it as a slightly toned-down Temporalana, with the esoterica that made Crimson so much fun. Some special areas are the Wizards' Factory on 5th, the Maze of the Universes on 6th & below, the Nexus itself on the yet-unknown lowest level, and the "funny corridors" (interdimensionals), tombs, chapels, and gang hideouts on all the levels. Occupancy rate is 50%, using a Wayne Shaw monster table.

On the surface above the Dungeon is a low hill covered with ruins, just east of the junction of two navigable rivers. To the east is an intermittent range of hills, while west, at the river junction, is the City of Nexus itself, a large merchant town.

The surrounding wilderness is yet unmapped (by me, too), but is sized & shaped roughly like California, with Nexus itself located roughly between the sites of Sacramento & Stockton. To the north the wilderness is based on Middle Earth, and to the south on the Hyborean Age. The para-Sierras & the Coastal Ranges are more irregular, containing many secluded valleys colonized by such groups as Tsolyiani, Melnibonians, Japanese, Metzies, and the more common Elves, Dwarves, and Ents. To the southwest, where Los Angeles should be, is an SF-based area with surrounding colonies of SF races where literally anything can happen.

The forces of Chaos lie to the north and to the southeast, where the Nazgul have allied with the Priests of Set to trap the Lawful & Neutral lands between them. In the Central Valley around Nexus, the Temple of Mitra has joined with the High Elves to resist this Dark Alliance, resulting in a cold war, at least for now.

The reason for this political situation is to eliminate the total aimlessness of most expeditions by having the player-characters contract with one of the factions for a specific mission, i.e., "Do what you want, but just check this out for us."

The local religions are varied: Elbereth & the Valar in the north, a blend of Hyborean & Egyptian mythologies in the south, local Melnibonian & Tsolyiani sects, and anyone's guess as to the para-LA. In addition, Nexus is home to a few demigods of its own.

I've been running Nexus sporadically & semi-experimentally over the past couple of months, with some interesting results:

Such as having the 3rd Level rearranged by Wayne's Horn of Blasting. Or the time a party led by a 17th-level Wizard with a charmed 17th-level Lord trashed my hastily opened 6th-level (no grossness, just that the reaction dice on the things that could have scragged them kept coming up nonhostile). Or the time that unbalanced party (a couple ultra-levels & a lot of 1st-levels) rescued five Lammasus held captive by some Type I Least Demons and trashed a lot of the 3rd Level while doing it.

Another time, a low-level party got a contract to clean out this Thief gang on 1st Level and survived by pure luck. First, they met a squad of Elves outside the hideout who agreed to help them. Then, when they attacked, they found out that the



Thieves had Magic-User backup. Fortunately they neutralized the one with the Lightning Wand right away, then proceeded into a running battle through the interconnected corridors of the hideout. The gang had the party & Elves pinned down in a cul-de-sac when some Orc Thieves wandered in and started ripping off what they could. In the ensuing three-way fight, the party managed to break out and defeat the gang, whose survivors promptly fled down a funny corridor that sealed behind them. Fight over, they soon found the treasure stash - and 22 Ghouls guarding it. They needed three trips to pack out the bodies, never mind the loot.

\*

\*

\*

With the para-Hyborean area in my unopened Wilderness, I'll be using quite a few Hyborean Age artifacts. I found some of the ones in GD&H to be inaccurate in light of the original Conan stories. Here are the corrections for these:

**THE HEART OF AHRIMAN:** From Conan the Conqueror. Looks like a crystal ball-sized smooth red jewel. In addition to the GD&H powers, it acts as a super-Animate Dead when ritually set upon a dead body. The corpse is animated with all its previous intelligence, memory, and abilities. This is useful in making Liches or Skull Warriors. However, the animated corpse will deanimate if it again comes near the Heart. The finder must guard against a midnight visit by the Set Priesthood, who use this Artifact for Lichmaking. The Heart is of Neutral alignment.

**STAVES OF DEATH:** Anticlerical staves that strike as a Finger of Death. Addition.

**BLACK HAND OF SET:** Mark of High Priests of Set. No saving throw Finger of Death on contact with High Priest's hand. Addition.

**CLAW OF NERGAL:** From story of same name. A black wand, terminating in a carved claw holding a small smoky-crystal sphere. In addition to the GD&H powers, it will summon on command 1-100 "Shadows of Nergal". From the story's description, these "Shadows" are more like Soul Feeds. Also, the Claw will eventually take over the user, something like the One Ring.

**HEART OF TAMMUZ:** A small, heart-shaped amulet. In addition to its GD&H description, it constantly radiates a Protection from Shadows of Nergal. It immediately sends its bearer on a Quest to neutralize the Claw of Nergal, which is accomplished by bringing the two Artifacts into close proximity to each other. After the Quest is fulfilled, the bearer of the Heart is released from control.

**PHOENIX SWORD:** From "The Phoenix on the Sword". A bastard sword with a Phoenix design engraved on the blade, this artifact was given to Conan by Epimestreus the Sage, during the days when Conan ruled Aquilonia. Conan used it to kill a sending by Thoth-Amon. The Phoenix Sword is +5, with Intelligence & Ego of 12, and is Special Purpose: Kill Demons. Lawful-Neutral dual alignment. Its extraordinary power is its ability to kill any type of demon with one hit, even those demons immune to attacks by magical weapons, no saving throw. Negative abilities (crocks) at DM's discretion.

And while I'm on Hyborea, how about a sword worthy to cross with the GD&H Conan:

#### RED SONJA

Armor Class: As normal human

Move: 12"

Hit Points: 112

S=16, I=14, W=13, C=17, D=18, Ch=17

Alignment: Neutral

Fighter Ability: 20th-level

No Psionic Abilities

Surprised 1 in 6

This 20th-level Amazon from Hyrkania does not share her contemporary Conan's distrust of magic. I'd give her a good chance to be wearing Bracers of Defense or packing a magic sword, or both.

\*

\*

\*

All for this month. Next time I plan to publish a selection of Monkish martial-arts weapons.

BYE-KP



Babyl-On #1 (For Alarums & Excursions) Dec. 3, 1976  
Howard Mahler, 135 Bayard Lane, Princeton N.J. 08540. 609-924-4990

This is my first effort for A&E so I would like to start with a warning in advance. D&D as played in the East is different from the California version. There's nothing wrong with that. In fact I haven't heard of anyone anywhere who hasn't made some changes from the rules. However, when we do change the rules let us at least admit it. Also let's not be so bullheaded as to claim that we play the game the RIGHT way. There is no right way; only the DM and players can decide what they find most enjoyable and easiest to handle (the two main criteria for any game). Thus when I'm making comments here please bear in mind that they are in my opinion merely more enjoyable or less problem prone manners of handling things. Don't take on the attitude of a defender of the true faith against the infidels; calm and reasoned arguments may well win me over to your point of view.

Let me give a plug for my zine, the Quick Quincy Gazette. It comes out every 6 weeks and the sub rate is 3/\$1. It concentrates on new ideas rather than discussions of happenings in campaigns.

This time I will discuss the question of letting characters from other dungeons or campaigns come into your dungeon or campaign. There seems to be a large majority for it in A&E. In fact in issue #15 someone even went so far as to call those dungeons that don't allow this "chaotic". Let's be a little more open minded than this. I do not allow this and have never played in a dungeon that does. Therefore I feel I can give this side of the story the hearing it deserves.

There are many advantages for the DM. First he has complete control over what type of magical items are available and how much monetary treasure and how difficult it all is to obtain. If he makes "errors" in these matters on occasion they're his and there's no one else to blame. Also it is possible to keep much information on exactly what a magical item does, etc. Organizational problems are also much easier, since you are up to date on what the status of all characters are.

It seems to me there is one major difficulty with "recognizing experience earned elsewhere". Players being human will gravitate towards those dungeons that it is easier to earn experience in, all other things being equal. Thus there is great pressure for an "inflationary cycle". Here in Princeton there are over a half dozen dungeons. Relative to the whole country, they are rather similar in the difficulty of gaining experience and the chances of dying. Yet we are all aware that getting a 5th level character in one may be a bigger achievement than getting a 10th level in another. Even though characters here are only good for play in the one dungeon, there's still pressure on the harder dungeons to become as easy as the easiest. Although I've only been involved in a minimum of situations similar to free movement of characters between dungeons, I am certain that in that situation nobody would want to risk their good characters in the harder dungeons. I am not saying what level of difficulty is best, but each DM should have some freedom in choosing how hard he wants to make his dungeon. If it's fair and fun it should be given the best possible chance for success. With free character movement, in order to be successful a dungeon is almost forced to become as easy as the easiest around. This appears to me to be the reason for the California super-characters. That's fine for those who prefer that type of game. However, there are others



who prefer, as either player or DM, the so called harder dungeons. We would be left out in the cold.

Let me digress a moment and discuss what can make a dungeon harder. First and foremost there's just plain stinginess in the amount of treasure and magical items available. As far as I'm concerned this is neither here nor there in terms of my enjoyment as a player, provided that the DM is consistent. A factor that I find important to me as a player is a reasonable (10-20%) loss rate for characters per expedition. This means those characters gone forever. Even more important than the actual death or loss rate, is how much intelligent play on your part can modify that rate. When I play I want my decision to make a difference, therefore I like dungeons where there is a good deal of danger, but if handled correctly or imaginatively you have a much greater chance of success. This is impossible in dungeons where bad expeditions are always wished away, etc. and no one ever loses a good character. I also think it is a sign of poor gamesmastering when the DM has to fudge things in order to let the players get out or win. I like the DM to be a neutral party whose job is to umpire an already set up situation. Of course he must also determine the strategy of the monsters. I do not enjoy playing in dungeons where the enemy always plays stupidly enough to enable the players to win. At first you get a thrill out of such victories, until you catch on that they really are not any achievement on your part.

Some may complain that it is no fun to play without very powerful items and characters. Some of the most enjoyable moments have been when we managed to think of the way to use weak magical items or spells together with one another to accomplish amazing things. However, as a player I can have fun with every level off character, provided the dangers are proper and the other characters are of about the same level as I am. On the other hand as a DM I much prefer to run things where the characters are not above 10th level and the vast majority of items are of limited power. Things go faster and are less complicated.

One thing about this free movement of characters between dungeons that I'm a little puzzled about. I assume that it means that the player has the official copy of his character. This would mean he has to have complete knowledge of what all his magical items are. This takes a great deal of the fun out of the game for me; as DM I create many Mahler specials, the player has to discover what they do. Often they never get the right answer, although they think they have. Also even on standard items such as rings or bracers of defense, part of the fun is for the player to worry whether they are helping or hurting him. By looking at what happens in enough battles they usually get the right idea, but until they experiment there's a great deal of enjoyment for all parties concerned.

Let me get to a less pleasant subject to discuss, that of dishonesty on the part of players. I will just assume that human nature being what it is, the following theoretical discussion has a lot of real incidents in it. What is there to stop any of the following from occurring? I come out to L.A. with my MU85 equipped with any and every magical item that's ever struck my fancy. (In actual fact no such character ever existed, but I decided to make him up on the plane ride). Naturally the good gamesmasters are willing to take me in their dungeons. There's a little bit of jealousy on the part of the local players whose characters haven't managed to get so high. Also the DM compromises and only let's me take down a few of my more retrained



magical items ( for example my wand that allows me to throw any spell up to 8th level, with 96 charges left). Well I tear through everything in sight, all the time acting with the intelligence of a rock and being as obnoxious as possible. I keep repeating how all the players and the DM are turkeys. Finally the DM gets so upset he either stops the expedition or makes up a situation on the spot to kill my character off. Suppose the later, so this character is killed in this dungeon. Big deal I can just continue to play him elsewhere (for those who want to observe the nicities, assume he was wished back in some other dungeon by his 65th level assistant). This senario is clearly meant to be a little exaggerated, but it does point up problems. For example what's to stop me from awarding my character whatever experience I think I earned on the expedition, regardless of what the DM says. Naturally those who chiefly play in only one or two dungeons would not try such things there, but would reserve them for guest appearances. Also what's to stop everyone from having requisites as high as they like by a little judicious erasing. (In those dungeons where the , in my opinion, self defeating policy exists of allowing a player to roll characters up until he gets one he likes, this would of course not really be much of a problem).

I think I've babbled enough about this subject. Sorry for the lack of organization, but I hope you get the idea and we can have some good replys. To sum up, the reasons why I do not allow characters from other dungeons to play in my dungeon, is that there is too much variation in dungeons and dungeon masters and too many problems, at least for the type of D&D I like to run and prefer to play.

I would like to say however that in special cases, as for example at conventions, I'd have no objection to letting people have some fun with my dungeon, on a so-called dream expedition. The difference there is that these are people who will not play regularly in my dungeon. When the aspect of a continuing game is removed, the only things left are tournaments or one time romps just to get a flavor of someones world. Don't confuse this with the real thing, which is a continuing struggle to survive and advance, with success measured how well you do relative to others playing in the same dungeon (and only that dungeon can be used to compare).

Just to stir up a little discussion I thought it might be fun to compare the powers exhibited by Gandalf in the Lord of the Rings, as compared to a D&D magic user. (Someone in A&E #15, gave much too high a level for Gandalf). I will focus on the spells he throws, since he is a far better fighter than any D&D MU and his ability with his sword depends on how many abilities you want to give it. Any arguments based on the fact that he beat a Balrog, are only valid if we all agree to use the same definition for Balrog (Greyhawk, Eldr. Wizardry, or Super-Balrog, or anything else some one comes up with) and is really usually circular reasoning. One could make a very good argument that Gandalf used, or could've used, many first level spells, such as: Detect Magic, Hold Portal, Read Magic, Read Languages, Light, and Magic Missile. Of the 2nd level spells, a less convincing argument could be made for: Wizard Lock, Continual Light, Knock, and Pyrotechnics. Some might be able to convince me he had a weak form of Fireball, although this power as well as Pyrotechnics may well be given to him by his ring Narya, the one of the three which has something to do with fire. In any case, as far as spells go Gandalf certainly doesn't have anything on a MU5. All this is meant to show is that in the Tolkien books, magic is not that common or that strong. Remember everything is relative to the world you're in.



## SIX DAYS IN SEARCH OF A WEREBEAR CLERIC #4

the hopeless quest of Chuck Ulrich, Oldenborg 820, Pomona College, Claremont, CA 91711

Blink Dogs flew spaceships! The Aztecs invented D&D! Lawfuls and Chaotics are the same alignment! EGG took drugs! The DM is not the boss! That's right: EVERYTHING YOU KNOW IS WRONG.

Bearbax isn't really a Werebear; he's a non-changing BearMan. There's no such thing as recessive lycanthropy; that was just his mother's story to cover up her affair with the honey deliverybear.

Treasure type Q has 2-20 K GP.// "Brainwashed" is by the Kinks. Glenn Blacow: I rented the staff from one of Wayne's characters. Robert Clifford: I've never heard of a real person's race being determined at random either.

Lee Gold: If you only allow PF's of spells one level higher than the MU could throw, what do you do about PF's of creatures. [*One creature for every magic missile MU can control. Shape/Species of creature must be believable in context or saving throws become easier.* --LG]

### DUMB MONSTERS

GYRGICHES: 4-24 appear, AC 8, move 9" but can be in two places at the same time. 4 HD, in lair 70%, type C treasure. Neutral. Attack does 1-8 or by weapon type. These creatures, also known as "aliens," came from Jupiter. They live like Indians and play the piano beautifully. By means of a strange ritual involving eating blue moss and a frenzied dance, they can turn humans into Gyrgiches. Once a human has eaten the moss, there is little he can do to prevent being turned into a Gyrgich. Gyrgiches have only one sex and can take animal form.

GRUFFYBBS: 1-12 appear, AC 5, move 12", 5HD, in lair 25%, type I treasure. As seen in Black Goliath #5, these creatures (also called Dumb Cats) resemble tigers with 8 spikes along each side of the tail, 9 on the tail and two boar-like tusks. They are unintelligent and will always attack. Bite [1-8, 2 claws @ 1-4, tail @ 1-3.

Gurgles are too susceptible to Fireballs and SumaRatrans. to John Kingsbury. But here are the ultimate DMs"

CHMYZ as player characters. Wisdom 8 or below. Expert Clerics.

1st level: AC 2, bite 1-4; 2 paws @ 1-3; Dimensional Door  
4th level: Cure LW once/day/level above third  
5th level: AC 1, bite @ 1-6  
7th level: Confusion once a day  
8th level: Bite @ 1-8  
9th level: AC 0  
10th level: Cure SERIOUS Wounds, once/day  
11th level: Bite @ 1-10  
12th level: Teleport  
13th level: AC -1  
14th level: Bite @ 2-12  
15th level: Teleport infallibly  
17th level: AC -2; Cure Critical Wounds  
19th level: Explode, destroying entire area

Th-th-that's all, folks.



Department, CA  
The address of the  
1941

Blair Dodge  
and Charles  
the

noted a copy to cover  
factor's no such thing  
of the

of the  
of the  
of the

of the  
of the  
of the

of the  
of the  
of the

of the  
of the  
of the

of the  
of the  
of the

of the  
of the  
of the

of the  
of the  
of the

of the  
of the  
of the

of the  
of the  
of the

of the  
of the  
of the

of the  
of the  
of the

of the  
of the  
of the