

# ALARCSIONS & EXCURSIONS 19







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TANTIVY  
by Lee Gold

It's Wednesday, Deadline Day, and Barry's been sent off by business to Washington, DC for three days. There's 20 stencils to run, a helluva lot of pages to collate, and I'm kind of tired. So no original thoughts this month, just mailing comments.

Paley: I enjoy your write-up of historical events.//According to a program I watched on NOVA (NET) a few weeks ago, the ratio of carnivores to herbivores is 1:10 for cold-blooded carnivores, 1:40 for warm-blooded ones. Perhaps the solution is in the existence of a large number of inexhaustible Skins of Water (and Wine), Dinnerpails of Feeding, and whatnot. Presumably these things are personalized and disintegrate with the death of their owners. Or in other words, it's all done with mirrors.

Mahler: Barry's currently working on a system of classifying treasure into seven or so groups of value from Trivial through Medium and Major all the way up to Unique. This will go with a system of chance of treasure per type of monster/# and level of monsters/dungeon level. It's designed to keep 2 MU3s and 12 skeletons from guarding 20 gems and a Sword of Sharpness.

Slimak: saving throws can also be thought of as your chance to ward off a hostile spell by doing a purely defensive counter-charm. MUs are naturally best, other spellcasters next, and non-spellcasters worst.

Nicolai: It's not how fast I age my characters but how fast the Staves of Withering and Potions of Senility age them.

Kay: Ja'ala's story is one of the best I've seen in any fanzine. Have you thought of expanding it slightly (and changing her nationality/species to something other than Melnibonean, your own creation) and trying to market it?

Sapienza: Thanks for the new terms. I'm in favor of anything that will allow us to discuss the mechanics of D&D with more precision.

Perrin: I still fail to see any relation between Music/Song and 1) detecting treasure, poison, traps; 2) becoming invisible; 3) generating pyrotechnics;....The list is endless, and I don't feel up to a detailed critique. Why not just run a MU/C/F combination dividing EP three ways...and have done with the camouflage?

Unibank: good luck. You'd better define "1st level's average haul" more rigorously. Do you mean the average haul of a first leveler out with a set of F10s and MUI2s and C11s...or in a party composed of other combat class one characters?

Bolton: In the Perrin system, a badly wounded character must roll the %age of the remaining HP he has to continue fighting.

Cerrato: I think you'll find you'll get more comments after you've playtested your system for six months or so. Your system may be different by then too.



## SENILE SAGE TOO

perpetrated by Robert J. Clifford, 812 S. Arlington Mill Road #1,  
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I have been asked why I didn't give my entire system of DMing in my last offering. I can only repeat that I am lazy and dislike taking the time. Also I do not delude myself that I am an unlimited font of original ideas, and I refuse to write unless I can that something new is being presented.

I'm afraid that the systems used are rather mundane. I can't give a description of my method of assigning treasure, since the amount and type are assigned intuitively according to what I feel is justified. I don't have a system. However, I do have a method of distribution treasure which I will now describe.

This may be of help to the new Dungeon Master in populating his dungeon. After I have drawn a level, I fill in the special rooms around which the level is built. For the rest of the rooms, I roll a die. If it is 1-3, there is SOMETHING in the room. (I don't like vacant dungeons, nor do I like overcrowding; I like to keep the adventurers guessing.) For each room which has something, I roll four different colored dice, one each for TRAP, MONSTER, ILLUSION and TREASURE on 1 or 2. With these guidelines, I then populate the room with appropriate items. Those rooms which fail to get anything on the populating rolls are made to look as if they have some significance but don't. There may be mysterious signs and artifacts which mean nothing, a gymnasium, etc.

For experience, I use group experience with modifications. During the adventure, each character is assigned positive or negative percentage points depending on how much of an aid (or a hindrance) that individual was to the party and on how well he acted in character. At the end, the total experience earned by the party is totalled and divided by the number of people in the party. Each character's share is then modified by the percentage that he earned.

In my opinion this saves a lot of record-keeping during the adventure and rewards the players in proportion to the effort that they displayed. Also it does not penalize lower level characters who are unable to help much in high level expeditions, since percentages are computed with the ability of the character in mind. It is also very handy for docking the turkey or pseudo-lawful characters who are always endangering the party or causing mayhem without quite going far enough that other characters feel safe in feeding them to the nearest garbage disposal.

As for acting in character, I once had a cleric run who happened upon a dying lawful cleric with a map. After receiving the map after the cleric's death, he immediately began running off to look for the treasure. It was a Neutral Fighter who pointed out that maybe it would be nice to perform a burial service or take the body to the nearest temple. The cleric was very peeved that he received a substantially smaller amount of experience than any other player. Fighters are expected to act like fighters, ditto for every other class whether standard or unusual. The same goes for races.

Each race has its own particular enemies and allies. They should be treated accordingly. If a character is the devotee of a certain god, this adds further mandates on his actions. Finally, if a character has developed a specific persona, he is expected to act consistently with that persona.

This may sound as if I am being overly strict and am trying to force those in my dungeon into straightjackets. But, by Ghod, if a person says that he is a lawful leprechaun paladin and the greatest lover in the kingdom, I expect him to act that way.

My magic system is basically Gygax. The MU chooses his spells before the adventure starts and can use each one once. It takes six hours of sleep to recharge; to change spells, you study up before going to bed. While this is one of the most restrictive systems around, it is that way for a number of reasons. It is my contention that, on a one for one basis, a MU is the most powerful character in the game, even using this method. For example, pit an average 1st level fighter against an average 1st level MU. The fighter will have plate and shield or maybe chain, be carrying a sword and might have a bow on his back if overly wealthy. The MU has a dagger. If you allow no saving throw, ala Greyhawk, vs. sleep: the fighter is unconscious before he can close to use his sword and awakes with his throat cut. Even allowing saving throws, he must roll 16 or better, a 25% chance. Even then he must catch the MU who is running in blind terror wearing robes while the fighter pursues wearing armor. Even assuming that the fighter had a missile weapon ready, a very unlikely situation for a fighter who wants to live to 2nd level, he hits AC9 on a 10, a 55% chance with no guarantee that it will stop the MU. As for the chance of surprise or meeting within sword range, just consider the amount of noise generated by armour vs. robes. My money is on the MU. And by the time that the fighter is immune to sleep, he has to content with other spells, and the MU gets more than one shot this time.

Continuing on my tirade against magic users, I can only say that there are too many of them. In general, the distribution of new characters is one quarter fighter, one quarter magic user, one quarter cleric and one quarter thief. (I'll go into why. I'm not too happy with this later.) However, as adventures go by, it is the fighters who take most of the casualties as the others cower in the center of the formation. But replacements continue with the same ratio.

The result is that fighters are underrepresented at the higher levels. I attempt to take care of this by my method of assigning experience, by having trouble attack a party from any conceivable direction (some of which hit right in the center of the party), and by having a universe in which any party with less than 50% fighters is a very bad insurance risk.

My own personal bias in Sword and Sorcery is for the Sword. This prejudice seems to be prevalent everywhere except in the playing of D&D. The preponderance of fantasy opuses has fighters, or at least, non-magical types, as protagonists. Even in volume two of D&D, Monsters & Treasure, the rules for generating non-playing characters make MUs extremely rare. For example, in the rules concerning bandits, Gygax states that if there are 300 bandits, there MUST be A magic user. This makes them sound like rarities.



I received my initial introduction to fantasy from books, not D&D, and this no doubt shaped my prejudices. There the hero continually ran into the manifestations of magic but rarely into the practitioners. In particular, the higher ranking MUs were extremely rare, and the lower ones had a phenomenal death rate.

First of all, very few people wanted to become MUs due to local prejudice in that there were always mistrusted and often hated and feared. Also only a small portion of the population had the aptitude. Compare this with D&D where 25% of the population is best suited to be magic-users.

I have also mentioned the high mortality rate of the new MUs. It was always a good bet that if there was an apprentice in the story that he would not last to the midpoint of the book. Their demise was usually caused by one of three general situations. One was the misuse of magic; the klutz systems being developed generally reflect this aspect to some extent. Second and the greatest killer was the learning and researching of spells. Even the basic spells knocked out a large number of aspiring sorcerors who didn't quite grasp the proper way to perform the spell. I know of no system that portrays this aspect. (Hmm, I just thought of something that might work. If I can firm it up, I'll present it later. But I see no way in hell that you'll be able to convince anyone to use it. That assumes that anyone out there besides myself really cares.) The final MU exterminators were the specialized artifacts and the monsters that preyed only on practitioners of the arkana arts. It would be no real problem to develop monsters and artifacts whose only purpose in life is to destroy magic users. Enough on that.

My next diatribe will be on armour. Has anyone really determined what a set of plate consists of? I've heard arguments of everything from just a breastplate to a set of accoutrements that makes a fourteenth century knight dressed for a tourney look light...with everything from a gorget to colleret, with the helm not listed since it is given separately.

Assuming that the characters being referred to in D&D are of contemporary average size rather than that of the middle ages, then the weight of leather is 25 pounds, chain is 50 pounds and plate is 75 pounds. Using this weight and what little I know about the actual weight of armor, I have unilaterally decided that in my universe, armour consists of breast- and back-plate, pauldron and cuisse (shoulder and hip protection). Anything else costs extra and has extra encumbrance. If anyone has more data on the subject, I will be openminded about reevaluating my stand.

Speaking about armour brings me, in a roundabout way, to another pet peeve: missile weapons.

It takes no great insight to recognize the advantages of missile weapons: you can hit the other guy and he can't hit you. Unfortunately, in my opinion, the use of these weapons is greatly abused.

The chief abuse has to do with the armour class of the missile user. With the crossbow or any other weapon which merely needs to be aimed, I see no problem. But for weapons that take some effort to throw or fire the missile, it is a different story: the armour gets in the way. To account for this with plate is quite simple: a plate



wearer cannot use any missile weapon which requires movement on the part of the firer. No bows, no slings, no thrown weapons. In all my studies of military history, I have not found evidence that plate wearers used such weapons, and with good reason: in order to throw or fire a weapon, you must contort your body. Plate doesn't leave much room for this. Even a breast-plate makes it almost impossible to fire a bow. For the reasons mentioned, I make chain -2 with missiles and thrown weapons, and unarmored +2. Prior to this ruling everyone carried a bow and used it. It seems irrational to me.

Equally as disturbing was the tactics developed around the use of missile weapons. The front line would engage with close-in weapons, and the latter ranks would fire at the enemy who were meleeing. Anyone who fires into a crowd trying to pick off certain individuals is asking for trouble. To reflect this, if a missile misses, then there is a second roll without adjustments to see if the missile has struck one of your own men. I had one expedition that lost two men this way. For those who use figures, there may be argument that there is a straight line between men. My answer is that in a fight people are moving around, dodging and looking for openings, not standing toe to toe. So unless it is highly unlikely that a character would be in the line of fire, the roll is made. I really think that the reason and rationale behind all this is obvious. If not, I'll discuss it more in later zines.

*[I know no D&D universe in which missile fire into the meleeing group is tolerated. Some groups do allow those with missile weapons to fire beyond the meleeing group at the enemy's back ranks. In this case, the missile user is -1 for indirect fire (and remember that crossbows are incapable of indirect fire). Any miss has a 50% chance of hitting those in the meleeing group.--LG]*

ALTERNATE SPELL LEARNING SYSTEM: If you don't like magic users, use this rather than Greyhawk. In order to learn ANY spell, you must roll less than or equal to your intelligence with the following adjustments to intelligence:

- +1 if standard spell
- +1 each level MU is above minimum to learn spell
- +1 if spell is detect spell
- 0 If spell is defensive spell
- 1 if spell is offensive spell
- 1 if MU is researching a new spell

If the die roll exceeds the adjusted intelligence or if a natural 20 is rolled, roll a 10-sided die on the following table:

- 1-5 Did not learn spell, can try to do so again after going up another level
- 6-7 Spell backfires
- 8 Magic User is comatose for 1-20 days
- 9 Magic User becomes insane for 1-12 months
- 10 Magic User dies

KILL BLAVUS THE CLEVER! 7  
Is brought to you by;

Glenn F. Blacow  
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And is being typed on a Dwarvish SCM electric which types stencils rather poorly. Such is life. The Olympia typer and the A.B. Dick mimeo still await the arrival of a mechanical Patriarch.

AN ESSAY ON GROSS MAGIC...One gets the impression (perhaps falsely in most cases, but certainly it's there) that there are entire expeditions in some West Coast dungeons wherein every member has Giant Strength from some source or other, Rings of Regeneration on every hand, and anyone with mere +3 armor and shield is to be pitied. If a first-level THU has no wand, there are plenty of high-levels around - non-player if necessary - to lend them one. Now, it is quite true that the DMs involved have evolved, adapted, or borrowed monsters to fit this situation. This doesn't solve the problem, folks.

Situation 1; Characters from a magic-overflowing universe come piling into a quiet, magic-poor one. The poor DM sees weeks of long, hard work go down the drain as the visitors butcher the inhabitants by the dozens without trouble. Sooner or later, even the most complacent DM tends to get upset by this, and tries to find an answer. I note that Lee responded by arbitrarily increasing the effectiveness of her monsters vs. gross characters and Nicolai has been breeding Magic Absorbers. One of the more generous MIT DMs has gotten a bit tired of it, too, and began placing squads of fanatic, magic-hating and magic-resistant men about his dungeon equipped with Rods of Cancellation. I don't really like any of the above solutions. Mark Swanson and other locals bar certain things at customs; my solution is to send them down to the appropriate level of Edwyr. Puffing up the monsters has a certain problem; if the party wins, they have suddenly acquired even more neat magic. Magic Absorbers are basically without game-world rationale - they simply don't fit into any realistic ecological niche in a rational universe. (The MA II would starve to death in Edwyr). My own approach leads to some unhappiness, too, as outlanders, despite gross weaponry, get slaughtered on levels THEY think are inappropriate to them.

Situation 2; You get a mixed party of characters from magic-rich and magic-poor universes. If the DM flexkeys for the rich ones, the poor sods from the poor universe are apt to get wiped out; if he keys for the poor ones, his monsters will get stomped by the powerful group. If he tries in between, the casualties might be reasonable - but are probably going to be taken almost entirely by the poor group. The results do not seem to be satisfactory.



There is always the alternative of not accepting characters from other games, but I have a prejudice against this - it crocks people who live in areas without DMs.

If you think I am now going to announce The Solution, forget it. I don't have one. This is purely destructive criticism.

ON "FOCUSED" DETECT MAGIC...Some DMs have been allowing the first-level spell Detect Magic to pick up much detail about magic items. Sigh. First-level Detect spells should only give general information in my book. Allowing "focused" DM simply allows player characters to find out what their magic is without risk or cost. Moreover, you leave the door open to demands that other low-level Detect spells be treated the same way. "I'm focusing my Detect Evil!" "OK, you Detect an Evil Bishop, two 4th-level Uruk-hai, and a bandersnatch behind the door." or; "I'm focusing my ESP on any thoughts he might have about his weaknesses." "OK, he's worried about the fact that half of his men are vulnerable to Sleep." Gleh.

ON PERMANENT ABILITIES...I note that GREYWANK urgently recommends that stringent limits be placed on what can be done to a single person with a Permanent spell; the limit is twice per creature. So; it is rather startling to see all of these people whose characters have permanent this, that, and the other. My own opinion is that a maximum of two qualities may be made Permanent on any one character. Should someone enter the game with more than this, then they're going to lose all but two Permanent abilities - and what remains will be chosen at random.

CHARACTER REPORT...Mark Swanson has been away for two weeks, so most of the action has occurred in places like CLAGMORN, ED Y, DWARFBOLE, and Peter Aronson's THE SHATTERED TOWERS.

Old Gorki, on an expedition in Gorree, helped overrun a room full of Melnibonians - at one point being engaged in combat with two fighters and having two others sniping at him from the flanks. After disposing of them, this female approached (naked) and threw Charm Person. Gorki failed. She then came up and scratched him lightly under the chin with her sharpened fingernails. Well, Gorki failed to save, but the poison was a bit too subtle for its owner's good; instead of killing him, it acted as an aphrodesiac. The end result rather badly shook the female Melnibonian---and seem to have rather pleased her. Old Gorki now has an enthusiastic new bedmate named Gazum, a 3rd/3rd Thief/MU. 13/15/9/8/13(78)/16; comeliness 82, shapeliness 93, +3 on Charm with males when naked.

Jerrilford joined an expedition to The Shattered Towers. Got himself killed (as usual) but made 7th level and (moan) picked up a mithril shield. Sigh. He's still one level ahead of Gorki.

Duan M'Brose is no more. Went down into Dwarfhole on Ly-canthrope day, got reduced to walking wounded by wereboars, and then killed himself trying to fight weretigers. Poor Duan never was too bright. Oh, well, if I ever roll a sufficiently strong - but none too bright character, Duan will return. Duan II.

Mother Erutan suffered nerve failure after getting killed in Shadow Valley (just outside Gorree), and fled to the only person who had ever shown interest in her as a person, Old Gorki. (not that Gorki's interest in her was on a particularly high plane - but Gorki likes his women well-built, and M.E. has a shapeliness of 82). Oddly enough, she recovered sufficiently to go out again. Evidence seems to point out that the reason for the failure of the Shadow Valley



expedition was treachery within the party. She desperately wants to get her hands on the traitor (with a constitution of 6 and only 7 hit points, this last death just about finished her career as an adventurer). She'll begin with something like emasculation, and then get down to the serious punishment...

Liriel has been on a couple of expeditions recently; her first outdoor trip, made in company with her inseparable cousin, Herimyl) ended in the disastrous Battle of Kythra Pass. Both of the twit-elves received the (minor) honor of being named Honor Captains of the Rows of Kythra by the newly-formed company of the same name; mostly ex-jail sweepings. The cousins are now 4th/4th v FN/MUs.

Layra Ochs managed to (barely) survive another trip into Dwarfhole, and has reached third level. She remains shackled up with her 5th MU boyfriend, however - it saves money.

Uncle Wolf and a high-level party had a minor encounter with some Chaotic Musicians and their weretiger dancing girls which left him with a rather odd clerical scroll. Aunt Wolf (dear little Lobita) is still sitting at home knitting baby booties badly and bitching to herself in Yacui. The blessed event takes place this month.

Cassandra, my poor dumb little thief, was in a party that underwent the frustrating experience of having to fight Melnibonians with half the party on the other side of a water-filled trap, part of it inside the trap - and with part of it webbed. Cassandra had to try taking on a fighter in plate armor by herself. After two rounds, even she figured out that this loses, and dived back into the pit. Made the mistake of accepting a Healing Potion from one Tsaikov, a Russian strelsi in the party. And when they got back, the party had the bare-faced gall to search her! Even found the ring she'd hidden, too. And then, this allegedly Lawful party insists that she sleep with Tsaikov because he gave her the potion. Lawfuls!!

Jack the Slasher went out several times with a group of higher-level Chaotics called The Combine, who have been impressed in the past with Jack's abilities. Jack's cousin Dick the Dastard came along on the first trip, which was quite entertaining. They managed to overrun a Lawful party on the 4th level. The 8th MU froze two of the three females in the Lawful party with her Cold Hand, annoying the male contingent badly, but the 4th-level Melnibonian anti-Paladin managed to subdue a female 4th-level cleric. The poor True Catholic cleric was promptly given introductory lessons in a subject she'd never thought to study, then dragged along with the party. The party did make the mistake of deciding that bears were basically rather harmless animals - and paid dearly for the mistake. But they managed to make it out. After treasure-distribution, the males dived off for the captured cleric, who went to one Bergutz, a second-level SS corporal. Jack persuaded him that there was very likely a good market for his prize in Gorree. Jack is now negotiating for the sale of a 4th-level cleric, comeliness 76, shapeliness 93. While the negotiations proceed, of course, "training" of the female does to. Jack, Dick, and Bergutz figure that even if the sale falls through, they've come out ahead...

Shortly thereafter, Jack was invited over to Claghorn by the Combine. The expedition was a bit hairy - Jack wound up in melee with a 10th-level Lord and a tough dwarf all by himself; went down, but rather wrecked the Lord). No females, but Jack did make

Anti-Hero, with 27 hit points, +2 ogre plate, a +2 shield, and a +1 2-handed sword. Going out with higher-levels pays; it is also evident that Jack did his share - the Combine has invited him to join their expeditions at any time.

Additions; Dalin Terhalen, 2nd (brevet) dwarf fighter, and far and away the best Lawful fighter I've ever rolled. Statistics are; 18(55)/10/8/16/9/8. Has yet to be run. Also new is Dorothea, a brevet second Priestess of Diana (10/10/16/13/14/13), comeliness of 48, shapeliness of 09. A scrawny, big-eyed young girl, not yet played, and rolled because with Arnulf's death, I didn't have any low-level clerics.

ON THIEVISH MISSILE WEAPONS...Let it be noted that throwing knives (unlike bows & crossbows) do not require stringing or cocking, can be thrown at one shot per round, and have a range of about 30 feet for close work and up to three times that for distance, is highly useful for dungeon work. I do not believe that a short-bladed throwing knife flipped through the air is going to do more damage than a dagger with a blade twice as long wielded by hand, however. Consultation with a friend who is very well-acquainted with both throwing daggers and combat use of a belt knife has tended to support this belief. A sling outranges a light crossbow or shortbow (about the only weapons most thieves would have the strength to use), and has the great advantage that ammunition is very easy to get for it in the wilderness.

#### LAST COMMENTS ON A&E 16

Wayne Shaw...I agree that with klutz-factored magic, there is a starting tendency to throwing spells with only the smallest chance of getting them off. This seldom lasts long. One Zim (Zhar i Molineh) was a particular offender. However, after offing herself two or three times, she has been showing far more discretion. In fact, the biggest complaint these days is about people who insist on taking full preparation time for every spell...//A double-klutzed Charm often means that you stand there, loving the world - including the hairy sod who's charging you with a battle-axe. It can be all too fatal...

Brian Lane...I refuse to believe in feebleminded swords, too...// You've run in Steve's dungeon?

Kay Jones...My earlier comment to you had to do with MUs taking all the fun out of the game by sleeping everything in sight. There's nothing duller than a party which goes around, opens door, sleeps the monster(s), and searches the room for treasure. Yawn! The parties involved were Lawful, but also bored...//Ariel was characterized long before I ran her, and the wierd charisma is due to her love for puns. As long as she keeps her mouth shut or talks normally, people like her. Let her start making puns, and they want to throw her to the air piranha. Bunch of soreheads, they are...//I'm writing up Gypsy Thieves to submit to THE DRAGON, since they're far less random than some of the atrocity character classes that have appeared there. Gypsies are primarily thieves, with some minor magical abilities, compensated for by various restrictions (can't wear any armor, or use any weapon other than daggers), with various penalties and bonuses as thieves. Some are also Illusionists. Require high dexterity, high charisma, and reasonable intelligence. Are quite



rare. There is at present no player character G.F., just Muleika, who is now at 6th level, and who has been used to playtest the class. ///Consider the nit picked.///There are vatches in Edwyr ("Hello there, dream creatures!" "LOL! No, Glenn, not another goddamn vatch!" Lots of fun, but one day the players may throw me out the window and burn my dungeon for using them.///Nice to see you again.

Ben Pick...not a bad idea. I've not used Telks as standard, low-level opoulation, but as treasure guards and mercenaries (naturally the higher levels getting hired). If you're going to be using them in large numbers, then the combination of characteristics seems to work well. Excellent.///Good adventure writeup. Locally, however, dragon subdual isn't easy at all. Exactly two dragons have been handled that way in Oskley - and one of them was sleeping. The other was when Edwyr was young and I hadn't made the rule that an intelligent dragon will ALWAYS breath if threatened....

Peter Cerrato...Lessee, Archghouls are mountain beasties primarily, and originated in Ghulimar back at the beginning. Gormfaces (outdoors) like swamps - their flat feet and great strength allow them to move at full speed over almost everything while humans are up to their waists in sludge; Skull Warriors are "bound" to certain areas by the spells that create them; Hellseyes are woodland critters, Telks are presumed to be agriculturists; Sirruks and axebeaks are plains-dwellers.///You've presented some interesting ideas to work on. Thanks.

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COLLATION COMMENTS

A&E 17

Lee Gold...Congratulations on the electric mimeo. Looks like I may have to replace the old ...Dick 420 - no parts for sale./// I realize that your spell was Detect Poisoning. But somebody else in the same or previous issue had a second-level Detect Poison spell. My grotching was over infinite Detect spells as such.///

Hartley Patterson...I like the bit with Charm Person, tend to use it the same way myself.

Stewart Levin...The "young lady" is a "pet"; these are sold by one Dyrkin the Aesthete, the Chaotic Wizard who runs the Valley of Dangerous Beauty. Non-human, original stock unknown. Only females are known. Comeliness and shapeliness 90+, intelligence D6. The standard models go for as little as 1000 GP; the finest cost as much as 15,000 G.P. For Spitting Cobras, see the end of the zine.

Nicolai Chapero...Any real idea of when you might be able to drop by MIT? Could you be making it to Boskone?///Demons of Sleep are interesting. Next issue I'll probably have time to write up my Night Demons; they're all exquisitely beautiful - and horribly sadistic. The low-levels enjoy hitting people with Blindness (single-target), then Nightfear (you're terrified of the dark. A nasty combo; the victims of both spells have to make saving throws vs. insanity every three melee rounds. They've already gotten a quite reasonably nasty 8th-level Melniboninian MU afraid of the dark, and terrified of Night Demons.

Cary Martin...Local alchemists are great guns on toad blood, hen's



teeth, and eye of newt. With sodium they're not so good. But the general idea is good./// While your samurai look rather more playable than some of the other stats I've seen, I still dislike the concept./// I generally feel that rolling characteristics for the monsters and allowing them to modify their PR up the way players do is quite nasty enough. The players certainly think so...

Steven Davies...My roommate was looking over my shoulder when I was reading your list of characters and equipment and nearly choked to death on a sandwich. What really got to him, I think, was the Constitution and dexterity rolls. I keep telling Paul that he should read A&E more often; he'll get provincial otherwise.

Charlie Luce...Beck, I'd be glad to shell out the extra money if TSR would do a decent job of rewriting and proof-reading./// On monster's damage; the original Chainmail-derived combat system (the character gets the same number of attacks as he does hit dice), the monsters ALSO get the same. This is why the original Balrogs were considered to be nasty creatures! The differentiated damage system for humanoid weapons and monsters were meant to be used with the ALTERNATIVE COMBAT system. GREYHAWK clearly lists them as additions to such. If the player characters get the old system of attacks, and the monsters only get those listed under Attacks and Damage by Monster Type, boy, do your players get advantages! Use one system or the other, the two were not meant to be mixed./// You have picked an exception to the case; the more usual result is that the party gets trapped, and the Blink Dog goes "Blink", the unicorn Dimension Doors itself away, the lycanthrope (which the orcs can't hit) fights its way through to safety, the Lawful Vampire goes gaseous form, the Hoka - who, being in plate can't be hit by them - wades through them, ad infinite nauseum./// LOLiTS tend to place intelligent monsters on a right-wing American scale; Rocs are cool because they look like eagles; succubi are auto-attack (obviously evil/immoral, etc.; in general, assume that the further away it is from things dear to the stereotypes of good in the American patriotic image, the less they'll like it. Hokas are teddy-bearish, and are auto-charm, for example. Most intelligent monsters they won't like./// I do not generally approve of any magic system that allows magic-users to carry all spells. Part of the intelligence employed in an expedition should be shown in carefully picking the right spells./// Take the nasty potions away! Most especially the Shape Change Potion!/// As a side remark, if potion B had its unfortunate little side-effect, OR POTION C WAS USED AT ALL, then your female cleric is a Chaotic. Were any male in the local universe administered Type C for any other reason than a carnal assault on the female involved, I'd estimate a 99% chance of the male killing her out of hand, burning the body to ashes, and cursing her soul to wander eternally in hell. And if the event was brought to the notice of the courts, I doubt they'd punish him for the deed./// What advantage is Teleportal over Dim. Door?/// Don't basically like the idea of Improve./// Magic Deflector I would not allow at all; it gives the user far too great an advantage over those of lower levels./// As to your characters, I can only applaud your dice-luck. My stable presently includes 22 characters (too many) of which 1 has a constitution of 17 (Dalin) - no, take that back, it's only 16; and three have constitutions of 15 (Aunt Wolf, Ignatius, and Jack the Slasher) Two have constitutions of 6 (Liriel and Mother Brutan). I have three 16-strength fighters, two with percentiles of



about (65), of which one hasn't been run and the other is derived by magical means (Old Gorki, Dalin, and Jack the Clasher). FM strengths, however, I have been lucky with. I have a third-level MU with intelligence 18 - the next highest is a 16 on a split-elf. Highest clerical wisdom is 16, lowest is 9. Two characters have 17 dexterities; Ariel and Luleika. You have 16 characters listed; three have constitutions of 13! Egad!

Mark Swanson...Ah well, the local gods tend to take a short, sharp line with greedy clerics wanting to know about treasures; Home Stones and Talismen give lots of static, demons block lines of communication, etc. But it's still a crock./// What has grossed me out has been tales of people awarding themselves the EPs they thought they deserved - and getting sulky when the DM told them the actual (much smaller) tally./// Quite true about a single high-level with a gaggle of low-levels. However, the Aronson-Rohn Kelly group of Chaotics is doing better than usual at incorporating low-level Chaotics into the action without losing too many.

Earl Baker...Egad! That EP table looks like something Gary Brennan (the Elf) would do. Have you ever been to MIT? Me, I tend to keep a list of what various monsters are worth in EPs and just look it up. I'm lazy.

Sean Cleary...I'm afraid that your Golden Dragon, regardless of rolled intelligence has to be both fighter and MU./// Parties have encountered small, low-HP dragons - you just haven't been along. Like the white dragon family with two children, 5 & 10 HP, or the 10 HP one that a party ran into on the 4th level some time ago./// The church will keep her gold - but charge her costs./// If a fighter isn't carrying his Vorpal Blade, it would be left in the charge of the local center of his faith. There are any number of safe places to sleep - especially the Warrior's Guildhall, if he's a member. Most churches (esp, monastarys) have arrangements for lay brethren (I'm afraid that dragons can't be clerics). /// Dragons aren't especially religious; those that are are usually tended by "circuit preachers" (if Lawful) or attend open-air services at Dianist or "Lowenbrauist" (name change soon) shrines if Neutral./// Your "competence" system has some resemblance to the magic system I have been developing for Iar ad-Tan, my alternate-universe world, which I may never finish, because of its great disadvantage - like Petal Throne, the players would have to look up the monsters every time they had an encounter. Sigh./// Where the hell did a sword like THAT come from???/// Jack also likes to kill because he's a sadist (sadism 98)./// Let's put it this way, Sean: The players were willing enough to let it alone. Unluckily, the characters were not. Not with twits like Merimyl, Liriel, and Sigrid along./// Tailslicer is Merimyl's sword; Liriel owns Daggert, which likes to drag her into combat with Undead. Gleh./// Somehow I doubt that trying to serve a Neutral goddess and a Lawful God at the same time is going to work very well.

Earl Thomas...The trouble is that such things have been done to this particular turkey (on one occasion, he walked out of the dungeon as a 6-inch orc, armless, legless, and with his mouth zippered. Went right over his head. But I like your suggestions, especially #2...

Jim Eckman...Locally, spells that backfire don't so much help the



opposition as they do damage the spell-thrower.

Jeffrey May...Yes, Jack does prefer to despoil Lawfuls, especially the aloof types like elves and clerics. Since he lives in Gorree, was born in Edwyr, and the elf was carried off in Claghorn, there is little likelihood that the Claghorn elves will be able to do anything, especially since Jack is a member of the fighting auxiliary forces of one of the magic-using Guilds that rule Gorree.

Bill Paley...I merely provide a bulletin board, a set of rumors that can be checked out - and a map-vendor, usually selling maps to either schmuck treasure, or treasure with imposing guardians. - the players can then do what they want.///Regarding ideas; ideas are subject to Gresham's Law, too. The proliferation of bad ideas tends to lead to the origination of worse ones. Stomping on bad ones acts like preventive medicine; keeps them from spreading./// You have pet characters? This is a bad idea, on the whole. It tends to lead towards situations where the DM will allow said beings to get away with all sorts of half-baked tricks, saving their bacon by divine intervention, etc. It makes those whose characters aren't pets very unhappy.///One of the most effective ways of getting a point across is satire (and it's kin, sarcasm).

Eric Baines...As said, I refuse to believe in records of research. If a player wants his character to make a Cold Hand, then said character can go sit on the sidelines for three months of real time. ///Re: Eric and Cyril. The Old Families of Oskley long ago found out a great truth; nepotism is grossly ineffective as a supply of good leaders. Any offspring who go adventuring do so on their own, with no magic and minimal money supplied. If the offspring show themselves incapable of surviving without massive magical aids then the deaths may bring the parents sorrow, but will improve the house. Also, why is Eric so intent on having Cyril as his successor? Surely there are other family members. Gross favoritism. ///Locally, rescuing somebody or equal services gets one a Favor Ring, magical only in being keyed to the recipient. These come in various grades of desirability, and are good for one favor of equal value, 2+ smaller favors, or a percentage of a great favor. One use. The idea of two wizards sitting around for long periods of time doing magic for free is rather startling, to say the least. ///If a Paladin around here gets greedy, he suddenly becomes just a pretty fighter.

Tuesday Morning Report...Look at all the bonuses! Psionic fighter and MU powers, extra hit dice, straight MU spell progression, acts as an equivalent-level thief, can leap around like a kangaroo, CAN HEAL ITSELF IN COMBAT???, can transmit "open-hand damage" to missile and/or primary weapons, and an auto crit hit if missile is +4 over base hit, dodges missiles like a monk, gets up to three missiles off per melee round, and has such interesting spells as Dragon Control and Protection from Magic Missiles??? y my stars, a quadruple-threat being (fighter, cleric, thief, and monk - with a bit of MU thrown in, all for just MU XP points with modifications. Congratulations, you've just published a class with even less restraint than Demigods (a local grossity). Let me also congratulate you on your self-control; had Dave Yepp shown up at MIT with such a character, the locals who were there would have matched coins to see who gravity-tested him and who got to burn the specs for the class.///On the other hand, the last half-page is useful.



Samuel E. Konkin...I am a trained historian, the Mayas did throw virgins down the sacred wells, therefore the Mayans indulged in human sacrifice.///As for the Irish, it took only a few years for the Anglo-Norman conquest of Ireland; this was unraveled during the war of the Roses, but was firmly cemented by about 1590 under Elizabeth, most of the policing after that being done by playing one group of leaderless Irishmen off against another. The British never had or needed to have a very large garrison in Ireland. In fact, got a lot more troops out of the place than they put in. Took world war I to weaken the British enough to break their hold.

Richard J. Schwall...I sadly fear you have been led astray. Yes, there are two extremes of D&D playing. They are not "skilled" and "role-playing", however. My "heated gabblings", alas, seem to have been not well read by you. True, there are some games where rolled intelligence must be ignored to survive - Kevin Slimak's HELLSGATE is a good example. The other extreme is the role-playing game where no real danger exists; to wit, where characters either never get killed, or have a vast supply of wishes, etc., so that they can butcher cardboard monsters, bully the far less impressive non-player characters, and collect vast amounts of riches, magic, etc. There are - contrary to your assertion - vast numbers of variations between the two extremes. Edwyr is one of these. Not only do players do role-playing. I insist that they stay in character. Ariel has gotten herself killed twice by staying in character, and come close a number of other times. I will admit, though, that your statement did result in considerable laughter at MIT, particularly by Lincoln Clark (Merimyl Terhalen, Brynhilde), Peter Aronson (Kylem ben-Elven, Madac), Paul Bean (Hrolfa the Unwise) and others of the same ilk. You really should read the various adventure tales I run.

Charlie Luce...I think that most DMs run that lands are Permanent and can be recharged.///Your second comment reads a bit strangely. What "type I don't like" got lost in the transition?///Wayne, Ken, and Gregg are one of the few groups that let you run your characters "fairly"? What means "fairly"?///You mean that you feel shafted because you can't throw spells every melee round? Because you can't the same spell over and over again without danger? Or what?

Peggy Gemignani...Sure, publish away. Sean and I will speak up if we think you've misspoken something.///Oh, Thaug and Grimelda get plenty of exercise - shaking down parties for cash and magic.

Sean Summers...Hmm, your phoenix spells have potential. Don't think I'd allow them as a character class, though.///The wedding came off. Queen Vandya has visited the local universe a time or three. Midgard can be reached from Oskley, but is not on the world map - interdimensal transit point.

Peter Cerrato...Yes, we have issues 6-11 in stock at the moment.///I wouldn't have allowed 8th levels en masse on my 5th level. I'd suggest a much-nastier-than-normal random encounter on the way, to soften them up a little, and then have the opposition fully prepared, with traps laid out ahead of time, and have the most effective plan of action I could think of ready for them. The last time a party that gross hit Edwyr's 5th level, they lost three dead, two stoned, and two paralyzed out of 9 members, and burned two wishes to get out of the dungeon...

Kay Jones...I've pretty much scrapped Alignment languages. Common is the lingua franca, the debased speech of the streets; the (dead) ancestor of most languages is Archaic. Lawful and Chaotic are northern (C) and southern (L) branches that developed from Archaic, with loan words and grammatical innovations from the immigrant groups. Both are "educated" tongues. Neutral is closer to Archaic in grammatical form, but has developed a large number of sound and vocabulary changes.///The original Gygax system was % carefully crocked; spell points removed the largest part of the crocks. KF systems tend to return the original balance, but in a slightly different way.

Jack Harness...The Form Lords look vaguely entertaining:

Chris Pettus...I was thinking of something like your spells for enchanting and recharging items, but with the highest-level MU in the game at 10th, it seemed unnecessary as yet!

Spinward Ho, McIntosh!...Twits? (Snicker)///I will let my previous statements on Hokus stand - though I'm glad to see that they're no longer invulnerable to normal weapons while in plate.///I tend to use a lot of Petal Throne material, too. A much better thought out and written set of rules.///Ah, but most monsters don't tote their hoards around. They leave them sitting in their lairs.///I have a number of Courtesan modifications, which I may print if I get Dick Eney's permission.///If the type is too powerful, I wouldn't want it in my world.///Oh, I'll believe in TK ability with dice. There are two or three players in the MIT group who can really handle the old knucklebones. Honestly, too, goddamn their immora l hides!

Mark Swanson...Poor Vul'gar! Getting the Ring back for 8k was a dirty trick, Mark. (Snicker).///Mother Brutan wants somebody's hide, Mark. And Jack the Slasher would like to know more about Goldeye's preferences in females. Emphasis on beauty? Shape? Does he like them virginal or well broken-in? Approximate price levels? Jack also wants to make contacts with some of the Shadow Valley slavers. He has a neat scheme in mind.

E. Steven Brown...Some of the stuff useful, others too artificat-quality for use in the local universe.

Ken Pick...Well, your Nazgul have suddenly come quite close to the ones I've designed! Their powers are inherent, though, not spell-derived. From my understanding of the Ring series, once the Morgul-blade was withdrawn, Frodo went back to normal - except on days or in places where the Shadow was near.///Orc-mages without spells but able to use wands and such; not what I have, but not a bad solution. I always figured that Morgoth and Sauron carefully bred such untrustworthy servants so that they couldn't use magic and thus become competition. Your orc-mages could fit in as throw-backs to the original stock, with limited magic potential.///Good move; I just wish they'd get the bloody book published! I've been waiting bloody years for it!///Your SHIELD III is now more or less the same as out SHIELD II, with the exception of duration, which is only half that of normal SHIELD I.

Howard Mahler...Welcome. You're getting THE WILD MU in trade. There is little pressure on Mark or I to become easier - in fact,



the players seem to pressure other DMs to be harder. The feeling seems to be that if a player has made it up to 6th+ level in one of the better local dungeons, he's good - and more worth it than a 12th+ in other games.///I think you'd like Edwyr. Are you going to be at BOSKOE (February, Boston), MIT INTERCO (Jan. 14th-16th) or ORIGINS (New York)?///If one has handed out an odd magic item to a player, who doesn't know all about it; and the player wants to play in another game, standard practice is to type a description of article & power, seal it, and tell player to give it to the other DM.///Mono! Not another Gandalf argument! HELP! I can feel the flames now!

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Well, that's about it for comments.

ON HOUSE RULES...Mark Swanson just published the House Rules for Gorree in The Wild Hunt #11. Now, I'm going to be doing the same for Edwyr, but as a booklet, giving much more definite information on every aspect of Oskley's history, fauna, magic systems, etc. It will be illustrated. Now, if sufficient demand exists, I may have it done offset, seperately stapled, etc. and sell it to those interested for a bit over cost. Cost may well vary enormously with size of run (cost is 40¢ for setup, a penny per copy after that). If there is much demand, I'll do it as a booklet and sell it for about \$1 per copy + postage. If not, I'll just run it through The Wild Hunt. Any takers?

ON DESIGNING MONSTERS...I do a pretty fair amount of monster design, and if I may say so, do it rather well. I would therefore like to offer some general guidelines. 1) There is generally an over-supply of dragon types. I use the original D&D types, plus a few GREYHORN dragons, and not much else. Lee's dragonette types, corresponding to the larger types in their breath weapons, yes. Ecological niches for such huge beasts, however, are limited. 2) Random mixing of animal parts for new combinations doesn't usually lead to inspiring results - even if they were original mythology.///Exceptionally random powers are just that - exceptionally random. Try to think of why this beast evolved this power. How does its body produce the effect? Is it - except for its single power - a viable creature? In other words, try to provide some sort of an ecological niche and some rationale for being there. Well, some TSR monsters fail the test - Beholders being the perfect example of a truly random monster that makes no real sense.

GUESS I'll fill in with a monster derived from the real world;

THE SPITTING COBRA...(From India). A small cobra which can spit its venom about 30 feet. Hits as a 4 hit-die monster; on a roll of 20, the venom hits the eye. Its venom is a nerve poison; if it hits the skin, will take 1-3 rounds to penetrate, perhaps giving the victim a chance to wipe the toxin off. If it penetrates, save vs. poison or die. If the poison hits the eyes, it takes effect immediately, and even if he saves, the victim is permanently blinded. A Limited Wish or Remove Curse by a 14th+ level Patriarch is needed to counteract the effect.

<u>#appearing</u>	<u>AC</u>	<u>Movement</u>	<u>Hit Dice</u>	<u>% in lair</u>	<u>Treasure</u>
4-40	8	9"	1	70%	Used as treasure guards by others



Firstly, for all of you out there who have never had the misfortune to hear the name Don Rollins, I am the person mainly responsible for the D&D mess ( I mean club ) EXPEDITIONS LTD., I have been playing D&D for almost a year now, it was introduced to me by a person (who's name escapes me) from UCI during a regular session of the wargames club at Fullerton. Imediately like so many others I became addicted, and within the week I had a copy of the first three books, a copy of Spartin (suggested) and a Dungeon of my own.

Though I have rather strict ideas of how D&D should be run I do not suffer from a case of the Gygax disease and though I may have comments on method of play I will as a rule refrain from making judgements on systyms.

In the months that followed my indoctrination a suvere disease known as Dun-geonitis befel a great number of CSUF students and, eventually, through the mist and smoke a gigantic figure began to rise and it became known as:

Firstly it started with a small group of playing friends, never expecting to exceed 20 people. But there were infiltrators, infamous names like John from CALtech, the Shaw, and others. Now we are a thriving club experiancing growth pains as we attempt to organize a uniform systym of play, from so many systyms around. In our mild beggining we played a progressive experiance systym I.E. you needed 2,000 to get to secon d, 4,000 more to get to third, 8,000 more to get to fourth, etc... Then when the club first came into being it used a 12th level dispell to abolish that, in favor of a accumilative systym. I was opposed to this systym (even though at the time I had the highest level of the area and was definatly getting mired down in my level climbing) but was well troden under. When the smoke cleared terrible things happened, because the Duengeons could not imedeatly cope a great many high levels (12th) arose. Though a great many people will scream because of this, it's the way it is! at first I was feeling noxious at how fast my levels were climbing (I wasnt used to the altitude) but now I actually look at it as possibly being good. Mainly because it lets people run all levels not just being restricted because they havent the time to play up to a high level. It lets people get what they want out of the game, enjoyment. By being able to play a level you feel like (not saying low levels arent fun but they can get frustraiting). Recently dungeons have als a been getting tougher adjusting as you might say to the new systym. There are definatly three types of Duengeons evolving, ones geared for low levels, medium levels, and high levels. I myself prefer running low-medium level Dungeons and characters, whereas another person, for instance the infamous Tracy Templin current posesor of the highest level charicter (23rd level cleric) much enjoys any high levels he can fun.

There now you know a little of the history of yhe notorious Fullerton group I would like to rap up my virgin article introducing a new charicter class.

#### THE EMPATH.

Empaths recieve D+1 per level after 7, Empaths gain exp as M.U. At first level an Empath may cure 2 pips damage for each one the Empath has. They do this by placing it on themselves then removing them at 2-12 turns per pip. At each level the Empath receives a ability they may use 1/2 time each per level they have gained. For an Empath to raise dead he must revive all the dead persons hits +1 An Empath may raise as many pips as he can take with no trouble, for each pip after he has a 5% ch. to die if an Empath heales more than twice his hits he dies. Empaths may lift wepons only against undead and Demonds, their prime rec is Const.

More on this next issue. Remem ber to plan ahead! \*\*\*\*\* DR



OUT OF THE BLUE

Anything with "ONE" in the title calls for some introductory comments. I am James Burnham Thomas, born 1944 in Boise, Idaho, a tax research consultant with two Irish Terriers. OCTAGRAM (not to be confused with "octogram") (or "octogenarian" or "candygram") is a sort of D&D 'zine-thing designed for publication in ALARUMS AND EXCURSIONS with the professed goal of promoting the free exchange of ideas and flaunting my wisdom and folly for the scrutiny of all (and sundry, if any of you happen to be sundry). OCTAGRAM comes in six parts, oddly enough, ~~each~~ each of which has at least two possible names and none of which are guaranteed to appear in any given issue. My Imaginary World, Kosm, is a close parallel to the world we all inhabit, with certain variations in geography, history, theology, chemistry and such. Magic works, gunpowder doesn't--I think it has something to do with phlogiston. I seem to spend more time worrying about general things like biology and thaumaturgy than I do about the nuts and bolts of what's hanging out in Rocklyffe Castle, the City of Rock Harbor, Old Minaqua and the caverns behind Thundermist Falls. . . .

THE LEATHER WINESKIN

("Collation Comments"--If this part is ever called "THE CRYSTAL GOBLET" you'll know I'm in a particularly nasty mood)  
re A&E 17

BPP2-Patterson: I wholeheartedly agree about there ain't no lawful thieves, although they can be good--Ulysses, Robin Hood, Raffles, Simon Templar and James Bond are candidates.\*\*There's an unavoidable difference between understanding a language and speaking it fluently (and, less unavoidably, many other shades of comprehension)--On Kosm, only very talented diplomats (see THE YELLOW SCROLL below) can be fluent in both Law and Chaos.\*\* Enjoyed Edmund and the Daleks--per se, for its British touches, and for its indications of the nature of Siwenna and environs. Its depth fits my fancy. . . .

H&M3-Martin: I like the built-in behavior patterns of your Samurais--Hoshanese Fighters on Kosm might very well act along those lines (if I ever run across any).\*\*100% Kill Rate is certainly an understandable motivation for a Dungeon Lord, but it's not the only possible motivation--the mysterious owner of Castle Rocklyffe, for instance, would consider it an obsession far beneath his dignity. And the motivations of the DM need not be those of the Dungeon Lord. . . .

TMT1-Davies: A tenth-level thief who has never stolen anything??? On Kosm, he would have been the recipient of dozens of divine omens and several major disasters--tomorrow morning x he'd wake up to find a note on a brass platter, reading: "Guess where your sword and rod and bow and helm and cloak and boots are!"\*\*Your M.A.Escher monsters are great--How about trying Salvador Dali? . . .

TGQ3+-Luce: Fantastic characters! Especially Johann Sometimes-I-Fly-Like-etc. And I'm glad you have access to other campaigns with people in them. . . .

BBOF13-Swanson: Rewriting/updating/fixing D&D is a fine idea-- it must be, there are so many of us doing it. Either as such, or with House Rules, or with stacks of notes all over the house. Writing The Official Rules of D&D, however, would probably meet with as much enthusiasm as writing the Official Rules of Sex. . . .

(I'm not sure that was responsive to your 'zine, Mark, but it's something I wanted to say.)

IWHMAGPD2-Seligman: Funny.\*\*I like the idea of the EW combat system; and I like your handling of it. Or how about giving each segment (instead of each character) a number, figuring out ~~xxxx~~ ahead of time which segments each character will be using, and then calling out segment numbers like a card stunt? . . .

TOG-Baker: Your EP formulas show a lot of thought and make a lot of sense. EPs have to be one of those things that DMs work out themselves, based on their own values. . . .

FOFTSF-Thomas, E.A.: Not bad. Professional advice might also help--any elementary-school teachers out there? . . .

POD-Blacow: Definitely a Good Idea (from my viewpoint) to tailor-make clerics according to their god/goddess.\*\*The picture's very nice.\*\*So is the cover. . . .

CS1-May: ((I had a hunch the abbreviation convention might backfire--If I come across a 'zine called Fighting-Underworld Characters etc, I'll give up.)) EPT was also a major source of inspiration for me--a lot of things important to a coherent world, or campaign--basic talents, for instance.\*\*The great mass of non-aligned is good--Esurien would, I presume (like Kosm), have only a minority of inhabitants capable of advancing in the Character classes (i.e., having the classic six dice rolls).\*\* Your Critical Condition Rule looks good--and a rule in that area is needed. I may be accused of trying to make D&D realistic--may be. If so, it's because I'd rather DM something that makes sense in my mind than something that depends on remembering a bunch of arbitrary (albeit simple) rules. And it makes it OK for me to respond realistically to a character's action without having to make sure it's covered by a non-realistic rule. . . .

S3-Paley: Three cheers for your DMing philosophy!\*\*And your ecological note, which brings to mind the question of what are all those monsters doing down there in the dungeons when they're not fighting adventurers? Do they live on each other--if so, where are all the new young monsters coming from? Does somebody take care of them--if so, might not a fairly common WH be the dreaded Zookeeper?\*\*Carnivores generally smell like carnivores and smell (in the other sense--NPI) well enough to tell the difference.x. . .



TWF5T-Baines: A very good rationale for magic-use, spells and such being they way they are. I recommend that anyone who thought it was a story about Tork and Fortas meet the Hunks read it again.

ce18-Konkin: My alignment system looks a lot like yours-- a subject for a future issue of THE YELLOW SCROLL--and there is considerable room for disagreement about what is meant by good, evil, lawful, chaotic, neutral, amoral (cf. our feelings about thieves). I arrange things so they'll be fun, anyway, because Thats-the-way-things-are-on-Kosm. I acknowledge that elementals probably should all be smack-dab in the middle, but the coincidence of four corners and four elements was too much for me. And they fit fairly well, as do blood, phlegm, black bile and yellow bile.\*\* Apologies on behalf of all of us who use "anarchy" in a non-political sci fashion.\*\* A vampire would get in as much trouble from Tran on Kosm if he didn't vampire right as that aforementioned tenth-level non-stealing thief would have from Ocroco. Or more. . .

NFTRF-Schwall: The problem about a player and his character's intelligence not matching up can also happen with wisdom and charisma--A reason for extensive use of non-prime requisites as modifiers to various skills, talents and abilities. To force characters to act smart or stupid is indeed hard to do without forcing their owners to act smart or stupid--which is either impossible or unpopular.\*\*Dash-of-cold-water-in-the-face Dept.: A ring of three wishes should respond only to its wearer, and wouldn't listen to itself talking to itself; Create Food & Water should ~~xxx~~ produce manna, not minestrone\*\*You're right about gods, of course. . . .

MW-Gemignani: Thanks for the unicorns, Peggy. . . .

KM5-Jones: On Kosm, priests of Khelash can use Blade Barriers, if authorized (same like sacred crimson swords)--I doubt if it'd work for any other kind of cleric.\*\*Liked your answers, even when I didn't know the questions. . . .

SH5-McIntosh: Twits and Hokas are real nice. Dandy drawing of Gandalf!\*\*Hard to scoff at your TK hypothesis--Having little faith in the trueness of exotic dice, I only use good-quality six-siders during games (which has meant a lot of rewriting into an 11-66 format)--nonetheless, two of the five characters rolled for the first run in Rocklyffe Castle qualified as combinations. . . .

B1-Mahler: I find myself in sympathy with you on the question of visiting adventurers. The situation hasn't arisen on Kosm-- I suppose that if someone could convince me that Thrud the Heavy actually had just walked into Rock Harbor from some alternate universe, complete with magic sword, shield and shoe-horns, I'd have to let him rummage around. Of course, he wouldn't speak the language, and it's anyone's guess whether the enchantments made the journey in good shape.\*\*And characters have to figure things out by trial and error (or expert appraisal) unless they have the wisdom to recognize it (not to mention the intelligence to figure it out and the dexterity to use it). . . .

SDISOAWC4-Ulrich: I'm not completely sure you're serious. . . .

## THE GREEN BOUGH

. . . And I'm not too sure about myself, either. All of the above is experimental, hypothetical, and absolutely true--After all, my dungeons have only been run once. The characters, all first-level, were:

Bilbo, a male hobbitty thief, neutral/amoral/godless (with delusions of grandeur)

Kissy, a female dwarvish diplomat, good/lawful/godless

Oleander, a male elvish magic-user/civilian, good/lawful/Uldaz

Dr Strange, a male human fighter/magic-user, good/neutral/Carica

Sister Ulda, a female human cleric, good/lawful/Uldaz.

On 9/19, at daybreak, our highly-assorted party gathered at Pdraig Point Park in Rock Harbor, with four heavily-laden mules, and set out northwards toward the rumored location of Rocklyffe Castle. By sundown on 9/20, they were encamped outside its walls--fast traveling, even without the arguments about directions, time-outs to look for (or avoid) sasquatches, and an extremely careful, though uneventful, crossing of the Sasquatch River Bridge. (Knowing me, this crew was sure it would turn out to be a Troll Bridge--it may be, by the time they get back.) Of wandering monsters there were two (of note): a mountain lion who fell in love with Dr Strange, and whom they named Fred; and Fred's mate, who didn't, and whom they slew. They slew Fred too, later, under unfortunate circumstances, but that's another story.

The next morning, they braved the castle walls (walked in through the main gate) and found the castle grounds apparently abandoned. Heading toward the keep itself, they managed to find some ghouls hiding out in one of the numerous huts on the grounds. After a false start, they burned down the hut, destroying the ghouls--on sifting through the ashes, they found some silver pieces and a couple of incomprehensible artifacts. (I'll never tell.)

Eventually, they located a secret tunnel into the Rocklyffe cellarage. By day's end, they managed to find a couple of caches of treasure and a magic sword, to survive the traps related thereto, to avoid all the inhabitants of the upper levels, to charm a visiting third-level thief, to locate another secret tunnel out of the dungeons, and to find the front door. When last heard from, they were standing around watching the sun set.

## THE YELLOW SCROLL

in which one may read of Character Types

It seemed to me that Charisma and Constitution des~~x~~erved to be Prime Requisites--Kosm therefore contains Diplomats and Civilians. Diplomats are talented along the lines of attracting followers, learning languages, detecting lies, interrogating, and such. Civilians have the opportunity to reach advanced levels in such fields as carpentry, psychology and alchemy. Kissy, for example, can detect lies, when concentrating, 58% of the time. Eight of those 58 are wrong--if she reaches second level, that changes to seven of 57--unless she chooses to augment her lie-detecting skill, in which case it would be four of 79. Oleander's a stonemason.



I won't go into further details now. Responses are welcome.

The six basic characteristics are as close to fixed forever as makes no difference--any increases and decreases are few and far between and temporary. And points, as in EPT, cannot be shifted from one category to another. Other restrictions are fairly standard: elves can't be clerics, dwarves and hobbits can't be magic-users or clerics, clerics can't be amoral or godless, thieves can't be lawful.

Everyone but civilians must score at least 12 in Prime Requisite. Two scores adding to 33-36 qualify for a two-way combination; three scores adding to 52-54 for three ways; straight 18's for more. Experience points are divided by three for two-way combos, by five, seven, nine and eleven for three- four- five- and six- way guys.

### THE IRON HAMMER

Spell usage by magic-users involves at least four things:

- Ability to learn and remember spells
- Talent at casting spells
- Quickness of spell-casting
- Effectiveness of the spell when cast.

Each factor is ~~xxxxx~~ gauged by a different combination of characteristics:

Knowledge	67% Int, 13% Wis, 13% Con, 7% Cha
Casting	15% Str, 10% Int, 30% Wis, 15% Dex, 30% Con
Quickness	60% Dex, 12% Wis, 11% Con, 9% Int, 8% Str
Effectiveness	54% Str, 11% ea Int Wis Cha 8% Dex, 5% <del>5%</del> Con.

Knowledge is recovered over the course of a month. A spell already known costs half as much to maintain, which must be done every month. A spell once known, but forgotten, costs 75% to relearn. Study must be done in uninterrupted solitude.

Casting ability is recovered over the course of a day. Attempts to cast at over 75% capacity make backfires possible and extended recovery time inevitable.

Effectiveness is used as an optional Extra Oomph--it recovers over ten days--sort of a Forced March rule.

And the quickness factor simply modifies the time needed to cast a spell, knocking off or tacking on a few segments of a melee round.

It's all kind of based on a parallel in my mind between magic and music--learning, practicing, performing--There's probably room for sight-reading, improvisation and tape-recording in the analogy somewhere.

Looks like I won't have room for THE OAKEN STAFF. . . .

EXPERTS

To become an Expert you must have a 12 or better strength and a 15 or better dexterity. Experts, being a sub-class of fighters, with a little bit of thieving mixed in, can only be human. (Elves are experts with a sword and a bow, Hobbits are an expert with the sling or bow and Dwarves are experts with swords, battleaxes, daggers, and hammers.) Humans can use all weapons, this is why Experts can only be human. An Expert must pick one type of weapon in which he wants to become an Expert in. (Such as a dagger) He receives a +1 to hit probability for each level that he attains using this weapon. They must use this weapon for their whole level of experience. (i.e. he uses a dagger until he reaches 2nd level, he then would get an extra +1 besides his +1 for 1st level). He receives a +1 for each level he goes up using that weapon. He may choose to use other weapons, but not too often. (i.e. He uses a bow to shoot an Ogre, but only uses a dagger to hit an apple from a near-by branch). When he uses another weapon, besides his Expert weapon He receives a -1 to hit always, all strength bonuses are dropped. Only dexterity bonuses are used.

Experts may only wear leather if they want to use their thieving abilities. They may use a shield. If they wear chainmail all moving silently and climbing walls are reduced to Zero. An Expert has the abilities of a thief  $\frac{1}{2}$  his level (not rounded down). They receive all dexterity pluses. An Expert may stop practicing with one weapon when he reaches the next level and start to become an Expert with another weapon. (i.e. he uses a dagger at 1st level and receives a +1 with it. At 2nd level he changes to using a hand ax and receives a +1 with that and still has his +1 with a dagger, which he never loses. He may only get a +1 with one type of weapon per level he goes up).

Treat as Clerics for saving throws and Thieves and Fighters for use of magic.

At 3rd level he may aim at any part of a person, object, or monster and has his level plus his pluses for that weapon as a percentage chance (i.e. a 3rd level Expert uses a dagger and throws it at a Fighter. He has mastered the dagger for three levels of Experience. He would then have a  $3\% + 3\% = 6\%$  chance of hitting the man's head, arm, etc. Use Blackmoor for hits of victim), To do this he must be using a missile weapon.

At 3rd level he becomes Amperdexterious, which means he could throw two weapons instead of one. He also gains the advantage of increasing his damage done for that weapon at 3rd level (for every three levels he goes up using a weapon he gains the advantage of increasing his damage done for that weapon. See chart below). He Only receives this once for each weapon.

EXPERTS DAMAGE CHART

<u>Weapon</u>	<u>Damage</u> *
Dagger	2-5
Hand Ax	1-6
Mace, Hammer, Military Pick	2-8
Battle Ax	1-12
Sword	1-10
Flail	1-10
Morning Star	2-8
Spear thrown/thrust	1-8
Spear set vs. charge	2-16
Spear thrust vs. charge	2-12
Pole arms	1-12
Halberd	2-12
2-handed sword	2-12
Mounted lance	2-24
Pike	1-12
Arrow or Quarrel	1-6
Sling stone	1-6

\*Damage done to monsters is not raised.





Name	Hit Die	Abilities
Practicer	1	man
Skillsman	2	man +1
Specialist	3	2 men
Targethitter	4	2 men +1
Marksman	5	3 men
Sharpeye	6	3 men +1
Sureshot	7	Hero -1
Greatshot	8	Hero
Master	9	Hero +1
Expert	10	Superhero -1
Master Expert	11	Superhero +1
Master Expert 12th Level	11+1	Superhero +1
Master Expert 13th Level	11+1	Superhero +1
Master Expert 14th Level	11+2	Superhero +1

\*Experience points necessary to attain levels are the same as Fighters.  
 \*\*Hit die are one 8-sided die per level up to Master Expert. Then +1 for the next two levels. Then +2.

#### OPTIONAL

You may become an Expert at fires or bombs (a pyro or take some gunpowder and make a sort of bomb) (i.e. Referees decision).

#### FIRE CHART(using flasks of oil)

Roll on 20-sided die to hit.

Object Aimed At	To Break*
no armor	11-12
leather or shield	8-12
leather & shield or chainmail	5-12
chain & shield or plate	3-12
plate & shield	2-12
Mummies, Spectres, Wights, Wraiths, Gelentaneous Cubes, Ochre Jellies	12
	12

\*Roll on two 6-sided die.

After you hit the creature and break the flask or oil you then must hit/light it with a torch (use a 20-sided die). For every 4 levels an expert has obtained he receives a +1 on using fire (to hit, to break, to light). Remember that it takes a roll of one on a 6-sided die to light a torch per melee round.

=====

A Word from the Editor:

I'd like to apologize in advance for any strangenesses in repro associated with these three pages of Bob Giglio's zine. They stem from the fact that Bob typed lines 5-79 on his first stencil and emergency surgery was needed to save the zine.

--Lee Gold



ABZ-OZA #2

or...The campaign begins!

Larry Stehle, 1144 11th St., Santa Monica, CA 90403 (213) 394-4421  
age: 19

Mistake: THE MANUAL OF AURANIA is \$2.50 plus 50¢ postage and handling. Sorry, Hugh and Dan.

As the title says, my campaign has started up at last. Slowly to be sure but started nevertheless.

Credit where credit is due:

To Steve Perrin for his critical hit chart and to Lee Gold for putting it in A&E #12. I've used some ideas from it.

To Joel S. Davis for his occupations chart in A&E #10.

And last but not forgotten, to someone whose ideas, imagination and occasional swift kicks to the rear helped this campaign get going, my girl friend Janine. Thanks, love.

My own critical hit chart has been said to be too gross. I'd be interested to see what others of you think of it. I use the Blackmore hit location chart to see where and which critical hit it is.

Stehle Critical Hit Chart:

1. EYE OUT: 3 times damage. Slashing weapons will on a roll of 5,6 (on a D6) put both eyes out with six times damage. Bleeding is 2 points/melee round till cured or stopped. Roll D6: 1-3 right eye, 4-6 left eye. No fighting or defending due to pain shock for two full turns. With one eye out, character/creature may not use long range weapons and is -4 on medium range missile weapons, -3 on short range missile weapons. Melee is at -1 on hitting due to lack of depth perception. One is 12 chance of instant kill.

2. NECK WOUND: double damage. 1 in 6 chance of cutting off head (slashing weapon) or breaking neck (blunt weapon). With slashing weapon, blood loss is at 3 points/turn. No spells may be thrown until cured, as can't talk. With blunt weapon, if neck is broken (1 in 6 chance), there is a 40% chance it is a non-fatal break, paralyzing the character from the neck down. Internal bleeding is at one point/turn. If neck is not broken or head cut off, damage causes character/creature to retreat till cured due to pain/shock (check morale).

3. ARM HIT: normal damage. 50% chance of arm being cut off/broken. Slashing weapon will cut off on a roll of 1-4 below elbow, 5-6 above elbow, (using D6). Cutting off arm causes triple damage and blood loss at 4 points/melee round till cured or blood flow stopped. Causes automatic withdrawal from combat till cured.

For broken arm, roll D6: 1-2 below elbow, 3-4 elbow, 5-6 above elbow. Double damage plus break causes internal bleeding at 2 points/turn if clean break. 40% chance that the break isn't clean. A bad break causes three times damage and blood loss at one point/melee round till cured or blood flow stopped. May fight/defend at half value due to pain/shock. Roll D6: 1-4 sword arm hit, 5-6 shield arm hit.

4. LEG HIT: normal damage plus trips opponent giving two free strikes and first strike next round. 50% chance for leg being cut off or broken.

Leg cut off: triple damage plus bleeding at four points/melee round till cured or blood flow stopped. Character/creature can't stand and will not defend/fight due to pain/shock till cured. Movement in 1"/turn with leg off.

Leg broken: 2.5 times damage. Character may try to stand up but attacks/defends at half value due to pain/shock. Internal bleeding is at 2 points/turn unless it is a bad break (40% chance); then triple damage and blood loss at 3 points/turn till cured or blood flow stopped.

Pain/shock/blood loss causes characters/creatures to withdraw from melee automatically till cured. Movement with broken leg is 2"/turn. Roll d6: 1-3 right leg, 4-6 left leg.

5. HAND HIT: normal damage plus disarm or de-shield enemy. Weapon or shield is lost and a new weapon may be drawn, giving opponent two free strikes. 50% chance of hand broken/cut off.

Cut off: triple damage plus blood loss at 2 points/melee round till cured or blood flow stopped. Pain/shock causes automatic withdrawal from melee.

Broken hand: double damage plus unable to hold anything in that hand. Blood loss is internal at half a point/turn. Pain/shock causes automatic withdrawal from melee for 2 full turns. Roll D6: 1-4 sword hand; 5-6 shield hand.

6. CHEST HIT: double damage plus 30% chance of lung punctured. Lung puncture causes four times damage plus half strength and constitution lost permanently. One chance in 8 of instant kill.

7. VITAL HIT: Half again damage plus 10% chance of lung puncture. 1 in 10 chance of instant kill.

8. GROIN HIT: Triple damage and opponent stunned for four melee rounds and unable to attack/defend due to pain. Slashing weapons: blood loss at 3 points/turn. Blunt weapons: causes internal bleeding at 1.5 points/melee round. 1 in 12 chance of instant kill.

9. HEAT HIT: 1 in 12 chance of instant kill.

Damage: without helmet: 4 times damage. With helmet: double damage. Creatures with a "natural" armor class (skin, scales, etc.) of 3 or greater are to be treated as if wearing a helmet.

Slashing weapon: 30% chance of ear being cut off with 50% hearing loss. There is also a 50% chance of the wound being in the forehead (if fighters are facing each other, otherwise 30%) with bleeding at two points/turn, and blood will run into eyes with no fighting for 1-4 melee rounds (clearing eyes) and defending at half value.

Thrusting weapon: (spear, etc.): 30% chance of eye out: cf #1

Roll percentile dice for further effects of heat hit:

- 1-60%: stunned for 1-4 melee rounds
- 61-70%: unconscious one turn
- 71-80%: stunned 1-6 rounds plus amnesia 1-10 hours
- 81-90%: stunned 1-6 rounds plus age regression in years, 40% permanent
- 91-93%: unconscious 1-2 turns plus permanent amnesia
- 94-95%: stunned 1-6 rounds plus 20% chance of concussion causing loss of 1 point intelligence.
- 96-98%: unconscious 1-4 turns, 40% chance concussion, causing loss of 1-4 points of intelligence
- 99-00%: unconscious 1-6 turns plus loss of half intelligence and wisdom points permanently.



10. NECK HIT: Artery Cut. Triple damage. Blood loss is 5 points/melee round until cured or blood flow stopped. Unable to talk. Slashing weapons only: 60% chance of decapitation. With blunt weapons, no artery cut, but 50% chance of fatal neck break. Pain/shock causes character/creature to withdraw from melee till cured.

11. SPINAL CORD: 1-100% of points lost. Each 20% loss paralyzes limbs, starting from the right leg (20%) to both legs (40%) to the right arm (60%) to left arm (80%). If loss is 85% or greater, the point loss is fatal. If totally paralyzed, 1 in 12 chance of death, checking each turn till points damage is cured. Curing points damage doesn't remove paralysis of limbs, however.

Some of the effects of these critical hits may last or be temporary as the DM wishes.

Now I wish to make a request for players. I could have more people, and if anyone out there can't find a game or wants to join more, feel free. At this point, however, I am geared for 1st or 2nd levelers only. Sorry. And if anyone knows of a place to have games regularly, please tell me as I will be very grateful. I am having difficulties in having games at my house.

Also if you should hear from anyone that I play with a group of screaming children, I beg to differ! Bill Bleuel is hardly a child, and as for the rest, they make no more noise than when I've reffed for a group of adults. The noise quickly stopped as I rolled a 5-6 for wandering monsters. So there!

#### CREATURE FEATURES OF OOLBA:

##### Redheads

AC: 8 # appearing: 1-10 Treasure: nil Alignment: Chaos  
Hit Dice: 5 Move: None Lair: 100%

Nocturnal, flowers have 50% chance of being awake underground. Flowers breathe lotus dust if anything passes within 30' on a roll of 7+ on 2D6. Dust may Sleep or Kill if save vs. Dragon Breath isn't made. (Thanks to Aimee Karklyn. Credit for pains goes to Troy Hughes.)

##### Black Leeches:

AC: 7 # appearing: 1-3 Treasure: D Alignment: Chaos  
In Lair: 40% # in lair: 1-10; 55% Hit Dice: 2/4/6  
Movement: 14/12/10

Jet black land type of sea lamprey. Crawls like a snake. If one scores a hit, its jaws lock on and drain blood from victim. They may also wrap their bodies around their victims, making them harder to hit and maybe the victim will hit himself.

Damage: 2 HD: 1-3 + 1-4 blood drain/round  
4 HD: 1-4 + 1-6 blood drain/round  
6 HD: 1-6 + 1-8 blood drain/round

Unless leeches are removed carefully after they lock on to victim, removal does 1-3 extra points damage.

And now, due to request.

## THE SERPENT PEOPLE

Long have the Serpent People dwelt in the great swamp of Ool, far to the South. They are one of the oldest races on Oolba, next to CaCai, the cat people of the East. They dwell in their great stronghold of Thissaliss deep in the swamp.

The Serpent People have enslaved Lizard Men as fighters, etc. and have refined the art of assassination to a fine degree. Their assassins have the power to shape-change into human form, looking and sounding like a given person, but not having the power (spells, etc.) and hit dice of that person. Their disguise may be seen through by their actions, failure to know people, etc. unless they have studied their victims' friends or whoever they are doubling for.

Serpent assassins may also wield the feared serpent blades. These unholy blades will, if a human is killed by one, cause his ghost to serve the blade's wielder until it is dispelled by a cleric. (The ghost is a wraith that can't be killed unless a Bless spell is cast upon it by a Curate or higher (the ghost has a saving throw vs. magic) or unless it is killed by a weapon blessed by a Curate or higher. This will send the ghost to its final peace.)

The serpent Lords are powerful fighters. And the sight of one in full plate using his saw-edged two-handed sword can strike fear into the bravest fighter.

The Serpent People are also adept at magic, and in Thissaliss great magic-users dwell. Many are magic-users/clerics.

If found outdoors in swamps or overland on the way to raid a village, etc., they run in groups of 40-400. Roll like Bandits (Vol. 11) for supernormal fighters, etc. They will be mounted only 60% of the time...on serpent-beasts, which have hit dice like horses, armor class of 8, and bite for 1-3 points. They move like horses: 12/18/24. They are scaled horse-like reptiles. For every 100 serpent men, there is a 40% chance of a magic-user/cleric of 5th level (D6 1-3) or 6th level (Dy 4-6). If encountered within 20 miles or so of a large settlement or city, the number appearing is 50-500 with half being trained lizard men, very well armed and armoured.

For the record, serpent men have a human body with a serpent's head that has fangs (but no poison). On a roll of 5-6 on a D6, they will be armed with some type of saw-edged weapon, their favorite. If so armed, they do +2 damage. Serpent fighters get a D10, clerics a D8 and MUs or MU/Cs a D6/level. This is due to their strong constitution.

Serpent men don't use bows, so modify Bandit composition of force as follows: short bow becomes light crossbow and light crossbow becomes medium crossbow. Lizard men will carry sword and spear or sword and three throwing javelins.

Comments on A&E #17:

Stewart Levin: Lost Mask #6: Barbarian class looks interesting but the high experience points look a little too high. Also what is it based on?





## MANY WORLDS

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

Nicolai: I could give you a page of quotes of the rash Russian, but it was about #7 that you compared to me a childish turkey. It's your mouth, not your dungeon, that I object to. A person who brags about a 60% kill rate, who brags about permanent death, who wants people to see his dungeon and then die, is coming on too strong. I am anxious to learn that you are a pussycat like Lee Gold and Kay Jones say, not the Beast of the Dungeon, like Charlie Luce, Jason Ray and Payne Shaw say.

Ken Pick: I didn't ask how you got the Staff of the Priest King. I know that! I asked how the Brothers Jacobsons got it. You remember them; they do not like women and will not work with magic users. In the expedition that brought back the Staff, there were both women and magic users who risked their lives, so how do the Jacobsons get it? They got 25 mag?

Sean Cleary: Good taste forbids me to tell you and Glenn why Jack the Slasher can't rape and kill and hide his activities, but he would leave his mark. Did it ever occur to Jack that some Lawfuls follow the trade of macho because it hides the evidence of their liking to kill and it is an acceptable outlet to off chaotics instead of waiting in dark alleys like Jack's kind used to have to do?

A Vatch is a dreamer. It is not in Eldritch Wizardry. It might be a misspelling of a D&D word. I do that like spelling swarft for dwarft. [Margaret also spells "dwarf" as "dwarft."--LG]

In the first place, E. Gary never gave away a secret. Second, Arneson favors his friends. Only Arneson's pals got treasure in the tournament; everybody else was lucky to get out alive. That is the big E. Gary treasure: you got out alive. You said E. Gary and Arneson should change their ways: yes, so should some DMs in whose power it is to change things that distract from their dungeons. But many will not do that. If the little folks will not change, how can you expect the big folks to be different. You want change? It is in your power to bring it about at any level of D&D.

If you need miniature rules for large battles, try Ancient Warfare, 900BC-1100 AD rules. That good fantasy section is still there. Try Heritage Models. Most basic battles open with missile attacks before closing with some ogres or such.

How about a natural enemy for the Glass Goblin? A Hip Werewolf that goes about trying to shatter the Goblins because they make a nice noise when he does.

Stu: We had a nice place saved for you and the Dwarft Steve Wintergreen but you didn't show up. You don't like Dunkscavern? Your fountain is still there, the one with blood in it that Korvack likes to bathe in. And Deomon and Snakes Worshipers. They sure missed Korvack and Dwarft. How about your cute pal who was chaotic and used to boobytrap his body and poison his holy water? We've missed him too. Korvack was going to try and assassinate Varo. Oops, there goes another girlfriend. Ariel can't stand you; neither can Annaxa of Nodo. That Kinf is one of our allies. But we had a nice place with this Titan who couldn't be surprised and a great quest for Old Iorn Mask.



Lee has some back issues available, or you could write Hilda for the spell directly? I hope your friend is rich.//Glass Goblins come from "Shattered like a Glass Goblin" by Ellison. They have small bodies, large ears and eyes and are sensitive to light.

Stu, you are right. You didn't step on Wayne; you stamped on him.

Glenn: excellent cover and rules for Priestesses of Diana. Are you going to publish the rules for Dianist fighters next? You and mark and the rest at Boskone will be the envy of Nicolai; you'll get a chance to off me, while poor Nicolai has to content himself with others at DunDraCon. I hope Leau and Cymbalis a Tayyis meet some day but are centaresses.

Glenn, would you allow the Holy Halberd to go against Vekkaya to return the 5th level old Orthodox cleric. You can be sure the one using the Holy Halberd could only use it once. The experience points of such a trip would take care of his using it again. I'm not pressing her on this matter; I know wargamers too well to press. I'm just asking you.

I work every day at D&D and I study and read the rules and play many mail games and a few live games. I travel to get more live games. I wonder why I do all that work to get some people to make cracks about things I do, saying I don't know anything.

Did you know some dungeons don't allow neos or low levels no matter how they act. There is one place where chaotics all carry amulets against Detect Evil and Magic and all speak perfect lawful. //I can't figure out how Chee Lan stands Zed and the brothers Jacobson.

Leau is a half-centaress with wings from Midgard Ltd and Symbolis n' Tayy is a Dianist fighter centaress, ruler of an island in Oskley.

Sean: We are planning a rescue raid on Goldeye's Slave Camp, me and my big mouth.

Jack Harness: thanks for mentioning Alexander Monday. Did he empty that robot before he got into Tyldarien? He didn't? Ugh!

Someone tells me Jim Hayes is working on a Elvin Bow which has short range but high accuracy. Good news for elves.

When John and Pepe get back from the Goldeye raid, they will sue Jack. They can't sue Goldeye, you know, so Jack'll get their business.

Tim Hain is working on En Garde Rules for new D&D realism. Also a birth table is currently being playtested by him.

Jack Harness: I like worm lords.

Kay: Have you read many Lovecraft stories? If that's how the Lovecraft monsters do their pondering with electricity and snow storms, I don't think there's much need to show the rest.

Seligman: good Star Trek story

Hilda: You didn't give that Demigod much choice. He had to become a demigod right away. Witch Hills only allows 12th level or below? I guess that way everyone is sure of a promotion if they come in.

Hartley Patterson: If the orc was charmed to the dwarf, why didn't he try to get the dwarf to safety? You published your House Rules? I wish everyone would. It's a good idea to pass about the dungeon's history and rules when you start playing. It saves trouble.

Eric of the Towers is almost as strong a paladin as Great Sweendy. There are paladins, and there are paladins.

Steve Perrin: you should have my monsters by now.

Steve Marsh published some beautiful mystic rules.

Spinward Ho and Clear Ether Libertarian: Hi, sweet people. I love those Twits. We call them Zippo of Nuts down here. The anti-paladin in some dungeons isn't 16+ on charisma as most chaotics have little charisma and are just not lovable. I agree with you about Dorsai; you are an expert on the subject.

Ken: for chaotics, meanness is a quality of leadership. Most chaotics get their position of leadership by beating up on all the others. You don't need to be too intelligence to do this.

#####

Rick Elleman of 5710 Leavenworth Rd., Kansas City, KS 66104, writes:

Under the heading of NYOSA SPELLS, at the end of Hoof & Mouth #3, you proposed a Gate spell, considerable different than the Clerical Gate in the corrected version of Greyhawk, though they are both 7th level. Was this intentional, or didn't you know about the correction version in Greyhawk? Anyway....Demon worshippers? Maybe? *[No, I didn't know about the spell corrections to Greyhawk. It's a pity TSR can't make up a list of these addenda/corrigenda and distribute it to old customers. In any case the Chaotic Gate was an alternate spell.--LG]*

Upon perusing my copy of A&E #8, I find two different listings of the Warlock rules. Which is the correct one. *[The one in Spartan #9.--LG]*

Great renditions of Basilisks. Think I'll pirate that idea too.

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Graham Buckell of 341 Croydon Road, Wallington, Surrey, SM6 7PD England, writes:

I was interested to see contributions from Britain in #16. I do not have my copies of A&E at hand to comment directly but I think some of Hartley Patterson's comments on the general D&D scene in Britain are wrong. The rules are fairly well publicized here now, and I suspect that there are more groups than anyone except possibly the distributors guesses. Any comments on the way it is played here must be very general to be in any way correct. I could name other styles of play very distinct from Hartley's style and doubtless there are more. Just to give one example, D&D was introduced at Cambridge University (at which I am the moment) almost 2 1/2 years ago by an American, Roger Lightly, with his own ideas and ideas from Pasadena where he played. As he was the only experienced player with the only set of rules for several months, naturally his influence was very significant.



Bably-6n #3 (For A&E) Jan. 17, 1977  
Howard Mahler, 135 Bayard Lane, Princeton, N.J., 08540, (609)-924-4990

This past weekend I went up to Boston for the WinterCon. I only heard about it less than a week in advance, in Carn Dum a Diplomacy zine. From the attendance I suspect they did a poor job of publicity in the New York and Philadelphia areas. A far cry from the excellent turnout two years ago when I also attended.

I took the train Friday morning and arrived in Boston just in time for the rush hour on the subway. Well I got to the MIT student center intact, only to find one group of three people waiting a mere hour and a half before the Con officially started. Well things picked up, but nothing was really scheduled for Friday night. I played a game of King-maker and watched the set up of a gigantic war in the East game.

Robert Sacks and I sacked out at his friend Myron Pauli's room. Bright and early Saturday was Diplomacy time. As France I managed to get a 4 or 5 way draw, inspite of the Mcgee brothers allying as Austria and Turkey.

Late afternoon and evening was my sole D&D. We played in the world of Louis Allen of the Boston area, I believe Brookline. (He'd been England in the Dippy game, and after an intial misunderstanding had allied.) It was set in mediieval Japan, and Louis was very knowledgeable on the subject. Before I go into more detail let me say I enjoyed this totally new and different experience, although I've my doubts on playing in it on a continuing basis.

I rolled up a Shinto Cleric named Baya, and equiped him according to the advice of Terry marks. I took cucumbers, since there's one monster that seems to adore them. Well the major character was an elf Galin (Terry Marks) who was acting as a fighter for this expedition. He took along two powerful non-player characters, one of whom was Balin, Galin's brother. There were three other players whose names I can't remember, but who like me had first level characters.

Before we went out, the ultrarich Galin went out shopping at a Magic Shop, and kindly bought a small item fo lend to each of the beginners. He also conducted some business of his own.

We left ancient Tokyo and went to the Shima (?) pass to investigate rumors of strnge occurences. Louis had a large amount of detail about his world available for the asking, and we had a choice of things to do. Well we eventually got to our chosen goal of the fort guarding the pass. It seems Terry's character Galin or friends had helped the lawful forces previosly. Well, although the lawfuls controlled the above ground regions, a gigantic spider from Japanese legend had dug tunnels which allowed chaotics to infiltrate the below ground levels. The current battle-line was the third level of the dungeon. We were greeted with much respect, or at least Galin & co. were.

Well just after we were ushered into see the forts comander, there occured an attack on the fort. I will not and cannot go into great detail on what happened, but I will give you the flavor. Kzinti (from SF) were coming on space sleds, and they and a Balrog teleported (beamed down) into the castle after blinding many of us with explosive missiles. Well Balin, Galin and the other high level fighter used many good items to beat them. The Balrog had a Helm of Brilliance and we got interesting items from the Kzinti. Monomolecular swords are interesting. However, the chief item was a device that allowed the manipulation of time.

Galín used this device to enable him to kill the source of this attack, who was a Slaver (from a Van Vogt book?). This led to the

(continued next page)

capture of a device that allowed the control of a mass of beings within a radius of about 10 miles. Galin used this to clear the whole Shima Castle of Chaotics. Although my cleric who didn't do anything of value got very few experience points, he got two fantastic magical items,

A few comments on the world and Louis's style of GMing seem in order. As I said above, it was far different from the Princeton of N.Y.C. type of game I was used to. Firstly the magical items tended to be very strong. In the case of Galin, Balin, etc, perhaps things have gotten out of hand. They were on intimate terms with certain Gods who helped us more than once. Louis via the Gods was getting very involved in the expedition; there was not the detachment I prefer in the GM.

Terry Marks had essential control of the expedition's three high level characters. However, he did his best to give the other players a chance to do things. In spite of his best efforts, we were largely spectators. I didn't mind since that was one of my reasons for coming.

Louis's gamesmastering style, involved alot of inventing of details on the spot. In the case of wilderness encounters this was fascinating in its results. During combat he was too ad hoc for my taste. He would decide what was needed to hit on the spot, without consulting tables or other "nitpicking". Also the results were determined in the case of a hit in like manner. Also all die rolls were visible to the players; in Princeton the players see no die rolls, save those for resurrection.

Do not get the wrong idea, Louis didn't seem to have a world with strong items for their own sake. Fitting into the world in question is the important thing, and loaded terms such as "gross" should be avoided.

Taken in its own context, Louis Allen's world is an extraordinary example of variety being the spice of life.

After my visit to this world, I watched part of an expedition, Mark Swanson was running. Besides the fantastic voice effects on Mark's part, it involved a crystal ball. It seems that a character managed to get a golden curtain to go up around it, with only himself inside. Well a voice said it would answer a question for a price. The character didn't like the price of the eye of a friend, and after attempting to leave was lost down some sloping shaft.

Also it so happened that playing in this expedition where such well known monsters as Wastey (Kiri Naman), (Rich) Berg, the Dwarf (Paul Bean), and Peter Aronson. I met Glenn Blacow and Lincoln Clark during the course of the Con and was sorry to have missed meeting others.

Sunday morning saw another game of Kingmaker followed by a ride back on the train. The latter featured a spirited discussion with Robert Sacks on Diplomacy Hobby politics. When I finally arrived in Princeton at midnight, it was below zero and windy! It had been fine up in Boston, but I got back to N.J. just in time for the worst cold spell in many years. Arrgh!

A&E17, Lost Mask/Levin--I'll be using Barbarians with only a few minor changes. Other than a few which had to be modified for my world since they just don't apply, I do not like the idea of moving 15" or climbing like a thief, going up an A.C. per level, and the bit of being unable to use for example any magic ring if they once have found a bad ring. Also the chances of rolling Strength, Constitution, and Dexterity all of 15 or above is about .1% under a straight rollup system. With transfers into strength perhaps .5% of all characters would have the option to be barbarians. You could make the requirement instead to have the three requisites all be above average, and to add up to at least 45.

see

Hope to see some of you at PrinceCon, March 18-20. Write or call for info.



THE WORD FROM 5000 FEET  
BY ERIC C. BAINES

This will be my last installment from 5000', but I may write from a lower altitude if I find the time. If anyone wants to contact me, write the clerical engineering department of M.I.T.

A New System of Experience Points and Prime Requisite

In this system, experience points are gained by individual character's actions during the adventure. 10,000 points are required to advance one level regardless of the level or the class of the character. Experience points are gained by 1) hit points damage inflicted on monsters during melee, 2) hits by thrown weapons or arrows, 3) casting of spells, 4) solution of traps, and 5) intelligent actions.

- 1) Melee Damage:  $HP = (\text{Monster Value}) (\# \text{ of HP}) (\text{Monster Level})$   
divided by the Fighter's Level squared.
- 2) Missile Hits:  $EP = 300 \times (\# \text{ of hits})$  divided by  $(1 + .05 \times$   
Monster's Armor Class - 2)
- 3) Spellcasting:  $EP = 500 \times \text{spell level}$  divided by caster's  
level
- 4) Trap Solution:  $EP = 100-2000$
- 5) Intelligent Actions:  $EP = 100-5000$

Monster Value = 1000 to 6000, normally 2000.

With this system, a fighter must do a little more than kill a monster equal to him or herself to advance to the next level. Clerics and magic users generally get few points for casting spells with the main points coming from intelligent use of the spells.

For this system, all characters start with 10s in all characteristics. These values are then adjusted to suit the way the character is played. This allows the player greater flexibility with his characters and eliminates the difficulty of trying to play a character with greater abilities than the player. Eventually the character should reach a steady state where the only increases in characteristics are by magic items or as gifts from the gods. *[I can see how a player could play a character as more or less intelligent, wise, or even, perhaps, charismatic, but fail to see how a player's choices could influence the character's strength, dexterity or constitution.--LG]*

Strength: The abilities based on strength are similar to those in Greyhawk, but the hit probability has been removed. I prefer to have strength affect only damage with dexterity and intelligence affecting the hit probability. A strength of 12+ is needed to handle two-handed weapons. Fighting men need a strength of 12+ to reach 3rd level. Fighting men need a strength of 14+ to reach 6th level. Fighting men need a strength of 16+ to reach levels over 8th. Strength is increased by participating in melee effectively. An effectively played fighting man should advance 1-2 points in a normal dungeon adventure. Magic-users should be required to do some fighting each adventure or they lose strength points.

**Intelligence:** This factor controls the power of magic-users by limiting the maximum number of different types of spells a MU can know and the maximum spell level the magic user can use. The spell tables in D&D, volume One, and Greyhawk list the maximum number types of spells that the magic user can know of each spell level. Double those numbers (for each spell level separately) to get the total number of spells of that level the magic user can cast per adventure (or a reasonable time period for long adventures). Clerics with a high intelligence can get a bonus on the level of spells they can cast. An individual can normally only use one weapon effectively. With higher intelligence, mor weapons can be used effectively. Weapons that a person is not skilled in using can be used at a -2 hit probability. The intelligence of the character is normally limited by the intelligence of the player.

**Wisdom:** This factor controls the power of clerics by limiting the maximum number of different types of spells a cleric can know and the maximum spell level the cleric can use. A magic-user with a high wisdom can get a bonus on the level of spells he can cast. The wisdom should be limited by the apparent wisdom of the character as played.

**Dexterity:** This factor affects hit probabilities (weapon and spells), attacks per melee round, and thieving abilities. With a low dexterity, a spellcaster has a percentage chance of the spell backfiring. Also a high dexterity will give a non-thief the abilities of a low level thief.

**Constitution:** This facctor affects total hit points and resistance to disease (as listed in Blackmoor). I prefer not to use constitution as a factor in resurrections. In my world, resurrections are done by high level clerics or gods with the price being having the party go on a quest.

**Charisma:** This factor affects the number of hirelings you can have, your sexual attractiveness and your ability to talk people into things. The percentage under sexual attractiveness are the chance of a member of the opposite sex becoming totally infatuated with you. The negative percentage indicates chance of total disguise. The talking ability notes advantages or disadvantages in talking intelligent monsters into various things. Charisma should be adjusted based on the character's leadership and convincingsness.

Lee Gold: On Lord Eric's two wizards: the two brothers were famous Lawful wizards of the southern country of Nag. They were captured by the evil Lord Hogg. (A difficult feat, but not impossible). He then spent a year trying to convince (i.e. torture) the brothers into working for him, but as he was a servant of evil, they refused. After a year, Lord Hogg gave up and left them to rot in his dungeon. They were there for ten years before Lord Eric rescued them.

During this time, Lord Eric was on a quest to kill a hundred chaotic dragons of adult age or over. (This great task took him approximately two thousand years to complete.) After Lord ERIC had killed twenty dragons, he decided to have a special sword made for him. The sword was made by a group of five wizards for 500,000 gold pieces, a Staff of Power, an X-ray vision Ring, a Cube of Force,

*comments continued after charts of Characteristics*



Prime Req	DEXTERITY					CONSTITUTION	
	Wpn Hit	Spell Hit	Wpn Att/Mel	Thief Skills	Non-Thief	HP	Disease Resist.
3-4	-2	-2(10%)	1/2	-10%	Norm	-2	-1%
5-6	-1	-1(5%)	1/1	-5%	Norm	-1	Normal
7-8	Norm	Norm	1/1	Norm	Norm	Norm	Norm
9-11	Norm	Norm	1/1	Norm	Norm	Norm	Norm
12-13	+1	Norm	1/1	Norm	Norm	+1	Norm
14-15	+1	+1	1/1	+5%	Norm	+1	+1
16-17	+2	+1	3/2	+5	=Tf1	+2	+2%
18	+2	+2	3/2	+10%	=Tf1	+2	+2%
19	+2	+2	2/1	+10%	=Tf1	+3	+3%
20	+3	+2	2/1	+10%	=Tf2	+3	+3%
21	+3	+3	2/1	+15%	=Tf2	+4	+3%
22	+3	+3	5/2	+15%	=Tf2	+4	+4%
23	+4	+3	5/2	+15%	=Tf3	+5	+4%
24	+4	+3	5/2	+15%	=Tf3	+5	+4%
25	+4	+4	3/1	+20%	=Tf3	+6	+4%

Prime Req	CHARISMA			STRENGTH			WISDOM	
	Max # Hirlgs	Sexl Attr	Talk ing	Dmg	Weight Allow	Open Door	Max Cl. Spells	Max Cl Sp. Lvl
3-4	1	-5%	-10%	-2	-150	0	0	1
5-6	2	Norm	-5%	-1	-100	1	1	1
7-8	3	Norm	Norm	Norm	-50	1	2	1
9-11	4	Norm	Norm	Norm	Norm	1-2	3	1
12-13	5	Norm	Norm	+1	+50	1-2	5	2
14-15	6	Norm	+5%	+1	+100	1-3	6	3
16-17	8	Norm	+5%	+2	+150	1-4	7	4
18	12	+5%	+10%	+2	+300	1-5	14	5
19	20	+10%	+10%	+2	+500	1-5	19	5
20	20	+15%	+15%	+3	+600	1-6 <sup>1</sup>	28	6
21	20	+20%	+15%	+3	+700	1-6 <sup>1-2</sup>	34	6
22	20	+25%	+20%	+3	+900	1-6 <sup>1-3</sup>	41	7
23	20	+30%	+20%	+4	+1200	1-6 <sup>1-3</sup>	45	7
24	20	+35%	+25%	+4	+1700	1-6 <sup>1-3</sup>	48	7
25	20	+40%	+25%	+4	+2200	1-6 <sup>1-3</sup>	50	7

Prime Req	INTELLIGENCE					WISDOM (contd)
	Max type MU Spells	MAX MU Sp Lvl	# Wpns Usable	Wpn Hit prob	Max Cl Sp. Lvl	Max MU Spell Level
3-4	1	1	*	-2	-1	-1
5-6	2	1	1	-1	Norm	Norm
7-8	3	1	1	Norm	Norm	Norm
9-11	6	2	1	Norm	Norm	Norm
12-13	9	3	2	Norm	Norm	Norm
14-15	13	4	2	+1	Norm	Norm
16-17	19	5	3	+1	+1	+1
18	26	6	4	+2	+1	+1
19	30	7	5	+2	+1	+1
20	38	8	6	+2	+2	+2
21	50	9	7	+2	+2	+2
22	54	9	8	+2	+2	+2
23	58	9	9	+2	+2	+2
24	62	9	10	+2	+2	+2
25	66	9	11	+2	+2	+2

\* 3-4 intelligence: no throwing allowed as well as no weapons usable.





Greetings again, one and all. A warning to those of you who dislike new character types. If all goes as it should, this issue will see the appearance of John Sullivan's Demon-Fighter, and Don Rollin's Spytracker/Bounty Hunter, and possibly even his Empath. And as for me, well...

A NEW CHARACTER CLASS: THE NINJA

Requisites; Strength 13, Intelligence 13, Wisdom 10, Constitution 13, Dexterity 16.

Back in A&E number 5 or 6, Lee Gold published the basic outlines for a character class based on the ninja, Japanese assassins with unusual skills. At the time I knew nothing about such things, and so the column somewhat went past me, and was apparently let lapse by everyone else.

Since then I became interested somewhat in oriental weapons and related fields and began to read about these silent killers, and decided they might be workable, if re done somewhat. Also since then, the Assassin and the Monk came out as character classes, which aided in this. I made several small alterations, such as eliminating as spells things that could be done with extant thievish or monkish abilities. I also adapted the other abilities so they could either be represented by spells, or for the purist, by simple alchemical and mechanical devices.

The Ninja gets all the abilities of an Assassin, plus those of a Monk two levels below his own. The Ninja has the additional ability that for him the percentage of hiding in shadows is the percentage of hiding anywhere, rather than just in the shadows. Note that he can use this ability almost anywhere--a brightly lit, perfectly empty dead white room would not leave him anything to use, but other than something like that his use of ninjitsu will hide him. At the first two levels, before he begins getting thievish/monkish abilities, the chance of his doing this is 5%.

LEVEL	DICE	EXPERIENCE POINTS	SPECIAL ABILITIES
1	1	0	1
2	2	3,000	2,3
3	3	6,000	4,5
4	4	12,000	6,7
5	5	21,000	8,9
6	6	50,000	10
7	7	113,000	
8	8	225,000	
9	9	360,000	
10	10	544,000	
11	11	1,050,000	
12	12	1,387,000	
13	13	1,800,000	
14	14	2,025,000	
15	15	2,550,000	

Ninjas get six-sided hit dice, fight and save in steps like an Assassin.

SPECIAL ABILITIES:

1- Ability to brew poisons, 1 die per level. Each dose costs 80 G.P. per die. A dose equals enough for one large bladed weapon, or four small ones.

2- Ventriloquism.

3- Hold Portal, or the ability to construct small door and lock jamming tools.

4- Levitate, or the ability to construct and use small, powerful springboards.

5- Pyrotechnics, or the ability to make flares and fireworks.

- 6- Ability to make small firebombs, about twice as good as an oil flask.
- 7- Infravision.
- 8- Ability to brew acids, 1 die per level. Each dose costs 100 G.P. per die.
- 9- Water Breathing, or the ability to construct snorkles.
- 10-5-dice Fireball or gunpowder grenade construction(1" radius Fireball or explosive area). Grenades cost 700 G.P. each to make.

NOTES:

The top two levels of Ninja's have limited occupation, like Monks. The fifteenth level is the jonin, of which there is only one in a given area at any one time. The fourteenth levels are the chunin, of which there are only six in an area at any one time. Ninjas can wear leather armor(though, of course, once their monkish abilities raise their armor class past this point, it is no longer functional). They are quite good at disguising this to look like other types of armor(chain, ring, scale, plate, etc.) They will usually use 9 shurikens, one of the lower value wakizashis(Samurai short sword), plus a bow, spear, or one of the special weapons Ken Pick disgussed in his column last month. They can use any magic an Assasin can, and are good with, and especially fond of anything small, easily hideable, and deadly. Note that an Elven Cloak will add 10% to their chance of hiding, and so are highly desireable.

Well, that should be a sufficient amount of time so that Glenn has recovered from his fit. Now I'm sure he'll be quite happy to have another one.

FUTURISTIC WEAPONRY

On and off over the months, there has been some discussion of technology in D&D--a discussion I have taken considerable part. During this, several people have indicated considerable interest in what I use in the way of such things. I originally planned to publish both the futuristic and modern equipment, but since Ken plans to discuss modern weaponry, this time I'll only discuss the futuristic ones.

At this point I think I should throw in a disclaimer. After reading this, there may be those of you who will try to nitpick about the workability of one piece of equipment or another. To be blunt, I couldn't care less how workable or realistic any of these are to modern technology. It is both my personal and D&D philosophy that nothing is impossible--some things merely take longer than others.

For conceptual inspiration I'd like to thank Andre Norton. Most of these were inspired by a weapon in some story or another, which seemed to have an interesting flavor.

I actually have two tables for future technological items. The one I'm publishing here consist of things originally built by the Temporalites--the blue-skinned humanoids who originally built Temporalana and were driven out into the wilderness by Khronal. There is a second table which is used only ten percent of the time(and keep in mind that high technology is only five percent of my magic table)which contains such things as phasers, mother boxes, unkeyed Lenses, wirepoints, shield-belts, and various and sundry other things from various science fiction books or movies.

The system used with these items is as followed the Temporalites used two kinds of power-packs, known respectively as Alpha and Omega cells. Alpha cells burned out, and they were used to power most things. But a couple things were powered by Omega cells which never burnt out. Therefor the disintergrator, cutter, stasis box, controller, spy eye and control, and robot and control box do not have a charge listed. Neither does the sonic weapon. Most of these keep fairly well, but in the two



weapon's case, there has been a certain amount of decay, so note that both the disintergrator and the sonic weapon backfire. 25% of the time. When one of the missile weapons or the force blade is generated, I roll a D8. If an 8 comes up it is the larger version. Note that there is a 10% chance that any of the charged items have had a charge decay, causing them to detonate when activated, causing an explosion the size of a fireball, doing damage equal to the total possible considering the charges (for example, if a fully charged (8) Laser Pistol blew, it would do 48 dice in that area). Consider the powered armor as a blaster rifle, the exoskeleton as a blaster pistol, and the force blade as an equivalent laser (note that the force blade is the only non-charged weapon that this should be checked for.)

01-25	Laser	LASER: +6, Pistol; 6" range, does 6 dice damage, 1-8 charges. Rifle; 24" range, does 8 dice damage, 1-10 charges. If save made does half damage
26	Disintergrator	DISINTERGRATOR: +8. Pistol; 1" range, save vs. magic or disintergrated. Rifle; 4" range, same damage.
27-29	Blaster	BLASTER: +8. Pistol; 2" range, 16 dice damage, 1" diameter cone at end or single target, 1-3 charges. Rifle; 8" range, does 20 dice of damage, 4" diameter cone at end or single target, 1-4 charges.*
30-44	Stunner	STUNNER: +4. Pistol; 3" range, stuns for 1-16 turns (half if save vs. magic is made), 1-10 charges. Rifle; 12" range, stuns for 1-16 turns, 1-12 charges.
45-49	Force Blade	FORCE BLADE: Treats all armor classes not based on dexterity as 9. Does 1-4. Note that strength will not add to hit probability
50-55	Sonic	SONIC: +12. Pistol; 2" range, 4 dice of damage, 12 pts. of structural damage, in a beam or a cone with a 1" diameter end. The larger version is called the Boomer; 16" range, 20 dice of damage 60 pts. of structural damage in a beam or a cone with a 4" diameter end.*
56-61	Needler	NEEDLER: +10. Pistol; 2" range, 6D4 of damage, 1-6 shots. Rifle; 8" range, 8D4, 1-8 shots. Note that the damage from this weapon does not get a saving throw.
62-64	Sliver	SLIVER: -2 vs. leather, -4 vs. chain, -6 vs. plate. Pistol; 25" range, 1D4 damage + neurotoxin (i.e. save or you're dead), 4-24 slivers. Rifle; 100" range, 1D6 + neurotoxin, 4-32 slivers. These weapons come equipped with an infrared telescopic scope.
65	AM (Anti-Matter)	AM (ANTI-MATTER): Pistol; 12" range, 1-6 charges. Rifle; 24" range, 1-8 charges. These weapons fire a small amount of anti-matter in a force-field bubble. It does a 1" diameter area of total destruction, a 2" diameter area that takes 12 dice (save applicable), and a 3" diameter area that must save or be stunned for 1-6 melee turn. If it comes up rifle there is then a 1/8 chance of an AM GRENADE. Somewhat misnamed, this is a self-propelled miniature missile with a tracking system. It has a range of 120", and effects areas of 10", 20", and 30" respectively.
66-70	Slicer	SLICER: +6. Pistol; 6" range, 3 dice damage, 1-8 charges. Rifle; 24" range, does 4 dice, 1-10 charges. As with all the energy weapons, saving throw applicable. Note that this weapon always causes a critical hit when it hits.
71	Cutter	
72-77	Tangler	
78-80	Stasis Box	
81-82	Controller	
83-85	Spy Eye and Control Robot	
86	Robot	
87	Control Box	
88	Robot and Control Box	
89-90	Powered Armor	
91-94	Powered Exoskeleton	
95-96	Cyborg/Autodoc	
97-00	Ammunition Synthezizer	

or damage while using this weapon. The force sword is the same except does 1-8. Note that any contact between force weapons and laser weapons with each other or any sort of force shield will cause them to detonate.

SONIC: +12. Pistol; 2" range, 4 dice of damage, 12 pts. of structural damage, in a beam or a cone with a 1" diameter end. The larger version is called the Boomer; 16" range, 20 dice of damage 60 pts. of structural damage in a beam or a cone with a 4" diameter end.\*

NEEDLER: +10. Pistol; 2" range, 6D4 of damage, 1-6 shots. Rifle; 8" range, 8D4, 1-8 shots. Note that the damage from this weapon does not get a saving throw.

SLIVER: -2 vs. leather, -4 vs. chain, -6 vs. plate. Pistol; 25" range, 1D4 damage + neurotoxin (i.e. save or you're dead), 4-24 slivers. Rifle; 100" range, 1D6 + neurotoxin, 4-32 slivers. These weapons come equipped with an infrared telescopic scope.

AM (ANTI-MATTER): Pistol; 12" range, 1-6 charges. Rifle; 24" range, 1-8 charges. These weapons fire a small amount of anti-matter in a force-field bubble. It does a 1" diameter area of total destruction, a 2" diameter area that takes 12 dice (save applicable), and a 3" diameter area that must save or be stunned for 1-6 melee turn. If it comes up rifle there is then a 1/8 chance of an AM GRENADE. Somewhat misnamed, this is a self-propelled miniature missile with a tracking system. It has a range of 120", and effects areas of 10", 20", and 30" respectively.

SLICER: +6. Pistol; 6" range, 3 dice damage, 1-8 charges. Rifle; 24" range, does 4 dice, 1-10 charges. As with all the energy weapons, saving throw applicable. Note that this weapon always causes a critical hit when it hits.



CUTTER: Can cut through any stone or metal easily. Beam length-- one foot. Note that it won't cut anything thicker than this.

TANGLER: Pistol; 3" range, capsule covers an area 2" x 2" x 2" with web equivelent. 1-8 capsules. Rifle; 24" range, covers 3" x 3" x 3", 1-12 capsules.

STASIS BOX: No, not the Niven model. When activated, this item works just like a Time Stop, except no one can move inside or be effected in any way. Note that this could be used to trap a monster, say, but you'd have to leave the Stasis Box since it maintains the field.

CONTROLLER: Has the same effect as a Charm Person, but if save is made, it can't be tried again for another day. Only one person can be controlled at any one time, but the entity cannot break control.

SPY EYE AND CONTROL: Technological equivelent of a Wizard Eye.

ROBOT & CONTROL BOX: For those of you who don't have it, or have forgotten, these are standard Temporalana robots; 100 hit points, AC -12, move 72", and have Hill Giant Strength attacking twice a turn doing 2D\*+1D6. The control box is a small computer analyzer and intermeter converting the commands into understandable instructions. (Note these are sometimes tampered with to give a certain set of instructions whenever activated.)

POWERED ARMOR: Quadruples strength, double speed, armor class -12. When hit, half the damage goes to the armor rather than the wearer. The armor can take 80 points of damage before it quits functioning 1-6 charges, each charge lasts 3 hours. \*\*

POWERED EXOSKELETON: Doubles strength, triples speed. 1-6 charges, each charge lasts 4 hours.

CYBORG/AUTODOC: Heals and fixes wounds, and can raise the dead. Note that if damage is sufficient, it will implant bionic replacements that will function as the exoskeleton if a power pack is available. 1-3 charges, each charge is enough for 6 minor repairs, 2 major repairs, or one raise dead.

POWER PACK & AMMO SYNTHESIZER: Can manufacture power packs and ammo for the other pieces of equipment. Each charge is enough for eight for the Laser or Slicer Pistols, six for the Laser or Slicer Rifles, the Needler Pistol, or the Tangler Rifle, ten for the Tangler Pistol, Stunner Pistol, eight for the Sliver Rifle and Stunner Rifle, twelve for the Sliver Rmetol, ~~sixer~~ for the Needler Riple, four for the Blaster Rifle, the Exoskeleton, and the Autodoc, two for the AM weapons or the Blaster Rifle, and one for the Powered Armor. 1-6 charges.

\* Note that two of the weapons can be set for either beam or cone. If set on cone, they have 1-3 chances to hit human size targets, 1-6 chances of larger than human size. All those hit divide the damage in the cone.

\*\* The Powered Armor has a self contained air supply plus built in radar, infrascopes, and listening devices. It is almost impossible to get into and out of when unpowered.

OOPS! Just noticed an error. The sonic weapons do 24 and 120 points of structural damage.

Well that's it. Those of you who are going to have fits may now commence.

\* \* \*

In last issue's write up, I noticed some typos creep in somewhere. Note that the ranges are in inches, not feet, and that the duration of the Mind Shield is the level of the Esper +3/(1-6).

\* \* \*

### EXTRATEMPORAL REACTIONS

LEE GOLD: The Harper looks interesting. If it's not obvious, I like new character classes, and am always glad to see another reasonable one.//Several of the Anticlerics in my universe have been eagerly



shelling out funds for some of the spells researched by Nyosa's established churches. I'd have to go back and add it up, but I'd say they made a good 200 K.

HILDA: Just goes to prove that all the power in the world won't prevent an idiot from falling on his face.

BILL PALEY: Feel free to steal, change, or generally shred anything I publish. In case you've missed it, I swipe everything that isn't fastened down.//Nice writeup. Neutral Silver Dragons, I presume?// Sorry you didn't get to go into Temporalana during Orcon.

DAN PIERSON: Glad to see you back, Dan.//At the risk of shooting what is a somewhat questionable reputation in some people's minds, I have to say that I essentially agreed with your analysis of characters that are in some way modified. As I see it, the only problem with such is the same as that with many other ideas circulating--it is easily misused by the less honest and mature players. However, I refuse to have paranoid fits about such folk--if they're going to do such sorts of things, they are going to do so with or without my blessings. Just recently someone wanted to run a Dianist and didn't want to sit here and roll characters forever, so I handed him the percentage chart and told him to go to it. I'd rather take the chance of an occasional person taking advantage of me than stifle people.

CHRIS PETTUS: The bit with the God's can actually get worse. If some of them really decide they don't like you, give it up.//Forbidding the +3 Plate was perhaps a bit hasty. I have seen low-levels accompany their superiors into places much too dangerous for them, and be lucky enough to come out alive and with decent magic. But the Mace of Cuthbert? Good Lord!//Why should you wait for the vampire bite for a chaotic character?//Can't see reducing number of player characters making magic. If you want that, set up things so it's hard to get a wizard. But once they get one, don't tie their hands.//Like the name of the column by the way.

WES IVES: In my place there have been enough situations that required wishes or something awfully close to get out of, that people seem to burn wishes rather quickly.//From certain statements you've made, I think our disagreements have generally been a question of basic philosophy. As a discription of the sort of games I enjoy running/playing in, "super character/magic heavy" may be a bit of an over statement, but it does get the general idea across.//Another one who doesn't like vampire characters. Sigh. Melissa will be so upset.

KEVIN SLIMAK: Hello again, Kevin.//Rather not get back into the high magic/low magic controversy right now, thank you. It gets thick.//It should be noted that one of the things Charlae was doing was parodying Glenn--and to my admittedly biased point of view, not a bad job. Among other things, Glenn is a master of commenting on how he ignores such-and-such rule, and then yelling at someone for ignoring one of the rules("Do what I say, not what I do"?)//I use Morgul Blades now and again, but I'll be interested in seeing yours.

NICOLAI SHAPERO: Hope you liked the trip into Temporalana. Somehow feel that the weretiger's bit with the AM Pistol has balanced out Balor nicely.

NICK SMITH: Glad to see you back.//The demonology was interesting, even though the Pick/Shaw system is too entrenched to be really changeable.

STEWART LEVIN: Stu, I'm sorry if you took my comment about the Glith wrong. I meant it more-or-less as a joke. You really ought to be less touchy. I generally like most of the stuff you come up with, but I'm not fond of being snapped at.

STEVE PERRIN: Everybody has a slight explosion now and again.// I personally feel that you absorb more than your share of adverse comments.

CARY MARTIN: Let's see how badly you and I tripped over each other with the Ninja, shall we?



Again no comments? What's the matter? Say something, please. I've mostly comments this time. School work's pressing.

Lee: Seems Steve Perrin and you got the same idea for a musical character type. Interesting to see the similarities and differences.

Dan Pierson: I worked out the same spell system without seeing the Perrin conventions. Like Bill Paley, I'd like to know how to get a copy of the Perrin Conventions.

Chris Pettus: I like the idea of Glitches. Good as pets of beings who are pacifists like the Organians from Star Trek.

Wes Ives: In your Orcus player character you made one funny mistake. "Ability to gate in one DM/Minute." The ability to gate in a Dungeon Master...HA HA HA. [*That wasn't a mistake but a reductum ad absurdum.--LG*]

KEVIN SLIMAK: Here's my version of saving throws which hasn't been playtested yet. Feel free to comment on it:

I never understood why you'd get a better saving throw as you went up in levels. The only reason for getting a better save vs. poison at a higher level would be to get luckier. Since I don't believe in that, here's another way: for each kind of saving throw, there's usually an attribute it can be credited to. The saving throw is then 24 minus the attribute. Thus for poison, Constitution would be the Attribute. The DM can then add or sub from the ST according to the situation: e.g. a wyvern would be -4 to the saving throw while a normal-sized scorpion would be +2. This gives the DM a chance to adjust the ST as he sees fit. While you would always get a ST vs. poison, vs. Dragon breath (using 24 minus Dex), if you were surprised, there wouldn't be a ST.

For clerical throws the ST would be 24 minus Faith, which I use instead of Wisdom. This would represent your God stopping the spell of the enemy's God because of your faith in him. If you are surprised it would be -4 on your ST, because you wouldn't have a chance to "pray" to be saved.

If you use this system, you must allow a way for attributes to be increased, because it is reasonable that someone would be able to increase their dexterity by practice.

For MU spells, the ST for a non-MU against mental spells is 24 minus power (which I use instead of intelligence). Then the difference between the Power of the MU and the victim is add/sub from the ST. For a MU, saving vs. mental spells, the ST is the same except that the difference in levels of the MUs is also add/sub from the ST roll. Added if the defender has a higher level and sub if the attacker does.

For physical spells (fireball, lightning, etc.) there is no ST other than for Dex to see if half damage is taken unless there is an unsurprised MU who tries to stop it. This can be done by using a "stop" spell which can be of any level the MU can use. A ST as for MU vs. mental spells with the level of the "stop" spell replacing the level of the defending MU in the calculation. If the save is made, the spell is stopped; otherwise the effect is the same. This is all for those who like realism, not for those who don't like to do calculations during combat.

Steve McIntosh: can't wait for the Simulationist.

Paul Jaquays: Thanks for the compliment. About Borshak's Lair in Dungeoneer 3, a spectre on the 1st level? WOW! I like the phantasmal room. Mean!

COMMENTS??????



Should the Gods be willing, and my power seals up to par, and the runes are properly applied under the blazing moon, this will see print in Alarms & Excursions number 19. If not, well, life is like that.

As any member of Expeditions Ltd. could (probably) tell you I am one of the infamous Fullerton people, having played now for a little over 10 months. Though I am by no means a high level player, I have seen the inside of quite a few dungeon walls, as well as the wood paneling of many a councilroom; and what this is leading to, is what is commonly referred to in the business, a pet peeve, and that is the mile wide variations that seem to be popping up from dungeon to dungeon.

Much has been said to the effect that so-and-so's Dungeon (or Universe) is too powerful, or too dull, or too dangerous, and the list goes on. There are complaints of characters too high a level, too unreasonable a level, or too low; and it seems that these people are missing the entire conceptual boat. What might be enjoyable in a game to one person, might very well be coranary material to another. I for one tend to like what I call medium level dungeons, 3rd level to 8th or thereabouts. Yet my best friend prefers characters let through 4th in level (though either of us is not above playing a high level character). But unfortunately, this all leads to the 'Power' controversy, which I feel is unnecessary and just plain out and out picky.

Dungeons and Dragons sparks the imagination of almost every participant differently, and the beauty of the multi-universe game, is that one can roll up a character and take it into various dungeons, worlds and universes run by different DMs. Granted now, this player may have to make certain compensations, different magic systems for example, or the use of thief abilities; but on the whole, these should be only minor factors, because enjoyment should be the main goal. And yet people are not doing this, be they DMs or players, players are coming up to DMs who they know are running low level dungeons, and ask if they can bring their 20th level mage in. Now this high a level mage does have a place in D&D, but not in this low a dungeon. However, by the same token, DMs are even further complicating problems, by not exercising their right as DMs to reject any character, and instead are smiling outwardly and saying "Yes, or course", and inwardly seething and thinking, "Now what am I going to have to throw at the ridiculously high MU".

I feel a DM should never have to 'throw' anything at anyone, a dungeon or wilderness should be set up so as to almost run itself, there should be no throwing just to get at a certain character or characters (though I have been accused of just such a thing). A DM should always reserve the right to say, "No, that is too high a level for this dungeon."

D&D it seems in group situations is rapidly breaking up into a joint nit pick session, where it is only a weakly strung series of arguments dominating playing rooms, which really have no place in a game designed primarily for enjoyment.

A player coming into a new dungeon or universe for the first time, should inquire to the DM about any special or different rules that apply within the dungeons framework; rather than waiting until the middle of the game to complain that a certain effect was never mentioned, such as to the working of teleports for example. Dungeon Masters should also at the beginning make comment on any special rules they have, for the benefit of those playing in their world for the first time, since most players tend to overassume that things will be a certain 'Prescribed' way. It is variety in the game that makes for an interesting campaign.

Any Dungeon Master upon starting a Dungeon invariably draws from sources, be they Fantasy, Reality or Scientific (technological); Tolkien (or in my case Michael Moorcock) Freud or Heinlein. Some players love to mix fantasy and technology, others detest it, but rather than just simply not playing in the dungeon, they so detest, they bitch and complain about it (usually loud enough for the poor DM who has spent all this time creating it, to hear.)

I suppose it almost comes down to a simple case of very bad manners. But then again, it is all opinion, isn't it? It is believed in certain eldritch circles, that Gary Gygax designed the game to a particular set of boundaries and rules; the primary rule was to expand Dungeons & Dragons as you like and change what you do not like or want for your campaign, and it seems that many of us have forgotten how to do just that.

\*

#### A REVISED LOOK AT CLERICS.

Even as I pen these words, I can see the dark clouds of dissent forming on the horizon, so as above, the opinions stated here on Clerics, is primarily my own, and only presented as yet another way of running the ever famous 'Neutral' or 'Head Basher' cleric.

For purposes of keeping them separate, I have entitled the Neutral (or neutral good) cleric, THE MEDIEVAL CLERIC. This is the category clerics like Archbishop Loris from the DERYNI series would fit.

The other type, the Lawful/Good clerics, I will call THE CHRISTIAN CLERICS. From the title, one can assume what Clerics usually tend to fit in this category, the more peaceful, the nonfighting Clerics.

Being a Cleric it seems, is more than just having a decent or high wisdom, Clerical abilities are given, not divinely inherited, and thus I have strengthened certain aspects of both, according to their spiritual attributes.

##### A). MEDIEVAL CLERICS:

1. They can wear magical and non-magical armor, as well as using magical and non-magical nonedged weapons.
2. They get experience as normal, and it is entirely optional to allow them to go up in groups of three levels like fighters. (Although they would still get Clerical spells as before, not having Raise Dead until sufficiently high Clerically).
3. When healing wounds, they heal a six sided dice plus one.
4. Due to the nature of these Clerics, I do not feel they would be on the best of terms with God (No matter how they might feel about their spiritual relationship) and so they can not use the Clerical spell 'Commune'.
5. Their Blade Barrier is 8-80 hits of damage, rather than 7-70.

##### B). CHRISTIAN CLERICS:

1. They can wear only magical Leather armor, though they prefer not to wear any armor at all, for their belief in the divine protector.
2. They can use only magical nonedged weapons, but they disdain their use. (Another option, might be in allowing them the use of walking or quarter staves, and adding +1 to their armor class.)
3. They get only  $\frac{1}{2}$  experience when they kill something, the act being so against their nature and beliefs. They do get experience for healing turning and dispelling Undead, and they get experience for Raising the dead. (One way of running this, is if they raise a 1st level being, they get experience for a 1st level creature.)
4. When healing wounds, they heal an eight sided dice plus one.
5. Their 'Bless' lasts 8 turns instead of 6.
6. They have Holy Wall, rather than Blade Barrier, and creatures walking through it sustain 7-70 points of damage.
7. Holy Word does not kill 5th level beings and under, but rather instead renders them fully unconscious.

I suppose other things could be added, but this is just a series of options you may want to consider for your particular campaign or universe, for as I said, the entire system is totally optional.



When the third Dungeons & Dragons supplement ELDRICH WIZARDRY first came out, Demons abounded, and many a new and interesting monster was added to the Dungeon Masters rostrum. After carefully reading the statistics for Demons, I have come up with a new character class that can be used successfully with this new monster type.

#### DEMON FIGHTER.

A DEMON FIGHTER is a Clerical/Fighter, with characteristics all their own; they are beings who have dedicated his or her life to hunting down and slaying Demons and Demon types. A DEMON FIGHTER is so vehement in their life's goal, that in terms of running them, consider them under almost a geas, to follow every and any clue leading to or pertaining to Demons and their ilk.

To be a DEMON FIGHTER, a character must be human, and must have a Strength of 15 or better, Intelligence 10 or better, Wisdom 14 or better, Constitution of 14 or better, and a Dexterity of 12 or better. A DEMON FIGHTER is not a greatly powered being, but a better than average one. They get two 8 sided dice at first level, then an 8 sided per level from then on up until 10th, when they get only the Fighter +2.

DEMON FIGHTERS treat all treasure as do Monks and Palladins, except they first attempt to furnish themselves with any and all equipment they feel they would need in their particular line of work. They get experience and go up levels like a Fighter, but they get double experience for slaying Demons and their kind. They will aid any and all against Demons, though they will not purposely aid evil in any way. DEMON FIGHTERS are aligned as Lawful/Good, and acting otherwise (unless against a Demon) is out of character.

A DEMON FIGHTER will not build a castle or stronghold, but they will abide with a Lawful/Good Cleric, Palladin or Ranger. DEMON FIGHTERS can wear leather armor and use shields, but do not wear chain or plate. They can use any weapons they so desire, and can use any magic a Fighter can use, and they also have the ability to read Clerical Scrolls.

#### EXPERIENCE LEVELS:

Level:	Title:	Hit Dice:	Experience Points:	Special Abilities:
1	Neophyte	2	0	1,2,3
2	Seeker	3	2500	4,5
3	Puritan	4	5000	6
4	Wanderer	5	10000	7
5	Stalker	6	20000	8,9
6	Wayfinder	7	30000	10
7	Protector	8	45000	11
8	Guardian	9	60000	12
9	Guardian Knight	10	75000	13
10	Guardian Lord	+2	100000	14
+ 100,000 per level after 10th.				

#### SPECIAL ABILITIES:

- 1). Cause any normal weapon they are holding to give damage to Demons who otherwise could only be hit with Magic weapons.
- 2). Get a +3 in fighting Demons (chances to hit only, not damage).
- 3). Heal one hit of damage to themselves for every level they have attained.
- 4). Immune to Possession.
- 5). Detect Demon (Inate ability to know they are nearby, but not pick out specifically, for example, if a Demon was doppelganging as a human in a group of fighters, the DEMON FIGHTER would know one was a Demon, but would not know which one it was).

- 6). See in Demon Darkness, and +1 on saving throw against Demons. +1 more per every three levels more the DEMON FIGHTER has progressed.
- 7). Throw 1 Clerical Light spell. One more per every two levels above 4th the DEMON FIGHTER has attained.
- 8). Immune to Demon Fear Spell. Detect Demon Doppelgang (a specific Detect).
- 9). Immune to Demon Charm and Suggestion.
- 10). Ability to cancel Demon's Gate spell, once per day.
- 11). Detect magic (once per level attained). Heal 1-16 hits of Demon inflicted wounds in others, once per day.
- 12). Can become ethereal and fight on the Astral Plane once per day.
- 13). Restore Demon drained life levels, 1-4, once per week.

Against a Demon, DEMON FIGHTERS treat saving throws like a Monk, if made, no damage, but no matter what level they are, if they miss their saving throw, unlike a high level monk, they still take full damage. In terms of Psionics, treat DEMON FIGHTERS like monks.

DEMON FIGHTERS also have a percentage chance of dispelling Demons, according to their level, and the hit dice of the Demon, as shown below.

#### EXORCISING OR DISPELLING OF DEMONS MATRIX:

DEMON'S Hit Dice	Level of DEMON FIGHTER											
	1	2	3	4	5	6	7	8	9	10	11	12
1	50	60	70	80	90	100	100	100	100	100	100	100
2	40	50	60	70	80	90	100	100	100	100	100	100
3	30	40	50	60	70	80	90	100	100	100	100	100
4	20	30	40	50	60	70	80	90	100	100	100	100
5	10	20	30	40	50	60	70	80	90	100	100	100
6	5	10	20	30	40	50	60	70	80	90	100	100
7	--	5	10	20	30	40	50	60	70	80	90	100
8	--	--	5	10	20	30	40	50	60	70	80	90
9	--	--	--	5	10	20	30	40	50	60	70	80
10	--	--	--	--	5	10	20	30	40	50	60	70
11	--	--	--	--	--	5	10	20	30	40	50	60
12	--	--	--	--	--	--	5	10	20	30	40	50
13	--	--	--	--	--	--	--	5	10	20	30	40

It is most likely that I have left something out (and I am also sure someone will let me know what too). If there are any comments, and you can't make it to my tower in the western shadowlands, then address all comments to this esoteric publication.

May Allfather be with you.



THE TUESDAY MORNING REPORT #7, a D&D apazine concocted by Steve Perrin, 3901 Canon Ave., Oakland, CA 94602 for publication in Alarums and Excursions. Stencilled by Lee Gold, who does a good job. [blush]

## DunDraCon II Progress Report

Committee: Clint Bigglestone, Chairman  
Janet Bigglestone, Memberships  
Jerry Jacks, Hotel Liaison  
Steve Perrin: Programming and Seminars  
Steve Henderson: Live Demonstrations  
Also FEaturing: Jeff Pimper, Isaac Bonewitz, Dave Hargrave, and a cast of thousands.

### Competition:

Taking a lesson from Dundracon I, there will be no "house dungeon" this year. Instead, the Committee is sponsoring a series of tournaments in various board games in both the Science Fiction and Fantasy fields, as well as miniatures tournaments.

1. Fantasy tabletop game: Clint Bigglestone has taken the rules for the miniatures game LEGION and added a Fantasy element. These will be the rules the contestants will use in fighting out a series of scenarios.

2. Stellar Conquest: The great game of Interstellar Empire building. Be the first one in your universe to conquer it.

3. Triplanetary: Maneuver single ships through the Solar System. Fight rebels, tyrants, invaders, each other.

4. Dungeon: TSR's board game version of D&D. Competition based on who is the most successful loot grabber. All the variant categories, monsters and loot from The Strategic Review and The Dragon will be used.

5. Citadel: Who shall possess the Talisman with the least expenditure of troops?

6. Tactical Problem: There lies the enemy. What are your positions? What spells will you have ready? How will you attack? How will you defend?

7. D&D: everybody bring your dungeons and characters. There's plenty of room for all.

Also Featuring: 1" to 1" scale combat. Fighters from the Society for Creative Anachronism will demonstrate just what can be done with the weapons at hand. Also, can you really use a longbow in a five foot corridor? Members of the convention over 18 can sign a waiver, put on some armor, and try it themselves.

Also featuring: Greg Stafford, creator of White Bear and Red Moon will talk on how to put together and publish a war game.

### Seminars:

During each morning there will be seminars. Membership in the seminars will be limited to 20 (sorry, that's the room size) and will run approximately two hours concurrently. Therefore, every member of the convention is limited to one per day, three total. You can sign up for them at the door, no charge. If you want to reserve a slot in one, send your reservation to me ahead of time, no more than one to a request. If you wish to put forth a pet theory in any seminar, please write it up and make 20 copies as a courtesy to the other participants. Due to the delay in the getting the proceedings of last year's seminars in print, we are not taking any official action in having these seminars recorded. Everyone is encouraged to bring your own recording equipment.

Seminar Schedule: very tentative

- Saturday: World Building for the Campaign: Dave Hargrave  
Theme Dungeons (or just why does that particular hole in the ground have those particular monsters?): Steve Henderson  
What does it mean, Alignment?: Jerry Jacks  
Who's doing what and to whom? (or how to keep track of what's happening in melee): Steve Perrin
- Sunday: Playing your character: Clint Bigglestone  
Creating Monsters: Dave Hargrave  
How D&D Magic relates to "Real Magic": Isaac Bonewitz  
Monetary Systems in the Macroverse (or, how much is that in Arduin Sovereigns?): Jerry Jacks
- Monday: Dungeons and Computers: Jeff Pimper  
Believable Weird Categories: Steve Perrin/Dave Hargrave  
Experience Points I have Known and Loved: Do we have a volunteer?  
Spell Systems: Do we have a volunteer?

Lamentably this schedule is very subject to change. Therefore a place on one seminar may be reserved ahead of time. The seminars for which we have no moderator may be cancelled or changed, so no reservations will be accepted for those.

Game playing will happen all through the night. If you want to be alert for a seminar (moderators take note!) don't get involved in an all night game, as seminars happen in the morning. Tournaments and regular dungeoning will take place in the afternoon and all through the aforementioned night.

The Hotel is supplying a sandwich bar. The Airport has a number of good restaurants too. The Hotel is the San Francisco Airport Hilton. If you didn't see the previous ad, admission to the convention is \$7 now and at the door. If you want a room at the hotel, they are \$25.00 a day for a single and \$31.00 a day for a double (twin beds). Write to Clint Bigglestone, 386 Alcatraz, Oakland, CA 94618, telling him when you will be arriving and what sort of room you want and he will tell the hotel. Theoretically, there is a limit of February 5 on reservations, but no other conventions are scheduled for the same time, so they will take reservations right up to but not including the first day of the con. Actually, if they're relatively empty they may be friendly and give you these rates as you come through the door (as long as you say you're with the con) but don't count on it.

Oh yes, all the local game and hobby stores will have tables at the con.

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ON POISON

I've been thinking about the effect of poison and reading Metamorphosis: Alpha. I think that the M"A system of a direct relationship between Constitution and Poison Strength is a little too straightforward but it has some good points which the regular D&D saving throw vs. poison doesn't cover. Thus I have some ideas on the subject:



Const.	Poison Strength																		
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
3	8	9	10	11	12	13	14	15	16	17	18	19	20	D	D	D	D	D	D
4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	D	D	D	D	D
5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	D	D	D	D
6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	D	D	D
7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	D	D
8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	D
9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
10	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
11	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
12	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
13	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
14	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
15	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
16	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
17	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
18	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11

The number on the matrix is the saving throw (all pluses from Rings of Protection and the like apply). If it is not made, the victim takes damage equal to the number of dice of the level of the poison (6-sided cubes) and is paralyzed. He will die within D6 melee rounds unless Neutralize Poison is done on him. The damage will remain. Of course, if the damage is too great, he simply dies anyway. The poison must be Neutralized before a resurrect is done, however.

If a save is made, the victim takes half damage and is not paralyzed. Of course, he may still be dead due to the damage. However, a Neutralize Poison is not necessary before the Resurrect.

Over the period of a day, all poison damage is cumulative unless it is Neutralized. This includes the level of save. For instance, if stung by a Wyvern, our 18 Constitution protagonist has simply to make a 2 (a 1 is always a missed Saving Throw) because we can assume a Wyvern has 7th level poison (being a 7 dice creature). However, a strike from a 4th level poison later in the day causes him to save vs 11th level, which is a 3. No problem? What about the next Wyvern who tags him, making it effectively an 18th level poison attack?

NOTE: while the level of poison is cumulative, the dice of damage per strike are not. If the victim blows his save of 10 vs. the second Wyvern, he simply takes 7 dice of poison, not 13. However, he's still paralyzed and dying. REMEMBER, under the Perrin Conventions, a cleric can only repair and Neutralize Poison up to the level of the cleric. Oh yes, a D on the above chart means immediate Death, no save.

## ALL THE WORLDS' MONSTERS

Afraid this will not be out for Dundracon. Jeff Pimper is only now getting his Golems to talk to each other to start the computer printing. Then there's the pasteup and the rest of the text. Oy. Maybe next year.

Thanks to Wayne Shaw, Ken Pick, Sean Cleary, Greg Costikyan and Kay Jones for sending in a veritable plethora of monsters. Oh yes, Greg, the name of the publication will be Jeff's All the Worlds' Monsters. Note the position of the apostrophe; this means we have the monsters of more than one world. One world we will not have in the book, by the way, will be TSR's. Their lawyers have written us their standard letter, and we don't feel like making an issue of it.





THE SHORES OF INFINITY

Chris Pettus, PO box 611, Malibu, CA 90265

First, new monsters:

Flame Devil: # appearing: 1-8. Move: 6". AC: 4. HD: D4+1  
Treasure and Lair: Nil.

Appearing as a jet-black Kobold with red eyes, the Flame Devil is the smallest of the Demon/Daemon class. They are armed with a Flaming Dagger and a very small Whip. They use the whip to disarm an opponent and to drag themselves against a defender. They are immolated for D6 +1/melee round. They can use a Dimension Door once per four turns. Two attacks: once with dagger, doing damage as a dagger with pluses as a Flaming Sword, and once with Whip, doing one point plus disarm or immolation. VERY Chaotic.

Gorn: # appearing: 1-20. Move: 4". AC: 7. HD: 2/level.  
Treasure: All; % in Lair: 20%

Gorns a la Star Trek (from the episode "Arena") are basically Lizard Men higher up the evolutionary scale. Very intelligence (3d8 +4) but clumsy (2d4 for dex). They can be either Fighters (90%) or Mages (10%). If a weapon or magical item is in the treasure, they will be using it. If 1-9 appear, 25% chance of a 2nd level Fighter. If 10-19 appear, 100% chance of 1-4 2nd level fighters, 50% of a third level Fighter and 25% of a 1st-3rd level Mage. If 20 appear, 2-3 2nd level fighters, 1-4 3rd level fighters, 50% chance of a 4th level fighter, and 75% chance of a 1-6th level Mage.

The gorn with the highest level and most hit points will be the leader. Assign magic from the highest level down. They cannot learn any language other than their own and Lizard Man. Alignment is Neutral.

Horta: # appearing: 1 (75%) or 10,000 (25%). Move: 14".  
AC: 3. HD: 3 or 1. Treasure and Lair: DM option.

The Horta, a la "Devil in the Dark" from Star Trek is a rock-dwelling creature which can move through solid rock at the same speed as through air. Intelligent, they will run if seriously hurt. They will not attack unless attacked or some of their eggs destroyed. Their only attack form is the acid cloud it uses to move through rock. It can be formed in a 10x10x10 cloud, doing 10-100 damage to all within it. If one appears it will be the Mother guarding the eggs (6" in diameter silver rock-looking spheres). If 10,000 appear, all but one will be 1 HD baby Hortae. Their acid cloud will do 1-10. They are telepathic but can only communicate if someone uses a "receiving end" telepathy spell. VERY Neutral.

Power-Cat, # appearing: 1-4. Move: 6/18. AC: 8. Dice: 5+8  
Treasure and Lair: 30%, Type B.

The Power-Cat looks like a large, brick-red Bobcat with blue spikes running down its spine. When moving it is surrounded with a very powerful electrostatic field. It can deliver a six die lightning bolt once per day. Hitting a Power-Cat with a conductive weapon will cause the attacker to take 2D6 in electric damage. Very vicious, it will attack ANYONE within 40' without provocation. If 3+ appear, two will be mates, the others 2+8 HP cubs. The cubs can be tamed. Other attacks: 2 claws/1 bite, 1-6 per claw, 2-8 per bite.

Player Character Gorns: a Gorn Starship was poking around the Alpha Persei system when it stumbled into Anton's Nuclear Damping Field. This shut down their main drive, forcing them to make an emergency landing on Anton. While they found this none too comfortable, they were able to make a living in the southern swamps of Empryon (Anton's main continent). They slowly integrated with the general population of Anton. While still rare, it is not unknown to find Gorns in positions of power around Anton.

They have one main advantage: they can be either Mages or Fighters, switching as Elves. Treat EPs, hits and levels as you would Elves. Their other advantages and problems are:

1. They are strong but very clumsy.
2. Being cold-blooded, they do not like wide variations in temperature. They prefer the warmer end.
3. Their skin is tough as leather but, because of their slow reactions, they cannot wear any additional armour.
4. They cannot speak any language, because all their vocal chords can produce is a modulated hiss. Others, however, can learn their language and may act as translators.
5. They are not in any way dumb. They can figure out almost anything given time.
6. They cannot see the deep red end of the spectrum. However, they can see into the ultraviolet. This gives them the power to detect very minute changes in temperature, color and texture.
7. They are paranoid. Any act which in any way would be considered an unfriendly act, a Gorn will see as an all-out attack. If you are not very careful, a Gorn can be very dangerous.

Requirements are: Strength: 16+, Intelligence 14+, Dexterity and Charisma: 8- each.

Phantasmal Forces Phantasms are fine as written but raise a few interesting questions. 1) "Damage caused to viewers of a Phantasmal Force will be real if the illusion is believed to be real." All fine and good. But consider yon Troll. A third level Mage throws a P.F. of a Fireball at the Troll, and the poor dumb thing thinks it's real. So, the Troll is killed by the ball. Will the damage regenerate? And, will a Phantasm continue to damage a thing after the thing is dead? For instance, if the above Phantasm had been a Tractor Trailer, and the Troll had taken damage down to -100, would the damage regenerate from -100 or from -1, the point at which the Troll died and ceased to care about the Phantasm?

New Spells: The following new spells are from the University of Jemkala, College of Magic.

Trace Teleport: 4th level. This spell allows a Mage to trace a teleport up to four turns after the teleport has been accomplished. It will tell if the teleport came in high or low, and the area in which the teleport terminated. It can be used to enter coordinates for another teleport. The second teleport will end in the exact same place as the first. Cost: 12,000 GP.



Detect Life: 3rd Level. This spell gives feedback to the Mage on life within a 20" radius. It will not detect Undead, Demons, or the like, nor will it give anything other than a Yes/No reaction. Cost: 3000 GP.

Detect Shield: 5th level. This spell renders an area 10" wide around the Mage blank to all detects of less than 4th level. 4th+ level detects will only return the information that the Detect Shield exists. Duration: Level of Mage + one turns. Cost: 24K GP.

All costs given above are for Neutrals. Add 15% for Chaotics; add 10% for Lawfuls.

And now, the Very Gross Device Department presents:

#### PHASERS

Phasers are Photon devices which disrupt electromagnetic fields. The effects of this may range from putting a Kobold to sleep to blasting a boxcar. Phasers have four general types of operation: Torch, Heat, Stun/Kill and Disintegrate. Within the four types are subsettings numbered from 1...n, depending on the type of Phaser. The modes of operation are:

**TORCH:** this cuts through things. A setting of Torch-1 will cut through 6" of stone/turn. Adjust for higher settings and harder/softer material. If used on skin, a Torch setting will do 4 x setting points of damage/melee round. Torch uses 3 x setting charges/turn.

**HEAT:** This is similar to the Molecular Agitation Psionic Ability. The setting number is the factor by which speed and amount of matter is multiplied. Heat uses up setting number of charges per turn.

**STUN/KILL:** In this mode and in Disintegrate Mode, the phaser fires bolts instead of a continuous beam. A setting in the Stun/Kill mode will Heavy Stun a creature with hit dice equal to the setting, Light Stun a creature of setting +1 dice and kill a creature of setting -1 or lower dice. Each bolt uses setting times five charges.

**DISINTEGRATE:** This blasts matter apart. The mass in GP that a setting will disintegrate is equal to the setting squared times 50. Disintegrate uses up seven times setting charges.

The maximum setting for each mode and Phaser type is:

Phaser Type	Max Setting			
	Torch	Heat	Stun/Kill	Disint
Phaser-1 (Small, Hand-Held)	3	3	2	2
Phaser-2 (Pistol)	5	5	4	4
Phaser-3 (Rifle)	7	7	6	6
Ship's Phasers	50	50	100	100
Planet's Battery	100	100	200	400

A fully-charged Phaser-1 has 50 charges, Phaser-2s have 100 and Phaser-3s have 150. Extra power packs have 50 each.

When used against a creature, both saving and magic resistance throws apply at all times.

Photon beams move at about the speed of sound. VERY fast creatures could dodge them. (For all the Physicists out there, explain why a Phaser beam moves so slow.) [I'll start the controversy by mentioning that photons = light particles and therefore move at the speed of light.--LG]

How's that for gross?

### A Plea for Tolerance

I have read several things in A&E complaining about "D&D babies" and rule variations. Face it, D&D is a complicated game to someone coming in on it fresh. Even so, I have yet to encounter any D&Der who doesn't like rule changes. (Oh, some object to certain rule changes, but then, don't we all?) And calling someone who has been playing D&D for less than a year a "Baby" is a bit offensive. I have been playing for 5.1 months and don't object to rule changes in the slightest. I have invented quite a few myself. But I do keep extreme variations to a minimum for new players, so be tolerant of neophyte D&D players. You were one once.

### COMMENTS ON A&E #18

Lee Gold: Not a bad version of Bards/Harpers/Whatever.//Where do you get nine-hole stencils in Santa Monica? They seem to be as common as two-handed Daggers Plus Pi. [I buy them at Self-Help in Downtown LA, one quire for \$3.40 plus tax. I will gladly resell them at 15¢ each.--LG] //You're welcome.

Hilda Hannifen: Interesting adventure.

Dan Pierson: MORE DRAGONS?

Lee Gold: As I read the "price" of a Potion of Healing, that's the gold the Wizard must burn up to make the item. How much of it is available and at what cost is quite often a function of the magic in a Universe. But the point is well taken.

Bill Taylor: Monty Python DMs are ones who have strange things happening which have no basis in logic, D&D type or otherwise. Non-standard Magic, yes (like the Jewelled Nose), but not necessarily heavy.

Wes Ives: I'm afraid I don't understand the tone of your first sentence to me. I read everything in A&E within five days.//Detect Value, 3rd; Minor Value Detect, 3rd; Quantify Weapon, 5th; Quantify Weapon Fully, 5th; Detect Ability, 7th. Of course, these are EPA estimates. Your actual level may vary.

Nicolai Shapero: Ah, another D&D/computer person. What do you have your computer doing for you, D&Dwish. (Ick. Hate that suffix.) My Altair 8800 is developing a D8 and D6 fixation.//Logical essay on two-handed swords. Good reason not to use the Greyhawk tables.

Hartley Patterson: Ah, about your characters. Staves of Healing don't have charges, and Monks can't use them anyway. Local variations?



John Sapienza: Ah, the Promotion Class. I was afraid something like that would happen because of Gygax's level divisions.

Bill Seligman: Your stories are getting better and better.

Jeremy Paulson: Unibank is excellent. Consider Durthang (my dungeon) a member. Data is: Average haul of 1st leveler: 500 GP. Value of +1 sword: 3000 GP. Kill %age: 38%. It works out to 1.12 GP/Shekel.

David Friedman: I sympathize with Hurin. If his location became known, he would be forced into an interview with People magazine, fergawdsakes.

Cary Martin: In every definition of Samuræ I have seen, there has been a reference to Ninja. They wouldn't tolerate them, they hate them, they will hack a Ninja to bits, etc. I CAN'T TAKE IT ANY MORE: WHAT IS A NINJA? [See A&E #6, *Tantivy*, and you'll find a four page summary of a definitive work on Ninja.--LG]

Peter Cerrato: Could Orcs be bred by massive cloning? They all seem to think alike.

R. Steven Brown: Why not reverse the pile tables as a function of plus for armour. Finding -10 armour with a powerful ability can be interesting. And frustrating.

Ken Pick: Interesting Monkish Weapons.//Oh, that's what a Ninja is. Ooops.

Charlie Luce: True, the time to enchant an item under my system is not that muc-. The thing that burns up time and gold (lots of it) is making an item which can be enchanted.//Oh yes, on Alchemy/Magic: you are quite right; they are separate things. A Wizard, being a specialist in other things, needs the spell to gain the knowledge, similar to Read Languages.

Permanent Spell is only needed to make a scroll with more than one use. To make the Write Magic "hang on" for an extra use.//A 12th level Wizard can make items under the second part of my system by specializing in manufacture. More nextish.

Wayne Shaw: Espers are a very good revision/substitute for Psionics. Playable.

UGH. too many comments. Oh well, better luck next time.

A Final Note: The Voice of God is the Voice of God is more accurately translated VOX DEI EST VOCEM DEI. [Dammit NO. The copula verb in Latin takes nominative, not accusative. And the verb always goes at the end of the sentence.--LG] Or if you want to drive the point in: VOX DEI EST VOCEM MEUM (The Voice of God is My Voice).

Meanwhile,

Pax et Lux,

CP

Letter

from Jay Saylor, PO Box 809, Cary Quad, W. Lafayette, IND 47907

Dear A&E and Paul Jacquays,

Beware of what follows; the poison flows fast from my quills! Recently I have noticed that certain of us creative D&D enthusiasts have taken black rounds from others because of our desire to create new Dragon-Types. I have particularly bore-sighted upon Paul Jacquays for the following: "On Dragons: Enough is enough....Objects from the metal men or escapees from the Periodic Elements."

I suggest that before anyone shoots his mouth off that he consult the source of his queries. Here are the reasons for the Dragons I have published:

1) These Dragons are the Dragons MOST common on my world, ASGOTH. The Dragons of the original books may be fine and dandy for GIVE AWAY CAMPAIGN DMs that enjoy watching their campaigners kill off many White, Black, Copper, Brass, Blue and green Dragons in order to have more treasure than eight Kings! (You'll be surprised to see what five clever 6th level people can pull off!) The original dragons of the supplements are the RARE-types, not vice versa, in my world.

2) My world is more dragon-oriented with two whole countries belonging to them. And, in reference to point #1, in four years of steady campaigning, I've only had one campaigner reach levels beyond 12th...and remain there. My world is a world, not just a hole in the ground. (Wars, snandals, assassinations, etc.)

3) I have written up my creations in the hopes that a few or more people will perhaps see them and maybe, just maybe, use some of them and enjoy it. All I ask of the readers is to use what they want from my articles. I am not trying to cram twenty new Dragons down every DM's throat, as Mr. Jacquays would have you believe. I hope that you all enjoy the Polka-Dot Dragon. I only want people to find some use or enjoyment from what I present. And sane, helpful criticism is welcomed. I agree that my Rings of Power are a little Powerful; only five people in my entire world have them.

I hope I have shown why I published the new Dragons. I had no intention of making anyone suffer or of flooding the market with Dragons. I'm sorry if I was a little angry in the first part of this letter, but I am quick to take up the defense of Dragonkind. I might write up my campaign in a while, since it might put my arguments in a better light.

Lastly I'll say to Jacquays: War is War. I do hope that you understand my points. Now that you know why I have published new dragons, hopefully no more slanders will arise. I think that you are a great master of D&D, and I hope to see more of your devious ideas in "The Dungeoneer." (The tomb of F'CHELRAK is fantastic!) Pax, mein Freund! I apologize if my remarks were too partial.

Lee: #18 was good. The Chronicles of Dimwelt again I wish well. Grolin Penthantorix, Platinum Dragon and friend of Law wishes you all the best of Fortune.

Respectfully,

Jay "HOTHEAD" Saylor



This is the all-purpose fanzine of Samuel Edward Konkin III, published irregularly (semi-monthly, approximately) for exchange with other Science Fiction fanzines, locs, artwork, films and other fannish and sercon material, and for the following Amateur Press Associations: *LASFAPA*, *Frefanzine*, *APA-clearethor!*, *nu*, *Alarums & Excursions*, and any others the editor is invited to join. *clearethor!* is available only for trade, letter-of-comment, art, fanwriting, or in APA. All correspondence should be sent thusly: New Libertarian Enterprises, P.O. Box 1748, Long Beach, CA 90801, Personal: SEK3.



Illustration by S.C. McIntosh



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## HELL, NO, GYGAX!

It's just possible that E. Gary Gygax knows nothing of the article published in the last *Dragon* (as I write this) concerning female characters in D&D. If so, I apologize for taking his name in vain, and urge him to take greater care in monitoring what appears under an imprimatur so closely associated with him.

No apologies to the editor of that offending *Dragon*, Timothy J. Kask, or the author. The trio are being dealt with in effigy on the superb cover Sandy McIntosh drew for this issue. The characters are most of my current female characters. In order, from left, they are as follows:

- *Lynli*, Dwarf, fighter-thief, currently 3rd/4th, holding one of her magic swords; originally neutral converted by artifact to Lawful. (All these characters are still under the old, one-dimensional alignment/morality system.)
- *Irlan Jessica*, formerly a Neutral Bene Gesserit (i.e., anti-magic-cleric/courtesan) converted by artifact to Law and hence now Orange Catholic Cleric/Damsel, currently 3rd/4th level. From a far future variant of Earth's timeline (give or take a spice dream), she knows such archaic terms as "male chauvinist pig."
- *Cymra*, druid, Breton, currently second-level, Neutral.
- *Hippolyta Beta*, Amazon fighter (18[83] strength!), beta (second) in line for Amazon Queen, Neutral, "Hippolyta, Minotaur-Slayer" for her single-handed downing of the caricature-male beast with but bow and arrows. Currently fifth level, has +2 chainmail and three magic swords, two of which she got by deliberately taking alignment shock, then moving them into a conversion device. She is presently checking out the rest of the world (worlds) where being "manly" is not a sign of weakness, stupidity, or foppishness. Also has high Charisma and good wisdom, though low intelligence roll. (Presently, my favorite character, fast friend of *Allysyn*, and could not exist under Lakofka rules!)
- *Allysyn*, Wiccan (based on Harness Neutral Cleric), originally from twentieth-century Earth, third level as both Cleric and Magic-User. Wolfskin coat becomes part of her when she polymorphs, of course. Fairly hip, considers men outside Wicca to be hunks of meat, and usually catches passes made at her friend Hippolyta Beta (before the males get stomped). Fast friend of Hippolyta, rationalizes it (she's very Neutral) as needing a good, strong, loyal fighter. She's just acquired a brazier of fire elementals.

Frankly, I have no desire to have any of these ladies ruled out of order. All of them rolled Charisma, not Beauty, and all rolled full strength. I think there are a lot of other D&Ders out there who don't like people changing the rules in mid-stream on them either—and hardly as an improvement.

Basically, I have two complaints to Gygax, Kask and Len Lakofka. First, women were portrayed in illustrations right from Book I as character types. Obviously, it was going to be assumed they arose from the same die rolls and in the same categories as males. Nothing was ever said to the contrary. Like most players, I assume, I run a roughly equal number of characters of each gender (and I roll gender of "Monster" 50-50 "odd or even"). Thus, half

of all my characters both in playing and in Dungeon are excluded from the "straight Gygax" universe? So be it.

Now, if some major *improvement* were behind this massive change in the rules, I could be accused of hide-bound conservatism. My second complaint is that not only are the changes no improvement, they cause an unnecessary constriction of possibilities and deliberately inject sexist assumptions where none were before—even though the game functioned well without the sexism, and even though others had already taken care of the inherent sexism of some classic fantasy for simulation purposes without making the whole game sexist.

What are the changes that Len Lakofka advocates in *The Dragon*, Vol. I, No. 3, October 1976, "Notes on *Women & Magic*"? First, "Beauty" is substituted for Charisma. Thus, in one stroke are female characters eliminated from "leadership." How, for example, could a paladin woman now come about? With "Beauty," women characters, including Thieves and Fighters get charm spells—but men do not have any in return.

As an aside, I'll note that the *Damsel* class I created had similar spells—Wiles—but they were an *addition*, an expansion of possibilities for those who wished to use excellent *Charisma* characters, not a *constriction* of original possibilities. And existing categories such as Thieves and Fighters were not affected.

Another question: why can Chaotic clerics use "Beauty," but not Lawful or Neutral clerics? Why does "Beauty" contribute to disorder, and even if it is entropic, why should Neutrals not "swing both ways"? And considering that Clerical miracles differ according to whether the Cleric is Good or Evil, and not Lawful or Chaotic since Gygax introduced his "four-way" system, why bring back a special difference for Clerics on Law/Chaos grounds?

There is no basis in any fantasy series that anyone would be interested in simulating in the "Lakofka System." The Lakofka System violates the original rules and makes many, if not half, of existing characters incompatible with the new rules. The Lakofka System contains arbitrary elements, in no way consistent with the established Gygax alignment—or anything remotely near. The Lakofka System constricts possibilities in D&D, rather than expanding them. And finally, the system is unnecessarily offensive to most players. Maybe we could introduce *Iron Dream* (by Norman Spinrad) rules, and restrict roles according to racial status?

There's no choice, really, at least for me. Since I would be restricted even if I accepted the new Lakofka Female Rules, I lose nothing by restricting myself from it. And thus I do. Consider this a warning: *my worlds and characters are not compatible with Dungeons and Dragons as currently defined by Gary Gygax, Tim Kask, and Len Lakofka.* "Beauty" Characters need not apply.

On to more positive matters.

## LAWFUL DEMONS

As I started work on *Wargrypt*, my first dungeon using the new Orthogonal Alignment/Morality system (see *A&E 17, Clear Ether!*), I immediately ran into a problem. How can Lawful/Evil Clerics and Mages Summon or Gate in Chaotic/Evil Demons? Obviously, they couldn't. Clearly Lawful Demons are needed. I have worked out a series of Types of Lawful Demons analogous to the types in *Eldritch Wizardry*. However, rather than run the data buried in the middle of this issue, I am turning them over to Sandy McIntosh for illustrations to go with them and will run "Lawful Demons" as a separate zine next issue, for "clipping and saving" (or "xeroxing and saving"). Stay tuned.



## ORTHOGONAL ALIGNMENT-MORALITY (Update)

The system seems to have caught on in Southern California. Long Beach is going over, and several LASFS D&Ders have expressed interest in incorporating it in their "New Generation" Dungeons. Now, if I can just win over Lee . . .

I am planning a Symposium (not quite as formal as it sounds) on "Law vs Chaos: From Greek Mythology to Michael Moorcock" which will be open to SFALB, Mythopeic fans, Fantasy fen, ATS, D&Ders, and any other fen in the area. It will be held last Saturday in February, so send me a self-addressed, stamped postcard or envelope and I'll notify you of the time and place.

## TERRA SUPRA and WARGRYPT

*Terra Supra* will still be available for those running the old "linear alignment" system, and will eventually be used for an "Armageddon" scenario, with the Beast whose hit points are 666, Four Horsemen, and lost of high-level stuff.

Hopefully, by the time you read this, *Wargrypt* will be open for action. So far I have done overlands, so this is my first "Underground." But, as usual with me, it will have the touch of grandeur. For starters, there will be a War between Law/Evil and Chaos/Evil armies (with auxiliary clerics and mages), a section of Neutral/Amoral "She Who Must Be Obeyed" (*Ayesha*, cf. H. Rider Haggard) cultists (tropical Druids, sort of), and the other alignment/morality group selling arms or whatever to either side—or neither side. Demogorgon and Astaroth, Demon Prince of Chaos and Demon Princess of Law will be around (down deep in the bowels of this almost-extinct volcano), and watch out who you invoke!

I'll probably have a basic story-line written up for the issue after next but sections will be added and subtracted as the action proceeds.

*Wargrypt* is bullish on adventure—and bearish on mercy. A Civil War of Evil—A Clash of Alignments—A Struggle for Demonic Supremacy? All of the above!

## EN GARDE AT THE RIPOSTE OFFICE Alarums & Excursions 16

**Sean Cleary** Interesting price list. Actually, prices should vary with supply and demand in each world. Steve McIntosh puts a very high price on swords in his iron-poor Lankmar, which is as it should be.

## Alarums & Excursions 17

**Glenn F. Blacow** Very interested in Priestess of Diana. I am working on a Cult of *Ayesha*: Jungle Druid, Neutral/Amoral, as a variation on "Neutral Cleric."

**Me** Arioch is only one of the Lords of Chaos, of course. I knew I had it wrong as soon as I started the next book in the series, but it was too late to correct . . .

## Alarums & Excursions 18

**Lee Gold** I don't think I confuse Law with Bureaucracy. I exempted Natural Law from Law-as-alignment. I'm just saying Law is anti-entropic and has no moral content out of context. Some Lawful actions are Good, some are Evil. ¶ I would not say "Good-Neutral-Evil" but "Good-Amoral-Evil." You don't consider your eight-fold playable, and I tend to agree, but I think D&D players I know can just handle the two-dimensional system. Well, testing will tell. I hope you decide to run some characters in *Wargrypt*.

**John Boardman** Bye, John. Catch you in the next fannish wargame craze.

**Chris Pettus** Thank you for your alignment system. I'll keep it in mind should my characters run into yours in a compatible dungeon. My Third Generation characters will refrain from entering your world; and I assume your characters will avoid *Wargrypt* for fear of insanity. OK?

**Robert Sacks** Thanks for backing me up on Irish anarchy. ¶ "Objectivist vampire" was an in-joke addressed to John Boardman. But I suppose a vampire (which is usually Lawful/Evil) could become Lawful/Good and adopt Objectivism as his religion—er, philosophy. He would then derive his ethics *according to the nature of vampire* from a selfish viewpoint, rather than *according to the nature of man*. Obviously, the ethics of an Objectivist vampire would differ from those of an Objectivist human . . . which was the basis of humour at Ayn Rand's expense in New York (at least) around 1970. (And I think everyone else is getting bored at this point.) ¶ Your statement "On Alignment" completely ignores the question of *why* should Law be identified with Good? You know, I cannot think of a single case in fantasy or mythology which does so!

**Nicholas Shapero** Now you've done it! Harry Andruschak will never appear in *A&E!* (\*in joke\*) ¶ "Be I for Law or Chaos," Nick? Well, actually, I swing both ways . . . but always Good.

**Kay Jones** Your Melnibonean would be Chaotic/Amoral, and that's how I'd designate Ja'ala in *Wargrypt*. She would oscillate between Good and Evil according to her latest act—which is exactly the way you play her. She's not a player character but a wandering monster? Well, why don't you roll up a Melnibonean for *Wargrypt*? Yes, there'll be Condensed Demon-Swords (like *Stormbringer*) for possible use.

**Mark Swanson** Tax collectors are Thieves (Evil); those who return tax money to the victims are Good and not thieves but Restitution Agents, "Anti-Thieves," Private Eyes, whatever. Robin Hood had other problems, like robbing from King John's Isolationist Statists to support Richard's Imperialist Statists. But we could discuss this better in *Frefanzine*, say? ¶ Estimates I have heard was 800 years of attempted conquest, followed by a mass implant of Protestant statists to Ireland so *somebody* would pay taxes and follow orders. I suggest this discussion also move to *Frefanzine*.

**Hartley Patterson** Thanks for the egoboo. ¶ I'm afraid, at least at first, I'm going to be pretty obvious about the "House Rules" on alignment/morality in *Wargrypt*. ¶ Swords could be any of the nine positions. ¶ Hear, hear on Irish anarchy!

**Neil Smith** Forget it! No way you can directly put fallen angels in D&D—they're way off the end of the scale. (See my write-up on *Eldila* back in *A&E 12*, *Clear Ether! 10*, for an attempt to use Lewis' approximation to bring them even close.) Nevertheless, there's no reason we can't use some of the names you introduced for the Lawful Demon Princes (see my next *CE!* in *A&E*).

**Sean Cleary** I don't understand why you think Neutrals do not have a full range of moral possibilities. As I emphasized, in my system they have the biggest range of all. Dianists were Neutral/Amoral, I thought, but if you prefer to have them (or a sect of them) Neutral/Good, sure, they could be paladins. — That's a silly argument from what's in "most people's minds." Did the fact that most people once thought human sacrifice was all right make it so? ¶ Two or three of the symbols were from material on which *Illuminatus!* was based, but as I said fairly clearly, my main influence was Michael Moorcock's *Elric* series.

**Bill Seligman** OK, I'm game. How can one be not "Purposeful" but both "Good" and "Lawful?"

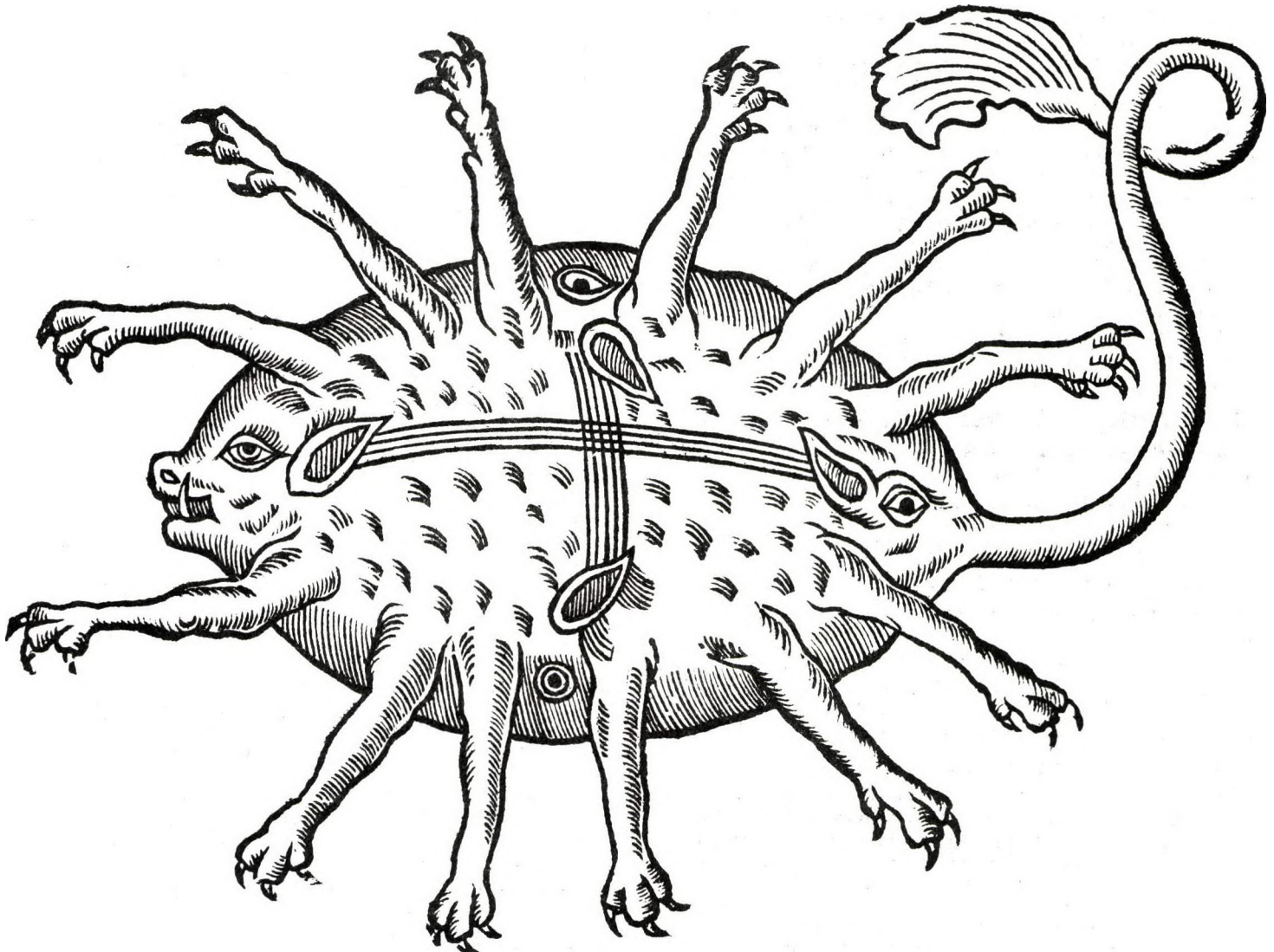
**David Friedman** Not another fan with that name! ¶ Neutral= Amoral! Please!

**Peter Francis John Lesran Cerrato** Fair enough, although the character can always throw *Detect Evil* (i.e., *Detect Morality*) or *Detect Alignment*. I'm sure more ideas will be coming in as *Wargrypt* gets some action; stay tuned. And don't forget to pub *your* data, too.

**Charles McGrew** You're right, it's not. This time, it's Moorcock!

**Steve McIntosh** Parenthetically, hi. Suppose for the sake of argument, you want to simulate a story, see how Character would interact with other types of Characters, deal with a certain plot-line, and so on? It all depends on whose gored ox is being simulated. ¶ I am Fair Witness to Steve's OrcCon report—well, *laissez faire* witness, anyway.

**Ken Scher** Right on! Spells should be divided up on entropic lines. Instead of stasis bolts, how about Magnetic Field? ¶ I don't think Chaotic Spells would be more powerful; the *Spell Strength* should be determined by the caster's current standing with the Lords of Law or the Lords of Chaos. And he might be able to raise it by upping the ante: "Arioch, blood and souls if you aid me now!" ¶ Only major difference I have with your view is that I put most clerics on a Good/Evil line so they aren't concerned with entropy—that's why they're mostly Neutral. But even here, I could go along with entropy restrictions on Lawful and Chaotic clerics. Note that a Good party would want both Lawful and Chaotic mages along, though their spells may very well interfere. Or an all-Lawful party may have problems because the Good cleric can't Cure Wounds since his god is miffed with the Law/Evil cleric giving someone the "Finger" during battle. Oh, the possibilities! — Hey, why don't you classify all the spells by entropy and pub them—I'll be glad to have someone else do it (all the work, that is).





EARTH'S END #2 by Jim Bolton, PO Box 3155, Fullerton, CA 92634  
All views are strictly those of this writer, and he will be held responsible for all statements.

Let me start off by saying that I enjoyed myself at OreCon. There was a large turnout and it was run fairly well. I stayed there up until Sunday, then the body said it was time to get a little rest and give up the push for more treasure.

I watched Nicolai run StormGate and was a little saddened to find that it was filled up. I thought the adventure that the people were on was run quite well and it also was very interesting which I find lacking nowadays in a lot of dungeons.

Saturday evening I had arranged for what I thought would be an interesting concept in adventuring, but as it turned out, it did not come off as well as planned. The idea was for three parties, one neutral, one chaotic and one lawful to leave from different points in Earth's End. They would be on a search and destroy mission. I was to have two more DMs, but they did not show up, so I tried running it myself. About forty people were there, and it was a little difficult. To make it rather short I would just like to say that if anyone from A&E was there well please except my apology for the whole thing not coming off as it was planned. I still think it is a good idea and if I can get three DMs who will help me and also showup, I would like to give it another try at the upcoming con in Northridge. I just hope that anyone that was there doesn't think that Earth's End is as bad as that particular adventure turned out to be.

Back to OreCon for just a moment. I really felt that the D&D group was a little slighted. There were only three rooms allotted for Friday and two rooms for Saturday. From what I saw as I moved around they should have given up at least six rooms for D&D. I myself had to move out of two different rooms that were not listed for wargames before I could get a party on the road to a dungeon. I do hope that next year (if there is one) they will be a little more receptive to the needs of D&D.

At this time let me make a special apology to Steve McIntosh who in last month's A&E made a comment about the above mentioned three party trip, and also Steve look for a comment to you later on in this column.

The story that I promised about the female cleric named Sister Brothers will have to wait for awhile. It seems the person that plays her might be joining the writing ranks of A&E and will relate her exploits himself. I hope he does because she has some far out tales to tell. I have not seen a character so crazy in quite sometime.

It was brought to my attention that there was a major flaw in the magic system that I laid out in the last issue. It seems that under ambush conditions it could prove very costly for the people who are on the immediate defensive. So I have made a slight change in it. All magic-users may have one spell ready to throw at once. This spell must be stated to the DM and it will be the only spell allowed to be thrown at the beginning of melee. Thereafter the level of the spell and the dexterity come into play to determine just how long before a new spell can be cast. I feel that this is only fair to the magic-users and it prevents a total wipe out of a party that is ambushed, without them being able to counter with spells of their own.

I would like to take a alii little time to talk about rings. They are something that I have had a little trouble with. In my world all rings are controlled by the mind of the person that is wearing the ring. Each character may only wear two rings and these must be on different hands. They are also not interchangeable between characters on any trip. I have seen to many people let their characters loan out a ring to another while on a trip. I do not think this is right and the Gods come down on someone who trys it. Once a ring is put on the power of the ring is transferred to the wearers brain. Thus a ring of invisibility would be put in motion by simply thinking of being invisible. A regen ring is an automatic motion. Most rings fall into two classes: the ones with automatic operation and the ones with thought operation. All rings in Earth's End are made of precious gems and mounted in either silver or gold with bands made out of aluminum, magnesium, platinum, silver, gold or mclybdenum. Some rings have special powers and all are aligned and have intelligence and egos which follow the same as swords. I usually here a few screams about the alignment part but I feel that most items should have an alignment. The people that make these rings or other magical items do not want them falling into the hands of people from different alignments,<sup>c</sup> and then being used against them. I would like to hear some comments on this.

There are many interesting rings in EE, but I cannot describe them at the present time, because they have not been found and as some people who do read A&E enter my world, well I don't want to give away any helpful hints. As they become known they will be written in this column. The following were found in the Towers of Xolphi in the year 1011:

Rings of Life-----these rings protect the wearer from all life level loss and that includes swords, monsters, etc. They originated from the eyes of the rare Borg Wraiths. (these will be written up in a later issue) These wraiths have a pair of golden eyes which glow. If these eyes are taken out just after death; no more then two turns may go by, they are red hot and do 3D8 damage when touched. They must have holy water that has been blessed poured over them. They are one inch in diameter and can be cut by a jeweler into quarter stones. There is a 25% chance that he will shatter the stone which will turn into powder of no use to anyone. If the cuts are successful they must be mounted in a silver mounting on a silver band and only worn on the index finger of the left hand. No other magical bands may be used and no special properties can be put into the ring or the band, otherwise it will negate the protection from life drains. There are 16 of them in existence at this time and two of them have been taken from a pair of fighters by an Ogre Magi. The estimated worth of these is 51.7 million gold .

I had never seen any of these and the odds against them even being found were high, but when you look at what had to be done to arrive at this stone, well I thought the odds were very great. The party that fought these creatures lost two of their party and the only thing they had was blessed holy water, which they poured over the eyes once they found them to be to hot to handle. Sigh!



Cursed rings-----the power of the ring prevents anyone from cutting off the hand or finger that it is on. Once the person that is wearing the ring is dead the ring may then be removed.

Regen rings-----I have seen these played so many different ways that I would be curious to hear from anyone out there on just how you play them in your world. I feel that a regen ring will bring back damage that is inflicted to a character and that means even a limb or eye etc. but I do not allow the ring to regenerate say an arm if that arm has been severed and contains the ring. I do not believe that the ring can regen the brain and the vital organs without first having them there to work with. Therefore if the brain is not connected to the body the body will not regen a brain. Likewise if a character is completely blown into tiny pieces it could not regen itself back to a completely whole character no matter how much time it took to do so. As I said I would like to hear comments on this subject.

To determine what alignment a ring is roll on the following table: (there is a 25% chance that a ring will be unaligned)

01-50	Ring is Lawful
51-90	Ring is Neutral
91-00	Ring is Chaotic

There is a 10% chance that the ring will have an intelligence and an ego. These are determined by the following table:

<u>Die Roll</u>	<u>Mental Power</u>	<u>Comm. Ability</u>
1-9	none	none
10	1 Primary Power	Empathy
11	2 Primary Powers	Speech
12	3 Primary Powers	Telepathy

From this point on roll just as you would for a sword and just use the primary power table and ignore the languages spoken table. Damage is taken just as with a sword when someone of the wrong alignment picks one up.

Wayne Shaw-----enjoyed the trip into your world and will be looking forward to many more enjoyable adventures.

Nicolai Shapero----sorry I didn't get to try out StormGate at Orc Con, but maybe I will get the chance at DunDraCon. I did enjoy watching you run the party and found it very interesting.

Steve McIntosh----I'm sorry you didn't enjoy the search & destroy trip, but I did the best I could. I am glad that you did mention that it wasn't my fault. I really do appreciate that.

Coming Attractions-----a reaction table for mules, the experience table used in EE, the language spoken in EE, pricing chart that could be used universally, a reaction chart, or should I say morale chart and various other things that pertain to EE.

Now on to a few monsters. The first is the creation of Timothy C. MacLaren. These are remnants of a race that came to his world and most could not survive. The ones that did mutated into their present form and have become bodyguards for several people in his world. They may be purchased for fifty million GP and a statement of such in this zine.

MORFS-----Alignment: none

Armor class: -9

Hit Dice: 40

Move: 15

% in Lair: none

Treasure: none

Description: the morf is 6' tall and is very slim and muscular. It has no sex and wears no clothes. Its head is bald and it has no ears or mouth. There are large hairless ridges where eyebrows would normally be. The complete body is red and where its eyes should be there are orange globes. The morf is capable of either absorbing any spell that is throw at it or it may just turn the spell completely back at whomever cast the spell. If it chooses to just absorb the spell, the damage that the spell would normally cause is just added to the morf's hit points. The morf is capable of absorbing up to a total of 500 hit points. At that time it will completely disintergrate and cause a 500 D8 explosion. He is also capable of going ethereal at will. He may use weapons if you give him one and teach him how to use it. He fights as a monk and gets 10 swings per melee and does 4-40 points damage per swing. The morf is controlled by a key word which he is told at the time of purchase. Once the word is spoken then he will do whatever he is told to do by the person who commands him. Don't know why I refer to morf as him so just make the change to it.

BULL OF INDE-----Alignment: N

Armor class: -4

Hit Dice: 8

Move: 8

% in Lair: 30%

Treasure: E

Attacks: 2 with either its movable horns or its clawed front feet. Horns do 2-16 and claws do 1-8 points damage.

Description: this is a very bull-like creature with bright yellow hair which grows in contrary ways and movable horns that give an added bonus of plus 4 to hit. The hide is so tough that anyone fighting with normal or up to plus 2 weapons only give half damage to it. Its magical resistance is 40%. If these are caught they will always kill themselves at the first chance. They are not found in the underground unless they were taken there for breeding purposes. This does not normally happen, because if they were charmed and led underground once the charm is lifted the scent of anyone that has been in the area will cause them to kill each other. Allow a 5% chance of this not happening.

A little word on last months monsters. Seems like the cynopards were not given an armor class, so please add 4 for armor class. For the Bull of Inde the number appearing is 1-8.

I tried typing the stencils this time around, so if they are not to well done please accept my apoligys, and I guess I will let a Lee type them out for me from now on. Well that is about it for this time, and let me thank those of you who have taken time to read and comment on this column.



MANY WORLDS - PART TWO  
by Margaret Gemignani

Jack Harness: Good cover

Nicolai: I'm running a contest for the best idea on how to make a dungeon unlivable. Your rifles are good but why not go all the way? Do it in style; use Choppers: submachine guns. Scarface get an other death demon. Three party members and eight kobolds and DM using one round with this handy Chopper. He also has water wings for its waterproof jacket.

Look, Nicolai: I don't want to make ethnic jokes about you but what's so gross about the Holy Halberd? It only works against demons and undead. It turns undead and forces demons to return captured souls. The demon can't be permanently hurt nor killed, nor can his treasure be taken. It can't take any life since it is a blessed weapon. It's useless in a regular fight. It takes two hands to use it, so you can't use anything else when you use it. ONLY a low level can use it. It's a test of nerve between the low level and the demon. What's gross about that?

Aren't you the fellow who said "take down all the gross magic you want to into StormGate; you'll need it." a few issues ago? My evaluations of monsters is based on the consensus of A&E, TWH and other D&D magazines as well as on what most DMs would allow in their dungeons without turning all kinds of colors. You could get a few people to turn blue and red and white if you brought along your trusty rifle to their dungeons.

We don't make effective dungeons always with technical weapons. I can't afford to make my characters sympathetic and load them down with gross devices; they'd be non-transferable and not very brainy when I did play them. If I took a rifle into a dungeon, I'd be depending on the rifle, and the monster would have no respect for me for I would have shown no respect for him.

I agree with you that a turkey is a turkey but the Holy Halberd would do a turkey no good. A turkey wouldn't have the guts to face a demon with it and not get fresh.

Nicolai, I don't want to insult you. I just want you to stop telling me I'm crazy when I tell you what you said. I can prove you have called me a turkey, incompetent, and now you accuse me of cheating. I don't cheat. I respect the rules of the dungeon when I play in it. It is not Storm Gate that is a killer; it's your comments. Why don't we both try to get along better and not make comments about things we know nothing about. You have never met me nor I you. I work every day on improving my D&D ability, and I'm sure you do too. So let's stop the insults and be friends.

Lee: your work on the Harper is similar to the work on Singers. Singers are much more powerful in spells but have AC9. Healers also use no armor but have powerful weapons. The harper has bard-like magic and has good language use and can raise morale--or are you leaving this to Bards. I would make Singers and Healers always Nymths, Bards elf and Human, Harpers human. That way you won't get the categories overlapping and all meaning almost the same thing. See you at Boskone.

Hilda: You struck it rich. I have a large collection of Dark Shadow material, and I'll write you.//How many people did you get back or raise out of that expedition?//I think we should start polling the strange dungeons to see how the kill ratio runs. That one mage really made plenty of mistakes.

John Boardman: tell your friend in Indian services to write to the zines listed in the front of A&E for play by mail. He might like it. We will miss you. Maybe you should consider submitting to Wild Hunt instead of stopping.

Bill Paley: Why no resurrection spells? It was a good story. You should play your characters as intelligently as you can. If they are more intelligence than you, do the best you can. If they are stupid, you have to act stupid for the game.

Mark Leymaster: Those charts really help you know hit dice in the kits like Judges Guild and DM's Kit. Some of them set up mini-dungeons and cities good for playing. Ask Jeff Key about it; he's played several.

Don: we need more good recommendations and honest write-ups like yours. I hope Dick and Shrna will come to Boskone and allow us to play with them. A caller system where others have their say is good. The non-callers talk when there's fighting or treasure to divide, not when they're walking down corridors or horsing about.

Chris: You are reasonable. You left the cleric +1 plate and Staff of Healing instead of dropping him several levels.//Why not have your witness sign a paper to prevent Eldecar from getting dropped levels if you want to play him elsewhere. If you rolled the dice honestly, you shouldn't be penalized for that.//Mystics were meant as fighters who use psi but they come off as monks with psi powers.//Why do you think Neutrals are wishy washy? I suppose fair-minded equals undecided.//E. Gary has the Villiage Idiot already. See Dragon #3.

Bill Taylor: So Right. Think or Die.

Wes: please don't mention the name Al Mundy. It doesn't belong only to alexander Munday but to a twit named Al Mundy.//An Elf Thief always could be Lawful or Neutral. Nobody questioned that. It was the human they questioned.//Who ever said an MU could sleep 52 orcs in one throw?

The way I heard it Theseus didn't get an effective rest, so when he saw the Blue Dragon peek in and say "What's going on in there," he hit him on the nose and the dragon got sore. That's a far cry from the hostile, murderous blue dragon who was going to attack, so Theseus hit him with his sword and didn't kill him so the dragon struck and panicked everyone. Note that the group nearly ran over Aerial who was getting out of the way after Theseus punched the dragon on the nose.

Dick Eney: I have a buyer for the Good Vibes Spell of Brilliant Jade.



Good to see you, Howard Mahler. Tell us about Torcon when you were DM for Don Wildeman and two fighters decided to get the magic users who were running the whole game, and you let the magic users get off the first strike and get the fighters offed. I bet it wasn't exactly like that at all.

Vancian Magic is limited. The MU should keep the sword when he runs out of spells. He runs out of spells until he runs to his books again, and he can't carry those books with him.

Kirel's Mirror: I really want to meet Ja'ala. She is by far one of the most interesting characters I have ever heard of. My lawfuls and neutrals are not bigots and they understand to say thanks. The little magic user has all the brains in the party. Excellent story.

Puppeteers: remember only insane Puppeteers ever come out and do anything. All sane members stay home. Most non-human races regard those who adventure as insane. Steve Marsh is a missionary who did a lot of D&D work but he is a compulsory letter writer who has to avoid too many letters. See Eldritch Wizard, front page for Steve Marsh.

Billy Balrog: Good material on Tenticloids. I will color myself gone if you bring any to Boskone. It's just like diving into a wet sponge. But it is a good monster.

Pork Pie: Daliks need a Holy Halberd, or nobody will bring their characters near your place.

Lucky nobody had Detect Evil. Good for Eskino Nell. (Love that name.)

Sean: Why don't you keep your bad levels for special turkeys? If they don't stop bugging you, you can read the rules and drop them twenty levels. Also you can open the deep levels to Perrin & Co. Steve Henderson can give you a few points on how to make your name a household word, guaranteed to frighten turkeys into instant obedience.

Anyone who used color after fire is foolish. It'll destroy the treasure and eventually themselves too. Things crack after. It takes time for heat and color to wear off.

Eric Baines: whatever turkey paid for the world was cheated.

Stu Levin: I like your story. Glad Korvack is gone for a bit. Varo has a limited wish for him. He wishes for him to visit the moon of Demonland.

Reincarnation is usually found in Hindu and Buddhist Mythos. Magic Jar would be medieval or Arabian.

Bill Seligman: good satire.

Steve Perrin: no offense, but Steve Marsh has special singers worked out too, and Mythic rules. Do you allow a Dwarf with 15 Intelligence to be a warlock?

David Friedman: would you permit a MU who must meditate 12 turns in dangerous situations to use Shield to give him some chance? That is a long time to meditate. He has a good chance of being awakened rudely. You'd have to hit hard to drive the bones of the nose into the brain or break the spine, even with a mail-clad fist. You'd likely create a need for cosmetic surgery.

Unlbank is a good idea, but you have to standardize things. Some charge more for one spell than others. The additional chargers would have to show cause why their merchandise was superior. //Rosey isn't very intelligent, but she sure is funny. Hungry but funny. //Could a shield collecting monster like Adanna be detoured by having a shield thrown at them to fight over?

Cary Martin: Pernese dragons who eat firestone have impotency problems. They are highly intelligence and have good mates relationship. How would they feel about being impotent? This usually affected the female dragons.

Peter Frances and John Cervata: how would a human know what an orcess would look like? In most highly predatory races of this kind the female generally looks like the male except to their own males.

Charles Draw: isn't Vampirella an example of neutral vampires?

Spinward Ho: love that banner.

Ken Pick: I hope Nixie did better than that Search and Destroy Mission. You really couldn't do worse than it. I still can't believe the things Zed (Male Chauvinist Pig) does. I'm afraid the other game is all too true.

I liked the New Gods too. That's where you got the name of the evil city. Look at National Comics for that.

I think Expose SElf is an unfortunate name for the cleric turning the undead. I think it should be Show Sanity.

Paul Jaquays: Welcome. You're the man who put the tones in Tombs.

Barry & Stu: Good Balrog tale. Short and sweet.

THE ECOLOGY BOX: Peregrin Hawkwood (Edward Mills) of Draconia (Baton Rouge) writes for those who like miniatures. Try the Ecology Box. The Box consists of a construction built in a topless box of cardboard, balsa, or some similar materia. The sides of the box are then divided into rooms, halls, etc. In accordance with your dungeon floor plan. Railroad or similar hobby shops have material for the decoration of these rooms, if you don't want to construct them from scratch. You can get paper colored like brick, stone walls, etc. to line the floor and sides. Also available are paper or plastic doors, fireplaces, etc. Within the rooms are placed whatever you desire: chests, furniture, etc. Also you may construct gardens from modeling grass, trees, etc. which makes a nice change of pace from the eternal gloom.

Travelers entering an underground paradise inhabited by unicorns, willing maidens, etc. tend to forget their mission. Only a very self-disciplined individual will willingly leave.



The top of the box is covered with heavy paper. As travelers enter a new area, the top cover of that particular room is removed, exposing what is underneath. By making several boxes in a geomorphic configuration, an unlimited dungeon of several levels can be made.

You can purchase material for this through dungeon decor kits designed for that purpose, miniature stores and doll houses. Be the first in your neighborhood to have Amy Carter Dungeon Decor featuring miniaturization. The box is a good idea even if you only use it to examine how a room would work. That way if you don't like it, you can take it apart and beat the players at doing this for you.

The Ecology Box was designed by Edward Mills, 1554 Dabney Dr., Denham Springs, LA 70726.

Next, an exclusive interview with Ken (Meatman) Jones and the ups and downs of the dungeon world in the south. I've also talked with Harold Sherman, 252 Beech Rd., Newbury Park, CA 91320. He has recently arrived from the South and is anxious to meet dungeon masters and players. He can tell you about Ed Storm and the one and only official Stormbringer. (no, you don't usually need permission to use something or somebody from an author's book for your dungeon (you are not making money on them) but Ed did get permission from Michael Moorcock. Maybe it has something to do with his name: WIDOWMAKER.)

Slaying in the Rain (to the tune of Singing in the Rain)

w'm slaying in the rain.  
Just slaying in the rain.  
What a glorious feeling,  
I'm happy again.  
I'm laughing at blood,  
So dark on the field.  
My sword's in my hand;  
I never will yield.

Let the Blood Dukes chase  
Every foe from the place.  
Just hand me my mace;  
There's a smile on my face.  
From angels to An Tir,  
Strike terror, far and near.  
I'm slaying, just slaying in the Rain.

--Sir Andrew of Riga and Lord Robert of Westmarch

#### MY FAVORITE THINGS

Ghoulies and ghosties and bright purple demons,  
Two-headed monsters and middle-aged lemans.  
Hungry grave-robbers and vampires with wings.  
These are a few of my favorite things.

When the sun kills what the moon brings  
Things you cannot tell,  
I simply remember my favorite things  
And then I can run like hell.

--Paul Dietz

selections from the HOSFA HYMNAL

# KEN'S CHARACTER CORNER #11

A bit of ego-boo by:  
Ken Pick  
175 N. Poinsettia Ave.  
Monrovia, CA 91016

Well, it's stencil-cutting time again, this time on an IBM instead of an Underwood; and touch-typed instead of one-fingered. This month I planned to adapt guns to D&D for all you techno-fans, but I was pre-empted by OrcCon. Also, I now have a job which cuts into my D&D time (Gregg & Nicolai -- this happened the day after I mailed those letters to you.). Plus, as I type this, two midterms and a term paper are staring me in the face. So, this 'zine is going to have to be short.

## NEWS FROM T-TOWN AS FILTERED THROUGH THE OLD PHOENIX

At the Cloister, Hondo & Caselle have a son, Simon (14-12-11-10-10-17). At this writing, Simon is seven game months old (born around OrcCon - KP).

North of the town proper, a group of adventurers led by a mage named Quizzic the Curious has taken up residence. Quizzic's entourage includes two Pernese Dragons. He is currently planning an intrigue against "The Institute", a technological fortress to the northeast.

Olympus Castle, two days' march to the southwest, is under siege. The besiegers are reported to be led by a Nazgul upon a tremendous violet dragon. Since the Lady of Olympus is a vassal of the demigods that bounced Apokolips, a battle seems imminent. The demigods are rumored to be leading their army to the scene.

Mistalla, City of Demons, three days' travel northeast, is rumored to be mobilizing. It is not known whether this is linked to the Olympus seige. Mistalla's Lich-queen is said to be a vassal of Orcus. These two last items are the reasons for the sudden apprehension in the Cloister.

\*\*\*\*\*

At the Cloister, besides Simon's birth, several things have happened. Caselle has ordered that Iron Golem from a visiting Deryni Wizard named Brannodyn, and expects delivery soon. The existing one-story wooden buildings are being replaced by two-story stone ones to Fireball-proof the place.

Alexandra II (see last ish) lost her Lightning Wand to a trap in a Cal Poly Dungeon named Bob's Big Boy. ( I forgot to mention Cal Poly now has both a closed and an open-universe campaign going.) Plus, three more characters were raised to 5th-level:

MARL OF SHAYAN 14-15-5-15-7-10, Neutral Human Fighter. +2 with sword, -2 vs. man-types. Marl is Lawful-leaning due to his long-time (since 1st-level) being controlled by "Belzoond", a Lawful Flaming Sword. Belzoond was melted down in Big Tee, when Nicolai Shapiro's weretigress found out the hard way that an antimatter pistol is not a close-in weapon (at OrcCon). Marl wears head-to-toe chainmail, a barbute-type helmet with aventail, and a blue surcoat embroidered with two interwoven starbursts. He packs a large oblong shield, composite bow, longsword, and shortsword. Since the demise of Belzoond, he has no magical items.

RABBI CHAIM ROSENBERG 9-8-15-11-13-10, Kosher-Lawful Cleric, Human. Narrator of "The Enchanted Towers Mess" in A&E 10. Controls



Monster, -2 with mace. Chaim is short and thin, based on a former D&D named Steve Rose, a friend of both myself & Wayne Shaw. Chaim wears greaves, knee-length chainmail, and a salade helmet. He packs a morningstar, war hammer, and a light stonebow. His only magical item (won on the same expedition as the AM pistol incident) is the Staff of Earth:

Usable by MU or Cleric; 197 charges  
Casts at user's will Earthquake,  
Move Earth, Summon Earth  
Elemental, Wall of Stone.  
Final-strikes as giant Earthquake.

And finally:

LEROY OF LA MADERA 11-12-10-16-10-17, Lawful Chicano Mage, one of the original three Cloistermen. Immune to poison (i.e., always saves) through Crimson Budwieser. Originally Neutral, but read a Libram of Silver Magic, changing his Dungeoning style from "Maximum pelf at minimum risk" to "Kawful deeds at minimum risk." To back up this philosophy, Leroy has a largely defensive spell mix. Leroy is swarthy, with long frizzy hair, a small mustache, and a big grin. He wears the usual mage's leather armor, dagger, and light helmet. His magic is:

Elven Boots                      Temporalana  
Cloak of Mesmerism, 27 charges  
    (Paralyzes 2-16 enemies for three full turns;  
    24' range)                      Crimson  
+3 Quarterstaff (adds 2 to Armor Class; when thrown, adds 4  
    to Armor class plus counterattacks any assailants)  
Ring of Magic Missile Storing    Both Temporalana Wilderness  
Mirror of Mental Prowess    Temporalana

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#### COMMENTS

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BILL PALEY: So, we finally met. It appears our styles of play are very much different. I'm so used to the GREYHAWK weapon hit mods & damage that I'm uncomfortable without them. No offense to you. Maybe you'll get a taste of our dungeons someday.

NICOLAI DONALDOVICH SHAPERO: You may be pleased to know that Clive, the quintuple-threat Elven pomp, has been dealt with. He is now an ordinary Human Fighter.

MARK SWANSON: I am using the wetter California idea for a story. The Nexus Wilderness has similar climate to today's CA.

R. STEVEN BROWN: Liked your description of goings-on in Belad. With time, I hope Nexus City to evolve into something similar.

STEVE MC INTOSH: You were at OrcCon? Sorry I missed you!

CHARLIE LUCE: Glad we met at the con. That room party was something. Like your alignment system. I hope I'll run into you again sometime. PS: Publish that song, will you?

Now for my main subject. . .

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#### ORCCON REPORT

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I arrived Friday afternoon, after my last Cal Poly class, with a sleeping bag in the trunk of my Mustang and Wayne's apartment reserved as a crash pad. Luckily the con was held in the same building as the regular D&D club meetings. Anyway, I went through the usual registration, checked out the miniatures on sale, and started lugging my two briefcases through the third floor looking for familiar faces and action.

Wayne was easy to find -- he had a "Charlie Luce please contact me in Rm. XXX" announcement on every blackboard. From Wayne (who

was juggling briefcase, rulebooks, and Dr. Pepper down the hall at the time) I found that Charlie would be up with Nicolai.

Over the next few hours, while Wayne gamed in parts unknown, I sat in on a Wilderness with a few Cal Poly D&Ders. As I understand it, the expedition was frigging in the brush with some of the local tavern wenches when they were surprised by a LOLITS. "Radar" Ed, one of the main Poly men there, promised he would write it up for this 'zine. He had complete enough notes to do it.

Wayne soon rejoined me in a back corner of that room and we started the usual nattering & grommishing, including rumors on just who was coming. In the midst of this, a certain berserker-like figure dropped in -- Nicolai, fiendish as ever, with an accompanying Kay Jones. There followed a four-way conversation, including the showing of miniatures, invitations to Stormgate, and some aliens -- Nicolai's paravulpine Altanis.

While waiting for the food run, we set up for Stormgate. Just as we were ready and the 'burgers had come, we found the room had been reserved. While being run out, I bumped into this tall guy. "Hi. I'm Charlie Luce." I shoved a case into his hand and we all split for a new room. There Charlie & I compared the usual notes while Zed went into Stormgate.

The main action in Stormgate was a blend of two bombs, one Gem of Life-trapping, an Antipaladin, two Altanis, five or six Balrogs, and one CoDominium Marine. All in the same melee. Finally we got out and, at about three in the morning, parted to our respective crash pads.

About 11 the next morning, I'm awakened by a noise on the corridor -- Nicolai & Kay. I let them in and showed them to the back room where Wayne was crashed, where they promptly got him up with a stirring rendition of an original song by Nicolai about Neutral Mercenary Thieves. That afternoon, after the arrival of Charlie Luce and a flyby by the Expeditions, Ltd. brass, Charlie, Nicolai, Kay, and I went into Temporalana. Nicolai learned two things: one should not fire an antimatter pistol at close range indoors, and to be careful with Big Tee's exterior doors. After many interruptions by Nicolai's belly laughs and cries of "Kinky!" we tapped out. I'd hoped to run Nexus that night, but since it was late and I had an invitation into Spire Vigilant the next day, we had a room party instead.

I remember Tom Lehrer songs and parodies of same by everyone, a couple originals and Nixon impressions by Charlie, reminiscences of Berserkely, and one serenade of me by everybody with the Meow Mix theme. This last I cut short by swinging a chair at everybody. Finally we broke up the party and scattered to our respective lairs. We almost had to carry Nicolai out.

Sunday morning was Spire Vigilant, DM'ed by Bill Paley, with Wayne, Nicolai, and a few others. We found Z-37's donkey altar, then mostly teleported around the place, fighting amongst ourselves as much as with the pygmies and other things Bill threw at us. Sadly, I was too overcome by the cultural shock between the Spire and what I was used to to enjoy it much. And we never did have time to get Bill into Big Tee or Nexus.

After that, it was the usual con windup -- people just drifting away, the hucksters packing up, and the cars in the lot pulling out one by one. Old comrades, new acquaintances, all fading away until OrcCon II brings them to Fullerton once more.

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Out of stencil. Next ish, the SAMURAI.



## SEARCHLIGHT #5

another boring historical account of the World of the Seven Moons  
by Bill Paley, 5301 Amestoy Ave., Encino, CA 91316 (213) 789-0878

In the first lawful penetration of the Mountain of the Moon, four different groups or separate missions met at the entrance and went down together. The first group, led by Cassandra, was going in questing for the answer to the riddle of who her god is/was. The second group, led by Ganet Ogresbane, was searching for a ball of the clay of Prometheus, with which they would save the life of John the Stag, a powerful mage of the city of Abdullliander. The third group, led by Tenuki, a samurai (who has arrived at 4th level for the 3rd time), was taking an old man into the dungeon, ostensibly to commit suicide. Lastly, Iman, a wandering cleric of the highest reputation, felt a holy compulsion to join with these diverse groups.

After successfully countering a trap detected on their entry, they came upon a large group of fighters, who made no hostile moves. After a short conversation with their leader, they stepped into a milky-white section of the floor and began to sink slowly into it.

After dropping several levels, Cassandra and the old man stepped off and walked toward a door, with the rest of the group following. The old man and Tenuka (with some of his followers) unhesitatingly passed through the door, while Ganef and Cassandra argued about priorities. The small group, now led by the old man, scared off and killed some harpies, passed through magically silent hallways, and walked past a group of bowing minotaurs.

Then the old man (to the terror of the group) grew into a tall golden human of extreme beauty and forced his way into the next room. This was the last of the Cretan gods. In the next room he came to grips with Poseidon. When the sea god recognized him, they began battle. The first bolts of energy stunned the group, and Tenuki, who was charging into battle, was flung in a heap into the corner.

While Poseidon changed shape into a huge bear, the Cretan god leaped to grapple with him. The grunts and cries of the battling gods froze the small party in its tracks. Suddenly, a commanding female voice broke into their consciousness with a Suggestion "Come with me." They followed a woman in leather with a bow into a magically darkened corner and watched while the last of the gods of Minos died.

Meanwhile, the rest of the adventurers had followed the trail of their companions. They were misled by the position of harpy corpses in the first room entered, so they ran into two separate groups of satyrs. The first were friendly and so polite that one party member fell in love. She had such a strong personality, though, that she vowed only to return and visit. The second group of satyrs attacked the party's neutral troll, bodyguard to one of the mages, because they feared his attack. A battle was averted by Cassandra's quick reactions.

Following a running Chaotic Cleric, the party came upon the bowing minotaurs. They managed to finish the creatures off easily and so entered the Room of the Gods. They saw there the tired, fading form of Poseidon and the rent, fading form of a beautiful, golden god. They also saw a dead cleric, fallen over one of Tenuki's swords.

Suddenly, Cassandra knelt to the sound of "Attend me!" Diana, goddess of the hunt, followed by Tenuki and his group, stepped from the darkness. Cassandra received the orders to continue her battle with Chaos, especially those whose worship of Diana tended to be of a Chaotic nature. She was also told to aid Iman on his holy mission. Cassandra, matriarch of Turnholm Abbey, abased herself and swore to obey.

Diana, too, faded away, and the party returned to the room of the milky elevator ("the marshmellow"). From there Ganef began his search. He had received directions for his quest from the guards, but didn't know that the way was blocked by the monstrous Cerberus. In two bites he destroyed the trusty troll, Bill, and the party swiftly backed out of the room. While they deliberated on what to do, they were overrun by a large group of Chaotic clerics. Their magic was powerful but at the end of the ensuing melee, most of the party was incapacitated or dead. Iman, who had been a werewolf, had been struck by a rod of cancellation and lost his were powers. Three men had been hit by cause disease, and Sereth, an eight-year-old, powerful mage was Held and ordered to kill Lawfuls. He let off a ground zero fireball which finished off the enemy and half his party.

The party found that there was a Staff of Striking in the equipment garnered from the enemy; the samurai offered to break it in the room of Cerberus. He had two rings permanently placed on his fingers (Protection +3 and Regeneration) and so there was a slim chance of his survival. The party (and bodies) retreated. Tenuki entered the room and, as the monster's jaws were about to snap him up, he cracked the staff....BOOM! 400 hit points! (Saving throws for the Rings...."no, the Ring of Protection is gone. Now what about...ohmigod! I don't believe this! Tenuki is regenerating.") (Aside: He keeps looking for a way to get himself killed, but he keeps coming back. Oh well, back to the drawing board.)

The party quickly raced through the room. Ganef found in the next room, the pitiable Titan, Prometheus and was given permission to borrow a small amount of clay. He managed to talk his way out of an insult he gave to Atlas at the same time.

On the way out, several portions of Cerberus' body had already regenerated. They raced to the "elevator" and went up a few floors until Iman stated they had arrived at the floor he was called to. They ran into only a few chaotic clerics whom they quickly eliminated. Soon they found themselves in the presence of He Who Was Born In Nazareth.

He asked questions and healed those who required it, though He shook His head over the attitude and vocation of the assassin in Ganef's party. He ordered Iman, "Take this Holy Halberd, and give it to a charismatic inexperienced female fighter. She must be inexperienced to use this. The weapon will protect the good woman from the magics of demons and it will dissolve the horror with a mere touch. It will work but thrice, and once the woman has left the dungeon, she too must find an inexperienced woman of the same description to carry on the power. When drained it will disappear. If necessary, more will await the intrepid here, though but one at a time and with varying limitations." He then handed Iman the Holy Halberd and sent the party on their way. They were able to escape the Mountain with no further incident. (Thanks for the idea, Margaret Gemignani.) AND NOW FOR SOMETHING COMPLETELY DIFFERENT.

Morning. Ganef Ogresbane, second to the Thieves' Guildmaster Timothy Luck I and thus second most powerful man in Ilmarteni, woke apprehensive. Today was the day of the revolt. Ganef, ordered by Bes, God of Luck, his adopted Lord to obey the cleric of Bes, had received what to him seemed like ludicrous plans for the day's actions.

Ganef, a popular, yes, even legendary dwarf, was loved by both the populace and the Guild. Timothy on the other hand was hated by the army and merchant class for murdering the leading members of each. Timothy could count on only the support of the Assassins' Guild whose master was his bodyguard and on his mercenary troop of palace guards.



The plan called for Ganef to rile the peasants into attacking a patrol of army troops and then leading them to assault the walls of the palace compound with ladders already prepared. At the same time the army was to attack the assassins' guildhall to keep them from interfering. The Thieves' Guild was to send missile troops to pick the guards off the walls of the palace.

At the beginning, all went according to plan. The peasants, following Ganef, overran an army patrol (the members of which were benignly carried to safety in the Thieves Guildhall.) Unfortunately the peasants in front marched towards Palace Road instead of through the Near Quarter of the slums and so passed the old Marine Barracks where the Assassins Guild had made their hall. The Assassins, recognizing the need to halt the crowd immediately, clambered up to the roof of the barracks and opened crowbow fire on the massed peasants. Slingballs struck from thieflý throws, and a well placed fireball set the roof ablaze.

At this time:

- 1) In a warehouse next to the Marine Barracks, assassins were burning stockpiles of weapons
- 2) Assassins were dying on the roof of the barrackw but slaughtering peasants.
- 3) Timothy was marching downhill with his guards and the royal gems.
- 4) The port control tower was demanding identification from what appeared to be nine warships and six merchants of Telodonian registry, but was actually a pirate raid, preparing a catapult bombardment of the city and palace.
- 5) The army was storming the opposite side of the Marine Barracks.

Due to the confusion, no one among the revolt noticed the catapult attack at all. The port catapult batteries sank two of each type of ship before being silenced.

Timothy's Assassins' Guildmaster recognized the impossibility of escaping via the sea as the peasant crowd lay between the tyrant and the ship, while there were pirates between the ship and the sea. Since they were in the merchants quarter with the King's Gate near at hand, he had no qualms about lighting the area afire to screen their escape.

Meanwhile the assassins surrendered just as the pirates landed. The pirates' orders read "Take the weaponry warehouse, fur warehouse, and food warehouse and load the merchandise aboard. Feint towards the palace on the peak and loot if minimal resistance met." Unfortunately for the pirate cause, there was a mass of armed and angry peasants practically on the piers.

Ganef ordered the peasants, army and assassins to stop the pirates there. He took some trustworthy men with him to catch Timothy. The thieves who remained behind looted half of the fur warehouse and then drove the pirates back from there. The pirates took the food warehouse completely, but at the weapons pier, three vessels were lost and one other nearby was enveloped by fireballs. Hundreds of peasants died, but only five pirate ships finally escaped.

Meanwhile, Ganef gulped a potion of flying, stuffed a mage in his Bag of Holding, and set an ambush in front of Timothy's party. They found themselves fronted by phantasmal burning buildings. The assassin and ten F7s ran right. Timothy, with the few followers who hadn't disappeared into the alleys and byways, turned left. Ganef, in flight, again, landed in front of Tim's party, stepped out alone and offered Timothy a duel to the death.

Timothy saw a boy in peasant clothes, carrying a stick, challenge him (Ganef was in his Robe of Blending). He agreed. Ten minutes later, he lay unconscious at the feet of the sorely wounded dwarf.

Thus ended the reign of Timothy Luck I and began that of Ganef Ogresbane, Thieves Guildmaster and Lord Mayor of Ilmarteni.

Comments:

Anybody: Should I keep on with historicals, expeditions, or should I just forget it altogether? Is it worth reading?

Also Anybody: E. Gary Gygax intended high level characters to participate in these political upheavals, etc. and not the mundane dungeoneering. They become leaders of men and have powers to match. A paladin in a dungeon is more powerful than is one on an open battlefield, where he could be cut down by almost anything. I'd rather see these high levels pitting their brains and treasure for political goals than just amassing more wealth and firepower from overtaxed dungeons. If too many high levels are formed, space should be limited at the top. This way there would be constant Machiavellian intrigue propagated. This would give them things to do which are more in line with their powers. (What fun is it for a 10th level fighter on any by EGG's deepest levels? Why else the barony rules?) Try it, I bet you'll be hooked.

Self: On food and pretty types for monsters:

Orcs: enjoy anything dead but can survive on anything. Enjoy all forms of flesh.

Goblins: eat more standard (human) food. Fish a delicacy.

Kay Jones: Sorry you didn't care for the way we run were-creatures, but we have different ways of limiting their powers. If you had discussed it with me, I might have allowed you to shore up the weak points from your world while giving you the ones from ours.

\*\*\*FLASH\*\*\*The town of Wattchton wiped out a small party of pirates coming to retake it. Townspeople are expecting another attack soon.

\*\*\*FLASH: the King's Fort #3 has disappeared in a ball of fire. Local opinion seems to be that the High Wizard of the Fort mistimed an experiment, but informed sources indicate that the aliens of Spire Vigilant felt threatened by him.

Sean Cleary: First: I like watching the characters squirm and occasionally die. But, due to the excellent play of my friends, this occurs seldom. I don't brag about!//Certainly magic is something to prize and wonder at, but the cry is often "This sure is nifty, but hell, it's too bad that Angelos died."//I almost always play DM. I like it from this side. But I've only been on three treasure trove expeditions out of a couple of dozen that I've gone on total. There have to be some; otherwise characters would stop going down to possible death.//I have never said, "you don't have to play in my game" to players. I always try to reach a middle ground. If they demand too much or act in an "uncivilized" manner, I see no need to subject myself to the hassle.//I love hearing comments on my pet ideas. Comments, not insults.//Your list would not indicate any such thing, I'm afraid. My dungeon, the monsters act intelligent usually (given reaction dice, of course) but I don't root for either the monsters or the party. I watch to see who's smarter. //Did Lee Actually teach you how to stencil?!

GLENN B: Where were you in #18? I missed your barbs and got stabbed by SEAN's.

Lee: Why didn't you comment on predator/pretty? You promised.// In A&E #9 I really got a kick out of reading Z-37 moan about losing Santa Claus. (heh-heh)

Sean: Now that my temper has calmed down....I accept comments on my ideas but then compare these comments to the style I play and decide whether to try it that way. I don't object to different styles or to DMs requiring that only experience received in their worlds



counts...fine! In some cases I agree. But I do object to attacks on my style of play or anyone else's...as a style. Enuff said.

Field and Phalanx: I intended to convey the impression that some incredibly silly things can happen to a party, or they could run across some incredibly silly monsters. Such as Flyikng Mustaches.

Trap Charts: D&D isn't al-ays logical either.

Mark Swanson: The Tentacloids description is a perfect example of what I'd like to see written about monsters. How a monster fits in his environment can be vital to how a DM or a party react to it.

Bill Seligman: GRUMBLE, GRUMBLE.

UNIBANK: Campaign: The World of the Seven Moons  
DMs: Bill Paley, Dale Cavin, Jeff Cavin, Steve Langley  
Value +1 Sword: 1000 GP  
avg haul/1st leveler: 950 GP  
Kill %/expedition: 20% permanent; 45% total  
Good Luck

Earth's End: Did you think the 6:30 Saturday expedition in Earth's End was successful? I still don't know what happened. (I was in the Neutral party.)

Spinward Ho: Who were you? I was in Search and Destroy too, and I don't recall meeting you. By the way, a Neutral didn't final strike that staff; we talked an Invisible Stalker the Lawfuls sent against us to use it on the both of you. [Actually I entered that mishegos with a character I'd like to see dead; Sherlock, a 3rd level Anti-Magic User. Remember those?]

Ken Pick: About clerics that expose themselves....What if the things they expose become holy relics? Kinky!

Charlie Luee: Thank you, Heilborn. Now as for Giants, as humans, but much, much more food is necessary.

Wayne Shaw: Good to meet you! It looks like you invent new character classes the way I make up dungeons.

Anybody not yet bored: As soon as I read A&E #18, I realized that I too was getting annoyed at alignment tongues. Two phone calls later and, poof, a long list of common accents. Can't wait to see it at work.

Enough! I can't afford this!

Searchlight off!

## TO FANTASY WARGAMERS

from Bryan Ansell, 15 Furlong Ave., Arnold, Nottingham, England

I propose to start a British fanzine, dealing mostly with D&D, and also with fantasy and role-playing games in general. This will be on a non-profit-making basis, along the lines of the American amateur press association 'zines, "Alarums and Excursions" and "The Wild Hunt."

All those who write enclosing a largish SAE or postal reply coupons will receive the first issue free. Of course, I'm hoping that some of you will write contributions for me.

What I'd like to see are: reviews of new fantasy games; figures and novels; accounts of how you play D&D or fantasy and s-f table top battles; discussions of rules mechanics; new monsters and treasure; accounts of dungeon adventures and battles, perhaps also Western gunfights. But go ahead and write anything you like.

Contributors will get the zine free, the cost being shared by the other subscribers; as the cost will vary from issue to issue, depending on how many pages it runs to, subscriptions will be a matter of sending me a quantity of money. I'll deduct the appropriate amount each issue. You can have the balance of your subscription at any time.

Unless anyone thinks of a better name, I intend calling the 'zine "TROLLCRUSHER." Alternative suggestions welcome.

Adverts will be free. If anyone wants trade adverts included, print off 100 copies of the advert and send them to me.

I've already been promised a few articles. The first issue will appear when enough contributions have arrived, perhaps mid-March; IF I can whip up enough support, I hope to make it monthly. So, IF you want to see a D&D a.p.a. fanzine in Britain, get typing folks; let's try to get this thing off the ground.

### HOW TO CONTRIBUTE

A) If you can't get to a typewriter, write it out clearly, and I will use my 18 charisma to persuade someone to type it for me.

B) If you CAN get to a typewriter, type onto a FOUR-hole stencil. I am going to print on A4 paper (that's 11 3/4" x 8 1/4"). Leave about 1/2" margin all around. You'll get the issue containing your work free and the next too if you submit four sides.

C) Print it yourself: 100 copies to start with. You'll earn yourself a free issue in addition to those above under (B). You'll also earn my undying gratitude.

COST: I expect the zine will cost between 3/4 and one pence a sheet [1.3-1.7£--LG] to start with. It should go down as it gets thicker though.

I hope to hear from some of you.



# KILL SLAVUS THE CLEVER! #8

C'MON NOW, ATTACK!  
IT'S ONLY A GIANT  
RAT. ONLY DOES  
1-3 POINTS OF  
DAMAGE!



KSTC #8 is brought to you by;

Glenn F. Iacow  
13 Grove St. 7  
Boston, Mass. 02114

Due to KSTC the previous arriving a day late - and Lee already having an overload of zines in - I will have two zines in this collation. ring on the asbestos covers!

ON BARDS...I have always generally refused to use bards in Edwyr. (One G. . . Funkel did run a few times Fi Kevin!, but the "haedic lore" kind of overwhelmed me); Now Lee Gold and Steve Perrin have produced two sets of rules for the same general type. The writings done by Lee I thoroughly approve of; I would allow them in the game. Steve's version is far more powerful. A 1st-level SLEEP far more effective than the MU spell; a 1st-level BLESS, a 1st-level HOLD MONSTER; he can heal, turn lycanthropes, elementals, has a holding-door spell cooler than an MU's, has a third-level FEAR spell, and in general is just all-around better off than most regular MUs. I would not allow them in.

On the whole, Lee's specs are probably the closest to useable I've ever seen (there's a logical quibble, you see...). The logical problem with Barbers/Bards, you see, is that music/sound isn't all that directional. Everyone hearing a bard's song should undergo the same transformation, good or bad. (Heh, heh, heh!). But for purposes of game play, some sort of excuse can be made allowing the songs to be directional.

ON PROBLEM-SOLVING GAMES...In general, people running in Edwyr must stay within character. In rumbling down corridors, fighting, and character interplay, they do. But if they're facing a problem in which there is plenty of time for discussion uninterrupted by hostiles, then I allow people to drop out of character mode and use all available player intelligence. After all, while many characters have 18 intelligence or thereabouts, the players don't reach that standard. Allowing a brain-pooling of players simulates the higher intelligence of the characters.

ON "EQUALITY OF OPINION"....Several people have expressed the Great Heresy that all opinions are equal and all interpretations of the rules equally valid. I beg to differ. Note that in the real world, expressing the idea that the world is flat theory is as valid as

modern round-earth cosmology would get one laughed out of any respectable scientific group; that an interpretation that kobolds are 10 feet high because they're Giant Class is not generally regarded as being as valid as a standard one, and so on. The opinion of a DM who has been running his game for two weeks (and has never finished reading the rules) is not as valid as that of, say, Dan Pierson, Nicolai Shapero, or Lee Gold. Nor are even experienced DMs all equal. There are some Gamemasters - locally or in A&E - whose opinions I solicit and respect; other DMs to whom I will listen if they have things of interest to say; and a few to whom I pay little attention - mostly (locally) random high-school DMs who run Candyland dungeons.

Let it be pointed out uncritical acceptance of every idea results in the proliferation of half-baked ideas and little more. Some people seem to take sarcastic comment on some of their pet ideas as a personal affront; believe me, it isn't. If I wanted to really insult someone, I'd do so - but can't really see why I'd do so. After all, I don't know any of you, and seldom waste time insulting people I don't know. In THE WILD HUNT, people who publish ideas expect (or at least should expect) much critical (and even caustic) comment on them. I find the results far more interesting and entertaining than bland acceptance. After all, if I present a crooked theory, I'd much rather have the holes in it pointed out before use than have to find them out in play...

AN ESSAY ON FENRISTS AND FENRISM...Long promised, I might add.

Which will begin with a note on the Norse god of the same name, but different history. Let it be stated that the Fenris Wolf was the son of Loki by the Giantess Angerbotha (so far as I remember; damned if I'm going to look it up), as was the Midgard Serpent and Hel. Now, in spite of having read a considerable quantity of Norse mythology, nowhere do I remember reading of anything particularly evil done by either Angerbotha or the Fenris Wolf. (The gods, in fact, never did anything aboutt Loki's wife at all - which would seem to indicate that they didn't regard her as particularly Evil). The Fenris Wolf was not bound because of what he did, but because the Norse gods feared his strength. I will further point out that he was bound by the treachery of the Gods, and that after this double-dealing imprisonment, was scarcely likely to favor their side at Ragnarok.

I'm mildly amused by the impression of some people that the Norse Gods were Lawful. Odin required human sacrifices, the mythology is full of the Gods lying, cheating, murdering, seducing the innocent, committing adultery, etc., etc. And the people who worshipped them were the worst raiders, pillagers, murderers, rapists, et tedious cetera that European history recalls. In Edwyr, the Norse gods are mostly Neutral or Chaotic.

However, getting back to the Fenris of Edwyr; he is not the Fenris of our world. He's the War God of Law; the Defender; and the Enemy of Set (his Chaotic equivalent), who appears as the Serpent. In persona, he appears as a huge wolf that dwarfs cities - though his size varies as he deems it necessary. Usually - like most local gods - what appears is an avatar or "sending" of whatever size seems necessary; the Swanson description in A&E 7 is a fairly standard one. Immune to magic or magical weapons. Now; sending such an avatar drains much strength, which must be replaced at the source of the summoning by the avatar. If the cause of the Summoning was of overwhelming importance (foiling the opposition



in a major plan and gravely weakening it), then - even if the avatar comes out woefully short on reclaimed energy, then priest and party are safe. If the summoning is just for a random encounter, but one pertaining to the struggle between Law and Chaos, then the avatar must regain his energy. He will get as much as possible from the enemy; if that's insufficient, will begin on the party, starting with non-Fenrists, then Fenrist non-clerics, and ending up (if necessary) with the cleric himself. If the cleric summons for no good reason (i.e., is in a party attempting to gather treasure only, that has come up against something nastier than they thought, then Fenris will indeed appear, but begins to satisfy the energy demands by eating the cleric at fault. Next target is the foe, then the party.

As can be noted, Fenrist clerics tend to avoid Summoning except in cases of great need. (People devoured by Fenris are irrecoverable, even by wishes). Balance is indeed preserved - under ordinary circumstances, calling Fenris loses far more than it gains...

Fenrist clerics get as initial equipment the wolf head-dress associated with their faith. This headdress is alive and cannot be removed by the cleric (removal can only be done by a bit of surgery).. Wolfhead has telepathy with its owner. For its powers, see Mark Swanson's writeup in BILLY BALROG'S OWN FANTASY # 5, A&E 7. In exchange for this, they progress in EPs and saving throws as fighters. All else as normal clerics.

Locally, Fenrist clerics are enrolled in the church's militant orders; that of Saint Ulfian for males and Saint Samantha for females. There are fighting types attached to the Orders (esp. paladins). Prime Requisite is wisdom, as other clerics; minimum intelligence should be 12 (it requires some sort of intelligence to know enough to not summon Fenris). Other rolls should not be lower than 9, with the exception of charisma, which can be anything.

Grim? Perhaps. But War Gods usually are...

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#### COLLATION COMMENTS

(A&E 18)

Lee Gold...Much praise for the write-up on Harpers.///I'd thought about a Dianist Polymorph Others as a fifth-level spell, but decided against it as being too "magical". Since you've thought it logical, I may include it after discussion with Mark. The infravision spell would be Night Vision, probably - of little use underground; like "amplified light" instead of true infravision, it would require at least a little light to work.///Ability over undead is another Aspect's territory; The Mother-Goddess (second of the three Aspects has none, either, and is seperately worshipped from Diana; Pecate also has her own Priestesshood and seperate spells. Thanks for the comment.

John Boardman...Sorry to see you go.

Bill Paley...Of course I'm mercenary.///I require that the world being played in be "real" in a number of ways. Combat realism may be desirable, but can slow up the pace of the game so badly that it drags. Two or three systems employing greater reality have been tried locally, but stretched out combat so much that they were quickly abandoned.///Banning gross items in Gorree is a very

good idea; Mark dislikes heavy magic and is much less likely to adjust for it than I am (by dropping players down a level or three). I allow almost anything except absurdities in Edwyr.

Dan Pierson...The use of "callers" is sometimes necessary, esp. with neo players, who quite often have no idea of what to do. Also with big parties, where otherwise interminable wrangling takes place. Local parties use one to get quick decisions on where the party is going. (Mark and I tend to start rolling for random encounters if the players can't make up their minds; keeps the amount of random noise down).///Agreement on revised D&D rules; it would also be nice in keeping the more inexperienced DMs from coming up with odd interpretations of certain spells.///I'll be glad to have you, anytime. I'm curious about your reaction to klutz-factor and magic and "lean" dungeoneering. A dream adventure on the 13th level is fine, and I can't see too much trouble in selecting one of your characters for an expedition on the medium levels. Care for a letter emphasizing some of the more important elements of the system, so that you can get some idea of how things work in advance?///Er...what does the fact that they're (the monsters) not players have to do with losing. If you've been butchered, had your treasure stolen, or whatever, then you have definitely lost - even if you aren't owned by someone who'll complain about it. Or do I care for a philosophy that gives all of the advantage to one side - the players, "Monsters" and non-player characters in Edwyr are not cardboard fronts, mere "spear-carriers" for the all-conquering players to overthrow and seize treasure from. Nope. Same rights, same privileges. Player characters are most definitely not the most important characters in the game, and most of the players are well aware of it.///I was not implying that you cheated. I will, however, point out that one of the rationales for allowing extra-advantaged character types like Rangers and Paladins is that they were rare and hard to roll. "Custom-rolled" characters defeat this purpose entirely.///Gygaxism? Hardly. Go read the Essay on Balance, back in A&E 12. Shame on you.///Put it this way; Cone of Cold is a damage spell that can be used in the dungeon without checking about such niceties as room size or corridor length; it doesn't bounce back and bite. Far more useful indoors than FIREBALL or LIGHTNING BOLT., which is why we have it at 4th. Supershield is also 4th (and only lasts one movement round). Shield VI (AC -6/-8 vs. missiles) would have been only 5th-level under Ken's original specs (up two armor classes per level of spell). The MAGE'S SWORD VI would presumably be off a scroll. And hit points and strength are pretty irrelevant if you have a Vorpal Sword...

Chris Pettus...In a magic-rich universe, the fighter hacking away would be doing so with Ice Giant Strength (8-48 points of damage per round), would almost certainly have gross Protection Ring - and would have three other fighters (all with Giant Strength of some sort) helping him. Consider that to be taking 17-96 points of damage per melee round...///Agreed, not all Lawfuls are city-loving; that's why I specified Lawful humans doing so in the write-up, and said they got along well with almost all elves. They do tend to have reasonable relationships with Druids. All males are suspect, but Paladins & co. suffer less suspicion than others.///But how does a cleric know what Higher Authority wants? Usually by asking his superiors, unless he's got a Commune spell.



I spend a lot of time playing D&D because 1) yes, it's fun and 2) it's a mental challenge. Solitaire is also fun, and I play it quite often too. But I don't cheat at it, so that I can win all the time. If I want a character that always defeats fearsome foes and walks off with incredible treasure, then I just sit around daydreaming. Much less

effort.//Ah, but there aren't infinite 1st level anythings running around. Most players have perhaps a half-dozen characters they run fairly constantly scattered as to level.

Bill Taylor: interesting writeup, especially on Monty Python GMs. Glad to see you around.

Wes Ives: Sorry to disappoint you by sponsoring a new player character class, but I thought the idea of presenting Clerics who reflect the characters of their God is something that should be explored as a potential player character source.//A realtime campaign? Hmm, that's nastier than Mark or I, who run it two-to-one. Though we do frown on running the same character twice in one (real) week. Hadn't thought about charging them time to learn new spells. Some games are a lot freer--a ratio of 7:1 in some cases.//S&S is useful for spell definitions, isn't it? But why have the ex-charmee attack berserkly? A dumb one might not figure out he had been Charmed; I then roll his reaction to the Charmer. A smart one does the same, but may decide to keep acting Charmed until he has the opportunity to really shaft the people who charmed him.

I am really impressed by your neo paladin! Treasure that! a natural like that is hard to find!//On Magic Jar: I have always figured this as a dangerous spell for the user. After all, being in a body that has just gotten killed is rather a shock; I'd make the MU make a maximal table saving throw vs. Death the first time it happened, going down a table for each occasion (per week). Yes, he can pull out before the body gets killed--but the spirit whose rightful body it is may elect to try and keep him there. His saving throw is as above.//Your magic analysis spells are something like I had in mind for Xdwyr, only wasn't sure of the level they should be. I'll get back to you later, after consulting with Mark.//

Re Theseus: the fool dragon wasn't in all that good a position. After all, if it breathed, its lightning would bounce back and get it! It was facing a gross human and a Dragon-slaying sword in the front rank too. We could probably have bought the thing off with a minor magic item or two. As for taking it out after it breathed, well, it wouldn't have breathed again (would have killed itself), but it had 30 or so HP left to Dungeon Monster's 22 and Ariel's 5; there wouldn't have been much left of the party--no MUs and only one cleric for magic support.//Excellent point on the compassion of dragons.//(snicker) on Orcus as a player class.//There is talk of starting a M;Alpha campaign at MIT.//See you next issue!

Bob Sacks: And what level is such a spell?//If the Pope chooses to get up on his high horse and speak ex cathedra, the Archbishop loses by definition: he can either obey or leave the church.// If I want definitions, I look in the dictionary. No, I wouldn't define virtue as you do, and I do define altruism as the dictionary does. If you allow a twit to mint his own definitions,

then he always wihs - "by def inition".///Bob, if'm afraid that I can't interpret what I said as implying what you derived from it (wrto Chaotics "respecting" the rights of others. Look, if a man doesn't know that the beings whose rights he's trampling on have rights, then Evil is not the right definition for what he is. Stupid, ignorant, brutal, vicious, yes. Jack the Slasher is fully aware that his victims have "rights" - but the idea of his respecting those rights boggles the mind. The very fact that Jack is aware that he's doing "wrong" is what makes him tryly evil./// Satisfied, O Lord of the Flames?

Howard Mahler ...ote that the description of damage wands (Cold, Fireball, LB, etc. defines them in such terms as "projects a Fireball exactly like the spell of that name" and "projects a Polymorph spell...exactly as the appropriate spell".///Agreement on Phantasmal Forces; it is highly unlikely (rationalization) that the MU can project the feeling of burning into the minds of several people well enough to convince them that it's a real Fireball. In any case, all the victim sees is a bright flash of light.

Kevin Slimak...Excellent essays.///Gad! You mean that someone is actually going to write up an Edwyr expedition other than me?

Nicolai Shapero I...Local DM count? Hmmm...Me, Swanson, Mark Chilenskas (semi-retired), Paul Bean, Sean Cleary, Dana, Barbara Postrand, Jim Michie, Bruce Gillespie (EPT), Tony D'Andrea, and at least two or three others, all of whom show up at MIT various times on weekends.///I seem to remember something about three sets of +5 armor & shield coming out of Stormgate on one convention expedition after the party butchered a Golden Dragon (Embarrassing moments of history - I still have a set of mithril chain and shield to regret). One of my players, alas, has a +4 shield.///Computer set up to "roll" monsters? Envy!///The D&D world isn't Vancean (Gygax never said that), the magic thereof is. Sure, MUs used swords in Vance's world. But not in D&D; it crocks the game wildly in favor of magic-users. So; Gygax doesn't have to give up anything.///Yes, who's in a party makes a big difference. An experienced group sans turkeys usually suffers minimal casualties; a bunch of neos and twits can get totally exterminated.

Nicolai II ...Tsk. You wouldn't allow some of those things? How intolerant! You're sounding like me.///I'm considering taking a sledge-hammer to the @!&?@!!! Olymia, I am.///I am (unfortunately) altogether too aware of the grossity of 2-handed swords. I wish the hell GREYHAWK had restrained itself. Locally, we insist on people a) having room to swing the damn things - a 12-foot space (larger than most corridors), and b) having sufficient strength to wield them (minimum of 15). But if you think THAT is bad, look at some of the specs for samurai weapons that have shown up in The Dragon and A&E - Swords of Sharpness for a few hundred GP.

Kay Jones...The best fiction yet seen in A&E!

Mark Swanson...Fenrists? Gideon, Ariel, Liriel, Dalin, Aunt and Uncle Alf, Samantha (3rd EW), and that's it. If it's as gross as I've heard, they haven't got a chance.///Symblis belongs to a tribe of centaurs in the midlands that live by hunting. They're all neutrals, and mostly Dianists.



One of the local bookshops has mentioned having The Silmarillion in by June.///Should I tell them about your threatening to take Billy Balrog out on an expedition in Edwyr, Mark?

Hartley Patterson...It's not the wandering off we object to, nor (all that much) the talking. It's having the guy run his character in such a way that he manages to get the party wiped out by his stupid moves.///I wouldn't allow Seductresses to have much effect over sex/race lines. Couldn't influence females much for example, nor members of different races. A human seductress would have almost no effect on a female elvish magic-user (though elvish seductresses - though I don't really believe in such - might well get a bonus against human males). Should Euleika (my Gypsy thief/experimental) observe such a character in the same party, she would probably arrange to be behind her in some moment of excitement and make a "mistake" in "the heat of battle".

John T. Sapienza...While your system has many advantages (clarity, logicality, etc.), it would require me to scrap altogether too much in the way of familiarization with the old one. Damn good job, though.

Sean Cleary...Mark Tramer sent me a letter explaining the thing. Care to look it over? It's nowhere near as bad as the bare outlines sound. The Lawfuls set up an ambush, had a fish, - and were almost completely wiped out, too.///Explain The Elf? Do you really want to waste that much space explaining Gary?///Player control? Well, you know what's used locally - callers, make people ~~xx~~ do what they are saying; run in random encounters on noisy groups, etc.

Stewart Levin...Letter (yes, now it's written) on the way; will include explanation of spells.

Bill Seligman...(Snicker).///No offense taken.

Steve Perrin...Glad to have been of use. Tell us how Verdane works out, sounds like a useful concept.

David Friedman...A system with a lot of potential. I don't like giving magic-users more spells than they have per the book - makes life too easy for people - but giving a klutz chance for any spell over the first one thrown has promise.

Jim Tolton...But it is possible to get into a fight and be so far into it that you literally don't notice how badly you're hurt. Moreover, the front line tends to be composed of the toughest available people - backup fighters may be unable to take more than a round or two of fighting - and be unable to even hit the enemy. ///Sounds like an interesting world; maybe I'll get a chance to play in it sometime.

Cary Martin...Tsk. After a certain encounter involving some Overlords of Delgon and a ship that wasn't quite there, the Valerians tended to use axes with neutronium (?) inlays. Since good old Kimball Kinnison (at least 18 strength) had to use all of his strength to wield just a scalpel made of the stuff, I doubt that anyone could use a Valerian space-axe. Furthermore, if anyone said, "My character comes from a high-gravity world", I'd tell him to get out his character folder and try again. As said

previously, I don't allow characters with innate gross advantages over other players. As a matter of fact, one of the acid tests for dunceon quality I use is to ask a fesh-met DM if I can run my Valerian. If he says yes (after seeing the character sheet), then I look for another game, read or book, or go for a walk. (Yes, there is a character sheet for it. No, I have never run it - whatever the character sheet says to the contrary).///The person involved has a good half-dozen characters, most with high strength, high intelligence, high wisdom, high constitution, and high dexterity. All of them - regardless of age, sex, type, and rolled characteristics - behave exactly the same. Like turkeys. I'm used to people running low-intelligence/low wisdom characters as such. It ain't what he's doing.///ell, the girl in the illo wasn't badly put together, either (Snicker).

Peter Cerrato... mm. Regarding orcs; there were large numbers of tribes of orcs in the Misty Mountains who had had no contact with Sauron or other beings of power for centuries, yet remained intelligent, arguing that they were indeed capable of reproducing themselves.///I tend to regard the AC figures given in D&D as what the humanoids concerned are generally found wearing. In other words, kobolds are generally wearing leather armor and no shields; goblins have leather and shield; and hobgoblins wear chain, no shield. Larger monsters of humanoid sort (Ogres and giants) tend to have naturally tough skins. I would generally tend to refuse bonuses for naturally tough skin to beings in armor; if there's a giant in plate and shield, he's probably AC 2.///Loskone is in Boston, February 18-20, at the Sheraton-Boston. Costs 5 dollars if preregistered, \$8 at the door.

R. Steven Brown...Interesting essay on city adventures (I like running them in Edwyr). Bribing the local fuzz (the Castle Guard) isn't highly recommended - most squad commanders are honest. As for getting someone to pay your fine? ell, if you're a Guild member, you may get it done, otherwise unlikely. But you won't get your hand cut off, just spend a few months cooling your heels in the hoosegow. Trying to dig your way out through a stone floor with a wooden bowl loses.///The usual procedure for hiring bards for entertainment (remember, the locals know all about bardic abilities!) is to hire trained lip readers (either deaf-mutes, the naturally deaf, or men with good ear-plugs) to watch the bard. Any signs of said bard try to Charm or Suggest, and he's likely to suddenly resemble a pincushion.///Your arena officials seem to be unusually trusting sorts. If I ran something like that, the men involved would be stripped down, everything checked out, and their equipment returned to them only upon reaching the arena. Trying to cheat is punishable by impaling.///Anyone attempting to influence a fight by spell-throwing in Edwyr city would a) find out that it wouldn't work (there's this funny arrangement of glowing blue rods over the Court of Fattle), and b) would get torn apart by the other spectators. He would also risk the chance that the "dude" he picked a fight with might be considerably nastier than he was. God save the thief if he was caught picking pockets without being a Guild member. Concrete overshoes.///I find magic armor gross enough in itself; special abilities for it is incredible. Locally, the only chance for such is if it's at least +3 and has been made by certain humanoids monsters (the Mu-Artans).///Equipment damage is a good



idea, but I think you've set the amount of damage some objects can take too low.///Dragons could be taught to carry messages, use magic, (later on, sorry), to breathe on command, etc.

Steve McIntosh...I dunno about awarding characters for phantasmal fights. They certainly aren't in any real danger, are they?///A mild note; a human can run a 4-minute mile (i.e., 15 miles per hour), and race horses can't do much better than 30+ mph, so the speeds given in D&D aren't that badly off.///Locally, some heavy simulation is involved in play. Not so much in actual combat, but in the way the universe and people within act. There are no occasions where an EHP or grossly evil monster can have a "favorable reaction" to Lawfuls, or where a fighter with 5 Javelins of Lightning will ignore them to try and close with his +1 sword, etc.///The trouble with new rules & games and such is that people tend to like running old characters. I've had the itch to a) start a new universe entirely (Iar ad-Ran), with far different rules, and b) begin running another, less patchwork universe than Edwyr. Reaction hasn't been favorable. Understandably, I fear.

Ken Pick...Don't object to 9th-level spells, just point out that those seem to be the only magic-universe powers that do all that well.///The 5kt nuke would be equivalent to a very low-level FIREBALL, of course.///New tactics do allow you to get away with doing damage with lower-level spells. Much better tactics, though certain to be pretty costly in MUs. Limitations; the magic-user better have some sort of knowledge (personal) of the terrain, or he's got a 75% chance of killing himself. Dim. Door only has a range of 360 yards; requires the MU to close under fire. Not having Swords & Spells handy, can't remember range and duration limits on Control Weather, but assume there are some.///From weapons knowledge, I will accept an attack and attempt at defense only with a staff-type weapon. I refuse to believe in any weapon that gives two attacks per meleeround and adds to armor class. If you're trying to make two attacks per melee round, I don't care what your dexterity is - you've just lost all dodging benefits and dropped at least two of your normal armor classes. A brief consideration of the laws of physics will illustrate the difficulties of getting two attacks per round with a weapon that has a chain on one end///I'm rather doubtful that a nunchaku is going to raise you two armor classes against someone with a battle-axe!///Basically, I sometimes get the impression that some DMs (including Gygax) have been watching too many Bruce Lee movies.

Paul Jaguays...Line drawings run to \$15-25 for the original; repro rights (single-shot) are \$10 (or, if smaller drawing, down to \$5); cartoons \$5-10. Exclusive repro rights? Double that for single-shot.

Brian Lane...Over Naturalists? I don't know; I've never run any. I'd say they have great promise for wilderness adventures, and as missile troops.///There a few high-level Chaotic clerics; the highest-ranking Chaotic anything is an 8th MU, followed by a 6th FM; Jack the Blasher (at 4th) is my highest-ranking Chaotic.///I've worked out some differentials for clerics of Veskaya and Set, nothing yet for Cthulhuist clerics. TftRUI next issue.

Charlie Luce... But a tank isn't an Artifact! It's no rarer in a technological world than a +1 sword in a magical one. After all, Russia had 20,000 tanks in 1935 or so...///I'll be glad to let your fighter have adamantite shield and armor and a Vorpal Sword and fight the tank. How's that?///Sigh. Greyhawk restrictions on books. Ah! Was to try and hide it away? A good trick when books are only read in the midst of the original party. Heck, here's standard setup; Books are brought into room with entire party. A fighter with plenty of hitpoints gets to read them; MUs with ESP going. Fighter reads; if it's a book he can't use, the fact is instantly obvious to watchers, who, with ESP, have some idea of what it is. Fighter is hit with SLEEP, HOLD, Clerical Sleep, or whatever; when book is removed and given to the next experimenter. When the first one is awakened, it is suggested that he never had a book. And so on. No sweat, see?/// Not a bad insult, so; Did your mother stop patting you on the head because of the splinters? (Snicker)./// Except for natural magic-users (like dragons), I insist that any magic-using type have hands to use in throwing spells. So; no magic-using griffins./// While devising Neutral dragons is all and well, I don't use dragon ruler types at all, and intelligent dragons may be any alignment./// For engage and disengage, I check respective strengths of attacker and interposer; have interposer roll D20 and roll for attacker, modify for relative strength, and make rule-of-thumb judgement./// I generally role D6 to determine accuracy for spell placement on area spells. No real trouble involved.

Jayne Shaw... Good work on the Espers; I can't use them myself (no psionics), but seem quite reasonable.

#### MONSTER RALLY

IRON DEMONS... These are the untermenschen of Edwyr's demonic population. They are only semi-intelligent, and generally tend to fight to the death. About 4-5' in height, with low foreheads, horns, long tearing claws, and a prehensile tail with barbed end. They can breath flames three times a day (on a roll of 7+ on 2D6, doing 2D6 of damage. Two claw attacks per round, plus a bite if not breathing fire - D6 of damage per attack. Also attack with tail (roll of 7+ on 2D6, trying to wrap around foe's neck; if successful and it stays in place three melee rounds, then the victim is strangled. To cut off the tail, one must aim specifically at it = and cutting it off does only 1 point of damage. Often used by Great Balrogs and other demons as servants. If morale does break, can Gate out in a cloud of sulphurous smoke.

<u>Appearing</u>	<u>AC</u>	<u>Movement</u>	<u>Hit Dice</u>	<u>in lair</u>	<u>Treasure</u>
1-5	2	9"	6-8	33%	A

Guess that's it, if I want to get this off for the collation. Next month; Tales from the Red Wolf Inn; the story of a room, from the rolling thereof to how it was taken out - an extremely technical dissertation that might prove useful to beginning DMs, and even to more experienced ones.

See you all next issue,

Glenn.



Deadlines, oh Deadlines...

NOTES FOR THE UNDERGROUND NUMBER FOURTEEN

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OrcCon was a disaster. The only good thing that could be said to have come out of it (for me, at least) was the opportunity to see some old ~~friends~~ friends. And I finally had a chance to take some of my characters into Wayne Shaw's Temporalana. Full circle...Wayne got the bug from me--oh so long ago at NASFIC, and created an insane dungeon influenced, to a great extent, by the dungeon of yours truly. And, as I said, full circle...Now StormGate is being Temporalana-ized. Yes, Wayne, my old button boxes may be gone, but after having to deal with your crazy exits...similar~~x~~ strange exits are now a feature of StormGate. As you yourself said, Wayne, "I don't care who starts it-- if it's a good idea, I'll steal it for my own use..." And thus do our old ideas come back to haunt us (like Jerry Jack's magic Dr. Pepper...)

But I should not have screamed so that OrcCon was a flop. The organizers did try hard to make it something. Though they thought I'd come down specifically to run their D&D tournament (a fact of which I became aware only on arrival, for all practical purposes...sigh...) And there were a few bright moments (Waking Wayne up the Saturday after a Friday night D&D orgy that lasted 'till 0300 hrs...with a D&D filksong, no less...) (Well, it was better than Ken Pick's idea--wake Wayne up by charging in screaming "BLOOD AND SOULS FOR MY LORD ARIOCH!").

Anyhoo, while on the subject...a few D&D filksongs (or fragments of same...)

Neutral Mercenary Teams  
(Marine Corps anthem)

First to fight for gold and plunder,  
And to keep our weapons clean,  
We are proud of our profession,  
Neutral mercenary team

If the Lawfuls or Chaotics,  
Ever look on heaven's scene,  
They will find the streets are guarded by,  
Neutral mercenary tems...

(This was used to wake up Wayne Shaw. Kay Jones and I charged in, bellowing this at the top of our lungs around 1100 or thereabouts. For those who haven't met me, I can sing...sort of. But my usual ~~growl~~ voice is suitable more for butchering tunes than really singing them).

And now, a serious attempt at a Filksong. To the tune of Farewell to Carlingsford we have:

Untitled

Oh I'll sing farewell to HellsGate town,  
And farewell to you all,  
So I'll sing fare thee well to you, my dear  
Until I return once more,  
Until I return once more.

Dungeoneering is a dangerous life,  
 On that all must agree,  
 But the pay's Damn good, I think you will see,  
 Though you doubt my sanity,  
 Though you doubt my sanity!

Oh I'll sing farewell to HellsGate town,  
 And farewell to you all,  
 And I'll sing fare thee well, to you my dear,  
 Until I return once more,  
 Until I return once more.

Oh your townsman life is an easy one  
 You can go or you can stay,  
 But far lands are calling me on my way,  
 Oh I hear and must obey,  
 Oh I hear, and must obey!

Oh I'll sing farewell to HellsGate town,  
 And farewell to you all,  
 And I'll sing fare thee well to you, my dear,  
 Until I return once more,  
 Until I return once more.

And if I survive and return some way,  
 I will be here but a day,  
 And when wounds are healed, sad I must say,  
 I must now be on my way,  
 I must now, be on my way.

So I'll sing farewell to HellsGate town,  
 And farewell to you all,  
 And I'll sing fare thee well, ot you my dear love,  
 Until I return once more,  
 Until I return once more.

One other great bit of insanity came out of OrcCon. And most of it should be appearing in Charlie Luce's zine this issue (assuming I get off my duff, and he gets off his, and we both make the deadline for the 19th issue)....But one stanza is likely to be left off his copy, so here goes...(to the dear old MIT drinking song tune)

Oh, Hellsgate's run by Slimak,  
 And Slimak's run by MIT.  
 MIT is run by Blacow,  
 And Blacow's full of shit.  
 And Gorree's run by Swanson,  
 Who thinks he's pretty grand,  
 But StormGate's run by a dungeoneer,  
 The finest in the land.

(In all honesty, I must say that this was composed by C.H. Luce--and a later alternate version ended "But StormGate's run by Nicolai/The grossest in the land". Needless to say, I prefer the first version. Wonder why...)



## COMMENTS ON NUMBER EIGHTEEN (A&amp;E)

BILL PALEY: Hope you got the xeroxed copy of the Perrin Conventions I sent you. /\*/I did enjoy The Spire, even if the dude who was running Clive (or whatever the character's name was) was a total unreconstituted (DELETED BY CENSOR).

DAN PIERSON: I'm afraid that Alfred and Camus might have to stand in line./\*/Dexterity 60 is a bit gross--but not all blows hit at dexterity 60--if it gets 5 blows (can't remember exactly how many, but take five as an example) it would hit at dex 60, 48, 36, 24 and 12. Still a might gross, I admit. But the only person who was gotten taken to the cleaners by the beasties so far has been Steve Perrin. (Incidentally, I do not consider turkeys to be people...)  
(slaver drool...DOWN IGOR...the master is getting strange again...)

WES IVES: Thank you. Feel free to tone the monsters down if you think them too potent for your campaign. (And some of my monsters are so deep in StormGate, I fear no character will ever meet them in my campaign either...sigh...)

HOWARD MAHLER: The expected value for Gems turns out to be ~~XXXX~~ roughly 1400 gp because of those "annoying ~~xxxx~~ irregularities." Nit pick, nit pick...  
So who uses those numbers any more? Me, I developed my own charts LONG ago...

LEE: Thanks for the information of Stencil art--maybe next time I have cause to take stylus to stencil, I will get it RIGHT. (One more reason on the "Why we love our editor" list.)

STEW LEVIN: I still maintain that Glenn's LOLITS are an abomination against Man and God!

(One true way time, folks?)

BILL SELIGMAN: I've got a copy of Bunnies and Burrows. And it is an absolute howl! And the price here was only \$6. By WesterCon I should be able to have a tunnel complex/wilderness complete. And as someone is coming out with a miniatures line for the ruddy game...B&B, here we come...

STEVE PERRIN: You were hardly the first to come up with the idea of a closed system campaign.

UNIBANK: Don't really have accurate figures for more than a few expeditions on casualty rates. And they vary depending on the level of the party. A group of 1st & 2nd level characters charged off a few weeks back, and it took three attempts just to get to the dungeon, and of the 25 characters who started out, only 2 returned. Yet a few days ago, a party of 8 went to the 6th level of StormGate (a mixed party of 5-8th level characters, 1 1st level character) and four of the eight characters returned to town. So kill rate runs anywhere from 40% (3 out of 7 who could seriously expect to return) to 92%. Sigh...

CARY MARTIN: Simple. As the MA II can pass through solid rock as easily as it can fly through air, it needs no open passageway to its lair. And it tries to find a bubble in the rock to hide its treasure in. Simple...

KEN PICK: For getting all the material together in one place, thank you.  
 (Love the drawings, as usual--even tech. illust.)

Now, as one of my friends managed to lose a character in StormGate, and later had that character re-incarnated (as a Blink Dog, as it turns out) we have the following bit of madness to inflict upon one and all:

ADVANCEMENT TABLE FOR BLINK DOGS

<u>Experience Level</u>	<u>E.B</u>	<u>Hit Dice</u>	<u>Move</u>	<u>AC</u>	<u>Damage</u>	<u>TPort range</u>
1	0	1+2	3	7	1-3	3"
2	3k	2+1	6	7	1-4	4"
3	7k	3	9	6	1-5	8"
4	15k	4	12	5	1-6	12"
5	35k	4+4	12	5	1-6	15"
6	75k	5	12	4	1-8	18"
7	150k	5+4	15	4	1-8	21"
8	300k	6	15	3	1-10	24"
9	600k	6+4	15	3	1-10	28"
10	900k	7	18	2	1-12	32"
11	1.2M	7+4	18	2	2-12	36"

For each additional level above 11, 300k ep are required.. Hit dice progression is as for levels 6-11 (8, then 8+4, then 9, then 9+4, and so forth). Teleport range increases by 6" for each level above 11th.

TIME BETWEEN TELEPORTS: At first level, there is a delay of four melee rounds between teleports. Thus, if a teleport is accomplished during melee round 1, another may not be attempted until round 6 (melee round 1=first teleport, no other action allowed, rounds 2-5=delay rounds, round 6=first round in which new teleport may be accomplished). As a second level, the delay drops to three rounds, two rounds as a third level, and one round as a fourth level. Thus, a fourth level blink dog may teleport every other melee round. At SIXTH level, the delay drops to zero---and teleport is allowed every melee round. (Though no other actions may be attempted in a round used for teleporting).

A slight departure from the book version of blink dogs, there, but...

\*\*\*\*\*

'Till next issue, then.....

Peace,  
 And good hunting...

*Murphy*  
*Manupho*



## ANNALS OF AVALON

by Cheryl P. Lloyd

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Greetings, o gentle but bloodthirsty people! My first zine. What to say? Ah, here goes....

### Priests of Apollo (super-rough draft)

Counterpoint to Dianists. Specialty healing, light and heat spells. Maybe throw a few bard/singer/harpist spells in as well. Wear: robe with gold threads, leather with gold leaf, gold chainmail or plate (not gold-washed or plated. Solid.) Shield and helmet the same. Minus on spell use after dark. Position of sun more important than actual light available. Weapons: sword and bow. Tend to be opposed to Druids, whom they regard as Blasphemers.

Minor questions on Dianists and undead. At first I was of the opinion that Diana as the Triple Goddess should be allowed to influence undead. But apparently the Priestess of Diana worships only that one aspect. What we need now is a Priestess of Hecate. Possibly pedants would not allow Dianists Moon Powers on the same grounds: Luna in the sky, Diana on earth, and Proserpine or Hecate in the Underworld.

### C'est Moi, C'est Moi or Avalon? I Thought That was an Imaginary Island

Oh yeah? In whose universe?

Welcome to my universe. Here you stand in the middle of Dragon-castor, or so the Saxons (and most of my players) call it. In Language (the equivalent of Dungeon Common, called Latin by some) the name is Castra Draconis; in Cymric, Caer Ddraig (K-eye-er Thr-eye-g). This town is a provincial capitol in the Empire of New Room. The year is 1299, anno urbis conditae (546 AD). Rome has withdrawn from the farther provinces, and Arthur Pendragon preserves civilization in Britain.

Why do I have you standing in the center of town? Why, that's where every newcomer starts. After you left the last town you were in (on the lam), you found a caravan master who promised you transportation to a source of riches beyond the dreams of avarine, if you would do certain menial labors while you were with the caravan.

Left the last town on the lam? How else to explain showing up potentially with pre-experience (Dragon #3) but no equipment except tunic and trousers, quarterstaff and flint and steel, plus your bag of gold, of course. Hm, what have we here. One each of the three major categories. Sir Fighter, it seems your bag of gold is somewhat small. My recommendation is that you buy leather armor and a helmet, sell your quarterstaff and buy a two-handed sword, and go out and mug something. (exclamations of surprise) Don't you like my phrasing? Try this idea instead: defend yourself as is your right when something is so foolish as to attack you, and claim the prizes that are yours when you emerge victorious.

Why leather armor? Come, let's look at the combat tables I use (man-to-man from Chainmail). Note how leather compares with chain against the three most common weapons: dagger, mace and sword. And possibly more important, it's light. You need to have the option of running. Two things I'll guarantee you inside the town itself: a chance to run and room to use two-handed weapons.

And you, sir cleric, We have a wide assortment of weapons for your use, all approved by the heads of the various temples and chapels in the area: mace (the type which resembles a cross in cross sections like a four-bladed dull axe), morningstar (a two-handed mace, as above), flail (handle, chain, smooth ball), war hammer, maul (two-handed war hammer) and quarterstaff. As a missile weapon, you have a sling. Or will, as soon as you purchase one.

And the lady magic user. Here are you forbidden to wear armor or bear weapons beyond daggers and quarterstaff, but you may choose a spell in the morning and use it five times this day. And there have been many of your kind who chose to carry as many as ten daggers at once.

Now, before you leave this place, which has a "Protection to New-comers" woven around it, I beg of you to read the Advertisements posted on my humble self. (At last, the discovery that the DM is posing as a milepost. All of the above section to be done in a "Count Dracula come for dinner" voice.)

Some of the posters:

Grey Mount Sports, Ltd.  
General Supplies

Wanted: six coatl feathers  
Payment: up to a Full Wish  
For details, see the Old One

Sale! Silver Religious Symbols  
Dianists our specialty  
Argentarius, silversmith

Mathemagician Needed  
Low risk, high gain  
Inquite: Town of Three

Revival!  
Monastery of the Universal  
Godhead

In order to equip yourself, you have to wander around town. The closest thing there is to a department store is Grey Mountain Sports, which doesn't sell weapons or armor. Perhaps wander isn't the right word. The general recommendation is to head for the nearest building, offer the shopkeeper 5 GP and memorize (copy or buy) a list of what's where in the Merchants' Quarter.

The town is divided into four quarters: the Mercahnts', the Wizards', the Guildhall and the Temple. Price for information about these quarters and the outside costs 5 GP/quarter and another five for outside, or you can get it all free at your guild or temple.

Temples and Chapels: a representative list

C of St. Dragon the Martyr	T. of the Lords of Death	T to Hecate
C of St. Camber of Culdi	T of the Roman Gods	T of Diana
T of the Triple Muse	Monastery of the	T of Athena
T of the Gods of the	Universal Godhead	Mithraeum
Island of Britain		

If all else fails, there's the Temple of the Gods of Lands Beyond the Known World. As there are temples to the gods of the north, south, east and west, this applies mostly to gods that came from UP. I'm going to sneak Comyn in as soon as I figure them out.

Characters I let into my campaign:

I am trying to keep things relatively confined to Roman Britain. No Samurai, no hokas, no Doraai (alas). No super technology. Of course, this is only in my primary universe. There's always the Old Phoenix. Any types which are forbidden in my main universe, I have another



dungeon that I allow them into. Allowable characters can travel freely between universes. Others find themselves changed into something else. Hokus, for example, would find themselves the appropriate human-types.

#### D&D in Tidewater Virginia

Dungeons and Dragons first started being played in this area Nov 75 when a college student from Texas brought in a campaign already set up and, what was more important, some ideas of how the rules worked. (This was absolutely necessary. I'd had the rules myself since August and hadn't been able to set anything up.)

Now, in and somewhat attached to the store, there are 20-25 dungeonmasters, active and inactive, ranging in age from nine to 35. Most of us are in the 18-25 range.

Something that surprised me when I started reading A&E was the way characters are transferred from one dungeon to another. Around here, there is no such thing. Nor, until recently, did anyone allow more than one character for each player. Hirelings were limited to one per player, the level of his character or less and (until fifth level) type determined by DM.

The combat system most people started using was Chainmail man-for-man hit probabilities, one blow for each level obtained, one point of damage for each successful hit. This made the exceptional and extraordinary strength people devastating. Strength was a popular spell. Most of the DMs have modified this, adding the Greyhawk weapon damage points.

The spell system we use is that a first level MU gets one spell which he may use up to five times a day. Every spell has a saving throw, except ones like Drop Dead Fully.

Magic users are allowed no armor and use only daggers. Fighters are allowed any armor, any weapons. Clerics use mace, morningstar and flail. Some DMs allow magic users and clerics to use quarter-staff and slings, and some limit clerics to leather or chain armor.

#### Odds and Ends

Questions I had last month that I ain't got no more: size (Warlock rules arrived), Strength (Wayne Shaw A&E #18), Weres (Luce and Shapero, A&E #9), describing an alignment "hungry" which isn't at the time (Friedman).

Anyway, research problems, assistance asked for:

How big are your Dragons? Recent description of Dragon (Iron) being several times normal size. Anyone collecting wargaming figures can tell you that there's a vast increase between any two companies' ideas of what size dragon matches an inch-tall human figure. So"

Type of Dragon    Wingspread    Height at Shoulder    Length    Mass

What's the protocol for buying and selling spells? I want to buy some of these things as a DM.

Need stat for a few holes in my dragon collection: grey, orange, indigo, orichalum (also spelled Aurichalum). Please don't tell me what copy of A&E the beast is in. I don't have them all yet.

Comment: to no one in particular: why worry too much about slightly above average characters (re. modified rolls, of any sort)? The normal people stay at home. Only those who feel they have a chance to live through it go adventuring. (Warlock rules something to the effect that there's no way you'll get a man-at-arms to go down in a dungeon.)

Special to Steve Perrin: when and how much? All the Worlds' Monsters, I mean. I'm the only one here who subscribes to A&E. The rest read mine, the pennypinchers. Serve 'em right when I spring new ones on them, yes it will, my precioussss....

Anyone thought of firelizard (M&Caffrey)-sized real dragons?

Metamorphos: Alpha: How does one run it without the players taking over? And why didn't TSR put in an encounter chart for flyers? My husband tried to run it for a while, and there were exactly two normal humans. And all the others had wings. Fast moving. Mutated Alligator, wings, pyrokinesis, heightened Intelligence, plus chameleon abilities, heightened dexterity, telepathy, and illusion generation. A dragon with super-sneak abilities.

Any of you people who drop by the shop when I'm in residence will have a werecon in your honor (held at the Golden Dragon Inn in the Wizard's Quarter, a place that somewhat resembles the Sheraton Park in D.C.).

#### Cauldron-Born

Can actually be any type capable of handling a weapon. These fearsome creatures are created by dumping the bodies of the slain into a magic cauldron which is a distorted shadow of the Cauldron of the Goddess, the Cauldron of Rebirth. From this act come bodies in some ways resembling zombies who fight with ferocity and are completely silent. They must be hacked to pieces and the pieces burned to get rid of them permanently, or merely hacked to pieces if found as a wandering monster. The pieces, if unburnt, will return to the cauldron to be restored. If a player-party is wiped out, the Cauldron-born will carry back the bodies to be made into more Cauldron-born. [From Children of Llyr by Evangeline Walton]

As a placed "monster" there would be a large group guarding the cauldron itself. Casualties suffered by either side will be taken and thrown in the cauldron to rise anew on the side of the Cauldron-born.

Treat these people as taking 2D8 of damage/level (random if monster, player-character's level if victim) indicating how much damage you actually have to do to the body. The cauldron can be destroyed by a Hero (or equivalent-level) who absolutely of his own free will jumps into the cauldron while still alive. The cauldron will burst, releasing a poisonous gas and flooding the area with it. The remaining Cauldron-born will keep fighting despite this.

Clerics will not affect this particular type of undead. The Hero who jumped inside will never be found again and cannot be cloned or reincarnated.

Any MU or Cleric dumped into the cauldron will emerge as a FM. Cauldron-born cannot be affected by sleep, charm or other "mental" type spells. A fireball would work. Magic Missile would not (has to be actual disruptive damage). No morale, no fatigue.



## DANGER LURKS!

by Kevin Slimak

Accused of having selected a cute title previously (and one that Lee just loved to index), we now are appearing under a title less cute and more appropo to my own philosophy: Danger Lurks at PO Box 3514, Edwards AFB, CA 93523, 805-258-4745.

### COMMENTS ON COMMENTS ON COMMENTS ON COMMENTS ON COMMENTS

Vulture's Roost - The reason for desiring a uniform set of D&D rules (be they by Glenn or by EGG) is that they make playing the game a lot easier. Example: at any given time that you go into a new dungeon, you have to spend at least one hour finding out how the world/universe is different from what you are used to. While I am 100% for originality, I am also firmly in favor of anything that will make play of the game easier. If the new rules come out, I'll look at them and decide if they are good enough to go; until then, or if they aren't any better than the present rules (something I fear all too likely), I'll continue playing my own games simply because there is no uniformity anyway!

Shores of Infinity - One of the problems that one has even with the argument that the character was rolled honestly is the number of characters that were rolled and forgotten to get the one good one that is played. HELLSGATE Rule: you roll one character and play it til it dies (unless it is a REAL LOSE); you want to banzai, fine with me...you miss the rest of that expedition's experience and treasure and, if you make a habit of it, you won't run at all in my game. Agreed this doesn't solve the problem of people who show up with rolled characters, but one really can't have characters all of whom are above average.

Stoned Acolyte - Would one of my monsters hold up a party for all it was worth? If you'd continued the attack at that point, most of the party would have been zapped by the next LB from the Dragon. He did not like getting hit on his nose by Theseus!///One possible reason that Spectres don't recruit peasants is that they don't like the flavor of peasant life energy. Generally, though, I agree that Undead should be fairly territorial....unless they are working for some other Chaotic character.///Demagorgon, Demagorgon, Demagorgon. After removing the Balrog from the list for esthetic reasons and generally ignoring the possibility of intervention of the demon princes and dropping psionics, most of the TSR demons aren't all that bad (though I tend to give them some magic power to compensate for the loss of the psionic abilities).///Yes, you and I continue to show the same (perhaps bad) taste. I also tend to collect monsters far more than men (or did til I recently started on my forces of darkness army....Sauron had bad press). I'd add to your list of good monster figures the Grenadier Hydra and Wyvern and the Fantastique Stone Troll.///SWORDS AND SPELLS is informative about what EGG & Co. intended for the rules to say, but trying to use them for mass combat is a bummer: the stand sizes don't agree with other rules for the period (meaning that armies for medieval period can't be used for Fantasy....boo!); the example is either chock full of typos or I don't understand the costing system at all.

What Trap Charts? - My comments on alignment appear in YOLS/EDE 12, which should be in TH 12.(That's the WILD HUNT, plugged elsewhere in this issue.)

TAMIYHSYS - The best laid plans....

Notes from the Underground - Enjoyed meeting you at Orc Con, even if we did not get the chance to talk that I'd hoped for. Too bad that you didn't get out to Swanson's on New Year's Eve. I think that you and Kay would have enjoyed it.///I'll trade you a HELLSGATE for one in STORIGATE; by the way, I was quite surprised by the song when I showed up at Orc Con.("HELLSGATE's run by Slimak...")///A well made point on the Greyhawk tables, one that was also made by a player Dwarf Fl at MIT just after Greyhawk came out. One counterpoint, however, is that the two handed sword suffers from some disadvantages: if you use the Greyhawk space required to swing, the two handed sword is worthless in a 10' wide corridor. Even when there is space, the space requirement means that your guy with the two-handed sword will be fighting more people than would someone with a regular sword



(this is assuming that the formation is roughly linear for the battle).

Chaos Reigns Supreme- Back to Stoned Acolyte - on the subject of making magic items, you do have to be careful. If you are using the 5%/level found in Book 2, magic becomes awfully common in the hands of your non-player characters. If it's that common, it can't be all that difficult to make!

Billy Balrog - "Red" Fenrists? They're the True Fenrists! With all the work/talking we put into them, somehow I'm not too surprised that the write up is longer than ToF.///Your point on the dropping of alignment languages is well worth making again. Drop them (with occasional accents).

Burgess Pork Pie - I'm working on a WRG adaptation/mating with D&D, so I'd like to hear about yours. The problem is that the impact that D&D magic has (from the one game I've tried to date with spells like fireball causing full damage to anyone inside who fails ST) is gross....kind of like the machine gun in *War I*.

Labyrinthine Lines - Clean Up crew, covered by about 3 inches of water, go quite well in pits and traps...the food falls into them and really can't climb out that fast unless it's thievish or roped.///Your discussion of your group of players is hereby referenced as support for my statements this time to Vulture's Roost. However, there are also reasons for having larger numbers of character and separate games. First, one is less likely to lose really big when one of a large stable dies (ie., not be able to go out on expeditions with the others). Multiple characters also allow one to fit one's mood at the time of the expedition: if I feel thievish, I have one; honest, I have a Cleric. With many characters, each DM is also freer to let his imagination roam and to require the characters running in his game to run appropriately. (Lawful clerics should receive warnings from God if they stray from the path, the warnings getting more and more severe the longer they stay off the path, for example.) Yet another point is that the many characters allows one to run different level expeditions rather than just staying with one. In Boston, each player has a stable of many characters even though many of the Dungeons there accept each other's characters; the reasons, or at least some of them, are those that I've mentioned.///Good notes on Demons.

Defiance - Blush! You (among others) really make me feel that I have a reputation to live up to!///Re HELLSGATE Undead. I'm really not all that sure how they became so dreaded, actually. I know one Barbarian party got obliterated by 10 Skeletons (only one cleric in the party and he failed to turn any). I also know that the recruiting means that, if you don't take them out the first time, don't go back a second cuz anything you lost they will have when you return. I also tend to have Spectres who read LIVES OF THE PHAROAKS, as do a lot ofummies (ESP anyone?); then there are HELLSGATE DEMONS (exactly like Vampires except that only Clerics will dispose of them...combat is amazingly uneffective on both Vampires and HDemons; in other words, HDemons love to look in mirrors, sleep at night and wander during the day, bathe regularly, don't particularly mind the cross, love the feeling of a good stake through the heart, look exactly like Vampires, etc. Some people have also discovered, to their dismay, Rich Berg Memorials (rooms with 22 wights, 7 wraiths, etc. on the first level....both of the rooms mentioned, by the way, started out with 1 and were built up by several Berg parties....alas Berg rooms are becoming rare as most are being taken out...what do I mean alas, he could be running and making more!)

100% FAILURE...A quick scan reveals that I've no more comments to rebutt; my apologies to those found toward the end of #13.

Charlie Luce and Wayne Shaw...I also enjoyed meeting you at Orc Con. Perhaps next time we, too, will have more of an opportunity to exchange tales. If I've missed anyone else from OrcCon, my apologies.



Sigh, my typewriter continues to punch out occasional o's! GOW is GOW. And speaking of GOW, we offer a reprint from the AMERICAN WARGAMER III.12.....

### PRIESTS OF GOW (guilty party - Kevin Slimak)

Many players in HELLSGATE (my dungeon) have complained of the lack of a Neutral source of clerical spells (my ruling being that there were no known Neutral religions). However, recent expeditions into the underworld have discovered the existence of an established Neutral Church, the Cult of GOW. Though, as yet, no one has opted to join the cult, I present for your perusal a new character/monster type, the Priest of GOW. (Note: since this publication, several PGs have gone out.)

Priests of GOW are ALWAYS Neutral!!! Any alignment change will cause them to function as Magic Users (MUs), level being that of an MU with  $\frac{1}{2}$  of their experience points. (Note: the other  $\frac{1}{2}$  of their experience is not lost, just inoperative until they change back to Neutral; this halving of effective experience also applies to experience gained by them as MUs if they don't, or until they do, realign themselves.) Only humans may be GOWists.

In reality, Priests of GOW are a blend of Magic User and Cleric, more akin to the Priests of EMPIRE OF THE PETAL THRONE (EPT) than any other D&D character type. Priests of GOW (PGs) advance in levels according to the MU table (ie., 2nd level PG requires 2500 experience points) and use four-sided hit dice as do Thieves and MUs. PGs have NO effect on Undead and have the saving throw of a Cleric or MU of the same level, whichever is WORSE!

PG's get spells by the Clerical spell table (ie., a 1st level PG has NO spells and a 2nd level has one 1st level spell) and may choose either Clerical or MU spells or a combination thereof with the following restrictions:

1. After deciding to become a PG, a player must choose a leaning toward LAW or CHAOS. Clerical spells of opposite alignment from his leaning may NOT be chosen or used. This does mean that a Lawful-leaning PG cannot use Raise Dead or Raise Dead Fully as Finger of Death or Finger of Death (no saving throw) NOR can he read Chaotic Clerical spells from a scroll.
2. A PG may not take an MU spell which an MU of his level would be unable to take. An example may make this clearer: George, a PG, has 35451 experience points, making him 6th level, a Bishop; thus he has two 1st, two 2nd, one 3rd and one 4th level spell, BUT he cannot take a 4th level MU spell because a 6th level MU doesn't have a 4th level spell. This applies to number, too: a 9th level GOWist could take only one 5th level MU spell because a 9th level MU has only one 5th level spell; the GOWist would thus either have to take a 5th level Clerical spell or wait until he made 10th level to take a second 5th level MU spell.

One of the tenets of the GOW-worshippers is that PGs may only use "daggers," though they may CARRY (and usually do) any weapon. Note the quotes, however, as the sect persists in calling both real daggers and a scimitar-like weapon (called the "Wedge," it costs 20 GP and is in every way like a sword except that it does D6/a six-sided die of damage to both men and monsters when it hits) "daggers." PGs fight on the combat tables like Thieves and MUs; they may carry and use shields (they sling or drop them to throw spells) and wear normal leather armor. In addition, they may also purchase and wear "special" suits of armor that protect like normal chainmail but weighing 400GP and costing 300GP (it's also nonmagnetic!).

If your campaign give experience for treasure, PGs should NOT receive experience for things killed; if you only give experience for kills, I suggest Priests of GOW take experience at a reduced rate, say  $\frac{1}{2}$ , as another of the prime tenets of GOWism is caution is caution (often to the point of cowardice!).

There is some doubt as to whether PGs have a Prime Requisite other than cowardice and collection size, but since neither of these is a characteristic, I suggest using the average of Intelligence and Wisdom as the PR. (This means that you add Intelligence and Wisdom and divide by two to get the PR.) Collection size is a bit difficult to explain, but an attempt will be made: PGs are collectors par excel-

lence! As long as it looks totally worthless, a PG will want it, taking greater pride in possession the more worthless it looks! The easiest example of this collection is from EPT, but I'll offer it anyway: a PG in EPT, if he were human, would be only too likely to try to collect Hlyss armor. In D&D, a PG with low strength and constitution would try to collect Ogre clubs! I suggest a 5% experience penalty for each item missing from a PG's collection, the size of the required collection (in number of items) being the same as the number of levels the PG has; extra items make them happy but yield no experience bonus. The collection need not be carried along on expeditions, but expect a PG to pick up something if he doesn't have some item of his collection along! To quote the world's most authoritative source on them, "Priests of GOW should always collect things. For example: dictionaries of extinct languages which are no longer spoken and which did not have a written form; bird calls of the major species found only in Atlantis (which sank under the ocean)."

No sensible person really cares about the other tenets of GOW worship, but thus far several have been discovered and will be listed here. GOWists tend to chant a lot, usually, "GOW is GOW" endlessly; there once was a schism in the cult, one side maintaining that the other had the chant backwards and was ~~saying~~, "GOW is GOW," rather than, "GOW is GOW." GOWists dislike both thieves and elves and HATE elvish thieves so much that they will not be a part of a party containing one.

Priests of GOW tend to be disliked by both Lawful and Chaotic Clerics, being viewed by both as at least mildly heretical. GOWists will insist that they be allowed to map for the party and, if there are two or more GOWists in the party, all will make maps; this map-making may be carried on with such devotion that they do not notice doors, pits or cries for help!

If you deal in divine intervention, I suggest that you read about Dra the Uncaring of EPT to get an idea of how GOW will intervene. For those of you who don't have access to EPT, if GOW intervenes (which is only likely when he isn't needed and highly unlikely if there is much danger), his help will not be slipshod (like Dra's), but will usually be irrelevant or useless; giving a life preserver to someone being attacked by a shark after his boat is wrecked is typical of the aid one might expect from GOW.

Priests of GOW are always willing to help other adventurers with advice and/or copies of their maps, but they will ALWAYS charge for such services, "Knowledge is never without cost." This advice and maps will often (75%) be inaccurate or just plain useless! (Note that Detect. Evil will not reveal whether the info is true or false, as the PG does not intend to deceive; he's just often wrong!)

Questions, comments, etc. are always welcome at PO Box 3514, Edwards AFB, CA 93523, although anyone who takes GOW seriously should definitely consider visiting a head-shrinker! (One good method of answering questions about GOW is examining one's navel for lint; if this fails, contact me and I will either check my navel or consult the Oracle of GOW!).

\* \* \* \* \*

The above is an example of the material that appears all too often in the AMERICAN WARGAMER, the newsletter of the American Wargaming Association. AWA is a national gaming organization working to help people get together regardless of what/how many of the aspects of wargaming they are into. Many of the writers you see in AWE are members (those jumping to mind most quickly to me are Mark Swanson, Lee Gold and yours truly). Membership is \$5/yr; a sample issue of the newsletter is 25¢....both from Mark Swanson (address in Billy Balrog). Feel free to drop me a line if you have any questions! Oh, yes, those of you in the IA area will be interested to hear that Aero Hobbies (on Santa Monica Blvd in Si.) offers a 10% discount to AWA members!

Gee, another 18 pages and it's a Glenn-zine (and Lee kills me!). Rout! Sauve qui peut!



THE LOST MASK #8, a self typed zine that has been infuriating a lot of people. By Stewart Levin, who may be reached at: 1140 S. Mason Rd., St. Louis, MO, 63131. I HAVE MOVED SO THIS IS MY NEW ADDRESS!. O yes my motto, "The Sword is mightier than the Pen, especially if you have a sadistic and devious mind"

First, in response to Lee Gold's article on pens here is:  
PEN-PARRYING SWORDS

These unique swords have the ability to drain magical ability (the magic ability of thinking) from the person/victim making him or her (in Kay Jones' case) unable to write or think about anything except, "How dare he say that! And in A&E too!!" They are +1C against people with pens although they are -1 against people with typewriters and who run 160 page fanzines.

COMMENTS OR TREMBLE FOES. THE DAILY BLAH IS HERE AGAIN!!!

LEE GOLD-The potions that you mentioned in your comments last issue were done by the Griffin's Quill(Charley Luce) Keep running my zine on the blue paper though, I like that color.

TRAMONTANE-Farewell, I will miss your intelligent writeups. Care to exchange a few letters?

BILL PALEY-How about in St. Louis, or exchange some letters?

Amusing. No not you, the adventure.(although I have my doubts)

Wes Ives- Your article in the DRAGON #2 was excellent!

NICOLAI SHAPERO-Laser technology right now is not, repeat NOT advanced enough to the point of operable Field weapons. The closest thing we have now for a laser hand or rifle weapon is the lasers used in surgery and for communication, both requiring a whole lot of energy. Also on the subject of LASERS, LAZERS and what not, the government came out not too long ago with a offensive weapon called the TASER. This rifle is about the size of a M-1 and fires a series of "darts" which have fine, long wires attached to the weapon(the wires are at least 25 yards long) when the victim is hit an instant electrocution of him, reducing the victim to unconsciousness. Naturally, this weapon was protested against and not produced but there are rumors...

Imagine a few dungeon creatures with this dandy.

Back to LAZERS and why I picked the word. You all remember the show STAR TREK? Well they had phasers right!? Then read THE WORLD OF STAR TREK, for it says something to the effect that the phaser weapons were at first called lasers but they wanted to avoid misrepresentation in case there WAS a laser weapon was developed hence the name phaser. All I can say is Ditto for me.

KAY JONES-I would advise that you stop watching Liza Minelli. The Glass Goblins are handpainted by Calder. Onto your story, not bad, not bad at all. Keep it up and some year you just might be able to write well.

MARK SWANSON-Have already accepted your idea. I use a small play-as you travel magnetic chess set and it does work very well. Thanx

HARTLEY PATTERSON-At fifth level the Barbarians skin AC becomes AC5, so he can't use chain and above type mail or plate. Roughens the skin see?

LEE GOLD- re: Pens. ah....Cute Lee, really cute.

SEAN CLEARY-Although some certain bull headed individuals who could not tell a creative idea apart from a idiotic one(Kay?) have vetoed my suggestion about your glass goblins I'm glad that you like it. "You and me against the world..." Don't pay too much attention to the idiot gibbering in her mirror, she probably forgot her wheaties that morning.

BILL SELIGMAN-A fool is a fool is a fool who writes a Star Trek satires.

CHARLES MCGREW-Bull. Why do I pick fights? HMMMMMMMM. Well, you see, I was always a tough kid and my dad said that I was downright ornery. Either that or Glenn Blawee Blacow has a long lost brother.

Steve McIntosh-See comment to Hartley Patterson. Being patterned after Conan this class definitely has some advantages. Glad you like the L.A.B.S., but remember, "If a AMU meets you in the dungeon and wants you to work in his labs find out the address FIRST!"

PAUL JAQUAYS- It Had To Happen Or Don't Get Funny With Me Bunny.

Anybody got a HOLY HAND GRENADE? Paul, if you add immunity to SLEEP and Charm Animal/Monster it will be a better monster.

#### THE LARCH

A tree which seems to be a dancing elephant or an elephant that seems to be a tree. (I forget) On the finding of a Larch the victims will(if they don't save vs awe) stare at the stupid thing until dark where stange men pretending to be riding horses but instead will be hopping, and clopping two coconuts together. Could a swallow carry a coconut to ENGLAND? They (the strange men)will ask?

BILL PAEY'S adventure has aroused me to wonder, CAN A DRAGON FALL ON SOMEBODY AND THAT SOMEBODY STILL LIVE? To help you with the answer another situation will be discussed. Can a man however high his level stand up after 500 tons of iron ore fall on him?

WILL LEE GOLD, GLENN BLACOW, NICOLXAI SHAPERO and MARGRET GETTMAN please comment?

A FIRST!

EVEN FOR A&E!

THE FIRST!

#### METAMORPHASIS ALPHA ADVENTURE!

I and Krag had left the village at the first of the day, he had made for me before we left, an excellent bow, with which, he asserted, I could easily kill any beasts that dared attack me. He had also said goodbye to his friend the witch doctor and for the present of a bow the witch doctor had given him a powerful chemical that would utterly destroy any ~~xxxxx~~ for in the world there was many dangers, mutants and beasts had strange powers and often slaughtered true humans like myself. Although I knew that Krag was a mutant, I kept it secret for the tribe detested mutants and killed such upon birth. The reason that Krag survived was because that his mutations would not be visible. On the trail, we had been going for a few hours when Krag stiffened, and said, "Creatures coming, two in number in which they are very light so they must be small. How he heard them I could not tell for I couldn't hear a thing. In a few minutes we could see them (next page)



they were like jaguars but smaller, about 4ft in length. They had not spotted us yet so we quickly devised a battle plan, Krag would stand and provide the obvious target while I would be around 30 ft to his left, waiting for one of them to circle behind them so I could ambush them. Krag fitted his arrow to his bow, drew aim and let fly Direct Hit! The jegget coughed blood but still managed to drag itself in the long grass and the grass hid it completely. Suddenly I heard sounds of something moving toward me in the long grass, I drew my sword that was my families only heirloom and waited. It was the other jegget! I swung at him and I missed for it had already noticed me and soon my sword was rising in the air! I tried with all my might to bring it down but just as I got it down it went back up again. I was in a dilemma, I couldn't draw my dagger and I couldn't touch it at all without losing my sword. It left me then and approached Krag, who was concentrating upon the other jegget; and had finally felled it with his arrows

When just as suddenly, the other jegget sprang on him and began rending and clawing him when I ran to the scene and stopped, I could not aim a blow at the jegget without harming or having a large chance of hitting Krag. It soon became evident that Krag could not withstand the onslaught of the jegget, so muttering a prayer to the Great god Captain I struck. The blow was a good one and the jegget lay dead. We skinned the jeggets and went back to the village.

Later on we were journeying to the west when abruptly we came upon a great column in the sky, we approached it and saw a cherry tree right by a sort of doorway in the column, heartened by a apparent source of edibles we went forward. Suddenly, the tree moved and threw its "cherries" at us. One hit Krag but he was unaffected because of his ability to absorb radiation, one, two, hit me and I knew no more.

Editor's note: The Tree encountered was a Death Bush and is mobile and throws radioactive berries which do 15 D6 damage each. Krag killed it with a Powerful chemical defoliant and escaped. I had another human in this world but he was attacked by 5 24 ft tall Bearlike things (Bearoids) and one of them had a Protein Disrupter that shot off my humans leg and since you can't get another leg without a robot and several other materials I killed myself. A Protein Disrupter sends a beam burst of energy (radiated) that reduces all atoms into their basic components. If there is any digression over this take it up with Ward. (Mr. Ward that is) I will now reveal some monsters from various books I've read. First One from my universe that I made up, if someone else has already written up this monster in earlier issues of A&E, well, what can I do about it?

#### THE RUBBER GOLEM

Appearing 1-4, AC-0, HD-60 hit points, Move-18", %Lair-50% Treasure-E Attacks-2 2-16 each.

ANY kind of fire, magical or normal will do only half damage against them and causes a vapor that routs and causes creatures with under 6 hit dice to rout and run away. Higher levels must save vs poison or walk/run/fly/crawl away but not in a rout! Cold causes to become brittle and will take triple damage from any physical type of attack for 4 turns (NOT melee rds) Anything electrical does not effect. Blunt weapons do not affect, if hit with a blunt weapon, the weapon will have a 50% chance of hitting the attacker and will fall out of the attackers hand/paw/claw. Flaming Swords/daggers/pins/needles/ do double damage. Vapor causes loss of 1-6 charisma pts. until it is washed out.

The rubber golem is a level 5 monster.

THE DREAM PLANT

Level 6 monster

This monster is taken from THE BEST OF STANLEY G. WEINBAUM. These plants can be situated anywhere and when found, they have a Mind scan on (which is a esp that nobody can detect or notice) and they read the persons/victims deepest thoughts or desires and then makes them see that desire/thought/person. There is no saving throw for this and then it is up to the player to act accordingly. Note: DM's must play this monster carefully and skillfully. When the victim gets close 20 tenticals each 8ft long will grab or try to grasp him. Make note that the victim cannot see the Dream Beast until because of the solid illusion. Since the DB is drawing the illusion from the mans mind it will be complete to smell and sound but will only be in the mind of the victim, like if 4 people encounter it and are thinking of different girls then they will all see different girls. For the tenticals now, if 2 grapple the victims then the victim moves/dragged toward the plant one foot. The mouth is 8 ft away from when the victim is grabbed. In the mouth is a ~~xx~~ acid so strong as to dissolve any flesh even though plate armor in 6 melee rds so if the victim is freed 3 melee rds later then he/she is have dissolved/I.E. half weight and hit points. The main problem with this monster is that it is easily killed but it does take a long time to get back up to the proper weight again and you can't go adventuring while being underweight without minus's on your performance. Stats are: Appear-1, AC-7, HD-5, Move- nil, Lair-always, Treasure- 0 but no silver or copper just the magic and jewelry and gem chances.

ONCE AGAIN!

This is a plug for a play by mail campaign of ROSKILDE SKAAR, which I run. It is a world that has reached man's greatest glory, to reach the stars and to establish contact with another race, when suddenly a strange and misterious disease struck and crippled both peoples so severely as to throw them back into barbarianism. Years later, the peoples achieved a civilisation not unlike Earth's medieval period. I run this game using a strange yet wonderful combination of D&D and KAMPAIN! a set of rules developed by Brian Libby. If further information is desired please write me. All Countries Are Taken, But Mercenaries, Creatures and INDIVIDUALS are needed! \* \* \* \* \*



This is I WAS A LEVEL NINE MAGIC USER FOR THE F.B.I., intended for A&E 19, if Lee got it in time. I'm Lew Wolkoff, reachable for comment or curse at 660 Boas St.--apt. 703; Harrisburg, PA 17102. (717) 233-3943. Call if you get in the area.

SDRAWKCABTIDEPYTITAHTWASUOYSIHTEPAER?TEMITTEHTKOOTUOYFI

TSR is now selling a dungeon, Vampire Castle. It's a four level castle, home of the Vampire Queen, who's currently keeping a dwarvish princess as prisoner. (Quest, anyone?) It comes in a folder: two sets of maps, one of just the regular passages that may be handed out to the players, the other set is the DM's maps with the rooms numbered and secret doors and passages indicated; a background and scenario for DMs; and a set of charts that shows what's in each room. On the plus side, it isn't too bad a dungeon to start out in. Everything's laid out--maps, charts, hit points for monsters, and treasure so the neoDM can get a good idea before they set up their own dungeons. Minuses. The maps are laid out on graph paper, but the walls don't match the grid lines so it's hard to describe to mappers. Also, the dungeon is "Gygaxian," i.e., lots of empty rooms and not a whole lot of treasure.

TROYS were earthen mazes, often acres across, that were quite popular in Britain during the Middle Ages. The pattern was usually "drawn" by building up a small rise of earth, several inches high and several inches across. Occasionally, a hedge was planted to form the maze. A large number of them still exist in rural Britain.

In a wilderness there's at least two ways to use a troy maze. By walking it, a character gets something (powers or a magic item) or gets away from something (maze is a teleport device or standing in the center of it will keep those attacking balrogs away). The fun comes when the character walking it falls off or gets trapped in a cul de sac; treasure or power is lost, monsters attack, etc.

How do you DM troys? Put them in a hex, and explain the alternatives if your players get to it. If a player decides to let his/her character run thru it, hand him/her a pencil and a book of mazes, and let him/her actually try and solve it. Set a time limit and watch for dead-ends or crossing over lines.

Incidentally, Menakar, father of Mevron, first Lawful Lord of Hell-Park, "collected" troys. He had over a dozen built around his estates, mostly on the north side of the Doublet Lake.

Trebleth, my most powerful character, has been doing research lately. Born in Bob Lipton's dungeon at PrinceCon I, he was known as Ethelbert (11-12-9-17-9-13), a half-elf fighter/m.u. In his first adventure, he got a Deck of Many Things. His first card was "Gain 50 K e.p.," but he (okay, I) got greedy and drew a second one, "Lose one level." The result was a Permanent Curse that he functions one level lower than the one he's earned. In his last expedition, through Tyldarian at Worldcon, he topped off as an effective Myrmidon/Magician. His magic is a Permanent Shield spell on himself, a scroll with Protection from Evil 10 ft. radius (source of the Permanent Spell), a medallion that detects evil and/or magic, and a Dragon Cloak that lets him turn into a Very Old dragon of any color he's seen for 6 turns/3 times per day. (He's seen Red, Blue, Green, Black, White, Silver, and Bronze.). Permanently exiled from Blip's universe--as opposed to an 8-year jail term--he's settled in the Holy City of EM and taken on his shifty nephew, Hadrian, as apprentice.

(Hadrian is L-1, unrun, 9-16-10-12-16-9, a Thief/M.U.). Trebleth decided that, if he was pinned at L-6, he was going to do some research. Using some of his 72 K G.P. treasure, he's developed:

Flash: L-1, a variant on Light, this spell produces a sudden, quite intense burst of light at the M.U.'s fingertip. Any seeing being, including party members, who don't protect their eyes is temporarily blinded. The fight, defend (except for natural armor class), and cast spells at -4 for one round and at -2 for a second round. By defend, I mean the AC decreases by 4 or 2 even if it's the target's natural AC. 3500 g.p.

Dream: L-2, spell induces desired dream in a single sleeping subject. M.u. controls dream as Suggestion spell. If he's careful, the caster can create a role for himself, entering into the dream so as to communicate with--even question--the subject. 7000 g.p.

Both spells are resellable (with 100 g.p. commission). Available only to Lawfuls. Order through A&E.

Question--when Clerics research spells, do they get the same sort of two for one divine assistance that they get building castles?

COLLATION COMMENTS---A&E 17

HARTLEY FATTERSON: One in-game use for alignment language is for "secret" communication between like-aligned characters, e.g., the Thieves in an otherwise Lawful party. Let's say the two thieves are chattering away, telling jokes, exchanging gossip, and so on. Amidst this jabber, they can also plot against the rest of the party. In an expedition this could be accomplished by the players involved passing notes among themselves and to the DM--who could pass a copy to any other player whose character spoke that language.

STEWART LEVIN: Don't take my comments on Eleveners too hard. I must have spent four issues defending my Collector class.//I like your version of Barbarian, but I get a feeling that there should be a topping off level. Also, are there minimum--oops, I just saw the specs.

NICOLAI SHAPERO: Assuming I'm crazy enough to try to play Storm Giant (Casimir, L-2, the 10 ft. Pole), what are the characteristics minimums? //Mercury doesn't explode. Mercury fulminate does, but it and pure sodium--which burns rather than explodes, try barium and water--take some degree of technology to produce. (Whoops, that last comment should have been for Cary Martin. This ain't my day.)

CARY MARTIN: see my last comment above.//Can Samurai--which I like--use the various weapons of Oriental martial artists, bo sticks, ninchakas, etc.?//I'll reserve my opinion on Vampires as a character class. Tho, if Balrogs and Dragons are used, I suppose it's kosher. What are the e.p. levels' requirements? Also, how does a Vampire move above ground or in wildernesses--except by night, which is most inconvenient for other character types.

JASON SAYLOR: Clerical (Titanium) Dragons, assuming they have the power of a cleric of a level equal to their hit dice will have a defensive ring of lesser animals: 2D8 snakes (50% poisonous) (Sticks to Snakes--L-4), a cloud of insects (Insect Plague--L-5), and one to six



animals (L-6; Conjure Animals). He/she may also have set up a vegetarian defense via Speak with Plants (L-4). What I'm trying to say is that the idea of a dragon using clerical spells is really something.

EARL BAKER: Glad to see you give e.p. for clerics' turning/dispelling undead. Many DMs don't.//Are you saying, in formula # 1, that a monster with AC -2 is as easy to kill as one with the same hit dice and AC 1? No way. How about treating negative armor classes as reciprocals of some sort. AC -2 and AC -3, for example, could mean 1/2 and 1/3 or a fraction raised to that power; say, 0.9 squared and cubed, to use the examples.

JIM ECKMAN: Too small a probability of spell working. Good idea, tho.

JEFF MAY: The gravity of your world is roughly 7/8 Earth. What effect does this have on strength and dexterity?//Your Critical Condition Table is both useful and welcome.

BILL PALEY: Scenarios, quests, and sagas seem more realistic than just to go adventuring, but then, the purpose can very likely be that a character needs money and has talked some friends into helping him/her earn it by dungeoning.

LEE GOLD: Most dungeon monsters are predators, near or atop a long food chain. They're unlikely to attack even herbivores with the same number of hit dice--or men who have all those nasty weapons. They might prey on lower hit dice beings, though; which would explain the presence of higher hit monsters on lower levels. Also, a being whose life was sustained by magic would have to prey on similar beings in order to get the ectoplasm needed to survive.

STEVE PERRIN: A being that's simultaneously fighter; m.u., and thief. All you've done is scale down the e.p. levels for Elves. Incidentally, how does mystic powers justify having a Monk's open handed ability to strike or having the abilities of a Thief?

PEG GEMIGNANI: Please tell your version of that expedition so I can see if I remember any of it right. Apologize to your stalwarts for me, also; may the gods of the multiverse Bless them.//That discourse on unicorns in mythology was great. Took me back to seeing the tapestries in New York a couple of years ago.

GLENN BLACOW: At least a note on the planned in advance or most likely strategy of a monster or group of monsters seems necessary to a good dungeon. Most DMs identify with at least some of their monsters. Maybe that's why they boast about their dungeons' kill rates.//Please let's not get involved in the "Gandalf versus Patton" argument. If anybody wants to argue it, put a Nazi Panzer division in your wilderness and tell us the results.//Have to agree with you on ring costs. The ring equivalent of +5 armor should be in the range of an X-ray ring, which Men & Magic sets at 50 K (just for the manufacturer).

SEAN SUMMERS: Considering their HD, I'd suggest a Strength minimum as well for Phoenixes. How do you determine a fire's intensity, hit points generated?//Your spells are also good for a pyromancer, thanks. Trebleth says, "hi" back. He's thinking about buying the house he's now renting in the foreigners' quarter of EM.

STEVE MCINTOSH: Twits as an "advantaged" class, mighod. Works fine IF

the player can be made to keep in character. It's a good incentive for people to keep a character likely, otherwise, to have been disregarded. But, if Strength stays 8 or less while Wisdom and IQ rise to 9 or better, aren't most twits going to opt for Cleric or M.U.? How about modifying that random rise die. D6: 1-2 Strength up one; 3-4 IQ up one; 5-6 Wisdom up one. And Twithood ends as soon as any two are above nine or equal to it.//Hokas are rare as player characters, but great as hirelings or encountered beings.//Thanks for comments on Collectors. If anything, they're a variant on Sages, getting magic powers by studying magic-linked artifacts in the area of their specialty.//Paladins are "created" after a thirty six hour vigil by Lawful Patriarchs in a ceremony involving both Commune and Quest. Many apply, but it is the will of the god(s) involved as to which ones are accepted. Thus, the high Charisma score. Since each case is decided by the god(s) on its own merit, Paladins may be of any Lawful character class. In return for his/her powers, the Paladin is sworn to remain totally Lawful and is given a purpose. This can be one of the purposes given a sword or, more likely, it is on the order of "Uphold Law," "Twart Chaos," "Aid the Needy," or "Protect the Weak." Failure to fulfill this purpose removes a Paladin's powers as surely as acting in a general Chaotic manner. That's my rationale for/the way I hope to run Paladins. Note: an experienced character may also apply for Paladin status in this ceremony, but he/she has to meet the specs; e.g. give away most treasure. And it's still up to the DM.

ERIC HOLMES: Nice story. How does voodoo work in your universe?

STEVEN BROWN: Very nice set of relics, a good examples to us beginners. I'm curious, though, to know a bit about the religions they derive from.

#### COLLATION COMMENTS A&E 18

LEE GOLD/STEVE PERRIN: Now what? It'll be interesting to watch your two versions of Bard fight (sing?) it out. I hope you two can get together, merging the two into an even better composit.

HILDA HANNIFEN: Why did the conversion to Lawful change your Balrog into an elf?

CHRIS PETTUS: Thanks for the minimums for Elves, Half Elves, Dwarves, and Hobbits. Most specs I've seen have been of the form choose the race, then roll the dice.//Scrubbing Bubbles are also going to leave a slippery trail across any surface they travel over. How about (20-Dexterity)x5% chance of falling, 1 h.p./1000 g.p. weight?

BILL TAYLOR: Love your pie-throwing cursed scroll!!!

WES IVES: How else does a low level react to meeting a dragon?//Detect Value, Detect Minor Value, and Detect Ability are variants on Detect Magic II and, therefore, L-3. Quantifying Value, Minor Value, or Ability would be D/Magic III, L-5. (For an explanation of D/Magic II and III, see Dick Eney's write-up of Percentile D/Magic about four issues back.)

DICK ENY/LEE BURWASSER: Magic during sex and pregnancy? The creator of the Courtesan Class and the Make-out Rules strikes again.

HOWARD MAHLER: See you at PrinceCon II.//Four or more points above save, missed completely/no damage. Less than that, close/half damage.



NICOLAI SHAPIRO: "When a sorcerer takes to carrying a sword, it's pretty plain he's using it as a cure for impotence."

"And it works?"

"Of course it works. It's straight one-for-one similarity magic, isn't it? But you've got to take the sword to bed with you."

Larry Niven "What Good is a Glass Dagger?"

An argument for the opposition. Why not just assume that the sword-wielders you mentioned were their dimension's equivalents of Halfelves. //I like the idea of Klutz Factor, but DMing with a pocket calculator? I'd still like a few of those swords. This + 3 versus that + 3 is a question of tactics.

KAY JONES: Poly boulders is good strategy. If conservation of momentum works, just time the Dispel spell so it takes effect while the pebble is over your target's head--and he/she/it thinks you've missed. // "When you read this, chuckle a bit." You're my kind of people, sneaky.

MARK SWANSON: Hmm, U.S.G.S. as a source of wilderness maps. Great. // I'm afraid I don't understand why Chaotics, if clerics, can't do Cures, Lights, Blesses, or Raise Dead--provided they do it to benefit their fellow Chaotics, e.g., cure damage caused by Lawfuls.

NICK SMITH: Clerical spells seem to fall into three categories: Deal with Evil/the Spirit World (Detect Evil, Prayer, Raise Dead); Affect the Body (Cure Wounds, Diarrhea); and Replicate Miracles (Snake Charm, Insect Plague). L-6 and L-7 spells, except maybe Find the Path, are explainable within these categories. // Ah, the bureaucracy of Hell.

SEAN CLEARY: Nicolai Shapero's Sleep Demons and your Demon Dream are the inspirations for Trebleth's Dream Spell. What levels are Fog and Dispel Fog? // Is a dragon, confident in his/her strength, going to, to its own mind, waste a portion of its hoard researching a potion? // Biting Wind is interesting notion. How about Sorrocco, the fiery wind of the desert that is said to drive men mad; Scalding or Frigid (death from exposure in one turn if enveloped) Water; or an Earth Elemental heated to lava intensity. // Changing normal swords or armor to +4 or +5 is Steel to Adamantite or Steel to Mithral. Simply upping either to +1, +2, or +3 is going to be a difficult spell because it implies the sort of familiarity with arms and armor that m.u.s aren't supposed to possess.

STEWART LEWIN: Now, if Alan was a D&D fan who had a set of rules and the suppliments in his pack.... Let's see more of him.

BILL SELIGMAN: I had a long letter prepared on your zine, but it was destroyed by 47 59-dice lightening bolts. "And the players all said, 'Sit down,' the DM's getting pissed off." Looking forward, as you could tell from that last sentence--if nobody else could--to GM & DM.

STEVE PERRIN: See my comment above to you and Lee. // "R. Mochanical Tr:" the "R" is remove? How do you reconcile the percentages for identify Magic and Detect Magic Traps? Maybe switch the two and add 5% or 10% to the new Detect Magic Traps values.

DAVID FRIEDMAN: Regarding your PCR, see my comments to Nicolai Shapiro. I've seen your spell selection system used elsewhere. Works fine.

//Good question of telling if Sleep hits. Maybe Slept beings collapse so quickly that even a high IQ, high Dexterity being couldn't fake it. Or maybe Slept and Charmed beings are briefly enveloped in a burst of light--like a Star Trek phaser hit--if the spell takes. Or maybe a sort of mental feedback indicates an actually Slept or Charmed being. Otherwise playing possum is an excellent strategy with party members having a good chance--say 1-2 on D8--of being surprised when the faker attacks.

JIM BOLTON: Your spell system is the first use--and a good one, too--I've seen for rolling percentiles for characteristics other than Strength.

LEE: Were you fishing for a laugh with that comment on "baited breath?"

PETER CERRATO: Change your 300 ft/minute figure to 330. Why? Because then a ten minute turn moves a man 3300 ft, just about exactly (0.6% error) one kilometer, and five of those turns are close enough to three miles to call it that. Assuming a the sort of ten minute rest each hour that hikers or explorers are likely to take, that gives a movement of 3 MPH. By strange coincidence, this is the hexes/day speed in vol. 3; so why not use those speeds? The figures match perfectly if you figure a six mile hex and six hours of travel/day.// Strength is going to drop a point for every hour travelled without a rest (hour's rest restores one point), stopping at three. After a few hours, low constitution players are going to start falling behind, fainting, or even dying.//Let characters have their players' intelligence. Interesting. Avoids the frustration of the player of the IQ 9 Thief who's the only one who sees the way out of a problem. I was in that spot, the only "experienced" player. Happly, the DM decided at that point to have the party encounter his best (only) character, an Str 18(00), IQ 13 Amazon and asked me to run her. Sweet-things quickly came up with the solution.//Like to see your combat table. Have you ever seen the game En Garde?

STEVEN BROWN: Cities are fun, and you've listed many of the most probable adventures.//Cities with large foreign/transient populations were likely to have a Foreigner's Quarter with homes ranging from slum to palace. Likely encounter here: students, traders, sailors, and pilgrims (10 + 10/level % chance of clerical magic).//Have you considered Variable Armor whose value shifts randomly (maybe each melee round) from +3 to -3.//In the combat I've seen, movies and SCA, blows are deflected mainly by weapon or shield. With D10; 1-helm; 2-4 weapon; 5-7 shield; 8-9 armor; 10 dodge seems more realistic. The odds on a weapon breaking should also depend on the AC of what it hit, maybe add one percentile for each plus of magical armor. Remember, (1) weapons are intended to strike, i.e. be struck, and shouldn't be easily broken, although (2) they may be nicked or bent, decreasing the odds of striking true and of damaging.

KEN PICK: Why are Monks treated as Kung Fu priests? My newly rolled Fr. Bernahr is a Carolingian and carries a quarterstaff that functions like your Bo Stick.

CHARLIE LUCE: Don't forget Monster Turning Ooka Cola. "Things GO better with Coke."

See you all (?) at Boskone, if this reaches Lee in time; at PrinceCon, if it doesn't. (Or probably even if it does.)



Feet Don't Fail Me Now, a zine inflicted upon the world by Jim Eckman. Any letters, threats, or praise may be sent to me at 4527 Ladoga Ave., Lakewood CA 90713, or phone me at (213) 4254902

In this issue a new combat system for miniatures or individual battles, a discussion on thieves, and clerical prep times or how to crock choatic clerics.

In A&E I7 I presented a magic system that was based on a klutz factor, this system is fun to run at the lower levels but it doesn't work well for the higher levels. Any suggestions on how this may be improved would be greatly appreciated. The credit for this system goes to Jim Murphy whom I forgot to credit in the original article

Sorry Jim.  
Modifying Thieves

Thieves are a character class in D&D that depend on thier wits, stealth, and special abilities to stay alive and advance on to greater glories. Some of these abilities include lockpick, hide in shadows, move silently, and remove traps. These abilities are based on a straight percentage according to level. One of the objections I have to this is that there is no modification becuase of the circumstances. In real life there are hard to pick, expensive, and hard to break locks, as well as those you get at the 5&10 for a quarter. So I have devised a few simple tables to modify the abilities of thieves according to the situation.

	%	Cost	HP
Pin Tumblerlock, other hard to pick locks.	-30%	50 GPS	16
High Qaulity warded locks with hard to spot keyholes	-20%	25 GPS	8
Medium grade common warded locks no specials	-0%	5 GPS	6
Cheapo locks pick with a hatpin etc.	+30%	1 GPS	4

Explanation: The percentage to pick is subtracted directly from the chance of opening the lock. If the percental roll is high enough the lock opens. Each lock takes a different time to open depending on the percental roll, 1 minute for every 5%. HP is the amount of damage a lock can take, consider all locks Armor Class 0 for determining hits. Example: Jack the Hobbit thief has normally a 25% chance to open most locks. While in the dungeon he finds a Goblin strongbox with a Cheapo grade lock on it. Because it is such a low grade of lock Jack has a 25%+30% chance to open the lock. The DM rolls a 45% and Jack picks the lock in 9 minutes (45; 5=9). Of course the DM does not have to tell Jack what he rolled until he realizes it is hopeless and bashes it apart.

#### Hide in Shadows

Here is another much abused ability that is used almost like an invisibility spell. Proper modifications would include lighting conditions, amount of hiding places to hide in and the actual area in which the thief is trying to hide in. The almost impossible feat of hiding in a 5 foot wide, brightly lit corridor, with smooth walls has been accomplished many times to my knowledge. On the more positive side there are times that a thief should have quite a large bonus added on to his ability such as hiding in a dark alleyway full of nooks and crannys just waiting for the right victim to come along.





KIREL'S MIRROR #8

Kay Jones 5103 Chesley Ave., LA, CA 90043

intended for A&E # 19

\*\*\*\*\*comments on 18\*\*\*\*\*

LEE: I was about to inform you that that was Kirel's Mirror number 6 instead of 16, when I discovered that it was actually #7. Seems I ran two #3s. Oops.... This should bring it up to date.

HARTLEY PATTERSON: Hmmm. Sounds like you have a rather different D&D social set up than we do out here. I have yet to come across a system which allows only male clerics and am acquainted with at least 2 female paladins one of whom, Joan, is of very high level. By now you may have noticed in this zine that we have not only male and female players, but male and female characters and without all that much correspondance between sex of player and character. I do see how sex change potion might be a problem in your ~~MOP~~ campaign. (Although we did have an interesting situation in the Roost a while back when a male MU stepped on a square plate which changed his sex - at which point his wife, a cleric, muttered something and stepped on it herself.) And I maintain my stand on tight fitting armor, it being impossible to sit in it....!// I don't know if I'll ever run Seductresses, but I must say I like Eskimo Nell!

MARK SWANSON: My thanks for your critique on my embryonic spell system. I'm already dropping the constitution based spell delay - too much of a crock. However, I think placing a premium on high intelligence for MUs is at least defensible. Consider that the spell using business is a highly intellectual one, and that on a one to one basis with their opponents, the low level mages are effectively more powerful than their high level counterparts with such spells as sleep.

TOLI: Tsk.

BILL SELIGMAN: Then the captain of the Incorporated is named "Jack Cast"? Appropriate... (gergh)

NICK SMITH: With regards to the Restoration spell: A case could be made for it's being at least on a par with Raise Dead, considering that neither resurrection nor reincarnation will restore lost life levels.

SEAN CLEARY: Your first paragraph on page 2 is unclear - have you encountered DMs running their own characters into an expedition into their own dungeons and collecting treasure? Good Night!// Er..a listing of what you consider "Players Dungeons" vs "Monsters Dungeons" strikes me as a dubious proposition at best likely to produce more heat than light. While one might well take pride in gaining most of one's experience in notoriously dangerous dungeons (my senior mage and StormGate for example), the in print classification of dungeons according to your philosophy of play with implications of good/bad rating strikes me as the most pernicious case of ONE TRUE WAYism shown thus far.//What alignment is "Tree"? Nonintelligent vegetable?

SEAN CLEARY (cont): Pain spell? Ouch! ~~Why/didn't/L/try/it/ok/of~~  
~~that?~~ Thanks to you a large portion of the more chaotic students  
in the Miskatonic University Arcane Studies dpt. have now  
researched the Dream Troubled Sleep spell and several instructors  
are mad at you...//Sorry you didn't have time to run in the Roost  
while you were out here. I think you'd like the place.

CHARLES MCGREW: In re your life expectancy table - It would seem  
that, with any villiage priest able to purify food and water  
and heal light wounds (less chance of infection, there) and with  
each bishopric overseen by a priest capable of curing disease,  
neutralizing poison and curing serious wounds the death rate  
would be considerably less than in the Middle Ages. Plagues  
and such would also have much less effect, especially since  
Commune would warn the higher-ups of the threat in time for them  
to take steps. Assuming the god(s) of the lawfuls are at least  
sympathetic, commune would also have provided the sanitation  
information necessary to hold down disease in the first place.  
There are even people around who can raise the dead, although  
this is probably reserved for the important nobles and church  
prelates. The D&D universe actually bears only superficial  
resemblance to Europe in the Middle Ages.

GENERAL ANNOUNCEMENT: In my survey of all the issues of A&E  
except #10 (the only one I don't have yet) I find 48 varieties  
of dragons! I really think we have enough.....

CHARLIE LUCE: 1) I have the individual trying to disengage  
make a dexterity roll of 5% per dexterity point. If he makes  
it he is successful providing either a) someone steps in to  
engage the opponent or b) his opponent misses him in that round.  
He is NOT allowed to attack while seeking to disengage.  
2) If used at all, I should think "scatter" rules on spells  
would apply only to area spells such as fireball and be a function  
of the distance from the mage to his target. And they would only  
be valid out of doors, since the usual dungeon ranges are too  
short for it to make a difference.

BILL TAYLOR: Why not allow them to throw fireballs into a gale  
force wind? If the twits really WANT to blow themselves away...  
\*\*\*\*\*

As long as I mentioned one in my story last month, I may as well  
give the stats:

SENTIENT MIST: Found only in enclosed spaces, this creature  
resembles nothing so much as a fog bank endowed with intelligence.  
They are remeniscent of elementals, in that they are created by a  
ultra high magic user to guard treasure (type A, vary according  
to level). They themselves are not so much neutral as unaligned  
(although if you use the 4 way split, the are almost ALWAYS evil)  
Hit dice range from 8 - 10 generally and they are armor class 4.  
Intelligence is from 13 - 18, as is dexterity. They are always  
in lair with 80% chance of treasure. They get one attack/person  
enveloped and have the hit probability of a 10th level fighter.  
A hit is an attempt to strangle and does 1D8 damage/turn it  
remains attached (i.e. rolls over the to hit # for AC:9). It has  
a -1 hit probability for each additional 3 characters enveloped  
past 8. Due to obstruction of view any party roll of 2 or more  
under that needed to hit (or 1 in any case) has a 30% chance of  
hitting another party member (plus 10% per member in melee over



6. They move at 24", and are almost never found as wanderers.  
(did I just repeat myself? Teach me to first draft on stencil.  
\*sigh\*)

Oh, my, look at all the blank space. I hadn't planned on inflicting this on you people until nextish, but...  
The tune is to an old folk song the name of which I forget - but then Nicolai is planning to put in a song he wrote to it this or next so you can find out from him.

EXIT - PURSUED BY A DRAGON

"So I'll say hello to HellsGate town,  
And farewell to StormGate,  
For I'm getting out of the dungeoning life,  
Before it is too late,  
Before it is too late."

"Oh the Dungeoneer leads a dangerous life,  
He may grow rich in a day,  
But the swords of a Fiend or a Death Demon's gaze,  
May soon take that life away,  
May soon take that life away."

"Now the Townsman's lot is no easy one,  
And his work is rarely play,  
But you won't meet a Balrog while pushing a broom,  
And you live to draw your pay,  
And you live to draw your pay!"

Almost half a page to go yet.

Feedback on my story lastish suggests I might as well explain my alignment view. (groans of anguish - "Notanotherone!?) It's not all that difficult. I regard the three major alignments Law, Neutrality and Chaos not as a linear progression, but as the vertices of an equilateral triangle. Thus, while it is possible to go from Law to Neutrality to Chaos, that is only one possibility. And thus you can have not only Neutral leaning Lawfuls, or Chaotic leaning Neutrals and the respective inverses, it is also possible to find the occasional lawful leaning chaotic. And of course those who want to use the good-evil axis as well may simply put it perpendicular to the plane of the triangle. Thus making the first (that I've seen, anyhow) 3 dimensional alignment system.

See ya next month, folks, with probably the only zine of a person attending the DunDraCon II without a con report (I figure there will be enough of them already).

\*\*\*\*\*

ALBERICH'S RING No. 2  
February 4, 1977  
for A&E #19  
typed by Lee Gold

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### Treating the Elven Fighting Mage as a Combined Character Class

The rules on elves in Men & Magic and those on half-elves in GREY-HAWK state that they may split character classes, being a fighter in some adventures, a magic user in others, a thief in others, or a cleric in still others. The most common combination is probably fighter and magic user. While this alternative class system produces a form of schizophrenia in the functions and abilities of an elf (any mention of elf here also refers to half-elves unless specifically stated otherwise), there is some overlapping between classes. An elf can wear magic armor even while functioning as a magic user, for example, the only species that can. It is not clear, however, to what extent the other features of the two classes can carry over when an elf is playing either the role of fighter or that of magic user.

As I understand the intention of the rules on splitting character classes, the player is supposed to keep separate records of the character's progress in each class, much as if there were two characters being played alternatively but with a common accumulation of wealth and experience points. Separate accounting is required for levels achieved, hit points, spells and so forth. Thus, while playing in the magic user role, the character could not use regular armor or regular weapons other than daggers and would have fewer hit points available than as a fighter. On the other hand, when playing in the fighter role, the character could wear fighter's armor and use fighter's weapons, but would have no magic spells, could not use magic wands, etc.

This split record keeping strikes me as an unnecessary nuisance, particularly in the light of another character class that neatly combines three character classes (fighter, magic user and thief): the bard. I suggest that it makes sense to combine the rules for elves that elect to be both fighter and magic user into a combined character class: the fighting mage (FM). *[Given FM is used frequently as an abbreviation for Fighting Man, this seems confusing. As typist I will replace it throughout the rest of this zine with FMU.--LG]* The basic data on a FMU is:

<u>Level</u>	<u>EP</u>	<u>Hit Dice (D6/4)</u>	<u>Spells</u>					
			1	2	3	4	5	
1		1		1				
2	5K	2		2				
3	10K	3		3	1			
4	20K	4		4	2			
5	40K	5		4	2	1		
6	70K	6		4	2	2		
7	100K	7		4	3	2	1	
8	150K	8		4	3	3	2	
9	200K	9		4	3	3	2	1
10	400K	10		4	4	3	3	2

Experience Points Per Level Rather than use the divie EP between classes system, which is one of the things the FMU class is intended to make unnecessary, I have taken the EP per level on the magic user scale and simply doubled it. (The doubling takes the place of dividing earned experience in half; the effect is much the same as under the



present rule.) This is part of a compromise between fighter and magic user rules. (You might think that it would be simpler to use the EP per level scale for clerics as the compromise, but that would require promoting as clerics too (as promotion class 4) which is discussed below.)

Promotion Class. The other part of the compromise is to promote the FMU to higher combat classes as promotion class 3 (like a fighter: levels 1-3, 4-6, etc.) You might think that a simpler compromise would be to make the FMU promotion class 4, as the bard is. But this would not preserve an important distinction between elves and half-elves which corners promotion. An elf can never rise above combat class 2 (the second column on the alternative combat system hit table which for fighters is levels 4-6). Elves are limited to rising to fighter level 4 (levels 4 or 6 if the elf has a strength of 17 or 18, respectively). Half-elves, on the other hand, have a normal limit of rising to fighter level 6, but those with strengths of 17 or 18 can rise to fighter levels 7 or 8. Thus, by making the FMU promotion class 3, we can allow for half-elves of high strength rising to fight in combat class 3, as they can under the existing D&D rules. And to balance the benefit of being promotion class 3, I think that the FMU should use the higher EP requirements of the magic user promotion scale for levels.

Prime Requisite: Intelligence. I'd make the same choice for any combined character class that uses magic user spells, such as the bard.

Saving Throws: As a cleric. This is a subject on which using the rules for clerics makes a useful compromise for the FMU between the fighter and the magic user rules.

Hit Dice: It would be simpler to use the D6 system used for bards, but that again would not retain sufficient distinction between elves and half-elves. The latter get a potential for greater hit points by being allowed fighter's hit dice for an additional two levels above those allowed for elves. In order to preserve this distinction, I suggest a split D8/D4 system. The FMU gets a D8 for every level up to the limit allowed by race and strength as a fighter. For elves this is normally level 4 (levels 5 or 6 with strength of 17 or 18, respectively). For half-elves this is normally level 6 (levels 7 or 8 with strength of 17 or 18, respectively). Thereafter, the FMU gets a D4 for every additional level up to the limit by race and intelligence as a magic user. For elves, this is normally level 8 (levels 9 or 10 with Intelligence of 17 or 18, respectively). For half-elves this is normally level 6 (levels 7 or 8 with intelligence of 17 or 18 respectively). (For those rare elves that are not subject to the usual limits on advancement to higher levels, use the GREYHAWK system of hit dice for fighters throughout.)

Weapons and Armor: I'd allow the FMU to use any standard weapons that a fighter can use but would limit armor to a maximum of chainmail plus shield, like a bard. (The FMU is free to wear any kind of magic armor or shield, however.)

Magic Spells and Artifacts: The FMU can use any magic spell available to a magic user of that level. I'd let the FMU use any magic weapon, staff, wand, potion, scroll or other magic artifact that either a fighter or magic user can use.

(My thanks to the inventive mind of Regina Cohen for the idea of treating elven fighting mages as a single character class. She is not to be blamed, however, for the complicated set of rules that I developed from her basic idea.)

### Another Look at Spell Points

Dan Pierson and I have been debating (in a friendly way, mind you) the virtues of spell point systems. Dan comes from a background of unlimited use magic spell systems and has begun lately to look at spell point systems as a means of limiting the number of magic spells available to a magic user each day. I, on the other hand, learned D&D in a straight Gygax/Vanclan magic system, in which magic spells were lost once used and had to be relearned for reuse. Thus to me spell point systems are a great expansion of the magic available each day to the magic user. Both Dan and I agree that there must be a limit to the magic spells available, to the point where there is a reasonable possibility of running out of magic power during the day. The way we differ is on how strict the limit should be. Since Dan set out his approach in A&E No. 18, I thought I might set out mine in this issue in reply.

I calculate spell points by taking the average of the character's requisite for using magic (intelligence for those using magical spells, wisdom for those using clerical spells, and both for character classes such as rangers that can use both kinds of spells), dexterity and constitution. This average figure (with fractions saved) is multiplied by the character's level. The resulting figure, rounded to the nearest whole number, is the character's magical energy level.

I use these requisites for calculating the character's magical (or psychic) energy level, because they are the ones that directly affect a character's magical abilities. The first requisite(s) reflects the character's mental ability to use spells (ignoring any arguments about the (possibly) divine gift of clerical spells negating a need for inherent ability). The second reflects the character's physical skill in making the gestures necessary to cast spells. The third reflects the character's overall health (which affects both of the first two abilities). (You will notice that my system is a variation on the Perrin system, in that I don't use strength in the average. I don't believe that strength is necessary or even particularly useful in making the gestures required to cast a spell.)

The rationale for a spell point system is that casting spells drains magical (or psychic) energy from the character. Energy, once used, must be restored through rest. (Of course, rest only restores energy up to the character's capacity. Spell points do not carry over from day to day in excess of the character's capacity in points.) Spell points are restored through rest at the rate of one spell point for each hour of undisturbed rest, or ten spell points for a full night's undisturbed rest. This system is similar to that for restoring lost hit points, albeit at a higher rate of recovery, in that it is intended to require the passage of time before full vitality returns to the character.

The amount of psychic energy inherent to the character, represented by spell points, limits the number of spells that the character can cast each day. Different spells require different amounts of



energy to cast, according to the nature of the spell and its spell order (level). The base cost of any spell is the square of the next higher spell order:

Spell Order	1	2	3	4	5	6	7	8	9
Spell Point Cost:	4	9	16	25	36	49	64	81	100

Most spells are base cost, including all offensive spells (magic missile, charm person, phantasmal forces, etc.) and defensive spells (shield, blade barrier, invisibility, etc.). Detection spells (detect magic, locate object, etc.), communications spells (read magic, talk with animals, etc.), locking spells (hold portals, knock, etc.), and light spells are half base cost. Cures are a special case: they cost the number of spell points equal to the number of hit points that are restored rather than the base cost for a spell of that order. While this rule can make the cost of a given cure greater than regular base cost, on the average the cost should be less, especially for the Cure Heavy Wounds spell. And since the rule is in terms of spell points cost = hit points cured, a cleric with only one or two spell points left will still be able to use them to cure someone instead of having to rest long enough to accumulate the full base cost to cast a spell.

I've been thinking of making this system even stricter for certain offensive spells. Specifically, I've been thinking of charging a spell point for everyone that falls asleep under a sleep spell. Under the base cost of a sleep spell, a magic user at first level can throw the spell two or three times a day under the existing system. That may be excessive, since Sleep is a powerful weapon, at least against low hit dice monsters. Charging a point per snooze could use up enough spell points that the magic user would be able to throw sleep only once or twice until he got above second level. I've also been thinking of charging twice base cost for spells that do excessive numbers of hit dice in damage, say those that do four or more hit dice. However, these proposals elicited protests of a vehemence you simply wouldn't believe (oh, you would believe it?) (and I thought that elves were gentle people \*sigh\*), so I have tabled them pending a few months of playtesting the system as it stands.

#### Comments on A&E No. 18

Lee: Your Harper class is interesting and seems to be well thought out for features and balances. I question, however, your rule that a character "may not alter his characteristics in any way." The whole point to the D&D rules on altering characteristics (and some of my comments in ALBERICH'S RING No. 1) is for qualification for membership in a character class that has special requisites. Furthermore, a harper may well have characteristics changed during play by the DM for the effect of drinking from an enchanted fountain, etc. Or what about the effect of a full wish on a characteristic? In short, I suggest that you drop your limit on altering characteristics.

Another minor grumble: you say a harper's songs are -5 if not accompanied on the Irish harp. (You don't specify precisely what you mean by -5. I assume that this is the effect on the defender's saving throw. Come on now, let's leave national prejudice out of this. Any harp, or for that matter any instrument that doesn't interfere with singing should qualify. [Umm, the Irish harp is the name for the lyre or light, carriable harp. The kind played in orchestras is the normal harp. There's no national prejudice involved, just strict terminology. --LG] To that extent, I prefer Perrin's name for his bard type class,

since "spell singer" does not limit the nature of the instrument the character can use even by implication. (I can see it now: the harper steals furtively into the structure, staying nervously in the shadows. Seating himself in front of his objective, he makes mysterious gestures which result in a bright red point of light appearing before him, accompanied by a soft humming sound. Applying his deft fingers to the controls, the harper breaks into song, supported by the mighty, awe-inspiring music of hundreds of hidden pipes. The evil clerics flee the chapel in terror as the rest of the party bursts in with drawn weapons.)

Shapero: That magic users have swords in Vance's Dying Earth is irrelevant to Vance's magic system. The D&D weapons prohibition for magic users is probably purely for game balance (ditto the armor prohibition). The magic system is what Gygax took from Vance's world, the idea that spells are forgotten when cast and have to be relearned to be reused.

Perrin: The spell singer is interesting to me, since several of my current characters are bards. I doubt, however, that it should be a separate class in the sense that the character would have to split EP between it and fighter or magic user roles. I prefer Lee's unified class approach (obviously, since I'm advocating a unified approach for elves.) I also suggest using only one characteristic for prime requisite. The PR exists for a class purely for the purpose of determining EP bonus, so why complicate life by calling for an average of three characteristics when one will do nicely? I like your collection of songs; now if you and Lee can just get together and integrate your collections.

On dwarf powers: having the dwarf's abilities grow as he goes up levels is interesting. But I'm hesitant to allow dwarves (or any race with special abilities, including elves, half-elves and hobbits) to go up as high as you do. I am unwilling, in particular, to allow these abilities to rise to beyond 75%, let alone 100%. It makes them simply too powerful. (Do you really want a dwarf able to rise to being able to invariably locating and disabling all the traps in your dungeon?)

I like your concept of a closed universe, in which the amount of magical artifacts is under strict control. Dan Pierson keeps threatening to build a universe of this sort for a group of us. And I am thinking of doing the same with "Acropolis" when I get around to actually building it. But this system means that you are excluding players' existing characters and property, which causes griping. I guess this calls for further thought.

Cerrato: Your analysis of why silver weapons are effective against lycanthropes and why other metals of similar natures might also be is interesting. But I disagree with it on the practical ground that your reasoning leaves clerics without any physical weapons that can be used against lycanthropes, which seems unreasonable to me.

Jones: I liked Ja'ala Windrider (including her name).

Cleary: Your zine would be much pleasanter to read if you would correct your spelling mistakes; the zine has a distinct unproofed look. [Double-spacing between paragraphs would also make it more eye-pleasing.--LG]



## THE GRIFFIN'S QUILL #6

or, how come the number on the title never makes the ToFC? A production of dubious value from Charlie Luce, 4252 51st St #4, San Diego, CA 92115. Phor phoning, use (714) 281-7897.

Hello there! Guess what! Here Come The Comments! (enthusiastic, aren't I though?)

LEE: Your specifications on Harpers look playable, but the penalties for doing some of those spells seem to me a bit severe. I'm not sure that this applies, but it seems to me that a lot of D4 and D6 off of characteristics has shown up in rules suggestions; most with the modern addition "not affected by wishes". In fairness to Lee, the situation is such that a concious choice is made to do the seplls, unlike the typical "Drains D6 of this" monster, but any character can become pretty unfit pretty fast under those circumstances. I think that you were one off on your alphahbetical listing, since I offered the perma-potion for sale--but you are right; I don't think of poisons as magic--so I never said-- but the potion does not affect poisons of the non-magic varieity.

BILL PALEY: I enjoyed the expeditiond report--though I wish you had told us if any of the dead were raised. (Do you suppose anyone is listening about intolerance anymore?)

CHRIS PETTUS: If you wanted to stop the comments on alignment, you picked a funny way to do it. Of my current stable of 16 non-Urth characters, 9 are Lawful, and 7 are Neutral--and none of the neutrals are wishy-washy. Mostly, my neutrals came about because of the complaint by DMs that this-that-and-the-other-things were unlawful (like exercizing a bit of dicipline when some clod keeps popping doors that the party isn't ready for--when possible, I like to leave them webbed to a wall). My neutrals are far from chaotic--or, for that matter, a lot of other neutrals--but hardly wishy-washy. They tend to believe in the fight for good over evil, but not so far as to take up dangerous tasks soley for that reason.

WES IVES: I was interested to read your interpretation of Charm; it seems the spell has run the gauntlet from "Willing Enslavement" to "Pretty Please?". I'm not sure what you mean by "crockless DMs", but if you play Charm as:

- 1) It can only hold one creature at a time. (Hold, up to 4)
- 2) Audible or telepathic commands must be given.
- 3) The victim will only do what it is told, nothing else.

and the old "mental domination" will come off as quite play-balanced, thank you. Seems to me that Orfeo's 18 charisma helped his an enormous amount--what do you think charisma is, anyway? I'm beginning to agree with the many who advised scrapping the alignment tounges; just no real iustification for them. I saw a copy of M:A at the local gaming shop and approved highly, but I'm already having an almost impossible time digging up D&D games, and trying to start another type doesn't seem feasable just now.

DICK ENEY: Where have you, Sherna, and Lee B. been? You need to come back and add some class to this apazine. Heilborn and Ellen aren't surprised at all by the spell use during lovemaking; they

PAGE TWO

both have Helms of Telepathy reworked to fit Griffins, and use those when mating. Since they're not ready for cubs, though, they are careful about using Birth Control potions.

HOWARD MAHLER: Here, for the record, I place this statement. "I, Charlie Luce, did willfully alter like crazy a whole slew of TSR 'rules' to obtain my version of D&D". There, I've admitted it. Now, on the serious side, I'm glad to see someone else who has utilized a bit of rath to see just what's happening in these D&D tables (look Nicolai, another one!). The only alternative I've ever seen was WARLOCK, and that left most of the assigning of treasure types per monster to the user.

KEVIN SLIMAK: I'm not sure how your comments fit in to what was being said, but there's no objections from this quarter--but I do expect to be warned when entering a dungeon which eats magic by the dragonlord. My experience has been that this type of beating magic inflation usually leads to magic recession.

(Sigh) I suppose I should explain the Infamous Comment to Glenn Blacow. I was in a very random mood, and decided to deliberately compose and insert to Glenn the type of comment that he likes to send to others; rude, childish, and setting new records in the missed point and the conclusion leap. Certainly sparked a lot of flak, didn't it?

NICOLAI: Cugel had a  $1\frac{1}{2}\%$  chance--under new rules with dexterity penalties he would have had a .56% chance. The Jusad & E'rali notes are crawling along; maybe by DunDraCon II you'll get them in the mail (I can't make it this time round). Isn't having a computer to run off random creatures wonderful? I ran off 1000 on the SDSU computer today. As for your attack on Gygax, you're off base. Since I (naturally) have all the SRs and Dragons, I checked and found this out: while Gygax does indeed say that his D&D magic is based on Vance's, he says nothin about the magicians being based on Vance's. Get the distinction? I've always been very restrained, Nicolai. You just wouldn't look carefully enough to see that. What have you got against birth control? Of course, those +3 2-handed swords come in very handy, too...

YOU WANT AN ULTIMATE KLUTZ SYSTEM? Try this! all spells have a 99% chance of klutzing, and all klutzes annihilate the MU. Takes it to its logical conclusion.

KAY: Well, if I remember right, wasn't Alferic originally an Elf? Willis was human--even if he did end up as a phoenix a few months back. He misses Alferic; they had some good monster hunts together.

VIGINETTE----

The trio: elven mage, human cleric, dwarven fighter; almost to the end of the passage. Ahead and around the corner was the exit, and the thought of the twelve dead they had had to leave behind when running from the Demons hurried their steps just a bit. Suddenly, the dwarf, who was in the lead, stopped.

"What is it?" asked the Cleric.

In answer, the dwarf pointed to a figure slumped in the passageway, near the exit.

"Nothing to worry about," said the mage, stepping forward. But,



as he approached, the figure rose slowly to its feet.

"Go back where you came. I am not one to be disturbed", the figure intoned.

"We cannot, sir", replied the Cleric, "for this is the only way from this place." "Surely, you..." the cleric broke off, as the strange, pale figure drew a huge, black, rune-covered sword.

"Back, I say. I am Electric the Melnibbeling, and if you do not go then the Dark Sword StormGater will have your souls".

The Mage and the Cleric stepped back from the apparition, but the Dwarf took a step forward. Reaching into his pack, he took out a stout dowel, an inch across at the base, and a foot and a half long.

"No rod of might can prevail against me. Go, or be consigned to Hell."

The dwarf's arm moved suddenly, and the stick flew at the heart of the figure. Casually, the Dark Sword moved up and flicked the stick away, splintering it.

(\*!\*)

The scream would, for a moment, paralyze the denizens of the underground maze; demon, kobold; all. As the last icy echoes died away, the dwarf walked over to the prone figure, prodding it with a toe. Then, he turned to look at his two companions.

"Rod of Cancellation", he said, turning back to the passage, and stepping through the far doorway into the early evening air.

(NOTE. The happenings in this vignette are fantasy, and any resemblance to anything which exists or might have existed is totally random.)

MARK SWANSON: I hope that the last issue and this are a bit of relief from the eyestrain. I didn't realize how bad I'd gotten until I saw my material in #16. However you obtain balance in a game is the "right" way; but is magic's power great enough to orient a Magic-User's reliance on luck, rather than skill?

JOHN SAPIENZA: Your conventions are some that nobody should object to--a good, straightforward way of handling a sticky problem in communicating ideas. On the Rule of Ones and similar conventions; if the 3D6 in characteristics represents the spread of humanity (and other races), is it surprising that there exist people who just aren't cut out for a life of adventuring? It all depends on where you draw the line. My usual rule is: If the character has a characteristic below 6, or a total of less than 50 in all six characteristics, I'll let you roll up a new one. (Interesting note, though--did you ever notice how the persons insisting on playing all you roll tend to be the same ones who toss off such things as 60% casualty figures? I wonder if this is coincidence, or if there's a connection).

SEAN CLEARY: Unsigned? My name and address has appeared on each Griffin's Quill except the #3 $\frac{1}{2}$ --and it was on #4 in the same ish. I'm not against opinions, nor criticizing--but I am against bigoted slander and childish temper tantrums. See the difference? (No, I don't suppose you do. Oh, well, what the hell).

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However, Sean, let me thank you for giving me such a shining example of the "Boston mentality". Kay has been using such phrases as \*sigh\* and \*snicker\* for years--predating A&E for some time. But, since Glenn uses the phrase, it is obviously his phrase which is "spreading like wildfire". (Facinating, Captain...)

BILL SELIGMAN: Re titles--no problem at all. You see, punning titles is a tradition at STAR San Diego. Need another dozen? I saw B&B here in S.D. at the Command Post for \$6, and it looked good, but (as with M:A) I'm not sure I want to start still another game. I did love Watership Down, though...

PETER CERRATO: Well, if magical effect must have a "scientific" explanation, I suppose your system is as logical and consistent as any...but Gold or Copper hitting Lycanthropes? I think I'd like to see some examples of your combat system before commenting.

WAYNE: I almost hate to admit it, but your chart seems workable. Hows about expanding it to Weight Carried and Opening Doors? (Opening Walls?)

Enough of this. On to other things!

ORCCON REPORT.... The assorted carload of crazies got into the con Friday around 8:00. It didn't take me long to get into a D&D game, but I wasn't too impressed; it was a wilderness which seemed designed to let us march around while waves of monsters attacked. Since, by great good fortune, I had decided to run my fighter with the teleporting sword, so I just pulled out. In wandering about, I met Wayne Shaw and Ken Pick, who promptly went off to play in StormGate. Since I was after some new experiences, I ended up in Jason Ray's dungeon; a short game, really no more than an encounter with some AMUs with a crazy cannon and some pistols. Next day, I got together with Nicolai, Kay, Ken, & another player and we went into Temporlana (Wayne:"Who are you bringing?" Me:"A griffin and a Naga" Wayne:"That's Charlie Luce, all right.") Came out pretty well, mostly through luck and clean living. While Ken, Nicolai and Kay played with on of the time zoms, my griffin and Eric's (the other player) hobbit got bored, and started playing poker (she won 13 Gold Peices, too). After finishing the game and eating dinner, it was decided that it was too late to start a run into NEXUS, so instead around 9 of us did some general rapping, singing cat food jingles (sorry about that, Ken), and songwriting (more on that in a bit). In the end, it was around 3AM before we went off to stagger into bed. Considering that it was 10PM when we decided that it was too late to run, I'm not sure where we saved time. The last day was a run into the Spire Vigilant, but it didn't go well, due to too many players, too little time, and an obnoxious bard. Back to San Diego (snarf!). Since I can't make it to DDC2, I guess I will just have to wait for the next L.A. con (or, wonder of wonders, the next San Diego con).

AND A ONE-A AND A TWO-A... When I was going to the University of California, my roommate was a transfer student from M.I.T.; who, in a moment of weakness, taught me some of "The M.I.T. engineers song". Well, that roommate, Jeff Marr, lives in Los Angeles now, and he put me up for the con. Well, Saturday night (it had to be, I guess) driving back to Wayne's apartment after din-



PAGE FIVE

ner, we started to play around a bit with it, and we ended up with:

THE DUNGEONEERS MARCHING SONG

(CHORUS) We are, we are, we are, we are, we are the dungeoners;  
We can, we can, we can, we can, slay monsters far and near;  
Drink up your magic potions, and come along with us;  
For we don't give a damn for any DM, who don't give a damn for us.

(VERSES) Now, if we catch a Balrog, within our dungeon's halls;  
We'll take him to a deep dark room, and amputate his balls;  
And if he screams for mercy, or immolates in fear;  
We'll feed him to the Death Demons--we're glad that he's not here.

There is a man from M.I.T., a noted Dungeoneer;  
Who has at many times been voted "wizard of the year";  
He carries with him quite a staff--it's of this staff we sing;  
For unlike other wizard's staves--it doesn't do a thing.

While wand'ring through a dungeon, a 14th level thief,  
Came on a secret panel which afforded him much grief;  
For when the door was opened, located on the floor,  
There was a baby Purple Worm--and half a million more!

(Final Chorus--change the last 2 lines)  
So grab your shields of Mithril, and grab your swords of plus,  
For we don't give a damn for any DM, who isn't grossed out by us.

Sorry the tune isn't better known--if nobody in your area knows  
the tune, call me between 6 and 10 and I'll sing it to you.  
Naturally, being in the old drinking song tradition, new verses  
should be accumulating. If anyone writes or hears of one, send  
it to me, or print it in A&E (if it's printable), OK?

THE NAME OF THE GAME IS DUNGEONS AND DRAGONS DEPT.  
Somebody back a few issues asked about scaling dragon sizes.  
Here is the system I use; it modifies readily to suit anyone's  
tastes. The shape of dragons is generally the brontosaur type,  
with long neck, solid body, and quadrupedal stance. The base  
measurement under this system is nose-to-tail-tip length in the  
dragon's normal standing posture (neck not extended); this is  
determined by multiplying hit points by 5" (not 50 feet, five  
inches). Full-wingspread is equal to length; width of body at  
widest point with wings folded is 30% of length, and ground-to-  
top-of-head height (normal walking posture) is one-third of the  
length. This does produce what some people think are too small  
dragons, but this is a simple matter of increasing the scale fac-  
tor (1 foot/point produces nice large dragons).

FINAL RANDOM THOUGHTS:

1) Ever notice how easy it is to become chaotic for doing bad,  
and how difficult it is to become Lawful for doing good?

2) Do you think that spell research should be limited in MUs to  
those who have made Wizard?

3) Do you believe in levels of spell higher than MU 9th or 6-7th?

Enough--lots of pages next time; for now, just...

Good Hunting.



In A&E #17, Billy Balrog had some unkind words for D&D tournaments, particularly the 100-man tournament at Gencon IX. As a member of the informal D&D group at Valparaiso University in Indiana (and having the dubious honor of introducing D&D on campus in 1973), I was fortunate enough to be in on the planning and testing of that tournament. I hope those considering a similar project will find this account of our activities informative.

We felt any tournament should measure the skill of the participants and that no reasonable comparison of performance was possible unless all players faced a similar challenge, the closer the similarity the closer the comparison. After long discussions, we decided the critical trait for success at D&D was ADAPTABILITY and we structured the tournament around this concept. The idea of quest as test developed naturally as did these developments:

1) The rules were based as strictly on Book III as possible to encourage rapid player adaptation. Complicated mechanics were rejected to emphasize player judgement over rules mastery.

2) To eliminate excessive luck, all monster attacks and damage were pre-rolled. Spell and poison damage were pre-determined, and all "save or die" situations were eliminated. Also cut were intelligent monster encounters, since the variables these add are a mite awesome and we didn't want the tournament decided by a critical reaction roll.

3) Party size was set at five (Fighter, Dwarf Fighter, Mage, Elf Mage, and Cleric). A larger group would take too long to run and tend to be dominated by one or two players. We wanted everybody to participate.

4) The pressure on DMs was eased by eliminating controversial spells. Bob Blake, the creator of the tournament, did a magnificent job of briefing the DMs and monitoring the action. Also, players were not allowed to form teams, which yielded the bonus of a further test of adaptability.

4) Victory was awarded to the high individual point totals in each class in the final round, final round contestants being the five highest in each class at the end of the prelims. Completion of the first quest was near assurance of making the finals, with close cases being resolved by points for monster kills, trap solution, treasure collection, and maze penetration. Because competition was within a character class (necessary, since testing revealed a marked difference in life expectancy, the human fighter tending to die about halfway through), cooperation was encouraged and particide practically eliminated.

In the event, we had 19 parties in the prelims out of a possible 20. Three completed the first quest, just about what we expected. The most common error here was an MU casting a Lightning Bolt in an enclosed space; at least four killed themselves this way.

The errors made by my own two teams were typical. The first was led by an MU who couldn't adjust to the scenario. He kept trying to argue rules and talk to monsters, got frustrated, and suffered acute withdrawal. His party tolerated him just long enough to run out of time. The second group was led by a Mage who was still playing TSR's Origins II tournament. They spent three hours picking plaster off the walls of an empty room and didn't even reach the halfway mark.

The final round was fiendish, label it experts only and run. It contained the only non-standard monster in the tournament. Player response was superb, and four of the five parties made it to the final chamber. Only one defeated the last monster, however, clinching the tournament for those individuals. All our work paid off handsomely in the end.

((Anyone interested in a copy of the tournament can get one for \$5.00 from: Bob Blake, R1 Box 36A, Valparaiso, Indiana 46383. Contains one version of the prelims with the best four traps from both rounds, the final round, Basic Rules, Scenarios, Maps, Room Descriptions, Character Stats, and all necessary lists and forms. To conserve space, the pre-rolled attacks have been deleted, but the rest of the material is available intact.))



CONCLUDING REMARKS TO BILLY BALROG

1. I run sagas too. Unfortunately, they don't adapt well to tournament play. Treasure hunts do.
2. The article in The Dragon was directed to a few participants who had questions. It was not meant to be a defense of anything.
3. The first consideration was always how to test the skill of the players. Getting "N umpires to run unintelligent monsters identically" was never more than a means to an end.
4. The DMs in the tournament were completely neutral, as most of the stuff was already rolled out. Only the last room of the final round was not fully covered in the text or briefings. The DM's orders for that room were (simply, on triggering, to kill the party in the most efficient manner. It was the DM's only chance in three long sessions to cut loose. You wouldn't deny him that, surely!
5. In spite of the problems with a quest scenario (rigid form, difficult to design, and basically a one-shot deal), I have my doubts about the viability of a team vs team scenario. Good players can get zapped and poor ones can get a free ride on the basis of chance matchings. Paradoxically, participation precedes an early demise and the prizes go to the non-participant as the key to winning is often "wait and pounce" or "shaft the party". A game full of intelligent players goes nowhere fast. Also certain types can be expected to fare badly, fighters (who are usually stuck in the van), and LAWFULS played in character (that's Lawful-Good for the complexity etc).
6. Bob Blake is now designing an even bigger tournament for Gencon X. It will include Dungeon-Town-and-Wilderness Adventures, organized teams, flexible character selection, intelligent monster encounters, and at least one round of team vs team play. Want to DM?

To Charlie Luce: WITHDRAWS FROM MELEE

The simplest system is the use of reaction rolls. The mage must state his intention to withdraw before any rolls. This disqualifies him from any other action during that round. Roll reaction die for MU, Monster, and FTR. Resolve:

- a) Mage beats monster. Mage escapes without harm. Otherwise the monster gets a free hack at the Mage's back.
- b) FTR beats monster. FTR closes and receives second blow position. Otherwise he closes but doesn't strike until the next round.
- c) Mage and FTR both beat monster. The mage escapes unharmed and the FTR receives first blow position.

Note that: if the Mage is slower than the monster, he receives the attack regardless of how well the FTR does. If the monster is faster than the FTR, the latter could well receive a blow with no reply.

NOTES ON PHANTASMAL FORCES

PHANTASMAL FORCES. In local play the Phantasmal force spell is used straight out of Book I. The spell creates, or alters appearances. It has no odor, taste, sound, or temperature. The MU must be stationary and unattacked to maintain it. Using it as an attack spell is against the spirit of the game, since this abuse makes it a cheapie death spell. This is no problem, however, since the PF dispels harmlessly on contacting a living being. PF breath attacks fail for the same reason. Gaze attacks are optional (Although no physical contact is necessary, no one has ever been stoned by looking at a picture of a Medusa, either). In melee, simply announcing an attack on the PF is sufficient to dispel it (see "Concluding remarks" for rationale).

SPECTRAL FORCES. Since these give full sensory perceptions and don't dispel on contact, the conclusion is inescapable that they must have full effect if the save is missed. To avoid the death spell crock, I inform my players that



"Spectral Forces" may not be used as an attack spell, since that is, after all, what the "Shadow Magic" spell is for. If they persist, the victims automatically save. Crude, but effective.

SHADOW MAGIC. I include magic missiles at 1 pt real damage.

SHADOW MONSTERS. I allow saving throws each melee round.

CREATE SPECTRES. A great warp. I delete it.

#### CONCLUDING REMARKS ON PF and ILLUSIONIST SPELLS

1) Non-attack illusions should be suspected before players start saving against them. The use of such illusions for concealment or escape should be effective about 90% of the time over the long run.

2) PF Death Spell Crock. The best PF attack, if the ref allows PF Fireballs and such, is to collapse the ceiling on the opponent, or drop him in a pit of acid. Instant death spell. Neat, huh?

3) PF in Melee. These PF should disappear at a blow, with no roll necessary, since most misses in melee are either glancing blows or parried with a weapon or similar. Both of these are immediately fatal to a PF. To demonstrate the difficulty of dodging a melee blow, set up a scale room with 25mm figures. Awfully cramped, isn't it?

4) OPTION: All illusionary damage short of death or paralyzation (like stoning or equivalent) automatically disappears when the spell ends. This includes damage from Shadow Creatures, but excludes real damage from Shadow Magic.

#### NOTES ON SPELLS AND OTHER MISCELLANY

SLEEP SPELLS: The local definition of the sleep spell is normal sleep affecting up to the number of creatures indicated in a 10' circle. Duration is 4-16 game turns or until awakened by cold water, slapping, etc. No save allowed. Attacking a sleeping creature to kill scores an automatic critical hit in addition to normal damage, and combat proceeds normally.

CHARM SPELL: Locally, this spell puts the victim in a somnambulistic trance, completely under the control of the caster. He will obey simple verbal orders given to him by the caster and will remain in the charmed state until the spell wears off. (An Alchemist in one expedition nearly met disaster. He was charmed and ordered to "Halt" when the party was surprised by some nasty monsters. The controlling MU was killed in the first round, leaving the victim standing there in the middle of the melee! Fortunately, the party won and carried him out.)

ANTI-MAGIC MUTATION: Too much magic? Mutate some men or beasties.

1. Mutants are affected only by magic or magic weaponry.
2. Unaffected by any magic it saves against. Additional saves: -2 vs 7th level spells, -4 vs Level 8 spells, -6 vs Level 9 spells and artifacts/purpose swords.
3. Magic swords causing 6 or more points damage on a mutant have Intelligence and Ego reduced by 1. Count only weapon damage, not strength or other bonuses.
4. The magic weapon killing the mutant loses a plus (or minus), those reduced to 0 losing all magical properties. A stave loses 20 charges if the killing blow is struck with it.
5. The mutant takes 1-6 points damage every round he handles a magical item of any kind. Anything covered above holds, if applicable.
6. This mutation is designed only for games that are overrun with magic. It will destroy the balance of a low magic game.

#### MAGICAL OPTION: THE SWORD OF CONTENTION

This is a property of an otherwise normal magical sword. A reasonable frequency for this is 5% per Intelligence point over 6. The Sword of Contention just adjusts its Ego to equal the level of the wielder. Puts zip in your magic swords.



Martin Easterbrook writes

FROM MERLIN'S ISLE

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Published from - Physics Dept, Royal Holloway College, Egham Hill,  
Egham, Surrey, England.

Arrogance will always receive its just reward. Returning from the Christmas vacation I found my copy of A&E 16 accompanied by a letter from Nottingham pointing out that while the styles of D&D play I described last time might be true for London and the South East of England they didn't apply to many campaigns run in the Nottingham area. Also since last ish I've come across something of a rare fossil in the D&D world, someone running a full blown campaign purely on the basis of the three D&D booklets without even GREYHAWK or CHAINMAIL. Also all the players in the campaign have never read the rules and don't know of the existence of all the supplementary material published since then. I'd be loath to give up many of the refinements of D&D but I'm sure DMing must be much easier under those circumstances.

Most D&D material we use here is of course imported from TSR but there is no shortage of ideas from local sources. The traffic in D&D items across the Atlantic has been a little one way so far, let me try to redress the balance by publicising some UK products. First and most important are the fanzines.

NEWS FROM BREE is published by Hartley Patterson, 'Finches', 7 Cambridge Rd, Beaconsfield, Bucks HP9 1HW. UK. Hartley should be appearing elsewhere in this zine but is far too modest to give NFB the publicity it deserves. His zine has been in existence for some time as a vehicle for Tolkien/SF/games discussions but now concentrates on D&D. It's litho printed with excellent artwork. Hartley has many contacts in Tolkien/SF/ and Games fandoms the mixture of ideas and opinions from each makes it a very lively and interesting zine. It also has up to date news on most other SF&F games apart from D&D. I have the same enthusiasm in recommending NFB to the US as I did in recommending THE DUNGEONEER to friends in the UK.

OWL AND WEASEL from 97 Uxbridge Rd, London W12 8NL, UK. Is the zine of the UK importers of D&D. It now runs a regular column on the game with some good ideas (of course being a contributor I have to say that). The emphasis is on games of all types but with the success of D&D the editors (Ian and Steve) are concentrating on fantasy and role playing games. Generally I'd recommend this only to fans of all games but the editors have just organised our first D&D con and hope to have more players contributing ideas in future.

LEVIATHAN from Clive Wardley, 93 Mortlake Rd, Kew Richmond, Surrey. UK. Is a vigorous and healthy crossbreed between postal and fantasy gaming. It so far features postal games of En Garde, D&D, EPT, War of The Wizards (6 players - this version is evil), Gladiator and several variants of Diplomacy. Moves in each game are made monthly so if you feel like contributing all your worldly wealth to the post office it should be possible to take part in a game from the US. There is usually a waiting list for games in progress but new ones like RED MOON & WHITE BEAR (nearly got it right that time) should be starting soon.

The two professional wargaming zines published in this country are MILITARY MODELLING and BATTLE. The first is only of interest if you are passionately concerned with the colour of the buttons worn by the 7th Queens Mounted foot during the first 2½ hours of the Crimean war. Battle however is more concerned with the techniques of wargaming and simulation. The current issue contains an account of a siege in a wargames campaign that could be adapted into an interesting D&D scenario. Apart from the construction of siege works by the defenders and the brief sallies by the defending troops the players have also played through some situations on the man to man level using, I think, British SKIRMISH rules. These smaller actions include a French and British officer, each with a team of volunteer troops, defying orders to try and regain a gun abandoned between the two armies and another French officer who, finding himself stranded outside the town walls by the arrival of the British force during a liaison with a lady friend, then tries to regain his honour by blowing up the British ammunition dump. Provided you don't object to the contents dealing with WWII and the possibility of WWII which I found a little 'militaristic' then you may get some ideas from this zine. This zine should be available in the US.

Our national equivalent of TSR is WARGAMES RESEARCH GROUP who have always included items on fantasy gaming in their material. In fact before the advent of S&S it was intended that we use their Sword&Sorcery wargames rules for the MIDGARD project in preference to CHAINMAIL. I have just finished one of their publications which I found most useful - SETTING UP A WARGAMES CAMPAIGN by Tony Bath. Don't be put off by the title as the book deals mainly with the techniques used to set up the mythical continent of Hyboria. The end result is just as suitable as a setting for D&D as for more conventional wargaming. Using this book together with the D&D rules (and hours and hours of time) you should be able to develop a campaign along the lines of EFT. There are also many hints which can be incorporated directly into dungeon play, such as methods of generating a non-player characters disposition using cards or dice. This can be adapted to Dungeon inhabitants or to intelligent swords, though I'm not sure what to do about a sword with a taste for wine women and song. The address to contact is WARGAMES RESEARCH GROUP, 75 Ardingly Drive, Goring by Sea, Sussex, UK.

British miniatures are well represented by Greenwood and Ball who have just produced an excellent Hyborean Range in their Garrison 25mm figures series. Normal infantry figures sell for 10 pence here as compared to 8 pence for minifigs Mythical Earth figures but the quality is far superior. Their address is Greenwood & Ball Ltd, 61 Westbury St, Thornaby on Tees, Teesside, UK. I don't imagine that they will object to payment in dollars.

COMMENTS - (Really cramped this ish as I'm catching up after Christmas).

Glenn Blacow - referring to Ariel. Why must elven morality be the same as human morality, see Anderson's THE BROKEN SWORD and THREE HEARTS AND THREE LIONS (more about these next time).

General - Surely GD&H refers only to the God's incarnations on Earth, probably some fraction of their true power decided by pact between them.

- Oh no! I've fallen into an end of page trap - Goodbye!





## MONSTERS, wandering and otherwise

**Wandering Eyes:** These are fifth level, and resemble nothing so much as large eyes floating about 2' off the ground. They are Neutral or Chaotic. The Neutral ones are Minstrel Eyes and are constantly announcing themselves in common ("A wandering minstrel Eye"). I don't like people attacking the minstrel eyes because they are harmless. They also don't have any treasure.

The Chaotic eyes are Monster Eyes, they do not speak, common or other languages, but they hum the same tune that the minstrel Eyes sing. If they determine a party to be Lawful (i.e. having at least one Lawful member), they will attack, doing 1-8 points of damage on a hit with their nerve ganglia. They are armor class 3, for no particular reason, and have a 20% chance of 1-6 jewels imbedded in them. They are never in their lairs. I like to confuse players by having them meet up with both in the course of a dungeon expedition.

**DILEMMA:** This is a third level beastie that resembles an ape with a goats head. It attacks senselessly any man type capable of rational thought and will continue attacking until it is slain. 1-4 appear at any one time. It moves at double speed, 12" turn, and this speed is reflected in its attack as well. It can attack 2 different opponents with its horns, doing D8 damage on each hit. An unnecessarily high roll, or a 20 in any case will indicate that the person hit is caught on the horns of the dilemma, taking double damage, with a 50% chance of more damage next turn. They are armor class 3, 50% in lair, and have treasure A-1. Don't complain about the treasure unless you've fought one. I am not in the Santa Claus business. Oh, yes, Dilemmas are magic resistant, (Like, no effect)

## CONTROVERSIES

On the alignment front. I am one of those die-hard conservatives that thinks of Law as Good and Chaos as evil, with Neutrality somewhere in between. In the cases of legendary persons performing deeds that do not fit their ostensible alignments, I feel that in each case either the alignment was misassigned, or the deed had some ulterior motive. A deed which appears evil may have a definite good effect, and is lawful if the character performing the deed has thought out the effect of that deed and weighed the alternate solutions to the problem. A good deed done by a chaotic must have some inherently evil or self-centered motive or the alignment of the character will be questioned.

I disagree heartily with the Gygax method of working spells, but I agree that some system is needed to keep the game from getting out of hand. I kind of like the system of:  $(INT + CON/2) \times \text{level} \text{ MU} = \text{spell points}$ , with the spells having the value:  $\text{level}^2$ . Those spell points are what may be used in a given day without problems. On a dungeon expedition, only half of the spell points may be used before the spells begin to backfire. I don't like the idea of a Klutz factor.

## FINAL LINES

We have about eight players up here, half of them also being dungeon masters. all four dungeons have different attitudes, but those things affecting all dungeons are discussed by the entire group. This maintains harmony in the group, and prepares the way for when we get out of here ("here" is San Francisco Theological Seminary) in three years. Possibly in later issues I will describe some expeditions.

That's all folks.

REH



## HOOF & MOUTH #5

or, The Trans-Spatial Anarchy Strikes Again!

spewed forth in an unending stream of filth by Cary Martin. Translated by Flexi Jerkoff, edited by Brenda Balrog-Slayer, and delivered to you from the seamy backroom opium den at 11926 1/4 Magnolia Blvd, No. Hollywood, CA, 91607 by the flying axe of Konn-Wolfslayer.

AS I mentioned lastish, I was going to present a new psi system that could be used alongside of, in spite of, or instead of the Eldritch Wizardry Psi System. But first I'd like to present my stats on Ninja (Greetings, Wayne.).

**NINJA:** a sub-class of Assassains. Can be Neutral or Chaotic only. Only humans may be ninja. They have the disguise/poison abilities of assassins of their level and the abilities of a human thief of their level. Ninja use any and all weapons but can only wear padded armor (AC 8) or a similar low-encumbering (under 100) item. They use Monk EP and top out at 16th level.

Secret Strike				Hand		Secret Strike				Hand				
Lvl	+ to hit	Dmg	HD	Dmg	Lvl	+ to hit	Dmg	HD	Dmg	Lvl	+ to hit	Dmg	HD	Dmg
1	+1	std	1	1-4	9	+3	3x	8+1	1-6					
2	+1	std	2	1-4	10	+4	4x	8+2	2-7					
3	+2	2x	3	2=5	11	+4	4x	8+3	2-7					
4	+2	2x	4	2=5	12	+4	4x	9	2-7					
5	+2	2x	5	2-5	13	+4	4x	9+1	2-7					
6	+3	3x	6	1-6	14	+4	4x	9+2	2-7					
7	+3	3x	7	1-6	15	+5	5x	9+3	1-8					
8	+3	3x	8	1-6	16	+5	5x	10	1-8					

+1 HP for each additional 100K EP.

Feet are +2 to damage on hand damage column.

For a character to be a ninja, he must have a minimum:  
 strength: 12+ Constitution: 13+ Intelligence: 12+  
 dexterity: 16+

At 5th level, ninja can jump and clear 10'.

At 8th, this increases to 15', at 11th to 20' and at 14th to 25'.

Boots of Traveling and Leaping double jumping ability. They are also able to jump down these distances and jump horizontally 5' beyond these distances.

Ninja surprise and move as Monks. They cannot use psionics. They do, however, have certain abilities that resemble psionics (but do not set off the psi-detectors!). These are:

Level Gained	Ability	Cost
first	Mind Over Body	none
second	Body Equilibrium (-1)	4/melee round
second	Mind Bar	none
third	Invisibility (as spell)	3/melee round
five	Suspend Animation	none
six	Body Control	5/melee round
six	Cell Adjustment (self only)	as per book

The spell point system for ninja, or, more accurately, the energy point system is simple: (Constitution + 4) divided by two times level. Thus a N3 with a constitution of 14 has 27 energy points. Except where

noted, the abilities are the same as the psionics from EW. (Note: a ninja has an INT \* 5 per level per cent chance of holding his invisibility while making an attack (as the Illusionist spell Improved Invisibility). This costs an additional two energy points to attempt regardless of success.

Ninja resist ESP as a monk of their own level, save as clerics, are +2 vs poisons, +1 w/ thrown missiles, and fight as fighters (except when facing Samurai, when they fight as Clerics. Nor can a ninja hold his invisibility when fighting Samurai.)

At 6th level, a ninja can fall up to 20' if there is a wall within 2'. For each additional level above 7th, they can fall 2' farther. At 11th level, they become immune to Charm/Hold/Suggestion/Hypnosis and related spells and attacks. (Note: Samurai know when a ninja is within 3" and vice versa).

As promised....

#### MARTIN ALL-WEATHER PSIONICS SYSTEM (MAWPS)

This system takes the EW psionic complexities and leaves them out in the little shed with the crescent cut in the door. This system does not lend itself to combat at all (except for the exception. There's always an exception).

There are five main powers:

ESP: Range: 4"/level to maximum of 12". Detects the presence of thought and originating entity (mammal, reptile, avian, intelligent, stupid, etc.) Does not read thoughts. Can be used to get directional fix. Cost: none.

EMPATHY: Range: 3"/level to maximum of 12". Detects basic needs, desires, lusts, and state of mind (agitated, intoxicated, serene). Cannot get directional fix closer than 45°. Cost: 2/melee.

TELEMPATHY: Range: 2"/level to maximum of 12". Broadcasts basic needs, etc. (see above). Save if target desires on Dragon Breath table. Cost: 3/melee.

TK: Range: 1"/level to maximum of 6". Can manipulate objects up to a weight of 10 GP/level that the psychic has had the TK ability. Can be used to pick locks (use Greyhawk Thief lockpick table as Thief three levels lower, add 10% if Psychic is a Thief; add 5% if psychic has been able to study lock). Cost: 10/melee.

TELEPATHY: Range: 2"/level to maximum of 6" to non-psychic; 3"/lvl to maximum of 10" to psychic. This power gives full communication on the psychic band and overrides language differences. This power can "read" thoughts and the target saves vs. Dragon Breath at -2. (Psychics save at +2). Cost: 4/melee to non-psychics, 1/2/melee to psychic.

Characters with an intelligence of 15 or higher or a wisdom of 15 or higher have a 10% chance of being psychic. They have a 15% chance per level of gaining a psychic power, rolling randomly with no duplication. Notice that the concept of "psionic potential" is dropped like a live grenade.



Psi Points determination: (Int or Wis x 2) +2/Receptive Ability plus 4/Broadcast Ability + Level = Psychic Points.

These points regenerate at the following rates:

sleeping: 10/hour resting: 5/hour Walking: 3/hour

Cures regenerate Psychic Points at a rate of one for one. Cause Wounds (Clerical spell) subtracts psychic points at a rate of one for one.

Combat: Psychic combat is not possible except for attacks on non-psionics. The targets are +1 to save and attacks cost 15 psychic points. End of statement.

Spellcasters lose spell ability as per EW. Fighters lose one point of Strength and Thieves/Assassins lose one point of Dexterity per three abilities. Restrictions apply. Druids, Monks, Samurai and Ninja cannot be psychic.

This psychic system has been designed to eliminate the excess crap that Gygas & Co. put into their psionic system. Comments, constructive or otherwise, will be appreciated.

DISPEL TYPO (or why can't I get those corrections right the first time?): Samurai/Missiles: The note applies to Samurai from level one through six.

COMMENTS: (A&E #18)

Kay Jones: Alexis von Messer (F8/Chaotic/Gd) and Korl-Bearkiller (F11, recently turned Chaotic and loving it!) would like to meet Ja'ala. Although Alexis being a marked minion of Ardoch might provoke her to bash him repeatedly with moonfire.

Charlie Luce: Your shop prices are somewhat puzzling (or else your consumers are somewhat feebleminded). A quarterstaff which can be obtained for free in a nearby forest and can be cut/trimmed/carved to your personal specs costs 2GP. Also a sling which can be made from scrap leather costs 2 GP. And who would pay 1 GP for five sling "bullets" when there are large quantities of perfectly acceptable stones lying at the side of the road? And a military pick, which must have a special handle to survive impact and a pick blade hard enough to punch through plate, costs only 4 GP?

As to your spells: Unlimited Wish? Even if such abominations were possible and even with your penalties for casting (which aren't too much, If Morquant were to cast one, she would drop only one level, and to 20th, and she could use the two-week vacation anyway), the spell would be a much higher level. If you can't accept a few absolutes such as the possibility that your favorite characters might get iced permanently, then you might try switching to the boardgame "Dungeon!" or perhaps you might leave fantasy/s-f gaming altogether and play monopoly.

Swanson: That was no elf; that was my druid.

Lee: Obviously Ethannan is trying to catch something, and that was POWL (p-o-w-l), not powie! (And it was probably the hieroglyphics, I call handwriting that confused you.) Thanks for the typing. Without your nimble fingers, I'd never get published.

Cleary: All I was saying was that I don't like changing any die rolls. This keeps the Demon of Temptation from rearing her attractive head (e.g.: "Hmmm...Joe is running a character into my second level. Now's my chance to burn him." Or "Oh, they deserve better treasure than that.") That shit can get out of hand. There's a DM I know that "adjusts" his die rolls: multiple critical hits in a single melee round, monsters that never fail a saving throw, magic items/monsters whose powers change to combat party strategy, treasure that transmutes from gold to copper and major rule changes in mid-expedition. This person's characters exhibit the same tendencies and as to vorpal blades on the first level, one rolled up on a random encounter a few months ago. It was chaotic and wielded by a chaotic paladin who calmly beheaded two or three party members. It was to my deepest regret that he contracted a serious case of fatality from Steve Weinstein's 7th level Monk who crept up on him from behind. The blade was then surrendered up to a local Patriarch and destroyed.

All: Those planning to attend DunDraCon II should look for a white dust-covered '67 I.H. Scout with a roadrunner on the right hand door. I'll be there with Castle Anthraw and the surrounding planet of Set, ready for all comers.

#### An Essay on Cheating (subtitled: Who Cares about Turkeys?)

It seems that at one time or another everyone runs across a player that runs nothing but 91+ quality characters, the 18<sup>80</sup>+ - 18<sup>80</sup>+ - 14 - 17 - 17 - 14 Elf MU/F/Tf who wields a Dancing Sword or some such gimbrackery and has maximum hit points possible. Fine. He's having fun. That's all D&D is for. D&D is not a simulation; it is a phantasy game. I know. I play simulations/wargames (watching the 7th Panzer crumble as it hits El Almein is really beautiful. For the British, that is.)

The only way to make D&D a simulation/wargame is to install a SiMov system and develop a combat system that doesn't deal with "armor class" but with what your target is wearing (ah, Flavius, you forgot your greaves this morning. HACK!) A wargame must limit the variables. If you do that to D&D, you'd destroy the very fabric of the game. So tolerate the turkeys; it's all for fun anyway. If he gets his kicks running Batman in chainmail, why should you get upset? Me, I'd rather run a Druid with a strength of 11. I've got to think, not flail about blindly with a +4 everything-slaying sword.

So next time Melvin stumbled up to your dungeon with a bushel basket of characters that have no requisites under 14, let him in anyway. He's probably stupid and probably won't last long. And think of how much your monsters will enjoy the high quality meat.

Be tolerant.

(I quickly jump off my soapbox, don my helmet and dive into my hooch in anticipation of the next round of incoming comments.)

Castle Anthraw spell system: (Strength (up to 25) + P.R. + Con) averaged x highest level spell carried. Spell cost = Level squared. Destructive spells that rise in power as the caster rises in level: add one spell point/2 points damage generated. If a spellcaster inadvertently goes over his allotment of spell points, he is unconscious for the number of full turns for each spell point below zero.

Before I become too random, I'll sink back into the miasma of intoxication that is normal for some of us out here. Hang by your thumbs!



# SINDASIL

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the shine of the light of the sword

benjamin grossman

an A&E apa-zine, intended for issue 19, and divinely inspired this seventh day of february 1977. From the multi-keyed font of Ben Grossman, 29 E 9 St, NY NY 10003. Green Dragon Press, nr 14.

Buisness first. I still have copies of The Haven Herald nr6; 40 odd pages, including a revision of the Druid class, a totally new Spell System, combining relative simplicity with potentially infinite coplexity as well as spell failure (klutz factor), a rune system, power objects, and much more. Only one lousy dollar from me, at the above address. THH doesn't accept subscriptions, due to irregularity, but I do keep accounts, so money is always accepted.

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While engaged in other less important activities, I was recently rewarded for my ceaseless efforts to understand the logic by which EGG came upon his original rules. This search has already revealed the mysteries of Spells, Inflation, and several less well known puzzles. Perhpas a later date will allow me to paas the knowlegde along to all of you. But for this time, we have....

## ENTROPY: A STUDY OF THE LOGIC OF LEVELS, AS REVEALED BY THE MASTER

Many person are aware of, as an occasional mention shows, the apparant lack of any semblance of reasonable foundation for the level system explicated in Book 1. Indeed, it has so trouble DM's and the like that many have attempted to replace it in part or in toto. I know one who attempted to re-write the combat system to drop the increase in Hit Points from gaining levels, reasoning that how much blodd loss and such the body can take is rather constant from week to week, and year to year, not lending itself to sudden increments. He shortly discovered just how hard it was to intergrate the system he developed with the already existing systems for many other things, and the relative slowness in combat that the number of hits being constant around 100 is productive of, even with increased damage.

Rather than replace EGG's sytems tho, I have a strong preference for achieving some understanding of them, so that I can make changes without destroying the system when possible, to maintain compatibility with other worlds. Thus I was pondering the combat/levels relationship, when divine inspiration struck.

Simply stated, higher level characters can't take more damage than low level ones. Instead, the relationships between their combat effectiveness and the damage they do changes.

The change a given fighter has to hit is determined by his strength, dexterity, weapon, and the armor of the defender. The defender's level doesn't enter the calculation at all. Yet when the fighter gains az level, his chances of hitting increase, how much depending on your system, Thus, when you gain e level, it has no effect no your defense, that is, doesn't imply an increase in your skill at avoiding damage in combat, since the defender's level never enters the calculation.

But wait, what about Hit Dice, you ask. Truly, when one gains a level, one's hit points are increase. This is where the defender's level is factored into the combat system. The higher level you are, the less chance that whatever damage you take will be of a quantity insignificant to you, will not be a serious hit.

Thus, if the system is balance (no promises), a pair of first level fighters would kill each other as quick as a pair of tenths, since the tenths can take more damage but are hit much more offten, to compensate...

Nasty, isn't it?

by Eric Holmes

The harbor at Byrithium was crowded with small merchant and fishing vessels. Looking down from the low hills above the town, Holgar pointed out several ships as possibilities. The elves, Blorfindel and Elmer, looked thoughtful.

"No Viking ships, Holgar," asked Boinger the Hobbit.

"Nay, little master," the big blonde barbarian pulled at his moustaches, "my people would not enter such a civilized port unless it be on a raid."

"Well, see what you can arrange with what ship appears to you most sea-worthy. Where do you recommend we go?"

"North, master," the Viking's blue eyes kindled and his nostrils flared as he sniffed the ocean breeze. "North across the sea and up the Iranian coast."

"Very well," said Elmer, "make whatever arrangements you need for the passage."

Holgar's choice, The Itchcliff Castle was, he admitted, the best of a bad lot. The captain of the castle was delighted with his bargain. "Ho, me merry gentlemen and lovely ladies!" he bellowed from the head of the gangway, "Bilge me scuppers if ye be not welcome aboard the fair ship Itchcliffe Castle." The captain thumped about the deck with his wooden leg, shouting orders to his motley crew and pointing out the accommodations to the party as they filed aboard. "Ere be the catapult on er upper deck, sirs. This'll be your cabin, folks, up forward here.... I'll have the crew lash yer extry baggage atop the cabin, so it'll be safe in a blow. Aft of the mast is after cabin and rear hatch. Keep oar at the stern, captain's quarters below. Crew are up at the forecabin. What's that, sir? Be the hatch to the galley-slaves below, sir."

"Galley-slaves," asked Boinger the Hobbit, gazing into the depths. The little fellow had begun to see himself as the great emancipator. He started for the ladder leading to the dark below.

"Aye, aye, little master, 26, a full complement, and then rumors ye hear of tuberculosis--not a word of truth to 'em."

"Tuberculosis," the hobbit hesitated.

"Aye, not a word of truth. Not a one of me galley slaves has tuberculosis."

"I'll investigate later."

"Stand by to cast off!" yelled the captain to no one in particular. "Cast off her stern lines! Cast off aft! Raise your anchor! Set sail! Pump the bilges!" He began running up and down the deck, his pegleg thumping the boards yelling at his crew who were nonchalantly going about the business of casting off. "Riven yer starboard breech! Reef yer abaft mizzen! Scuttle yer midbhips!"

In the depths of the ship, the beat of the drum began slowly. The slaves unlimbered their oars, and the Itchcliff castle began to creep out of the harbor. "Bolgar, I think you could have done better than this captain."

"Sorry, sir, he seemed sane enough ashore."

The party gathered on the forward deck by their assigned cabin. There were three Elves, two Hobbits, a Dwarf, Holgar the Viking, two clerics Jose and Brother



John, three MUs (Murry, Mergatroyd and the African witch doctor) and several fighting men, including Zatushigi, the Samurai. Four of the courtesans rescued in the last adventure had accompanied them--Moona the Witch, Reeva the Psychic, Mai-ling the Sage, and Silith the Serpent Woman.

"Do you think," said Mr. Bond the Elf shyly, "that the captain could perform a marriage? Sea captains can do that, can't they?"

"Who wants to--?"

"Moona & I. That is...this looks like a long voyage, and...well....."

"Great idea! But we'll have old Brother Jose tie the knot and do things up properly."

Their spirits restored by this happy occasion, the adventurers crowded together on the deck for the wedding. The ship quietly cleared the harbor mouth and the first mate and several crew members went down the hatch to the galley deck and came up with a couple of dead bodies which they quietly dropped over the side.

"Did you see that, Boinger," whispered Xoreth the Elf.

"Yes. Perhaps I'll not worry about freeing these slaves after all."

The wedding ceremony completed, they lined up to kiss the blue-skinned bride who blushed a beautiful purple. With the help of her new husband, Moona climbed onto the ship's rail and threw her bouquet into the crowd, where it was caught by Reeva. Since Reeva was psychic, she had placed herself where it would land.

"Now that does it," cried Boinger the Hobbit and proposed on the spot. The crowd cheered, Brother Jose performed the service again, and the Little Hobbit announced that since there was an obvious lack of privacy in the single cabin, he intended to spend his honeymoon in the crow's nest, and he and Reeva promptly ascended the ladder.

Once clear of the harbor, there was a fresh breeze; the sail was filled with a northwesterly wind, and the little ship sped over the whitecaps. The second day out, the Hobbit called out from the crow's nest that there was something approaching from the north. The ship's captain took a quick look through his brass spy glass: "Dragon turtle!" he bawled. "Man the catapult!"

The adventurers rushed to the foredeck to obey, shoving aside the crewmembers whose job it was to fire the machine. Arguing loudly about their relative dexterities at missile fire, they proceeded to take turns bombarding the approaching monster with rocks. The dragon turtle rushed towards them, exhaling clouds of steam, but it was no use. A series of direct hits with 3-die rocks sank the beast before it could get to the ship.

The next attack was a pirate galley a day later. A brief exchange of catapult shots left the Itchcliff Castle taking water, and the pirate closed with its prey. The buccaneers were ill-prepared for the Sleep spell which swept their decks, however, and the two ships grappled and the pirate was boarded against only token resistance. The pirate's magic user was knocked overboard in the melee.

"Did you see that? We knocked him right into the drink! Did he have anything with him?" "Just a staff. A staff!" Elves and magic users rushed to the side. Nothing showed above the waves. Walla-walla the witch doctor hastily mumbled a spell, polymorphing himself into a manatee, or river cow, and slid over the rail with a splash.

A few minutes later, he re-surfaced with the staff in his jaws and was hauled back aboard. Regaining human form he said sulkily, "This had better be worth it. I can only do that once a week." Careful testing of the staff, however, proved it to be just that--a plain wooden staff. "Might have known," snarled Murry the Mage, tossing the stick back into the ocean.

The party now elected to take over the pirate ship. The freed galley slaves, out of gratitude, offered to row them where they would, and the baggage was quickly transferred from the merchant ship. AS they rowed away in the newly christened Sea Cow, the bold travelers could hear their ex-captain still yelling at his crew. "Man the buckets, ye land-lubbers! Man the pumps! Pump the bilges! Bilge the buckets! Bucket the pumps!" After a few miles the sounds died away.

The next day, Siegfried the Parrot-Hawk did a reconnaissance of the Desert Island from the air and reported nothing of interest. Following rumors reported to them by Holgar the Viking, the adventurers decided to sail on north past Jungle Isle to the Sorcerer's Isle. Boinger the Hobbit, by means of judicious chopping with a battle axe, converted the skull-shaped figurehead of The Sea Cow into something vaguely reminiscent of the ship's new name, complete with horns.

The Sorcerer's Isle was a small black speck of rock crowned with a round black stone tower. With Holgar at the helm, the gallant ship Sea Cow was quietly sculled up to the shallow beach on the north side of the island. The sheer walls of the black tower were unbroken except by 40' wide doors, now closed, which faced them at the top of a wide basalt stair. Siegfried flew around the building without spotting anything. Leaving Holgar and the crew to guard the ship, they cautiously approached the massive gates, but as they reached the top steps, the huge portals groaned open and two blue-green sea trolls stepped forth to challenge them.

An attempt to parley was ineffective; the fighters, samurai and elves drew their swords and rushed upon the trident-wielding trolls who were outnumbered and overwhelmed. The party carried the door and then cautiously entered the dark tower. Two more troll guards were slaughtered.

Other than the guardroom and the stairs, the only feature of the first floor of the tower was a well in the stone floor, 35' across and corresponding to a similar hole in the ceiling of the gigantic room. Peering into the depths of the well, they saw only darkness and heard the sloshing of distant waves.

The second floor was divided into small dark rooms; in some a many-legged scuttling could be heard. "Charm arachnic," hissed Xoroth the Elf. His giant spider had been destroyed by sandworms weeks ago on the Byrithian desert, and he had mourned the loss of his hideous pet ever since. The spell netted him two 1st level spiders about 3' across. After a few false tries, the Elf managed to get the beasties to carry him, one under each foot, as a pair of spider skates.

In this way he led the expedition up the stairway towards the next level. Here the party struck pay dirt. Peering cautiously over the top step, they found they had located the sorcerer's study. The hooded figure himself was behind his desk at the far side of the room, a desk flanked by a chest and a bookcase. Occult diagrams covered the stone floor to one side of the circular well in the floor. Here the MU had for some obscure purpose suspended a small stone stair by threads from the ceiling, so it hung directly over the well. Against the opposite wall as a huge canopied bed with the curtains drawn. Against the wall at the immediate head of the staircase were two mummy cases, upright, open, with armored mummies standing silently within.

A whispered conference on the stair well ensued. The sorcerer seemed oblivious to the invasion, but no one expected him to be surprised. The witch doctor poly-



morphed himself into a tarantula and ran across the floor of the room and up the back of the sorcerer's chair. Peering over the magician's shoulder, he looked into the pages of an open book on the table before him. In flowing script, words were appearing on the blank page. They said, "The witch doctor polymorphed himself into a spider and ran across the floor of the room and up the back of the magician's chair."

The sorcerer turned and swatted with his hand. He missed. Walla-Walla dropped to the floor and assumed human form. The sorcerer hit him with a Hold spell and rooted him to the ground. The rest of the adventurers poured up out of the stairwell. The Atlantean mummies stepped out of their mummy cases, dripping sea water and totally fireproof. Several of the party engaged the Undead Atlanteans. Others threw themselves at the master of the magic tower. A Mind Blast from the psychic Reeva failed, but a Charm spell from Murry took the black sorcerer in mid-gesture. Immediately the mummies stopped fighting and relative quiet descended over the room.

While others examined the chest and bookcase, the Hobbit, the samurai and two of the courtesans pulled back the curtains on the canopied bed. The beautiful evil lamia was coiled to strike. Her fangs sank into the breast of lovely Mai-ling. The were-rat rushed from under the bed. Cries of horror and the clash of flailing swords. The snake woman and her pet were sliced to pieces.

"Careful, careful friends!" "Don't disturb the star stone over the central well of the tower." "It is swaying!" "No, the whole building is shaking." "Grab the loot, quick!" "Hey, you, magic user--what's your name?"

"Zort."

"Listen, Zort, what's in these books?"

"Excerpts from the Macronomicon, a book of summoning spells with a 50% chance of controlling the demon or monster summoned, a book of animate the dead."

"Good. Now in the chest."

"Helm of water breathing, flaming sword, chain mail +1,...."

"Hey, there's a tiny kraken in an aquarium on the shelf over here...."  
"Leave that alone; you know what'll happen if you fool with that!" "There goes the building again!" "Hey, Zort, what is that? What's happening?"

"My mind..." murmured the charmed evil magician. "I can't control him....I'm confused...the Spawn...the Spawn of Cthulhu!"

"What! Grab the loot everybody! Let's get out of here!" "This is a miniature ship in a box...." "Bring it!"

Down the stairs in a rush. One of the sea-trolls had regenerated enough to oppose them. "Where's that flaming sword? Let him have it!" "Zort--what's in the basement?" "Prisoners." "Mithra aid us! We can't go off and leave a bunch of lawful prisoners behind!"

Boinger rose to the occasion. "Some of you take Wizard Zort to the ship. The rest of us to the dungeon."

Two levels of dungeons had to be searched, releasing an adventurous hobbit, a priestess of Isis and a Viking. On the deeper level, the cages were half under water coming in through a deep sea cave. A giant turtle, a talking dolphin and a mermaid were freed. The water was disturbed, sloshing higher and higher as the rescue party raced back up the steps. On the beach of the now quaking island, they joined the disconcerted remnant of the group.

"The ship is gone!"

"Without a trace!"

"Zort! Come on, now, you must have some way of getting on and off the island."

"The miniature ship. Place it in the water, it becomes normal-sized and is propelled by magic wherever the steersman directs."

"Quick everybody! On board and away from here!"

As the bronze magic galley sped away from the doomed island, the star-shaped talisman in the upper room of the tower fell into the pit. Looking back the adventurers saw the tower shake and tremble and then disintegrate. In the center of the tower, rising up from the sea caves beneath, momentarily visible above the horizon before it fell back into the depths, the polyploid tentacled monstrosity wavered in the air, and its horic screeching reached them across the waves.

"The Spawn of Cthulhu!"

to be continued