

ALARUMS
and
LXCURSIONS

A FEW ~~WORDS~~ PARAGRAPHS FROM THE EDITOR

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

ALARUMS AND EXCURSIONS is edited by Lee Gold. It is set up as a cross between a standard fanzine and an apa (amateur press association).

1. If you have a contribution, there are three ways to submit it:
 - a. Type it on a NINE-hole stencil and mail it to Lee Gold, 2471 Oak St., Santa Monica, CA 90405. Include 50¢/stencil. Or if you must, use a FOUR-hole stencil and include 70¢/stencil.
 - b. Print it yourself. Copy count is 325. Send it to Lee Gold. If you mimeoed it, send stencils too: 50¢/stencil credit.
 - c. Send a letter to Lee Gold, and she will type it and mimeo it. Include \$1/page (or fraction thereof) for typing, stencilling and printing. Typing automatically includes improving spelling and grammar (and may also include a few new typos). It may also include editorial comments set in italics and signed LG. Those who want their deathless prose left intact should type it themselves.

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 - b. non-contributors: postage plus
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 - 2) 35¢...if you had some contribution last issue
 - 3) 75¢...if you had some contribution in the issue before last.
 - 4) \$1.00 otherwise.
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The Fantorn Scholls: mimeoed fanzine from James Hayes, 1409 E. Flora St., Stockton, CA 95205. 6-weekly. 40¢/copy.

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Quick Quincy Gazette: mimeoed fanzine, 12 pp, 6-weekly. From Howard Mahler, 135 Bayard Lane, Princeton, NJ 08540. 3 issues/\$1. Trades.

Rhiannon, mimeographed fanzine from Evan Jones, 390 Riverside Dr., NY, NY, 10025. quasi-monthly. 8 issues/\$2; 30¢/copy.

The Wild Hunt: D&D apa (nearly as big as A&E). Boston-based DM-oriented. Edited by Mark Swanson, 71 Beacon St., Arlington, MA 02174 and Glenn Blacow, 13 Grove St., #7, Boston MA 02114. Rates are much the same as A&E but copy count is lower.

Deadline for A&# #22: Tuesday, May 17th for material to be typed; Wednesday, May 18th for stenciled material....or 160 pages, whichever comes sooner. Page limit for individual contributors: 22. This month, we reached 160 pages on Monday, April 11th. The cover and bacover for #21 were done by Morno, who also did the cover for A&E #11 under the name of Brad Schenck. Back issues 1-111 available.

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TANTIVY

by Lee Gold

It's been a hard month again, but pressure should be off by #23, I hope. In any case, you may notice that this is a rather thick issue (or two rather thin volumes depending on how the stapler is working.) Held off till #22 are: Wolkoff, Brodie, Sapienza, Seligman, Haines, and both the Cerrato brothers. Lost (mea culpa, mea maxima culpa) is page eight of the Easterbrook zine. It apparently fell off the hook by the mimeo and was swept up and thrown out by the fortnightly day worker. We are taking measures to ensure this won't happen again.

Whatever happened to: Greg Howard has lactivated for lack of money and is living in Arizona. Frank Gasperik is still a local LA GM, but a non-publisher...also partly due to lack of funds. He occasionally buys A&E. Scott Rosenberg doesn't trade for A&E anymore because he doesn't produce THE COSMIC BALANCE anymore. It appears that Dick Eney isn't going to start contributing again as soon as I'd thought elsewhere (but earlier) in this issue. The eight page zine he called up and told me to expect was from Lee Burwasser. Mark Chilenskas is an active Boston DM and can be found in The Wild Hunt.

Cheryl Lloyd: I don't think dragon claws have long enough fingers to play the harp well. Perhaps you could go to strumming either a guitar or an autoharp. Or perhaps the obliquing wizard could polymorph Caithlin into a White Dragon with humanoid hands. (Admittedly this would slightly reduce her fighting abilities.)

Blacow: The Ghosts you encountered in Alf (the ones carrying the chains with open manacles at each end) were finally put to rest by a 1st or 2nd level Cleric who said a mass for them. They had been a Lawful party that had been Slept&Killed by a set of random Lawfuls ...and had naturally been driven quite insane by the process. Notes on the room said that they'd attack unless soothed by a high charisma Lawful or a Lawful Cleric. They attacked crying in Lawful that they would get revenge on their murderers. They tossed chains&manacles at people; a hit indicated the manacles had clasped on the victim's wrists and the ghost then dragged the passive victim back and chained him to the wall. The manacles dissolved under Holy Water.

Hollander: Rebbitzen Donna Ravensburde is now C7. She is a Libertarian (blame Swanson). Her low IQ has somewhat annoyed a few of her colleagues lately, most notably when she found that a Neutral party member was carrying an Evil artifact and neglected to inform the party leader (Nivetta, Elf, MU7) of the fact. The Evil-Symp Neutral later used the device to entrap (on a would-be permanent basis) the soul of one of our comrades.

Phantasmal Forces: I neglected to mention that saving throw should be much easier anytime the MU is attempting to phantasm something he knows less well than the victim. Thus phantasming a female of the appropriate species (if not well known to the MU), a high level Chaotic (by a Neutral or Lawful MU), etc. doesn't work very well. I also play that Clerics unnerve Undead not by their appearance but by their holiness and therefore phantasmal clerics don't work at all.

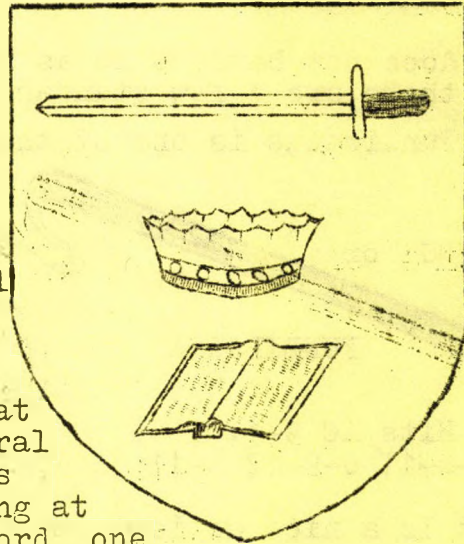
continued on the back of HOFF AND MOUTH (yellow paper)

FIELD AND PHALANX IV

BILL TAYLOR
3160 E. 4th St. #3
Tucson AZ 85716

DEKA!!

Since I spent seven buks for the proper tools, I thought I might as well put them to good use. Rather roughly drawn at the right is the crest of the Vasorin Empire. Its meaning should be fairly obvious--even without a mind that looks for puns. The crown is the central part of the shield just as the crown is the central part of the empire. Looking at the cleric's book and the fighter's sword, one can understand the Empire's motto, "Though learning and knowledge are the basis of true power--it is always wise to be ever under arms."



Well, I'm back out in Tucson where hits are done once per level and fighting is bloody. One should not get too emotionally attached to his character as the death rate is rather high--turkey or not. Dungeons are treated as dungeons, they are few and far between and are not "owned" by anyone. And if I knew where a dungeon was, I certainly wouldn't go blabbing to the world where it was. People have to be dragged into a dungeon here. For logically, if it is indeed an old abandoned castle dungeon, there will be a high percentage of rooms that are empty. And a room emptied stays empty. But then this does not apply to other worlds, as Tucson only has closed running worlds.

Now that I have blabbed away and probably hurt a few people, let me get on then to other things.

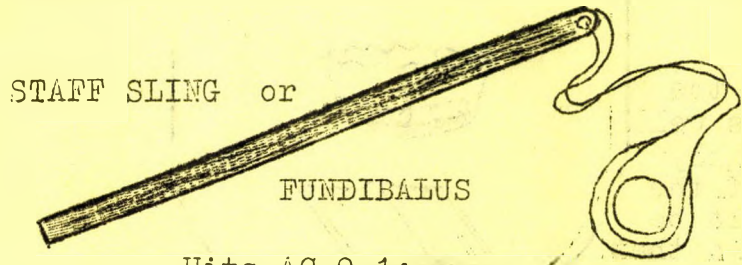
Overland Encounters.

DINKORDI will be about 18,500 to 19,000 hexes large. There are maps of civilization and there are maps of wild wilderness. What I would like to ask all the die rollers out there is if anyone has a workable system for stratification of overland encounters. To top this off, I roll percentile to find out what the alignment of the creature is before going to a table. The reason being that one should not meet too many gross items in an area surrounding an elf forest.

Below is an example of something else that I have been doing that is usually different from other people. I have mountains as being mountains rather than as being nothing but a loss of two hexes a day while on horse. Movement on DINKORDI's 7.5 mile hexes is 2-man, 4-light horse/ Below is my lineplacement of mountain ridges. One line is an additional loss of one hex for both man and horse. Two lines mean no horses at all--mules only. A tripple line means that no one can cross except by special means. This makes for a more realistic overland. There are passes, but they player may never know if they are guarded.

I can also cheat by placement of the highest mountains on the edge of a map so that I can control the map usage.

One does not have to go as far as China or Japan for interesting weapons, there are a few standard ones that the book missed. The staff sling of Fundibalus is one of them. This is a nice weapon for clerical use.



STAFF SLING or

FUNDIBALUS

As far as I can tell from the books I used, it could fire either a large one pound shot a short range, or a standard shot farther than a normal sling.

	HP	Range	Fire once
L	2-8	4-8-12	per melee
S	1-6	6-12-18	

Hits AC 9-1:

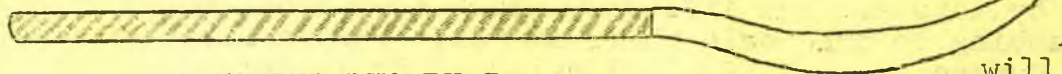
6-3-10 7-3-11 8-9-12 9-11-13 11-14-17 14-17-20 17-19-22 19-21-24 21-4-6

Next is a nice ancient Greek weapon, the Rhomphaia, a two handed body cleaver. Damage is 1-10, or 2-16 vs. larger. It is a two handed weapon that can be used one handed. Hits AC 9-0:

5 9 5 10 10 11 13 15 16 17
6 6 6 7 6 8 7 10 12 13

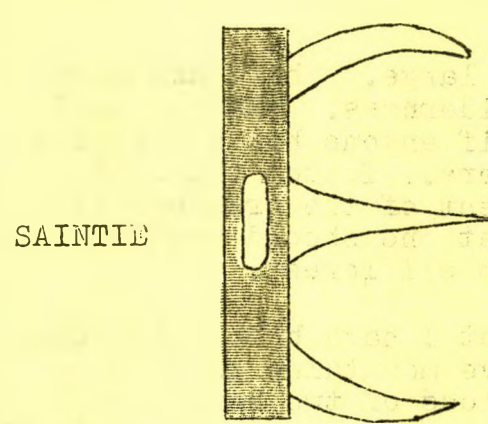
Hits for 2 handed sword are

But remember I'm using the one hit per level system. These numbers are for man to man melee, man to monster is taken as the highest previous roll,



TWO HANDED RHOMPHAIA

Any SCA freak will tell you that it is harder to hit leather and shield than it is to hit straight chain. CRUNCH!



SAINTIE

This thing, improperly drawn, is a saintie, a mideastern an Indian weapon. The best thing about this is that it gives a monk the armor class of a shield because its use is for parrying as well as for hitting, but only in close man to man melee. Damage is 1-6, with AC hits 9-0 as

6 9 6 10 7 12 11 14 17 18

Properly drawn, the two outer blades should be extended at a 45 to 60 degree angle.

By having a one hit per level percentage damage, magic becomes just that much more less effective. It may be grossly inaccurate to reality as a fighting system--but its bloody and nice. Then again when the system is so hard that a seventh level is extremely rare--its a nice reward as well.

There is an interesting air about Tucson, and I don't mean smog. Where else but here can a second level cleric have a first strike on a gnoll, miss, and then die with the first strike of the gnoll. Ah well, solo is still fun--you think more than with a party.

Or, you think as the entire party.

I was running my next character, Tropelet of the Nori-nogard, 18(80), 8, 12, 17, 10, 13, fourth level fighter, as the head of a six man army patrol:

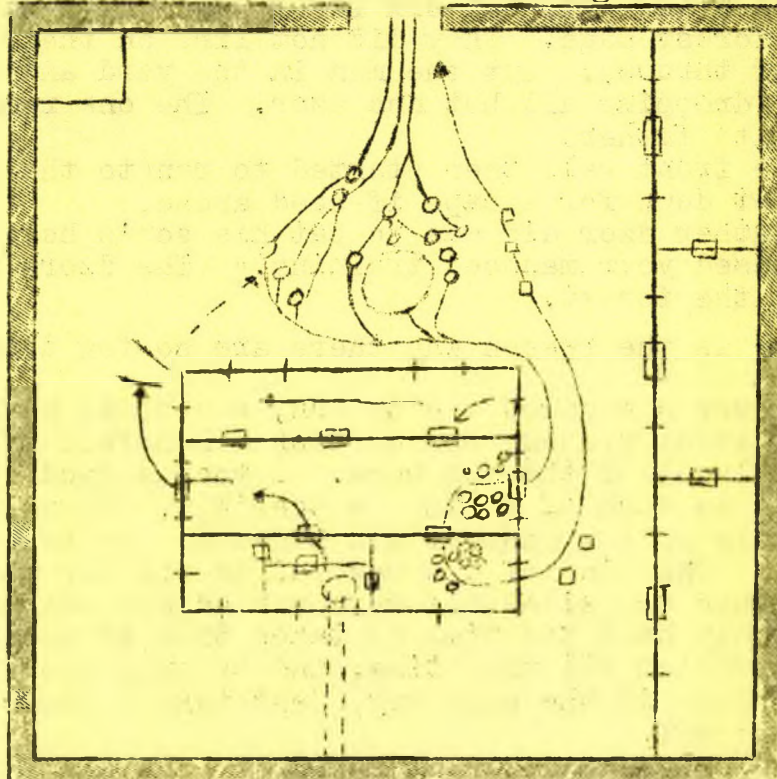
Tropelet and party reached the mountain camp without any encounters. They had just put away the horses when out of the forest and into the clearing charged (with surprise) six dzor (EPT). Mounting the front wall, they saw six huge twelve foot tall humanoids in plate and shield, and each holding a two handed sword in one hand. Two charged up to the gate with a ram as the wall forces fired heavy crossbows. Only one more round of bolts was gotten off before the gate was smashed by all six. Two men at the gate died.

As they then charged into the courtyard, the tower ballista fired a bolt into one of the dzor without visibly slowing it down. As the gate was being smashed, instructions were given (me--I'm playing all 126 men which is everyone except the dzor.) to abandon the courtyard for the twenty-five foot high walls. The walls consisted of two ranks of wood pikes with rocks and limestone cement in the space between. Even the dzor could not break this. The tactical situation was that on the wall the men could fire a crossbow bolt every twenty seconds while the dzor had no range weapons and would have difficulty mounting the walls. But there were nine men left in the courtyard with three men running out of the blockhouse.

The dzor wisely charged into them. The men (2nd to 5th level) did get in a bit of damage before their bodies started dropping or flying in different directions. A few more crossbow bolts were fired before the dzor did a new tactical number.

The dzor formed a wedge and pivoted to their left, thereby going inbetween the blockhouse and the side buildings. The men on the right

Not really that good of a fort. But one has only a minute or so before his next turn can come up.



wall were then in a situation whereby only half of the dzors were to be seen. (Hit prob. goes up.)

The dzor could be seen inside the blockhouse by the men not on duty. Defenses were then made. Two men were at each of the sixteen firing ports (four per side). One man fires a heavy crossbow while the second man reloads. In the main hall, men were loading extra crossbows and getting ready to form two or three ranks of fire at or through the doors.

Instead the dzor burst through the right door before the men were ready. They both went through the door and the wall as well rather. The two crossbow parties died from the wall and doors falling on them (basic loss of initiative rolls). One of the inner crossbow parties got off a bolt while the other side died in the doorway. The eight men with swords only in the main hall at the right side did more damage before they fell.

At this time the dzor burst through the wall to the officer's room and gave quick battle to the seven men there. Unable to find the stairs that led to the walls, one dzor started to take down the outer wall as the others protected the rear and the left door. (Original intent was to go up and over the back wall and back into the forest.)

At this time though, the men in the hall had left, some made it to the walls, but with the main body forming two opposing ranks of heavy crossbow so that each protected the other's rear. There were now a considerable number of the men on the walls, some with more than one loaded crossbow ready to fire.

The dzor now burst through the wall in a force that knocked down a third of the roof, killing five more men that were in the inlisted men's room and had not moved out fast enough. When out in the courtyard again, the crossbow fire began. The new mass of men on the rear wall had a clear shot while the right again had half a body to aim at.

Finally two of the dzors were dropped as their party started to round the corner heading for the gate. At this point, the situation changed dramatically.

The men on the front wall saw six TWENTY foot high dzors calmly standing at the forest edge. They did not fire on their sons (having made their saving throws). But the men in the yard and the ones on the left wall fired, dropping all but one dzor. The one remaining dzor then ran out to its father.

The men on the front wall then started to run to the side walls where ropes had been let down for escape if need arose.

But all the father dzor did was to pat his son's head and say "Well done son--you passed your manhood training." The dzors then left and passed back into the forest.

This of course is the reason why there are so few dzors in the world.

When one has over a hundred men to run, shortcuts have to be taken. On a one hit per level system, the GM took a handful of die and then told me what the level of the men were. I took a handful of die and then threw them in as much of a line as possible. When it takes a fifteen to hit, simply roll a mass of six sided to see how many possible hits can be made. The line of die was paired off for the second levels who could hit. Then ten sided die were rolled and paired off to the hits. This way only half the time is taken than if nothing but having one twenty sided rolled all that time, and by only one shooter at a time. Damage is done in the same way, just take a mass of die, spread it out and pair it off.

Well Lee, did the drawings come out OK:

THE DRAGON'S EYE #1

3160 E. 4th St. #2
Tucson AZ 85716

(602)
326-3751

Sightings of BRUCE SAUL:
"Erehwon the Irratible"
and Elric
"Simon of the Templars"

Mundanely typed by Bill Taylor
"Azenips--the backward thinker"

THE WINE-O

A lesser demon

Number appearing: 1 Hit Die: 8-8 sided

AC: Outer ring 2, inner 7 Movement: 15"
90° turn radius at full speed
is 20 feet.

50% Magic Resistence

The Wine-O appears as an 8' by 2.5' wide purple stone "O" with a 2' red body biologically levitating inside the ring so that it remains upright while rolling. On each side of the body is a fully 180° roving eye. A fully aimable fire-hose type nozzle is located just under it. The nozzle sprays wine in a narrow cone once per melee turn. On being hit, one must make a saving throw vs. being drunk for 48 hrs.- his constitution points. The Wine-O then will try and run him down. The drunk will be very vocal, and have to make saving throws vs. ridiculous actions. To make matters even worse, the Wine-O has a slow spell it can throw once per turn. A Wine-O can right itself in one melee turn and it takes an unmodified 20 to hit the eye.



This type of lesser demon was created by Bruce Saul and Bill Taylor, when player Taylor said to GM Bruce, "An encounter just inside the city gate: Its probably a wineo."

PIASA BIRD

Number appearing: 1 A.C. 3 HD 10-8 sided

Hits as 2 horns, 2 bites, 6 claws. Horn 1-8, Bite 1-12, Claw 1-6
Tail constriction for 3-18 occurs with a hit roll of 18-19-20.

The Piasa is red, black, and green. It has horns like a roebuck, red eyes, and a beard like atiger. The face is something like a man's. The body is covered with scales and the tail is so long that it passes entirely arround the body, over the head, and goes between the legs and ends looking like a fish tail.

One does not need magic to hit it, but the Piasa Bird can hit magic. There is a saving throw vs. fear, as a wand, if one looks into its face. Its look is that it is totally savage all the time, and also hungry all the time. It loves the taste of human flesh.

We in Tucson run overlands rather than dungeons. And in Bruce's World of the Eight Kingdoms, there invariably will arise the situation of a fifth level fighter staggering into the town with only one hit point left. Or a party will bring in a body to be raised. In every city there is at least one temple, so the question arises as to how much a service will cost. Naturally, people on missions for a prince or patrarch will get such services free. But what if it is a free acting player. Without a set table, a GM could be accused of character favoritism.

So here on the next page is a clerical price list for temple work based upon a reaction roll:

Favored Customers: 10,11,12 on reaction roll

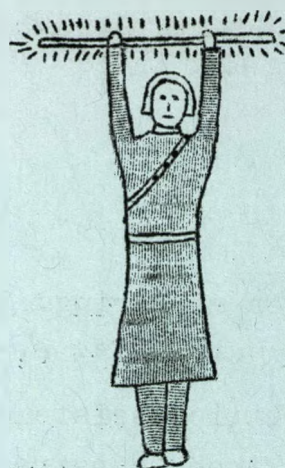
Cure disease 1D6x 100
 Healing 1D8x 100
 Raise Dead 3D8x 100
 Raise Dead Fully 1D12x 1000

Neutral Customers: 7,8,9 on reaction roll

Cure Disease 2D6x 100
 Healing 2D8x 100
 Raise Dead 3D12x 100
 Raise Dead Fully 1D20x 1000

Greedy Churchmen: 6 or less on reaction roll

Curse Disease 3D8x 100
 Healing 3D12x 100
 Raise Dead 2D20x 100
 Raise Dead Fully 4D12x 1000



Naturally a temple of evil chaos would not heal lawful goods--this would be asking a bit too much.

Back to monsters. THE FRASORITY Number appearing: 2-12 HP: 80

AC: -4 Move: 12"

The Frasority is a two headed humanoid creature twelve feet tall, but usually slouches down to eight feet because of disposition. One head is male and the other is reputedly to be female. Each head is able to take in alcoholic beverages--but then neither is capable of any real intelligent thought. The Frasority is usually so wine besotted that it can neither feel hits nor feel damage from hits. And unless it trips over its own feet, the Frasority does not hit others. The main weapon of the Frasority is an alcohol breath weapon in a cloud with a range of six inches. It steals three D6 of intelligence per melee round, saving throws allowed. If any of the unfortunate involved now have an intelligence sunk to 0 or below, he becomes a pledge and is now under the control of the Frasority. The main food of the Frasority is any Wine-0 that he can capture. Frasorities can be driven off by any librarian who has with him a +5 holy library card. The +5 holy library card can also bring back the intelligence of a pledge. Any person that had only part of his intelligence drained gets it back after 24-constitution hours.

Frasorities congregate in large numbers in cities where they seek to fulfill their two life goals. These being either to capture a boastful player character, or to eat a piece of female underwear.

CLOUD DEMONS Number appearing: 2-12 3Hit die AC: 5
 Movement 9/18 Treasure Type A

Cloud Demons, though not true demons, are evil humanoid-reptilian "batlike" creatures. They can use nets and spears and long swords, and of course daggers for close in work. They eat humans. The inhabitants of the World of the Eight Kingdoms named these creatures "Cloud Demons" before the time of the great influx of true demons.

Cloud Demons surprise on a 1-3 and are surprised only on a 1. They love to hide and come out of clouds. Also they usually come in with their wings folded into a silent glide.

The fortress (about 150,000 of them--but no one has been there to count them and then come back.) in the W.O.T.F.K. is on a mountainous island east of Stygia.

Level	E.Pts.	THE BLADEMASTER		By Bruce Saul			
		Hit No./Kind	Die	Fighting Ability	Parry Ability	Plus Dex.	Second Strike
1 Applicant	0	2/8		1+2	+1	Plus Dex.	--
2 Initiate	2500	3/8		2+1	+1	"	--
3 Apprentice	5000	4/8		3+1	+2	"	--
4 Adept	10,000	5/8		4+1	+2	"	1
5 Instructor	20,000	6/8		5+1	+3	"	1
6 Swordsman	40,000	7/10		6+1	+3	"	1
7 Bladesman	80,000	8/10		7+1	+4	"	2
8 Expert	160K	8+3/10		8+1	+5	"	2
9 Tactician	320K	9+1/10		8+2	+5	"	2
10 Sub-commander	+	10+1/12		9	+5	"	3
11 Commander	320K	10+3/12		9+1	+6	"	3
12 Blademaster	each	11+1/12		9+1	+6	"	3
13 BM #13	level	11+3/12		9+2	+6	"	3
14 BM #14		12+1/12		9+2	+7	"	4
15 BM #15		12+3/12		9+3	+7	"	4
16 BM #16		13+1/12		9+3	+7	"	4
17 BM #17		13+3/12		10	+7	"	4
18 BM #18		14+1/12		10	+8	"	5
19 BM #19		14+3/12		10+1	+8	"	5
20 BM #20		15+1/12		10+1	+8	"	5

This is a new sub-class of fighter I would like to introduce. A blademaster is a warrior, weapons maker, instructor in weapons usage, and is also learned in military sciences. He acts only as a free agent who can serve for pay, but he can never be a hireling of any player character.

He is the product of an intensive weapons and military science training program. They are therefore freely weapon competent at first level.

There is a guild of Blademasters, located in the great guild halls of the cities. In the W.O.T.E.K. THE Blademasters are located on the island of Caprona off the coast of Turn. Here the young boys and girls receive their training--yes, there is no prejudice against woman as Blademasters.

A Blademaster of any level can fight in non-magical leather armour only. Brasers, rings of protection, permanent shield spells, or potions of invulnerability are not allowed. The strength of the Blademaster class is in their ability to parry incoming blows. They do this by fighting with two weapons: using one to strike and the other to parry. Shields of any type may not be used by the Blademaster.

Parrying combinations:

- Longsword--Dagger
- Longsword--Short Sword
- Longsword--Mace
- Rapier--Short Sword
- Rapier--Dagger
- Rapier--Mace

These are only a few of the combinations possible, only one should be realistic in one's dungeon runs. [One cannot fight with a two handed sword in one hand and be parrying with a halbard in the other hand--with the possible exception of having the attack aimed towards the destruction of one's own head.]

Blademasters are absolutely neutral, but are very proud and independent. They are the weapons instructors at all the major courts of the World of the Eight Kingdoms.

The Blademaster is designed for overland boards. He receives E.Pts not only for fighting but also for the making of weapons, teaching the art of fighting, or of being the commander of a border fort.

At 6th level a Blademaster can tell if a weapon is magical by touching it. At tenth level he can tell its specific plus or minus. From eighth level the Blademaster can, after receiving instruction from the Dwarves or Elves, forge magical weapons.

Blademasters are strong fighters but are not aggressive in their dealings. This is so they do not lose the protection of the guild. Note to players: Anyone killing a blademaster without sufficient cause incurs the wrath of the guild. The thieves' and assassins' guilds are close friends of the Blademasters and would aid in securing revenge.

The herald's device of the Blademaster guild is a silver rapier and dagger crossed on a black field.

Comments on #19

SHADOWS OVER DARKHOLD. Excellent work-up of difference between medieval and christian clerics. This is not a problem on my board for I have no christian clerics. The Demon Fighter section inspired one of my regular players to "retire" his character and start a Demon Fighter, only to see it eaten by Ogre Magi.

CLEAR EATHER. The Lakofka system for female characters needed to be blasted apart. In addition to your comments, one should ask whether female monopoly players only get to work with family budgets or shopping lists. The Lakofka system drives women away from the game besides being intrinsically illogical and sexist orientated.

ANNALS OF AVALON. The priests of Apollo look like a logical counterpoise to the Priestesses of Diania. However the greedy players of my world would make it their life's work to track down them for their solid gold chainmail or plate. Unless the priests of Apollo happen to be good friends of the Blademaster's guild in which case.....

The section on the cauldron born was good. Now the problem is in finding a player character over fourth level who will jump into the cauldron. Of course, some places don't run fourth levels as ones being able to show multiple war wounds in more than one place.

THE SHORES OF INFINITY. The Flame Devil is an excellent new monster and is now an escort monster for the type VI Demons of my board. I join you in your plea for tolerance for new players. We are all still learning and growing. Intolerance is ignorance made public.

ABZ-OZA #2. There was an interesting critical hit table put together in Phoenix by a member of the S.C.A. Yours is more fully developed and will be a help. I have always had the Serpent People on my world. I always have allowed my players to use the Robert E. Howard-KING KULL formula for forcing them into their true shape. This holds them back in the swamps where they belong.

KILL SLAVUS THE CLEVER #8. The essay of Fenrists and Fenrism was very well written. I am having problems with some of my players who are knowledgeable in Norse mythology.

Iron Demons are excellent new critters. They already have wiped out a party of Demon Children.

Next time: Demon Children and Hunters of the Undead.

Count the number of spelling and grammor mistakes and send answers.

grey-shining blade

benjamin grossman

an A&E apa-zine, intended for nr20, and brought forth from the great hearth on the fourth day of march, 1977. This flows from the high-power keys of Ben Grossman, who is presently residing at 29 E 9 St Apt 9, NY NY 10003 where all missives should be sent.

Green Dragon Press nr17

this is strike two, next?

THE GOOD/EVIL DICHOTOMY: A PERSPECTIVE

Operating as I do, within a dual-axial alignment system, and having of course come upon this technique some time before EGG contributed his to prosperity, I have been for some time stuck upon the base of the dichotomy of Good/Evil. The following is an attempt to offer a resolution of this question.

Originally, after playing with the prospects of simply saying that 'this is good' and 'this is evil' and giving exemplary actions, I found that it was both more nearly complete and easier for the Referee and players to relate to if I was able to identify some fundamental idea that differentiated the two.

After trying the use of such a division, where at some time early in the history, two groups are said to have formed, mainly for the purposes of ripping each other off, on a massive scale as opposed to the earlier one-to-one attempts. Thus the two groups, later to become known as Good and Evil, were formed, with little or no actual distinction between them. This worked fairly well for some time, in the Eddre Campaign, until I began to wonder why there had ever formed such a large chasam between the two, as to give way to the use of, almost without exception, Cures and other positive spells by 'Good' clerics, and Cuases and other negative spells by 'Evil' Clerics. It just didn't seem reasonable, unless one assumed that one group had felt that their direction was both better and more effective than the other. This, however, gives out when I ask why the 'Evil' types didn't think that being able to recover rapidly between battles was of great import.

That line of development eventually lead me to conclude that all cærics with the most minimal capacity for intelligent action would want both spells, and would refuse to align themselves with either group, provided that neutrals had the use of both of the approaches. This led to a large number of neutral clerics, and corresponding lack of religious fervor or interest in clerical enemies. This didn't really make anyone too happy.

This left me rather limp, having developed my early ideas, and found them lacking, and without much new to try. That held up for two or three months, until a rare combination of events (an Edi Birsan expedition and an Elric story) brought to mind another approach entirely.

My solution, or at laest, answer is simple, and seems to hold up to what test of applicability I can devise. If someone else has been using this before, and has any ideas or improvements to offer, I would much appreciate it.

I define Good and Evil as being the two possible and common postions that can be taken on the relationship of the soul, or life-esscence, and reincarnation, which in my area presently happens automatically after about two weeks. Someone who is Good, or who upholds Good ideas will feel that each being, when reincarnated, starts out again as relitevely neutral, neither particularly Good or Evil, and has at least some chance to develop along Good lines in this incarnation, and possible move towards the point at which some form of ascenscion will occur. Thus, our typical Good person will always try to kill any Evil beings he meets, since they might return as fellows, and will certainly be out of the way for some time before restablisning their powers. Under no circumstances

will a Good person do anything that might destroy permanently the soul/life-essence of a being, regardless of the nature of that being. On the other hand, someone who is Evil sees things as making him a fool if he allows his enemies to be reincarnated, for, even if there is a chance to their returning as his allies, or as Evil types, they might as well return as Good types, and he will have accomplished little or nothing in killing them in the first place, except expose some of his powers and make them desire revenge. So, after killing someone, a proper Evil type will either try to arrange for some type of soul death ('the real death'), or to bind their souls to their bodies as undead, which serves him in two ways, since eventually they die the real death for lack of a reincarnation, and two, they will provide him with servants and victims, always useful.

Admittedly, many persons will be unable to keep strictly within these aims, but, then, life is a strange mixture of Good and Evil. I might add that many people, who have tried being Good and found their enemies returning to ambush them, begin to look for some way to prevent this...which usually leads to Evil. On the other hand, it is not unknown for someone thought to have died the real death to return, or be saved in some way, after which he will tend to have a real desire to get revenge, of a more permanent sort. It is also possible that an Evil type will realize that he comes a little closer to dying the real death each time he causes someone else to do so, for it seems to have a balancing effect in that he begins to fade, becoming slowly a creature of less and less substance. This is a slow, but apparently inevitable process.

I like to maintain the balance between Good and Evil...it keeps things in hand.

Note, please, that I haven't quite finished with the above, but, then, I never seem to quite finish with anything.

Some Biographical Blatherings

In case anyone cares, I'm 18, have lived in New York City, Washington, or Boston all of my life, still attend High School (occasionally), and have some hopes for going to MIT in september.

My blood runs about 10% mimeo ink, and correspondingly, I have a large field of zines for which I am responsible, irregularly. I began with Diplomacy, and still have time to put out ZIRKAST, THE PREDAWN LEFTIST every three or four weeks, which is for the running of postal Diplomacy games and variants thereof, as well as a postal Stellar Conquest game that could use some more players. Then I branched out, and now publish one out of some seven issues of the SLOBBINPOLIT ZHURNAL, the vehicle of the Slobbovia game. THEN I became involved in D&D publishing, first with the Endore Campaign's THE HAVEN HERALD (issue nr 6 available from me for \$1, issue nr 7 to be available at the Princeton D&D Con and after), then a variety of expedition reports and minor rules news as DEATH'S HEAD and the DEADBONE DRUM. Then the IDA (International Diplomacy Association) had a near collapse, and so now I'm doing the job of IDA Editor, which involves the pubbing of DIPLOMACY REVIEW. And I now have charge of the ISE (INTERNATIONAL Subscription Exchange), a system to transfer funds between Americans and Europeans without paying the outrageous prices banks charge to convert funds, and which can be useful between US and Canada as well. If any of the above interest you, please write, I'll be glad to answer questions/send freebies with most/etc.

Rather than comments, since my time is finite, I'll just mention two very nasty beaties Stephen Tihor mentioned to me the other day...

DOPPLEGANGER(TELEPORTING): Exactly like a normal Doppelganger, except these have the power to switch places with their look-alike, and do, about 5/6th of the time.

DOPPLEGANGERS(PSIONIC): Exactly like normal Doppelgangers, except these have the power to take on the person they resemble's memories, thus making them able to answer all questions....

DOPPLEGANGERS(TELEPORTING AND PSIONIC): need I say more?

TURKEY TROT

TURKEY TROT #1 is the creation of Arnie Katz, 59 Livingston St., Apt. 6B, Brooklyn, N.Y. 11201. It is intended for Alarums & Excursions #21. Publication date: 3/9/77

Gobble, Gobble I was already intrigued by the D&D concept when my wife Joyce gave me a set of the basic rules about 16 months ago. I've read science fiction and fantasy and played games about as long as I can remember -- I'm 30 now -- so a combination of both sounded delightful.

Unfortunately, no one I knew had even heard of D&D, much less played it. I decided that the best way to stimulate local interest would be to actually dig a dungeon. I bought the supplements, got a few issues of A&E and was beginning to grasp the rules when the press of other business relegated my Dungeons & Dragons paraphernalia to a desk drawer.

There the stuff hibernated through most of 1976. I still searched for a local dungeon, but finding none, tended to let matters slide.

Quite recently, I was cleaning my desk -- something I like to do every half-decade whether it needs it or not -- and found the stack of D&D material buried under some files of freelance writing sources. Before I could slide the drawer shut, I fell victim to its "charm Arnie" spell and was re-interested. I sounded out a few friends and found them willing to try this strange pastime if I could get it into playable shape.

With that incentive, I formulated a provisional set of "house rules," compiled some comprehensive charts and, of course, designed part of a labyrinth. The result, which I have dubbed "The Sarkonia Campaign," is still crude and narrow in scope, but it was sufficiently advanced to allow us to actually start playing the game at last.

I lose my D&D virginity However much one may cringe at a campaign involving a neophyte DM and equally novice players, it came down to a choice of that or nothing. So it was that on Saturday, February 12, a nervous Arnie Katz refereed the first descent into his dungeon by a party with characters handled by Joyce Katz, Bill Kunkel, Charlene Kunkel and Ross Chamberlain.

This sink-or-swim introduction to DMing taught me a lot, most notably that I have a long way to go before acquiring even a semblance of the expertise routinely displayed by A&E's leading lights. Even after several additional adventures, I'm still a jittery and erratic dungeonmaster, but the players claim to be having a great time and a regular series of expeditions is expected.

The adventures thus far have not really been notable enough to bear retelling in A&E, but you can bet we novices found them pretty thrilling. My own evaluation of the first descent is that the party hauled out a little too much magic and not quite enough treasure. However, the magic was carried into battle by enemies and none of it is above the +1 unintelligent sword level, so there's no real harm done.

If I had to pick my stupidest mistake on that first expedition, it would be no contest, though I didn't pick up on it until the following Monday while riding home on the subway. (Incidentally, the subway is the closest approach to "live" D&D I know of.) I was blissfully contemplating what my Fine Mind had wrought the previous Saturday when I happened to conjure a ~~mental image~~ of a particularly vivid mental image of a key encounter.

.. I could see the intrepid band of adventurers in my mind's eye as if it were a scene from a movie. As I admired this tableau, however, a feeling came over me that something was wrong. I puzzled over this for awhile, until I realized that Helmut, Bill's FMI, was wielding a mighty two-handed sword (yes, he has high strength) and carrying a shield at the same time. Oh, yes. (Before you all die laughing, let me recoup some small trifle of my self-respect by pointing out that this violation of D&D could seem no worse to you than the monthly rape of the English language perpetrated by some of A&E's contributors seems to me in my aspect of professional writer and editor.)

Pity the poor innocent One of my (many) DMing problems has been handling player -- and character -- knowledge of my campaign's monsters and treasures. I very deliberately did not provide lists of nasties and goodies to the players and, since no one has bought the books, there's no one around to identify creatures and loot when encountered. So when Helmut picks up a ring, he hasn't the slightest idea what it might be -- and neither does Bill Kunkel (who has quickly emerged as our best player, incidently.).

My question is: how do you communicate information about monsters and treasures to the characters and/or their players in your campaign? If you use some form of assaying system, who does the evaluating, by what method and at what price?

To expand on this point just a little more. Let's say that our FMI Helmut finds a ring which I, the DM, have determined is +1 protection. When he goes into battle, would you at that time inform Helmut that he is wearing a ring of protection and, if so, would you also tell him that it was +1 (as opposed to being an undefined plus)? If you would not just hand out this valuable information, by what methods could Helmut be able to learn the exact proerties of his ring in your campaign?

I realize this will strike the hardcore D&Ders of A&E as pretty basic stuff, but I hope you'll indulge a poor-but-honest ~~but~~ novice in this instance, at least.

MAGIC While recognizing the ingenuity and value of the many spell point and klutz factor magic systems which have been presented in A&E and the Wild Hunt, my personal bent is toward keeping complexity with bounds, even at the loss of enhanced realism. (Sarkonia's players are not normally gamers and too much elaboration of rules would only end up scaring them off, I fear.)

The reasons for magic-limiting systems are so obvious as to need no repetition here, but I felt that the easy-to-use Gyax system was too restrictive for the campaign I wanted to run. The system I use keeps the MUs from running out of magic (as is quite common in straight Gyax games, I understand, particularly with low levels), yet it keeps a character from doing things like throwing 20 sleep spells in the same encounter.

What I do is allow MUs and Clerics to select spells per Gyax, but allow them to use the same spell again after an interval. The longer the interval, the better chance the reused spell has to work and the less chance that it will misfire or backfire. Practically speaking, it is impossible to reuse a spell within 10 minutes and, since my melee rounds are only 10 seconds, it will be rare to see an MU reuse a spell against the same foe. My rationale is that spellcasting affects the brain as exposure to bright light affects the retina. The act of casting creates a kind of mental "blindspot" which has to wear off before the same spell can be reused.

And that's it for my first D&D fanzine! See you next month.

-- Arnie Katz

A (hopefully) regular publication, for A&E 21, from Phillip McGregor (23 years old) who can be reached at - 1 Park Street, Harbord, Sydney, Australia, 2096. Typed by Lee Gold (many thanks).

"He either fears his fate too much,
Or his desserts are small
That dares not put it to the touch
To gain or lose it all."

Some thoughts on Armour

One thing that I have recently realized with D&D armour is that it completely ignores one of the most important adjuncts to a suit of armour--be it chainmail or full plate--the "arming doublet".

This is an important omission, since if chain or plate was worn directly over one's clothing, any hit made on the armour would be transmitted directly through to the body beneath--either causing severe bruising or even breaking bones/ribs. In Medieval times, this problem was overcome by a doublet (shirt) of linen with waste cotton sewn into it to form a "quilted" garment which thus acted as a "cushion" to all heavy blows. In D&D terms, such a garment should cost about 5 GP and, if the arming doublet is not worn, all damage received should be doubled.

Chainmail weighs about 30 pounds (about 300-350 GP in the old encumbrance system); though it is lighter than Full Plate, almost all the weight hangs on the shoulders--and thus the *encumbrance* (not weight) should be greater. Full Plate weighs 60-70 pounds (700-800 GP weight)--but each individual piece of armour was fitted so that the weight was distributed evenly over the area it protected. In fact, tests carried out by the Metropolitan Museum of New York with actual sets of Plate show that it is quite easy to run, jump, lie down, and get up without excessive trouble. (Records even show that the Black Prince, during the Hundred Years War, could easily *leap* onto his horse without help--and this evidently was not exceptional).

The main disadvantage of Plate was not its weight--but its stiffness and lack of ventilation resulted in greatly increased fatigue when used *outdoors* in the sun and thus, when used in cool underground settings, the *encumbrance* of plate should be closer to that of chainmail.

Thus the revised encumbrances of the two types would be:
Chainmail: 450-500 GP (weight = 300-350 GP)
Plate: 500-550 GP underground, (weight 700-800 GP)

Further revised weights are:
Sword: 36-42 GP (3-4 pounds). (Blade: 33-36"; Hilt = 5"
Hand and a Half Sword: 54-60 GP (4.5-5 lb); Blade = 48"; hilt = 7"
Normal Sword with Two-Headed Grip: does normal damage when used one-handed and 1-10 points when used two-handed.

(An interesting aside: Crossbows were denounced as "hateful to God and unfit for Christian [use]" by Pope Innocent II in a Papal Bull of 1139. Later it was modified to permit the use of crossbows vs. the "infidel". Translated in D&D terms, crossbows may not be used by Lawfuls against any alignment whatsoever if they belong to the same religion. [Religions are not themselves Lawful or Chaotic, only their followers.]

Man-Weapon Hits and the Alternative Combat System.

An intriguing idea recently came to me while DMing a fight between a group of adventurers and several Wraiths. It occurred to me that the "To Hit" factors listed in the Alternative Combat System do not give the chances of hitting a character, but those of hitting a vulnerable spot in his armour. That is, a FM wearing Plate and Shield can only be "damaged" on a throw of 17, but if you stop and think he is also hit on a throw of 10 (which is the "to hit" number for "no armour or shield") but, in effect, the weapon glances off the armour. (Improvement in defense due to dexterity is represented by the FM advancing a column to the right every three levels.)

Now, as I was saying, this occurred to me while having some Wraiths slug it out with several adventurers. So what occurred to me was this: the life-draining abilities of a Wraith seem to me to be similar to electrical force in nature. Thus any hit on metallic armour would result in life levels being lost, even though such a "hit" would do no damage if conventional weapons had been used. This, of course, must also be extended to other "non-weapon hits" such as corrosive chemicals, electrical discharges, et al, as these items do not rely on a "damage causing hit" to be effective. Thus if a FM or CI in Plate Armour runs across a Rust Monster, he runs a great risk closing for hand-to-hand combat since for 1st level types there is a 50% chance of being hit by said monster. ("To hit" no. for 1st level "no armour" class being 10+ on 20-sided die.)

Miscellaneous Monster of the Month department:

PROWLERS: Hit Dice: 8-12 D8 Armour Class: 1-6 Move: 24"
In Lair: 25% Treasure: H (lair only) # App: 2-6 (fam pack)

These are monsters similar to Terran wolves, but about the size of a lion. As they are the products of a world with 1.5 g pull [Ragnarok in THE SURVIVORS aka SPACE PRISON by Tom Godwin], they have a strength, constitution and dexterity of 9-27 on a Terran-type scale. They are highly intelligent, at least as intelligent as man, but do not have the vocal apparatus necessary for human speech. They may speak amongst themselves and can communicate to a limited extent with mankind by empathy. They are aligned with Neutrality--leaning towards Law (they will often join a Lawful party in an attack on Chaotics.)

In the family pack there will be two adults and 1-4 pups. Any attack on the pups causes both parents to attack with Ferocity (2x to Hit chance, 2x damage) for 2-8 turns. They can be "trained"--but only if treated as a human/intelligent employee (wages, etc. being paid in the form of jewelled collars, metal-plated claws, specially made body armour, etc.)

Attacks: 2-8/claw, 2-20/Bite. May attack 4x per melee round. Due to their increased dexterity, they always get the first blow in on attackers.

Metamorphosis: Alpha

This is a new D&D-style rulebook, covering a more hard sf type role-playing game and, as such, is of interest to those who allow technological items into their Dungeons.

The most interesting part to the DM is the sections on pp. 21-22 re "Item Complexity," "Chance of Injury by Danger Category," and "Danger Category." The first section lists various types of technological items at various levels of complexity and gives a table outlining the chances of any character (at a Medieval or even pre-Medieval level of knowledge) figuring out how to operate them (cross-indexed with "Leadership Potential" or Intelligence). The remaining two sections divide the items into danger categories and give a table to work out the chances of the item injuring self or others every time a character attempts to fathom an item by rolling on the complexity table--so no many of those who have complained about how so and so could know how to operate a laser weapon, etc. can use these tables to make things more realistic/difficult.

Another important section for DMs is "creating non-player creature mutations" on page 19. This gives you the low down on how to take an ordinary animal/plant/insect and take it through several stages of mutation in order to create a totally unique Monster. Thus one can create Triffid-like moving plants that are intelligent and emit harmful radiation--or a Kangaroo with functional arms, a high intelligence and the power to travel in time.

Psionic Powers

I tend to disagree with those who oppose Psionic Powers purely because, as they say, "it allows an FM to have spells"--as this is what, in effect, any magic item an FM possesses does. However, I do believe that Psionic powers should not be easy to gain or to use. My system of Psionic powers is based loosely on Marion Zimmer Bradley's Darkover books: thus Psi powers are on a semi-artifact basis as one must not only have psychic potential but also must possess a "matrix crystal" which is the only thing in the universe which allows a psi to use his powers to affect physical (as opposed to mental) phenomena.

Everyone in Morningstar is considered to have Psychic Potential but those who roll under 50 on the Psychic Potential table (p. 3, EW) are considered to be functionally dead until brought into contact with a "Catalyst Telepath." There is a chance equal to a character's Psychic Potential that he will start the game owning a matrix crystal.

Matrix crystals are the only object that enables a Psi to affect physical phenomena. (One can cause hallucinations, attempt mental attacks, etc. without a matrix crystal), but there are certain disadvantages in their use/possession. The possessor of a Matrix crystal is considered to be keyed to it to such an extent that if it is destroyed, the owner automatically dies (no saving throw, resurrection chances reduced by 50%); even if the crystal is touched by someone else, the owner will suffer damage. If the toucher is unfriendly 2-20 points, neutral 2-12, friendly (but not well-known) 1-8, close friend 1-6, lover 1-2.

For Psionic combat I use the Psionic power calculations and ability use costs from EW with the combat system from Metamorphosis: Alpha (p. 10). The basic difference is that there are only one attack and one defense mode. Both modes cost 10 Psychic Strength points each. I feel this both cranks Psi powers enough and makes combat easy enough to run for most people to be able to include it in their Dungeons.

THE MIDAS TOUCH #2
by Steve Davies

We left Nocturnum, six men on six horses with six mules in tow. Our party was bound for the dungeon Infernum and a treasure rumored to be worth ten million gold pieces. Our journey to the dungeon took two days, and in that time we ran through our last unsuccessful attempt in our minds. We had nearly reached what we thought was the treasure room when we touched a door which teleported us to another area of the fifth level. In our effort to get back to the surface, Koaps our thief was killed, and the rest of the party was grievously injured. We had an unbelievable amount of encounters, and only when we managed to reach the first level did we realize we might have a Jewel of Attacks upon the Owner with us. We finally found that we had two such jewels, so we quickly got rid of them and limped back to town.

But now our group was stronger and wiser, and we felt that nothing could stop us from getting the treasure this time. We had been to the fifth level twice and both times survived. (PERHAPS I should mention that the Dungeon Infernum is roughly twice as hard as the average dungeon, so going to the 10th level of another dungeon was like going to the 5th level of this one.) So we were a confident band of adventurers that was preparing to make ourselves rich. Our group had diverse talents which made us particularly strong.

Our leader was Foss (Foss), a 13th level Patriarch. Foss was the Psionic of our party, and his magical items were particularly strong. He had Armor and Shield +4, Snake Staff, Wings of Flying Boot of Speed, and a Helm of Telepathy. (For a more complete description of the character, see A&E 17.)

The other Patriarch was Drauen, an 11th level Cleric. His clerical spells and his armor class (-13) were his strong points. His magic was also strong. He had Armor and Shield +5, Mace +3, Staff of Striking, Boots of Speed, Boots of Levitation and a Ring of Protection +3. Drauen had not accompanied us on our earlier attempt at the treasure, and his presence greatly raised our hopes.

Mahatasmaman was our 12th level Wizard. His magical spells were strong, and his Robe of Eyes was one of his greatest assets. His magical items besides his Robe were small and few by group standards. Bracers AC2, Ring of Prot. +2, Ring of X-Ray Vision, Boots of Speed, and a Broom of Flying along with various scrolls were his main items.

Koaps was our 10th level Lawful Master Thief. His thieving skills and his magic and fighting ability made him a great asset in our party. His main items were a Dancing Sword, Holy Sword, Crossbow of Speed, Bracers AC 2, Ring of Telekinesis, Ring of Protection +2, Displacer Cloak and various scrolls.

The fifth member of our party was Lord Karelian, an 11th level fighter. His great assets were his strength 18⁰⁰, Armor Class (-14) and his magical items: including a Vorpal Blade, Sword of Cold, Armor and Shield +5, Ring of Prot. +2, Ring of Spell Turning and Boots of Speed.

The sixth member of our party was a hireling, whom we wanted mainly to tend our mules and to help out in a general way.

When we reached the castle ruins by the cliffs of the sea, we decided to get a good sleep and enter the dungeon early in the morning. After posting a watch, we slept through the night and woke with the sun.

After eating, Foss spoke with the horses via one of his spells. He told them they would be left free, but asked them to wait if at all possible for us outside the dungeon. Then we loaded up the mules, and we went down the stairs to the dungeon. We stopped and found the secret door while Mahatasmatan investigated where the rest of the stairs went to. Once we found the door and had put up Continual Light, we looked down to see our Wizard going nowhere on a rotating staircase. We helped him back up, and we entered the door and saw a Balrog thirty feet away! We walked past the painting without batting an eye, and thus we began our adventure, 12 creatures vs. the dungeon.

We proceeded to the right towards the stairs to the second level. We were attacked by some maniacal Lepers, and we killed them off. Drauen cured disease on Kyoaps when he was hit, and then we proceeded on. The inquisitive Mahatasmatan insisted on walking under a ladder in a nearby room and found some gems which he brought back via a dimension door, since he had suddenly grown wary of walking under the ladder again. After this, we proceeded to the stairs. We had no fighting since all the creatures we encountered fled in terror at the sight of our party.

We opened the door from the stairs to the second level, and we saw three Balrogs ten feet away. We proceeded past this painting (sometimes there are probably going to be real balrogs when we open the door), and after going through a few rooms, we reached the stairs leading from the 2nd level to the 4th level. We proceeded down them and entered the fourth level.

Leaving the stairs, we went to the end of the corridor we were in and then turned left. We stopped at the second door we came to and, after listening, we Chimed the door with our Chime of Opening and went in. We saw a room filled with small bottles. One of the 10,000 bottles contained an Efreet.

We took out a map we had that led to a Wish Ring. We saw that we would have to move a few thousand bottles to get to the corner the ring was in. So we X-rayed into the adjoining room to see if we would disturb anything. We saw a Mind Flayer and quickly decided we would not want to fight it. So we decided to use a Scroll with Silence 15' radius on it, because moving the bottles would make a hell of a lot of noise. Once the Silence spell was up, Lord Karellan bulldozed his way to the corner, where he found the ring. We then departed the room with this new treasure in our store.

Reaching the stairs to the fifth level, Lord Karellan came up with the idea of checking for secret compartments in the stairs. So we tapped as we went down the steps and soon we found a hollow step. Kyoaps found a catch and in his excitement he stayed over the stair as he opened the compartment. Only by great dexterity and magical protection did he avoid disaster. He managed to be struck by only two of the nine arrows. While he was being Cured, we found two diamonds in the compartment. Much elated over this addition to our wealth, we proceeded down the stairs and entered the fifth level.

We entered a 35' x 40' room with a fountain in the middle and six doors at various places in the walls. Drauen went into Prayer to ask the Gods which way we should leave the room to reach the treasure room. When he had finished Communing, he told us that we should go out the north door and then turn to the right. So we left to the north and went east down the 10' corridor. As we continued down the corridor, it became searing hot, and each of us took a die of damage from the heat given off by the north wall. This proved too much for our mule-tender and one of our mules; they died from the heat. Drauen's attempts to raise the man failed, so very much grieved he administered the last rites.

And then there were ten.

We took leave of our dead companion and went on. After fifteen feet, we turned souther into a north-south corridor. As we rounded the corner, we were surprised by three Ogre Magi ten feet away. Two threw Cold spells, and Mahatasmalaman was grievously injured and in peril of losing his life when he failed his saving throw. So he dimension-doored into a neighboring room (he didn't know what was in there) and turned invisible. Foss and Kyoaps charged to the attack, and Karellan joined them, taking the now departed wizard's place. After the third cold cone came, part of which was turned by Lord Karellan's Ring, the Ogre Magi were quickly overcome.

One Ogre Mage fled as his companions perished. Before we could pursue, a Fire Elemental suddenly took form and swept after the Ogre Mage. After an unsuccessful chase, the Elemental returned and opened the door to the room Mahatasmalaman was in. The four Rust Monsters in the 15' x 15' room perished quickly, and the Elemental then opened a door to another room and there killed four Shadows. The one that escaped, Lord Karellan slew.

At this point, since there were no more things to kill and his anger was subsiding, Mahatasmalaman bid farewell to the elemental. The party then closed the door to the corridor after bringing the mules in, and Foss and Drauen began to cure people while Kyoaps kept watch.

After a few turns, the door suddenly collapsed, and a Purple Worm began to enter the room. Kyoaps and Drauen moved toward it, while Karellan moved to the adjoining wall where he'd heard a crack. In the next round, the wall to the north of the door collapsed and another Purple Worm began attacking Lord Karellan. A few rounds later, the south wall by the door collapsed and a third worm entered. So Lord Karellan fought his single-handedly, while Kyoaps and Drauen combined on the first, and Mahatasmalaman fired twelve dice cold beams at the last. (If we had been thinking, Foss could have attacked one psionically and probably killed it.) A few rounds after the fighting started, Kyoaps was killed by a ferocious bite.

And then there were nine.

After almost a full turn, Lord Karellan finally slew his Worm, but as he prepared to help Drauen, another appeared where had had just killed his. So after more hectic fighting, the vile creatures were finally slain, but we were now more seriously injured and very fatigued. Since we were no longer in a safe room, we decided to proceed on in spite of our injuries. So we retrieved Kyoaps' body, and Foss read a Raise Dead Fully scroll to revive him.

And then there were ten.

So we cleared a path by the dead monsters and went down the corridor. We came to a door at the end of the corridor. After listening, we Chimed the door and looked in. We saw two Spectres across the room but they were dispelled quickly when Foss exercised his holy powers. We then X-rayed into the next room, while Kyoaps checked for secret doors with his sword. In the next room, we saw Shriekers, so we chose to stay in the room we were and get some rest. At this point, Kyoaps found a secret door with his sword, so we knew that this room was where we wanted to stay. Mahatasmatan Held Portal on the doors, and Kyoaps kept watch.

Three turns later he heard terrible shrieking. As he woke us, three Hell Hounds came through the door. In a heated battle, we killed them off, along with the two others that had follows them in. In the fray, one of our mules passed away.

And then there were nine.

The injuries their fiery breath had inflicted upon us put us close to death. Foss and Drauen began their healing duties, while Karellan and Mahatasmatan slept and Kyoaps kept watch. Seven turns later, Mahatasmatan was awakened and he renewed the Hold Portal spell as he took his watch.

Five turns later, one of our doors shattered. Quickly steeling ourselves for the inevitable, we moved to attack the two Balrogs. Karellan fought one physically, while Foss attacked it psionically, and Drauen and Kyoaps battled the other one. Inflicting tremendous damage with his Sword of Cold, Karellan felled his in three mighty blows. As he moved over to help on the other, Drauen was put to sleep by the Balrog's psionic attack. As Karellan dealt his first blow, he too fell asleep. However, Kyoaps killed the Demon in the next melee round.

Now Foss cured, while Kyoaps and Mahatasmatan waited for their fallen comrades to awaken. Five turns later Drauen awoke and Karellan awoke a turn afterwards.

As we prepared to leave the room, we once again heard shrieking ...along with a chuckle from the DM...just as our other door shattered. Sighing and muttering curses at the DM, we leapt to the attack. Karellan and Kyoaps attacked one Balrog, while Foss killed the other surprised one with a psionic attack. In three melee rounds, Kyoaps and Karellan had dispatched theirs, and we breathed a sigh of relief while the DM muttered curses.

With the terrible shrieking continuing, our floor littered with bodies and both our doors shattered, we limped from the room through the secret door. We went down a corridor and in a corridor opening to our left we saw a gate with DANGER! written on it. We had reached the beginning of the path to the ten million....

to be continued

HOOF AND MOUTH #6

--OR--

--THE TRANS SPATIAL ANARCHY LEARNS TO TYPE--

Brought to you from 11926 1/4 Magnolia Blvd.; North Hollywood Ca.; 91607 for the first time by the not-so-nimble fingers of the DM of Castle Anthrax: Cary Martin. Welcome to this sector of the Multiverse.

A BRIEF NOTE:

For those mental marshmallows out there who wondered about the continuity of my zine in #19, the last two pages were reversed when collated.

FIREBOMBS*FIREBOMBS*FIREBOMBS*FIREBOMBS*FIREBOMBS*FIREBOMBS

Shapero the First: You should print all the stats about your demons; such as the flails, etc. that vanish upon the demise of the demon.

Perrin: Are you telling us that the Mystic is actually supposed to be run? Someone get me my blaster!

Konkin: T'Mera (Centauress/Cleric5), Ellesia (Half-Elf/MU6-T6), and Sussia (Human/Illus4) send greetings and pledges of help to Lynli, Irulan, et al in the fight to stomp out the sexist peril.

Gemignani: There's no such critter as a willing maiden, not for long anyway (though she could use a Ring of Regen).

Blacow: Go ahead and publish the stats to your Valerian. In regard to the various Psi systems that abound: why are you so steadfastly opposed to them?

Shapero the Second: Passes through solid rock? Yawn. Use the Etherealness spell (7 MU) and the See Normal Plane spell (4 MU-- not researched yet).

Levin: Sir, your comments to Kay Jones were overly caustic and totally undeserved. But you cant really be blamed, seeing as you live in Missouri. Probably a dirt farmer too.

Wolkoff: All the vampire need do is wear a medallion that radiates (if that is the right word) clerical Continual Dark.

Holmes: Fire your artist.

Sapienza: I prefer running a split-class Elf. This leads to such wierdos' as Esselar: F4/MU13. He hasn't drawn his sword since he was a F4/MU8, But it's nice to know that it's there if he needs it.

Hollander: Gack! A Lawful DM!?! I'm Chaotic myself. If a party gets out of line, hell, I don't interfere. But if they make any noise (which they most often do) then something will usually wander up looking for a free meal.

All: How about a K.O. table for pacifist characters that don't like to kill?

Spells for sale

BLADE BARRIER: As clerical spell. Level 07 MU. 52k Au

ANTI-PSI SHELL: This spell projects a skin tight field around the caster or whoever the caster desires that stops the passage of any psi or psi-related powers in either direction. Duration: 10 turns. Range: 02". Level 07 MU. 52k Au.

SILENCE II: As the Silence spell listed later except that the silence field radiates 02" from the center of casting (the target). Duration: 08 turns. Range 06". Level 04 MU. 08k Au.

TRANSFER PORTAL: By way of this spell the caster can create a trans-spatial, trans-dimensional transfer point. The transporting can only take place between two fixed transfer portals. Only a MU (or any entity with a key--people desiring a key may contact Morquant) can use a transfer portal. All transfer portals are open to each other (unless locked--see below). The casting of this spell requires five minutes to complete the incantation and inscribe the portal. There is no error factor in transporting, and the portal can be permanized. Duration: 02-05 turns. Level 09 MU. 250k Au.

Spells (con't.)

TRANSFER LOCK: This spell locks a transfer portal (as spell) so that no traffic can enter, but allows all outgoing traffic. Range: Adjacent. Duration: 24 hours. Can be permanized. Level 04 MU. 08k Au.

The preceding spells were researched by Morquant, Lawful MU22.

SILENCE: This spell can be cast on any one entity, and it has the effect of rendering the target totally silent (and as such a spell caster would be unable to cast a spell requiring an uttered incantation). Saving throws apply. Level 02 MU. Duration: 06 turns. Range: 04". 10k Au. Researched by Salor Di Okna, Lawful MU5.

PREDICT WEATHER: As druidic spell. Level 03 MU. 16k Au. Researched by Marina, Lawful MU9.

BOOK 'EM: This spell will effect 3-18 01 h.d. creatures, 2-12 02 h.d. creatures, 1-6 03 h.d. creatures, and one creature of 04 h.d. (creatures are defined as anything affectable by magic). If the target(s) fail their saving throw vs. magic, then they procede by the most direct route to the nearest law enforcement station where they will turn themselves in (and give a full confession). Because lawful entities are used to obeying the established authority they are -01 to save. Conversely, chaotics are +01 to save. If the spell is directed at one entity the save is additional -02. The targets are under the compulsion to turn themselves in for 06 turns. If there are no law enforcement stations known of, then the target(s) will wander off crying in a plaintive voice for a "policeman". Duration 06 turns. Range: 10". Level 03 MU. 08k Au. Researched by Marina, Lawful MU9.

Please indicate the intent to buy a spell by publishing a note in A&E or by mailing a rock, with your name attached, to the address listed at the begining of the zine.

Revised Tracking Table

For Rangers, Scouts, and Fighters that add 10% to their EP requirements

The original tracking table put forth in tSR uses a Constant Competancy Factor, which is unusual in light of the EP/Levels system already in use. Furthermore, Gygax & Co. make no provision for anyone other than Rangers doing any tracking (although in light of the shit published in the Dragon, the tracking oversight is minor indeed). The need had arisen, and thus it was answered by means of the following table.

UNDERGROUND-

Down normal corridor	07%/LVL
Through trap door	05%/LVL
Through normal door	07%/LVL
Up/down chimney	15%/LVL
Through secret doors	06%/LVL

*****All are minus 03%/day old the trail is*****

OVERLAND-

Sand	95%/LVL minus 35%/day old the trail is
Grasslands/Savannah	25%/LVL minus 10%/d.o.t.t.i.
Swamp/Marsh	15%/LVL minus 03%/d.o.t.t.i.
Bare rock	03%/LVL minus 02%/d.o.t.t.i.
Rocky terrain	10%/LVL minus 06%/d.o.t.t.i.
Jungle	20%/LVL minus 03%/d.o.t.t.i.
Forests (dry)	12%/LVL minus 05%/d.o.t.t.i.
Forests (wet)	13%/LVL minus 04%/d.o.t.t.i.
Tundra	95%/LVL minus 03%/d.o.t.t.i. IF THERE HAS BEEN NO SNOW, OTHERWISE minus 75%/d.o.t.t.i.

THIS SPACE FOR LEASE-----WILL SUB_LET.

DUNDRACON II REMARKS

At DDC II I was forced not to allow two characters into the Castle. One was a Mystic (his player complained about the power and abilities of the two Ninja that the party later met). The other was were-unicorn (not that I had anything against the concept, it's just that there was only one virgin in the party).

It also turns out that the S.F. dungeons (thats San Francisco as opposed to Science Fiction) protect the player characters from the wiles of other player characters. Fang and I noticed this when we heard the comments of the other players and the DM after we iced the party leader and ripped off his bag of holding full of goodies (the leader was a Chaotic/Good MU13. Fang was running Graspler, a 12th hobbit thief; and I was running Ethannan, a 7th druid). There were cries of "Foul!", "Chaotic!", "In my dungeon 2-20 angels would appear...", "They should be struck dead...", etc. The DM told us that it didn't happen, and if we wanted to fight a player character we would have to go at it one-on-one in an arena. We declined his generous offer and were booted out of the universe. It left a bad taste in my mouth for the rest of the con. I spent the next few hours trying to find a place to run my 11th level Chaotic Lord so as to work off my ~~anger~~ annoyance, but was unsuccessful.

There were alot of good exchange of ideas during the con, some of which lead to my revising of my melee system. Nicolai and I squared off and exchanged threatening gestures, and Kay lead an expedition down to my first level where they turned back after a fight with a 7th Ogre Magi Monk, only to find out that they had killed all the remaining guards that stood in their way to the biggest treasure on the first level. Their cleric got iced, you see.

Ah well, once more I approach burnout---
Until next month, I leave you to ponder the words of Andre Breton, who said: "The man who cannot visualize a horse galloping on a tomato is an idiot."

TNATIVY - by Lee Gold

Pickens: "Crottled Greeps" is to the tune of "Goober Peas." It is a traditional fannish Horrible Food (once defined as chocolate cake mixed with tomato soup). The original and classic line is: "If you didn't want crottled greeps, why did you order it."

Sitting at the typer on a summer's day,
Staring at the stencil and wond'ring what to say,
Just before I started ideas came in heaps.
I can think of nothing now but eating Crottled Greeps.

Chorus: Greeps, Greeps, Greeps, Greeps, eating Crottled Greeps.
Goodness how delicious, eating Crottled Greeps.

At the last convention on the second day,
I went to the rest'raunt and ordered right away.
Neofen approaching crossed the room in leaps.
They all love to see me eating Crottled Greeps.

Chorus: Greeps, Greeps, Greeps, Greeps, eating Crottled Greeps.
Fannishly nutritious, eating Crottled Greeps.

Trooping through the dungeon where it's dark and cold,
Killing Ghouls and Bandits, eyes alert for gold.
Clerics heal our wounded, Wizards throw their Sleeps.
It's almost as fun as eating Crottled Greeps.

The idea of the song was mine, the first set of verses and choruses are by Ted Johnstone whom I asked to write it, and the last verse is by Jack Harness.

Announcement: I am going back to my original spell point system with an area modification. MU or Cleric or other spellcaster gets Prime Requisite averaged with Constitution number of spell points. A non-combattant spell costs half a spell point, a defensive spell one point, an attacking spell two. Basic cost is multiplied by an area modification. A 10' diameter area (cf. Bless, Haste, et al) costs double; a 20' diameter triple, a 30' diameter quadruple, and larger than that quintuple. Thus the cost of Sleep may depend on how many people you are aiming at. A critical save (20) causes HP loss as per order of spell (fireball 3 points/critical save, Sleep 1 point, etc.)

Levin: Enjoyed Misery Is.

By the way, anyone who wonders why Cheryl Lloyd's notes keep popping up as fillers: It's because she sends me a page of short items to use as fillers when I need to. Any of you out there may do the same. There is no charge for fillers I may publish at my discretion to fill up a short page. On the other hand, fillers do not get you a free copy of that issue, so it all balances out.

Update: The Hannifens have recently moved. Their new phone number is JUG PH 10.

Luca: Somehow Cancel as a 6th level spell seems somewhat gross. How about Temporarily Cancel for 6th level and Cancel for 7th level? And it seems to me that Dedicated Swords when fighting something they were dedicated against would get an easier saving throw.

PrinceCon II Report

This years convention was born when Dave Parker asked who would be tournament director. I had been tournament director at the first convention last year, but I absolutely refused to have the hassle this year. I told Dave I would be willing to do what he had done at the first con, make up and run an event. Other than Dave and myself there was little enthusiasm for a convention, until Tom Gluick agreed to be assistant tournament director. It was this team of Tom and Dave who did the organizational work, with an occasional suggestion from me, that is needed to run any convention.

Due to good publicity, over 60 attended from outside Princeton. They came from all over the East Coast, from New York to Washington. The convention was a rousing success, and Dave and Tom have received much well deserved praise. This team seems willing to put on PrinceCon III next March, but only time will tell for sure.

Last years convention had featured as the contribution of the local GMs, the so-called Super Dungeon. This was a large third level of a dungeon, specifically made up to be run through at the con. Although ideas were taken from individual dungeons, it in no sense represented anyones particular dungeon.

This year we tried something different. Each GM made a small scenario to run at the convention. Some could be termed quests, some could be termed battles, while some allowed the characters to go where they wanted and do what they pleased.

Besides D&D, John Winkler ran several sessions of Bunnies & Burrows, and Adam Gilinsky ran one session of Metamorphosis Alpha.

My convention weekend started on Friday, March 18, with a phone call from Bob West. It seems he wasn't able to finish work on his quest, which he was scheduled to run in 2 hours, at 5:00. I promised him I'd be over at Whig Hall, where the convention was held, by 5:00 in order to give him a copy of my mindungeon "The Magnificent Seven". Bob ran it that night, and I ran it twice later the con; more on that later.

I was scheduled to run "T'Challa vs. Raymond Huge", a battle scenario, at 7:00. In the meantime I greeted many of the people who had come down from New York City. These included Mike Rocamora, Raymond Heuer, Ben Grossman, Robert Sacks, Jeremy Paulson, Greg Costikyan, Evan Jones, and John Boardman. Others of fame included Bob Lipton, Roger Oliver, and Lee Burwasser. (Thus although this was a D&D convention, we had two of the three candidates for president of the International Diplomacy Association in the recent election, as well as many other movers in the recent IDA disputes.)

Well at 7:00 Friday I began to run the battle scenario I'd made up, Huge vs. T'Challa. This was loosely based on an expedition in my dungeon. The way it was set up for the con, the lawful group, led by the wizard T'Challa attempt to get the Nicky-Poo. This small ugly gargolye like figurine of glass, was being defended by the chaotics led by Raymond Huge. The point was an interesting battle between two parties of players.

Each side had interesting magical items to spring surprises on the other with. Also each party was in a different room, so that they each only have limited information. I was assisted in running

the lawful side by first Jim Servey and then Chris Thompson. Paul Anderson helped with the chaotic side. I strongly urge anyone trying to run events in which there are players on more than one side to employ such assistants. They are invaluable.

I'll not go into details, but the battle was pretty even. The lawfuls, played by David Caulton, Neil Schwartz, Joel Elfman, and Peter Alpert, had the upper hand, until they may a fatal error. They failed to cover their rear, and the chaotics played by, Ken Alexander, Greg Davidson, and Robert Goldman gained a total victory.

I was dissapointed that 4 of the players were High School Students from Princeton, they get a chance to run in my regular dungeon. Also the battle took 6 hours rather than the 3 hours I'd hoped for. Also I'd hoped to get some of the people I play with in New York to try their skill against one another. Although this scenario was fun for the players, I'd rate it less than a resounding success.

Well as it was late I headed back to my apartment, along with Bob Sacks who was staying with me for the weekend. Next morning it was up bright and early and over to Whig Hall before 9:00. I kept some of our visitors busy with a game of Nuclear War, before I was off to a visit to the dungeon of Robert Clifford.

Robert, who came up from Alexandria VA, is a contirbutor to A&E. I only played for one hour in his dungeon so I'm unable to make any definitive comments. He did strike me as tremendously well organized. He had a deck of cards from which he picked wandering monsters. He had a box full of scrolls, which we picked out of when two scrolls were found. From my brief view, I want to see more.

After only an hour of play, I was needed to help Mark Cribbs run his scenario. He had three sides, all played by groups of players in seperate rooms. Thus he needed three assistants. Both the chaotics and lawfuls were attempting to reach a mountain defended by the neutrals. Once there they were to attempt to get an orb out safely and back home. The lawfuls and chaotics came from oppositesides, and the neutral side was to attempt to have them cause troubles for each other, so that the neutrals could clean up. I assisted the chaotic group from 10:30 to about 1:00, when Chris Thompson took over the job. From what I later heard, the neutrals did not have enough experience in playing. They completely blew it. The chaotics, who'd been playing cleverly (among them Lew Wolkoff) while I was there GMing, beat the lawfuls in a rousing battle.

Well after some lunch, I relaxed and talked to various people. I was scheduled to run my minidungeon at 4:30 but 6 of the 7 players were still finishing off Bob West's quest. They had gotten bogged down. Bob later admitted that he had been too ambitious; his quest needed more work and needed to be shortened. Tom Gluick had a similar experience when he ran his quest, the first and only time. There is a lesson there for all of us. These things need careful play-testing. Also when running for players not used to your style, do not put in many puzzles perse, let the players show there cleverness in a more free wheeling manner. Also assume that nayhting will take about twice the time you think it should.

So I started my Magnificent Seven, minidungeon about 4:45. The way it was set up, the players pick a character from a list of 15. They are all 7th level, but of different classes and each has a different magical item. Then the group of 7 characters explores a

7th level of a dungeon. The object is the usual one of trying to get out the most treasure, both monetary and magical, with the fewest casualties. As with all the scenarios, which were part of the tournament, there was a score assigned between 0 and 1000 to the players.

John Corradin played Tom the fighter, Josh Eisenburg played Harry the ranger, Tom Filmore played Bombur the Dwarf fighter, Bob Stribula played Gygax the MU, Matt Ostrowski played Blume the MU, Mark Tanen played Aaron the cleric, and Tim Welsh played Hecko the hobbit thief. Picking characters and getting set up took about a half hour. We broke for supper before heading down. This gave the players from Bob West's disaster to get all their gripes out of there system.

Upon our return we had an excellent expedition. The players were inventive and there were no arguments among either the players or with the GM. The players teamwork was rewarded later with an award. Also they scored 917 out of 1000 in spite of Bombur's death. Rarely have a GMed a session where both I and the players had such a good time.

One interesting point, was the rolling of combat. In Princeton and New York we generally have the GM roll all combat in secret. The players here were used to rolling their own rolls on combat. I agreed to this, and I was pleasantly surprised at the relatively small delays this caused. I rolled all of the enemies combat in secret, as well as all saving throws. I will still roll all combat in secret in my dungeon. This will allow secrets, such as bracers of defense, protection rings, magical swords, the enemies level, to be kept from the players, when their characters would have no such knowledge.

I didn't get a chance to play in John Corradin's dungeon, as he was full. Instead I showed some people how to play the game "1812". It's a simple fast wargame put out by a Canadian company.

After Tom and I got the tournament results tabulated, it was back to my place. Bob Sacks had been playing some Russian Civil War. However, earlier he had been playing a great deal of Bunnies and Burrows. From what I've seen of the game, it is fun for a change, but lacks the staying power of D&D.

Next morning, bright and early at 10:30 I again ran my minidungeon. This time the seven players were David Schwartz who played Tom the fighter, Peter Cerrato played Harry the ranger, James Cerrato played Bombur the dwarf fighter, James Peterson played Glorfindel the elf fighter, O.D. Williams played Gygax the MU, Cary Gister played Aaron the cleric, and John Morrison played Joshua the cleric. This group was not pulling together, as well as the group on Saturday, including a break for lunch, they played until about 3:00. They added up with a score of 833 out of 1000 in spite of no casualties. This compared with 618 for the group Bob ran through on Friday, and 917 for the group I ran through on Saturday.

I had lunch with the brothers Cerrato. During an interesting discussion, I came up with two items which are strictly a joke. I usually do not publish magical items here, however, these are not the sort of thing I publish in my zine, the QOG.

Hoola Hoop of Invisibility: In order to remain invisible one must be actively hoola hooping with it.

Can't you picture the fun as someone tries to hoola hoop his way behind the enemy. Now if you are a really cruel DM, you could have the hoola hoop contain BBs, so that it makes noise as it is used,

thus creating a need for the YoYo of Silence: which of course only works while you are actively yoyo-ing. Can't you picture your thief (of 18 dexterity) hoola hoop-ing and yoyo-ing his way behind the enemy.

Getting back to my story, it was now time for the awards ceremony, the fine conclusion to a fine convention. The awards were as follows:

Best Player: John Corradin

Best Visiting GM: Dale Conklin

Most Cooperative Party: Tim Welsh, Bob Stribula, Josh Eisen burg, Matt Ostrowski, Tom Filmore, Mark Tanen, (And John Corradin, but only one to a customer.)

Best Winner: Ken Alexander

Best Loser: Neil Schwartz

Most Ridiculous Play: Mike Rocamora (for throwing a Power Word Stun at a squarrel, and then telekinesis-ing it to death.)

Silliest World: Greg Costikyan

Sir Robin. Gallantry Award: Robert Goldman (for cowardice)

Most Arcuementitive Player: Brian Gister

Best Bunny: Robert Sacks (in Bunnies & Burrows)

Best Characterization: Dave Parker (playing of a cumb dwarf)

Best Assistant: Chris Thompson (for helping to run the convention)

Dale Conklin, Steven Tihor and Dave Parker all ran their tournament events, which were enjoyed by the players.

There wer a few negative comments. A few people thought there was too much emphasis on waldernesses in the scenarios run at the convention. Others wanted more scenarios where the players had more freedom of choice. Finally some thought there were not enough cases were an individual could get a better score than the others in his party. I plead guilty to only the last, as far as my own scenarios are concerned.

In my own dungeon there are many possibilities to do better at other party members expense. However, when I run a one time event things are different. First usually most of the players do not know one another, and may never meet again. Part of the conventions purpose is to allow people to meet one another. This is difficult if your thinking about how to screw the other guys character. Secondly, unlike a continuing campaign, there is no way to get revenge in a one shot event. Finally, many of the hassles are removed for the GM; he already has enough trouble dealing with a bunch a strangers, who are unfamiliar with his style of GMing.

On Fireballs: Pettus and Blacow have convinced me that Gygax intended for fireballs to give half damage if saving throws are made, rather than no damage. However, I will still continue to run it in my world that you'll take no damage. (Another advantage of running a closed world, is that no one should object.)

On Critical Hits: I believe in a symetry principle, what is good for one side, is good enough for the other. Thus if the players characters can inflict critical hits, then so can the monsters. Assuming you do run it in this symmetric manner, then I'm able to have a rational discussion with you. I do not use critical hits, since I feel they tend to screw the high level fighters. Perhaps more on this next time.

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The View from Seadie's See

by Jeff Pimper, 347 Michell St., Livermore, CA 94550 415: 455-6333.
typed by Lee "nimble fingers" Gold, who works too cheap

Since this is my first contribution to A&E, I suppose I should introduce myself. I am a computer scientist (their title, not mine) at Lawrence Livermore Lab and a graduate student at the UC Davis campus there on the Lab grounds. I collect wargames and I run a mail order wargame and wargame supply business. (more about this later; plug). I'm the one who is automating "All the Worlds' Monsters" with Steve Perrin.

Livermore is a vast wasteland for wargames in general and D&D in particular, so I spend a good deal of time in solo gaming and studying D&D with the aid of the computers at the Lab (4 CDC7600s and 2 STARS for those of you who are interested in such things). I hope to use this zine as a forum for the exchange of computerized D&D information, techniques and ideas.

The first item I'd like to share is my D&D combat matrix using percentile dice. I used to be a 2D10 combat resolver, but I found the probability distribution favors high level men and monsters too much, especially when they have magical weapons and armor. I then switched to 1D20 which at least gives the lower levels a chance. And since most of my characters are low level, I found the uniform distribution gave them a much better chance at survival. After using the 1D20 system for a while, I came to the conclusion that I didn't like the mumps and skips in the combat matrix as it stood.

What was so magical about the leap from 3rd to 4th level that made a fighter a better hitter (by 10%)? Even stranger was that a 1st and 5th level mage were exactly the same as fighters, but a 6th was 10% better. So what I wanted was a matrix that showed a small improvement for each level instead of a series of jumps every three, four or five levels. To do this, I did a linear regression fit on the matrix for fighters, mages and clerics and then fed the numbers I got to my handy-dandy 7600. The result is the enclosed combat matrix which uses percentages. I play that, regardless of level, there is always a chance to hit and a chance to miss, so % or under is always a hit and over 95% is always a miss.

To use my matrix, first cross reference the attacker's level (or hit dice) with the defender's armor class. The number you get is the base hit probability. Add to this five times any plusses or minuses the attacker has for hits, subtract five times any plusses or minuses the defender has to his armor class. Finally, add in any plusses or minuses the attacker has to his hit dice. In my dungeon the number is never lower than five nor greater than 95. For example:

Wilson the troll (6D8+3) with a +2 club attacks Firefly, my female fighter. She is AC2 with a +1 Ring of Protection. 6HD cross referenced with AC2 on the monster matrix gives a base number 47%. Plus 5X +2 for the club minus 5X +1 for the ring is $47+10-5 = 52\%$. Wilson is 6D8+3 so the final number is $52+3 = 55\%$.

This may seem complicated at first, but for each of your characters and monsters, on their character sheets, you can include a table of hit probabilities for each weapon they carry. Figure it out once and you need never do it again. Remember a +1 hit is the same as a -1

added to the defender's armor class. For Firely, the table is:

Weapon/	AC 9	8	7	6	5	4	3	2	1	0	-1	-2	-3
Sword +3,+1	80	70	65	60	55	50	40	30	25	20	15	10	05

I use the greyhawk system which gives swords +1 against AC9, -1 for AC3 and -2 for AC2 and beyond. No matter what system you use or what matrix, if you add such a table to each character sheet, you will find that it does speed up combat resolution a good deal.

Next issue: Combat rank, or why Orcus is a level 160 monster.

As I said before, I have a mail order wargame supply. I have sent Lee copies of my licenses. For the next two months after this issue of A&E comes out, I am offering Dave Hargrave's Arduin Grimoire for \$7.25. It sold at DunDraCon for \$7.50 and retails in stores for \$9.50. Also Archive miniatures "White Bear & Red Moon" and Fantasy series figures at 20% off, sold singly or in sets. I can provide TSR, SPI, Avalon Hill, Zocchi dice, and other manufacturers' products at my usual discount of 10%. Every month there will be something else at a special price (like Petal Throne for \$19, D&D for \$8, the supplements for #4, "Starship Troopers" for \$8). Send a Self-Addressed Stamped Envelope for my lists of games and figures. And on any purchase, if you mention A&E, I will pay the sales tax.

Comments:

Steve Perrin: Firefly was not chagrined when she couldn't pick up the Flaming Sword; she was downright pissed off. In fact, she tried to fight Ari for it, but her sword wouldn't let her. She did get a big piece of Salamander skin, tho, which she will have made into fire-resistant gloves and, if there is enough, incorporate into the front of her surcoat.//DunDraCon was great! Someone even had a catered dungeon. Next year will be bigger and better.

Lee: a two-handed sword in a dungeon is not swung as much as it is used for thrusting and short slashes. In a 3' corridor, a sword & shield are almost useless because they get in each other's way, while a 2-hander slips right in. In most of the 2-hander fights I've seen in the SCA, there really isn't much swinging of the sword. Mainly thrust and parry with short jabbing slashes. Two sword and shield men backed up with a two-hander seem to be an almost unbeatable combination. Unfortunately, the D&D combat system does not have provisions for this type of co-ordination.

Wayne Shaw: Temporalana was great fun. On our way out at the time door, we (as D&D characters) saw ourselves (as players) sitting around a table playing D&D. Wayne said that the previous night one of the D&D characters killed him (the real Wayne) with a poisoned arrow. He didn't say how he handled the situation, but it does present an interesting situation. Steve Perrin mentioned that we saw Dr. Doom. We also saw Altair IV (the forbidden planet), a few other Marvel characters, and some other worlds.

For you Bolo tank fans, Metagaming has a new game out called "Ogre," about a sentient tank which must destroy a command post protected by more conventional forces. It is a pretty good and fast game. \$2.95 at your local wargame store or \$2.50 if you get it from me.

1 FIGHTING-MEN													MONSTERS																
LEV	AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	HD	AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1	AC	51	46	41	36	31	26	21	16	11	6	1	5	5	1	AC	62	57	52	47	42	37	32	27	22	17	12	7	5
2	55	50	45	40	35	30	25	20	15	10	5	0	5	5	2	66	61	56	51	46	41	36	31	26	21	16	11	6	5
3	59	54	49	44	39	34	29	24	19	14	9	4	5	5	3	70	65	60	55	50	45	40	35	30	25	20	15	10	5
4	63	58	53	48	43	38	33	28	23	18	13	8	5	5	4	74	69	64	59	54	49	44	39	34	29	24	19	14	9
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20	99	94	89	84	79	74	69	64	59	54	49	44	39	11	20	138	133	128	123	118	113	108	103	98	93	88	83	78	73

CLERICS AND THIEVES

MAGIC-USERS

LEV	AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	LEV	AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
1	AC	51	46	41	36	31	26	21	16	11	6	1	5	5	1	AC	51	46	41	36	31	26	21	16	11	6	1	5	5
2	54	49	44	39	34	29	24	19	14	9	4	0	5	5	2	55	50	45	40	35	30	25	20	15	10	5	0	5	5
3	57	52	47	42	37	32	27	22	17	12	7	2	5	5	3	56	51	46	41	36	31	26	21	16	11	6	1	5	5
4	60	55	50	45	40	35	30	25	20	15	10	5	5	5	4	57	52	47	42	37	32	27	22	17	12	7	2	5	5
5	63	58	53	48	43	38	33	28	23	18	13	8	5	5	5	58	53	48	43	38	33	28	23	18	13	8	3	5	5
6	66	61	56	51	46	41	36	31	26	21	16	11	5	5	6	59	54	49	44	39	34	29	24	19	14	9	5	5	5
7	68	63	58	53	48	43	38	33	28	23	18	13	5	5	7	60	55	50	45	40	35	30	25	20	15	10	5	5	5
8	71	66	61	56	51	46	41	36	31	26	21	16	5	5	8	61	56	51	46	41	36	31	26	21	16	11	5	5	5
9	74	69	64	59	54	49	44	39	34	29	24	19	5	5	9	62	57	52	47	42	37	32	27	22	17	12	5	5	5
10	77	72	67	62	57	52	47	42	37	32	27	22	5	5	10	63	58	53	48	43	38	33	28	23	18	13	5	5	5
11	80	75	70	65	60	55	50	45	40	35	30	25	5	5	11	64	59	54	49	44	39	34	29	24	19	14	5	5	5
12	83	78	73	68	63	58	53	48	43	38	33	28	5	5	12	65	60	55	50	45	40	35	30	25	20	15	5	5	5
13	86	81	76	71	66	61	56	51	46	41	36	31	5	5	13	66	61	56	51	46	41	36	31	26	21	16	5	5	5
14	88	83	78	73	68	63	58	53	48	43	38	33	5	5	14	67	62	57	52	47	42	37	32	27	22	17	5	5	5
15	91	86	81	76	71	66	61	56	51	46	41	36	5	5	15	68	63	58	53	48	43	38	33	28	23	18	5	5	5
16	94	89	84	79	74	69	64	59	54	49	44	39	5	5	16	69	64	59	54	49	44	39	34	29	24	19	5	5	5
17	95	90	85	80	75	70	65	60	55	50	45	40	5	5	17	70	65	60	55	50	45	40	35	30	25	20	5	5	5
18	95	90	85	80	75	70	65	60	55	50	45	40	5	5	18	71	66	61	56	51	46	41	36	31	26	21	5	5	5
19	95	90	85	80	75	70	65	60	55	50	45	40	5	5	19	72	67	62	57	52	47	42	37	32	27	22	5	5	5
20	95	90	85	80	75	70	65	60	55	50	45	40	5	5	20	73	68	63	58	53	48	43	38	33	28	23	5	5	5

CROSS REFERENCE ATTACKER'S LEVEL OR HD WITH DEFENDER'S AC. ADD 5*(A-D) WHERE 'A' IS ANY ADDS OR SUBTRACTS ATTACKER HAS AND 'D' IS THE DEFENDER'S. FOR MONSTERS, ADD ANY HIT-DICE CHANGES TO TOTAL (I. E. 6D6+2, ADD 2, 1D8-1, SUBTRACT 1).

THE RESULT IS THE PROBABILITY OF GETTING A HIT.

THE LOST MASK #10 A selftyped zine that is being typed early for a change. The author of this work may be reached at: Stewart Levin, 1140 S. Mason Rd., St. Louis MO, 63131.

A few comments;

BRIAN LANE: Please write up some of your adventures. As to your doubts about Koryack killing/wiping out Sukestro, it has a good chance of succeeding when you have a sea invasion of ~~xxx~~ Sukestro's country and a few chaotic sorcerers just dying to take a shot at the well-known impotent sorcerer, Theleb K8aarna. The sea invasion was Lemnos's Idea!

Kay Jones: Agreed. No feud. Hmmm, some of your view are interesting, care to share a few letters?

TIM KASK: Good defense of your beliefs. You have every reason to asnarl too, for if you banned every idea/revelation from The Dragon, (that was different from your own) the dragon would be a short, one-page thing.

RICHARD SCHALL: Repeat that in english, please?

BILL SELIGMAN: Laughable and enjoyable. You have earned a letter. Enclosed in the letter will be around 20 or 30 titles for you to use. I am forgiving you now so you are off in your prediction. FORGIVING!! I mean apologising. You-rippa-does indeed!!

KEN PICK: Fluffykins? I'm still laughing over that one. See! Nicolai shapero DOES have a sense of humor.

NICOLAI SHAPERO: I will submit some material to your (shudder) APA. If you will take it, (And if I have the time....

Pete Cerrato: Information on campain should be to you by now. I am not, repeat not, NOT, (hold your breath and count to ten, stu) GOING TO COMMENT ON YOUR BROTHERS CONTRIBUITION!!!!

CHARLIE LUCE: See the flaming griffin. See it fly. See the flaming griffin not learn his lesson. Watch him stamp his feet. Hold his breath till he turns blue. Too bad the flaming griffin cannot hold his temper. CRASHHHHHHHH goes the griffin.

WAYNE SHAW: A what if song for you.

What if all lawful wizard were three feet tall,

Boy would they ever have a ball.

Using their spell, CONJURE CIGAR, to such an extent,
That a fairy's princesses wings would get all bent.

Each wizard with a Luger up his sleeve

I believe; his skull I soon would cleave.

He would be sitting in each inn and bar,

And his name, Avatar.

Lovely film, that. For those who would like to no what the heck I am talking about, see the new film, WIZARDS, and may you find PEACE! Wayne I hope you caught that last one.

Steve Brown-Your writup is excellant! Who was the person playing Djar?

MARTIN FLEISCHMANN: My Golem monster has been the first golem so introduced in the last two or three copies of A&E.

To whom wants to know, that I in persuing my interest of D&D have entered a fencing class. Although it is not exactly a two handed sword, the foil, epee, and saber are fun to use and if you arn't careful, You can really get hurt, even if you have pads and such.

Judge this for yourself.

I rode into town that night, my saddlebags bumping against my wearied horses' sides. It had been a long and tiring ride and all I wanted was a hot meal and warm bed.

As I rode, my mind picked up superficial facts that I did not see, rotting garbage piles, vermin in the streets, the street urchins running alongside me, hoping for a copper or two. Tired of their senseless chatter, I clapped my hand to my swordhilt and they scatter. Immediately a change came over the townspeople that up to now I had ignored. A sullen hatred was spawning, although I had done nothing. Perplexed, I rode on, hoping that nothing would come of it.

No such luck, though. A silent, menacing throng followed me though the streets, parting in front to let me pass but then closing behind me with the finality of death.

My horse whinnied softly and I comforted him. "Come on old friend, don't worry, nothing will happen to you, I swear it."

Suddenly, in front of me there is an disturbance, a disreputable type of man is whipping a gaunt, half starved dog for some offence. Angered at this and forgetting the crowd, I reined in Starfire and called to him. "Ho there! Why are you hurting that animal? Stop at once, lest you feel the flat of my blade." My voice echos ~~xxxxx~~ errily from around the buildings before the stranger replies. "And what business be it yours? A man can whip any thing that is his be it wife, child, or MAN!" With that he flicked his whip toward me and dragged me off my horse as a lion captures a road runner. I hit the hard earth, already weakened from my long trip and this fall not doing me much good. Starfire was whinnying and reared, causing the peasants to give way. Again the whip touched me and left pain. My anger coming to a boil, I try to raise myself off the ground but the whip tightens around my neck and the man flips me backwards, crashing into the remains of a fountain. As I fought my way free of the scummy, dank water, hoots of laughter came from the peasants, obviously they are enjoying this. The man spake, "Well now, my proud knight, just who are you to think that you can order others around without their leave?" I make no answer, but Drawing Stell, my sword, and Fire, my main gauche (I think I spelled that right-SL) I approached him:

He seemed nonplussed at my not answering him but he boomed, "Know then unnamed one, that you fight Whipsclaw, king of whipsmen."

Whipsclaw! I had heard of him! He was rumored to be half oger ~~ax~~ and half man, and was certainly the best whipsman around. But I did not care. For 'twas I not Ice? Killer of the Gorgon? I had no time to think other thoughts but was surprised to find my left arm encircled by his whip. I was almost pulled off my feet again but with a swift movement, I brought Stell up and over, slicing the whip end off. Almost immediately I was jerked off my feet by his whip. Again? He surely was a master!

The battle raged on, I losing Fire to his whip and nearly losing Stell when he entwined his damned whip around Stell's grip, smarting my hand so that I left out a groan.

His laughter echoed as he said, "So, you have a tongue after all? Well this will be your last except for your death scream as it will come soon."

I had had just about enough of him so I answered, "Whipsclaw! Your death scream will be heard, not mine! For be it known to you that you fight ICE!"

LOST MASK 3

Whipsclaw only laughed, "So Ice, we meet again! Yes you won't remember me but your friend Paul might, or shall I say your recently deceased friend, Paul, didn't you ever think it queer that he was strangled so strangely? As if he was hanged? My good whip here did it and now it thirsts for you!"

Rage filled me and then left leaving a deadly coldness that I am named for. Wasting no time with idle talk, I whirled my sword up into an arc. The whip lashed around my middle and as I planned, it brought me to withing a few feet of Whipsclaw. I brought Stelli down and it sliced the whip off a few inches from the handle. Angered at my success, Whipsclaw uncoiled his other weapon for which he was named, his arm was muscle bulging, but a curious freak of nature had caused the bones in his left arm to mold into a giant claw that he kept razor sharp and it was rumored that he could cut down an ancient tree with but one swipe. ~~Startled~~ Startled by this change of weaponry, I was forced back into the crowd. Trying to get both out of our weapons way a old man blundered into Whipsclaw's Claw and had his head shorn from his body. "A close haircut indeed thought I". And I continued to fight him. I found myself up against a post and that claw came whistling ~~through~~ through the air, aimed at my precious cranium. I ducked, hoping that like I saw in the movies, his claw would get stuck in the wood and I could finish him with a simple gut thrust.

No such luck. He SPLIT the post in two and came back with a balustrade septime that almost punctured my kidneys!

(Sorry about the terminology, but I have to show off my fencing knowledge)

He began working me back toward the fountain, I giving ground too fast for my liking. Suddenly, there the wall of the fountain was against my calf. As he drew back his claw-arm for a stroke that would put me in the fountain and then finish me off. I jumped into the fountain and somehow maintained my balance. His claw missed by a good two feet and I impaled ~~xx~~ him on the sword that I got from Paul's dead body, the one that was magical. (the sword is magical) My sword was torn from my grasp and still the dirty begger came on. (Withdraw the word "begger" and put "s.o.b.") In my haste to get out of his way, I stumbled over the remains of a statue in the midst of the fountain and fell.

In his eager ness to reach me, he died, only a few feet from me. The glare of hate in his eyes changed into a glaze as he said, "So Ice, you have triumphed over me, but I will wait for you in hell!" He croaked then, and as I pulled out my sword, I looked at the peasants.

Ugly mob, them. It looked like I was going to have another battle but (the author wouldn't stand for it) they stayed silent as I rode on my way to his house, collected his treasure and went on my way. They were strange peasants, a few years later I went back and they had put up an statue of me, right in the same fountain ~~xxxxxx~~ where I had killed him. It was of me, standing upright with him, his claw broken and his whip sheared kneeling at ~~his~~ feet.

Very Strange people . my

* * * * *

Glad that is finished .

On this next page, will contain a new monster or two, or three.

THE MONSTER OF THE ISSUE!

Whipsclaw's RELATIVES

These people were descendants of whipsclaw and of course had the same generic traits born into them, namely, a proficiency for whips and a huge claw instead of an left hand.

Hit dice: variable
Armor class: VARIABLE
WEAPONDRY:

Monster level: 1st though 6th.
Appear- 1-4
Attacks-2

(1) Whip, with this they are able to do 1D6 damage per hit. to find out where they hit, roll a D6, 1 means head, 2 neck, 3&4 torso, 5 left arm, 6 right arm, 7 right leg, 8 left leg. If hit is on an arm or leg, the victim must roll less than his dexterity - the level of the whipsclaw relative. The same for neck hit but must roll less than strength - level of whipsclaw relative. All this rolling is for, if you are hit in an arm or leg, you will be dragged off your feet unless you roll right. For the neck hit, unless you roll under, you are strangled. (50% chance unconscious; 50% chance dead)

2. CLAW. This claw does 1D10 damage per hit.

These two weapons can be used in concert, the whip pulling you off your feet and the claw hitting you when you are down. Or secretly, two claws or two whip attacks. They can be of any level. They always have an 18 strength and 15+ dexterity. They have D8 hit die. (Use a die 8 when using hit dice.)

WHIPSCLAW RELATIVES AS PLAYER CHARACTERS.

Experience as 2 x fighters, 4,000 for 2nd level..etc...

Qualities as the above monsters

Requirements and restrictions.

1. Must have 18 strength and 15+ dexterity.

2. Highly chaotic, travels only with a chaotic group; all chaotic no neutrals or lawfuls.

3. Has a permanent geas (no wishes or such work) to kill all the paladins, rangers and other such "goody-goody types"

4. Females are his specialty. (Fillets them) YOU WILL NEVER FIND A FEMALE RELATIVE OF WHIPSCLAW! They do not have the attributes of whipsclaw but are born and are like ~~whipsclaw~~; dull, drab, and pretty ugly. ~~whipsclaw~~. Non-adventurous women, Konkin.

5. Cannot use a shield AND a whip at the same time.

6. Can use anything fighters can use, except magical and unmagical weapons that requires two hands to use. This includes staves. (rod of lordly might etc.)

8. Can only be fighters.

And Yet Another Hit Location system.....

Since I usually have 5-8 players at a time and do not have a computer and I like realism, I have come up with an system that does NOT take too much time to do, there are no percentiles to figure out, no consulting a piece of paper for percentiles of hits.

It is very simple, when you are rolling the die to see if he or she hit, roll a D8 at the same time, 1 for head, 2 for right arm, 3 for left arm, 4&5 for the body, 6 for left leg, 7 for right foot. 8 means nothing, roll again. Now the distribution of pts, If you have an character Francis the Gay, who has 6 hit pts, this means in order to chop off his arm, he has to take 6 hit pts in the arm, for a leg the same, the head, body, all the same. If leg or arm chopped off, 1D4 pts off everything in body. If arm is brought to 0, it is useless, if it is beyond zero, it is chopped off. If head or chest minus pts -1,-2 etc, character dead.

KIREL'S MIRROR #10
Kay Jones 5103 Chesley Ave., LA, CA 90043

Intended for A&E # 21 (does this mean D&D has come of age?)
*****miscellaneous mutterings*****

TIM KASK: Disregarding the validity of your objections, you seem to have missed something. While your article makes repeated mention of the strength limitations of Lakofka's system these, unnecessary as they may be, are not the major objection to it, as you seem to assume("I will even agree that it is sexist and puts women down in that it makes them physically weaker.[underlines mine]). The major fault of the system is rather that of substituting "beauty" (appearance) for "charisma" (leadership attractiveness) along with the addition of a sort of charm person ability. Thus, in the Lakofka system a woman may seduce a man but may never lead him, something which I'm sure would have startled Joan of Arc, Queen Elizabeth, or Catherine of Russia, to name a few. You had a section in that issue for the ultimate silly character classes - I suspect Lakofka's article may have belonged there...

HOWARD MAHLER: Having seen them in action at DunDraCon II, I find 2-handed swords do not require nearly the room people are assuming. Certainly it is a versatile weapon and perfectly usable in a 10' corridor without the need to stand slantwise - in fact the SCA demonstration showed how one could be used in a 5' one! Damage modifications might be in order depending on how the thing is used, but the space requirements as given seem to be unjustified.

BILL SELIGMAN:AA
RR
GG
HH
!!
(keep 'em coming)

MARGARET GEMIGNANI: Thanks for advising that nixie with the permanent raincloud to come out here. It rained for almost 2 days (yeah!), then stopped. *sigh* // Er...Nicolai never objected to the Holy Halberd as an artifact, as far as I can see. What he objected to was that, judging from your description in your zine, you had apparently invented the thing, and then decided that since you wanted one you would assign one to your characters without getting it from another GM or a dungeon. Do you allow people to bring an artifact into your dungeon merely because "I decided that I wanted one, so I wrote it on my character sheet"? // I also hope I can make SunCon, as I want to meet you and those other Eastern A&E people who I only know through your zines. And it's always fun to try out new dungeons. I'll be sure to introduce you to Nicolai; I suspect you two keep misinterpreting each other in print.

ROBERT SACKS: I don't know about you, but I was talking about the Anderson elves of Broken Sword and Three Hearts and Three Lions. The "elves" of "The Queen of Air and Darkness" were a different sort of entities entirely, being a neutral (perhaps lawful) saurian race using illusion to reclaim their homeworld from human invaders.// So that's what "tree" alignment is.

LEE: I personally consider "Invisibility" to be a special form of illusion in which the minds of others are fooled into thinking nothing is there. Attack by the invisible individual strains this illusion to the breaking point, hence the inability to attack while invisible. Agreed - true physical invisibility implies blindness due to the workings of the optical apparatus.

BILL PALEY: When last seen, Frank Gasperik was lurking at the LASFS clubhouse. Your question has been forwarded and I gather that you may expect REMARKS.

NICOLAI "LIGHT HORSE" SHAPERO: Do you realize that your chart gives a 29% chance of coming back as a horse? No wonder we get so many of them! AND you give over 40% chance of coming back as something normally well below human intelligence. Fun's fun, but that's overdoing it!

DEFINITELY JAMES CERRATO: re question 6) Despite Dick Eney's Courtesan class, charisma and physical attractiveness really haven't all that much to do with one another. Charisma being a matter of the ability to gather a following and to lead them (although a good Wisdom would be required to do it properly) is an obvious paladin trait.

ROBERT HOLLANDER: to Glenn: We might add to the Equal Opinion Heresy the "Opinions are not equal, therefore mine is ALWAYS superior" Heresy...

STEWART LEVIN: Apology accepted. Peace?// Misery Is. Ain't it the truth!// CLODS, DEMICLODS and SHAPEROS? Priceless!!!// Thanks for the Sandoff Taser letter. I had it wrong too.

JIM ECKMAN: Not sure I agree with all your prayer times, but I like the concept and will use it. Your suggestions tend to be of a high quality. Thanks.

CHARLIE LUCE: Did you HAVE to suggest Green Lantern Corps rings *shudder* to Wayne...//On life level drains - if you treat them as strictly energy level drains, then you are right in having the loss not pass through reincarnation. If you treat them as I do (involving a sort of permanent amnesia and thus being experience level drains) my statement stands. // Thanks for DMing the Ja'ala test run. My report should be in either this or (more probably) the next A&E. // I've seen WIZARDS. Except for a lamentable run of the "cutes", it's most enjoyable.

JIM THOMAS: YOU'RE READABLE! Congratulations! //After nearly getting killed on a quest set by the TimeGod in payment for a favor from him/her/it, I can't see Ja'ala getting involved with any god, even Endisho! [She's not always chaotic/good, by the way, it's just that she was feeling rather friendly that day.]

STEVE PERRIN: Thanks. I've currently devised sufficient background to start revisions on the Ja'ala story, so we'll see...

KEN PICK: That spontaneous activation of Temporalana's defenses wouldn't have anything to do with a certain argument between Khronal and an orbital base would it.....?

MARTIN FLEISCHMANN: re your essay. Just what specifically are you complaining about? It would seem fairly obvious that high powered technology should be treated like high powered magic - rare, and highly difficult to steal from it's owners. Offhand, a first or second leveler with a needler rifle seems about as likely as one with a Staff of Wizardry. Certainly it's as unlikely to find anybody supplying an entire army with techno equipment as it would be to find them supplying their entire force with Rods of Lordly Might! You fail to make coherent sense, I'm afraid. // To Nicolai: Blink dogs, nothing. Thanks to his reincarnation chart there are so many unfortunates who came back as horses that I'm threatening to organize an all-horse expedition next time I'm in the Bay Area! // Golem suggestion opens all sorts of intriguing ideas for melee...

*****whew!*****

AND NOW FOR A REPLY to the Multiverse Post Office...

Dear Willis;

Interesting postal service you have there - would you believe they delivered your letter to me in the shower? Came out soggy, but readable. You have my sympathy. One great advantage of being a were-wolverine is that you don't have to hold a pen in your paw. (There's also less problem with finding female companionship.) I've been having much fun of late since I met a party who'd encountered a chaotic were-wolverine (not one of MY relatives!) who sold me his set of were-wolverine sized boots of Haste. With holes for the claws, of course!

Good luck on regaining your magic use - do you still have that staff? We must get together for an expedition some time; I haven't eaten a Rust Monster in months. We recently acquired a bard named Valinde the Singer. Personally, I consider him the embodiment of the "Sleep" spell, but most of the local ladies seem to like him.

Lenla finally finished that stone golem and it is once more possible to breathe around here. That's about it for news around here.

Cheers,
Alfric

The following is by way of being a DunDraCon II report. I'm still not entirely satisfied with it but I'm tired of fighting with the thing. YOU HAVE BEEN WARNED.....

Lenla du Finagle dumped the final handfull of herbs into the cauldron and glanced over at the Manual of Stone Golems propped up on a stand nearby. "Thrice let it swirl, then rest upon the flames until the sun has traveled from the height of it's arc into the shades of the mountains." it said. Stir three times and let simmer for 6 hours, she translated mentally and poked up the fire a bit, murmuring a charm to keep it burning at an even heat. The author of this thing seemed overly enamoured of poetic language, she considered for the nth time, although even he/she/it had been unable to find a polite euphemism for orc dung. She shuddered. Anybody who would put orc dung in a spell recipe... Oh, well, that was all that could be done for the rest of the day since after the simmering it had to be cooled "by the light of the full moon" until dawn before the gell could be applied to the forming

golem. She glanced over at Don Pedro, the focus of all this activity. Whatever possessed me to start work on that thing, she wondered. Still, he'd make an excellent castle guard when much of the household was away. And it did seem a shame once having acquired a Manual of Stone Golems not to make use of it. She started for the stairs, changed her mind and, uttering a quick spell flew out the window of the tower.

About half an hour later she reached her goal. Back in the mountains, a small stream dove down into a tiny glen with a musical splash. Kept brilliantly green by the spray and nearly inaccessible to anyone incapable of flight, the glen provided a restful contrast to the rather smoky stench of the tower. Lenla flew down past the waterfall, only to spot another figure resting about one inch above the rather damp moss. "Kirel!", she said startledly as she came in for a landing. "What are you doing here?"

The figure, a grey cald woman of indeterminate age and long red hair, looked up. "Hi, Lenla. How goes the Stone Golem?"

"It's coming along. Although I may have to research "Dispel Odor" afterwards to keep the tower livable." Lenla made a face.

Kirel laughed. "And people wonder why sorcerors build towers. Imagine what it would be like if you had to work in the basement! My sympathies." she paused, continued. "Well, if you want the truth, I'm hiding from my constituents. The Roost has been in an uproar for the past few weeks and I figured I could use a break. The Guardians know where I am if an emergency comes up."

"Just what is going on out there, anyway?" Lenla inquired. "We've been hearing the strangest things - Guardians appearing in person at the Gates, parties coming back dripping wet or almost incoherent with shock, the Windhaven portal shut down... The rumors have been incredible!"

Kirel sighed. "Well, I guess I might as well tell you. If the Guardians don't like it that's their problem." She extended one hand and a tall, crinkled silver glass of lemonade appeared in it. "Want one?", she inquired.

"Yes, thanks." said Lenla.

It appeared. Taking a sip from hers, Kirel began. "It started with that Temporalana business. Hear about it?"

"Yes. Kala was on the expedition involved and she told me about it at great length. I gather the Temporalana time gate got stuck in StormGate's universe long enough for the Altani to find it. Something about Khroddl, Demon of Time/Space versus an orbital fort." she chuckled. "Considering the timing, I suspect it may have something to do with the Guardians' closing off of the areas involved."

Kirel continued. "Well, about a week after that little mixup, a small party came into the Roost's first level, including a Priest of Galzar from Windhaven who apparently got in via the

Crimson Gateway. Even the Guardians didn't dare try to shut THAT down!"

"They didn't stay on the first level very long before they found the only jump door on the level and got sent down to the second. Remember that film festival the cinema students were running down there? Well, the party found the room and that Priest thought the charging soldiers on the screen were real and attacked. One swipe with the flail and he ripped the screen in half!" She laughed. "I don't know who was more startled - the projectionist and audience, or the Priest. He was just standing there, staring and muttering to himself when Fredregar the Bold-remember him? Three feet tall with nerve enough for six - walked up to him and asked 'Why did you do that?' in his most innocent tone of voice."

"They followed that up by springing a trap set by a couple of Arcane Studies majors a room or so further over, so that one of the party was geased to repeat "That's what you get for being middle class!" for ten minutes. Right through a fight with a batch of six-legged reptilian horrors who were half teeth. I'm still trying to find out where they came from. Zarth the Unspeakable thinks they were brought in by those transfer students from Berkeley."

"Somehow, I wouldn't be surprised." Lenla observed.

"They'd just finished that fight," continued Kirel, "when that baby vatch from room 23 dropped in to join the fun. And in an effort to get rid of the pesky critter, that Priest of Galzar suggested it go bother the Altani Embassy in Hellsgate! As if the Embassy didn't have enough problems already. I can't help wondering what poor Galzar did to deserve that guy."

"Did the vatch do it?" Lenla inquired, fascinated.

"Ever know a vatch to pass up a chance to make trouble?" Kirel replied. "I'll get to that in a bit. Having found out they were on the second level from the vatch, they topped off the trip by fighting a roomfull of off-duty chaotic guards, and arguing mightily over what to do with the four survivors, who'd succumbed to a sleep spell. It was quite an argument; had the vatch, myself, Zarth, half the Miskatonic Magic students within wizard eye range AND the Guardian on duty watching by the time they'd finished. The decision was to tie them up and leave one dagger where one of them could reach it. So the member of the party who'd been most vociferous against letting Chaotics live stayed behind long enough to kill all four of them. When the rest of the party found out, they promptly hurried out of the dungeon without him, Holding doors behind them!"

"The left-behind member promptly took a weapon out of his backpack and started up corridor B. He'd brought in a Temporalana antimatter pistol! How he got it through the Gates I'll never know. I had to set up a 60 foot radius warning announcer to keep people out of range in case he fired it. And considering the route he took it was pure luck he didn't meet up with the rest of the party. I didn't dare teleport him to the surface - if he'd fired the thing by reflex he'd have probably punched

right through to the vacuum! Fortunately, he found his own way out eventually."

"And what about the vatch?"

"I'm getting to that. A week later, substantially the same party, minus the Priest and some others, and plus a couple of people came in again, this time to the second level. They started by opening a door sealed by a very old personal lock and releasing the most awful stench from some decomposing orcs. Every black pudding, carrion crawler and ochre jelly within 90 yards converged on the spot, while the ventilation system came on full blast! They followed that up by becoming the second expedition in history to find, and trigger the Royal Flush. Washed right up to the surface!"

"So that's why they came back to the inn dripping wet! The town is still laughing over that one. I can see why they refused to explain!" Lenla chuckled.

"It was after they'd changed, dried off, and come back in that the real fun started. They'd just finished fighting a lot of ghouls and excavating their treasure, when something outside the room's only door started burning through it. One elf dove into the 15 foot pit entrance to the ghouls' exit tunnel - I'm not even sure where it goes, while the student mage hid in the treasure hole, just as the door fell inwards and a vulpine individual with an energy weapon in one hand and an angry glare in her eyes stepped through the smoking doorway to inquire 'Who is responsible for this travesty'? That accursed vatch had decided to double the confusion by kidnapping the Altani Ambassador to Hellsgate and dumping her on the second level of the Roost via the Egger Route! "

Lenla shuddered. "The Route's bad enough when you've been warned. And with the Altani hair-trigger temper..."

"Exactly. Unfortunately, one party member who'd been down with the last one made the fatal mistake of remembering that Priest sending the vatch to Hellsgate. And as Altani are not only telepathic, but go in heavily for guilt by association, she promptly started slinging powered shuraken at the poor guy. Sliced him in half, practically! His companion tried to attack and promptly met the same fate. As she was still furious and showing signs of starting in on the rest of the party I decided things had gone far enough and remote teleported the lot of them up to the surface, thus shaking up the Ambassador to the point where she stopped attacking and wavered over to the Gates, plaintively asking the Guardian on duty to send her home. Which he did. Her home. Han in the far future, instead of contemporary Hellsgate. What the Altani will make of that one I have no idea." she shuddered.

"I gather that was the party that came wandering through half in shock?" Lenla observed.

"Right. Can you blame them? The Guardians were sufficiently upset by all this to start a permanent anti-vatch guard around the Roost that should keep out all but the largest of the pesky

things , but there is now a Gate contact point on Han which, deactivated or not the Altani are liable to spot any time now, especially after that ambassador tells her story, and Hellsgate is going to be alive with vatches, which suggests the Gates will be out of service in that area for a long time yet, neatly cutting out half our trade... You wouldn't happen to know a good Control Vatch spell, would you?"

"Not offhand." Lenla replied.

"Didn't think so."

A shower of bright sparkles coalesced into a small sphere of light over the waterfall. "Kirel?" inquired a silvery voice from the sphere. "Sorry to bother you, but the Altani.."

"Never mind", said Kirel, "I'm coming." She said a few words and vanished.

Lenla looked up at the sky, in which the sun had moved appreciably. "May as well check the fire.", she murmured, and vanished also. Unconcerned, the waterfall continued murmuring, or was it chuckling?, to itself.

END

SPELL DEPARTMENT

Lady Lianors d'Finagle has a 2nd level spell for sale - WISDOM I. This increases, for purposes of wisdom roll ONLY, wisdom by 2 D4 for eight game hours. Cost - 8,000 gp or will trade for interesting 2nd level spell. Spell may not be sold or traded by the purchaser.

Those of you out there who know Alfric will understand the purpose of that one.....

SOME MONSTERS -

LESSER VAMPIRE BATS - 1 HD, AC:7, move 3/18, Dex 12+D6, 30% in lair - 10 - 100 present, 30% chance of treasure type C, if wandering appear in groups of 2 - 20 and have no treasure. They attack and save as 2 die monsters, and appear as medium sized red-brown bats.

GREATER VAMPIRE BATS - 2 HD, AC:6, 3/24, Dex 16+D4, 30% in lair where they appear in groups of 10 - 100 and have 50% chance of treasure type C, if wandering appear in groups of 2 - 20 and have no treasure. Attack and defend as 4 die monsters. Appear as large (3' wingspan) red-brown bats.

Both types are found in dungeons, caves and the like, or in the wilderness at night. Echo location perception gives them the equivalent of a Robe of Eyes for detecting invisible, hidden etc.

Steve Perrin - if you're still collecting monsters for "All The World's..." you may use these.

THE WORD FROM 5000 FEET

by Eric Baines, 305 Memorial Dr. 312 D, Cambridge, MA 02139

Government of the Northland

This government is a monarchy with Lord Eric as the absolute ruler. Lord Eric attempted to create a government which is fair and just to all men using magic to maintain this ideal. The people with magic items for maintaining the government are the King (lord ERIC), three regents, 30 judges, 30 jailrs and 300 constables. Each of them have magic items which help them do their job more efficiently and put an obligation on them to see that they are doing their job right.

King

The King holds four magic items: The Royal Ring, the Royal Gown, The Staff of the Northland, and the Royal Throne. The Royal Ring is carved from a single ruby. Its face is the royal seal, since its design will remain in glow red lines on any surface it is pressed on. The design on the ring containe the faces of the hundred dragons Lord ERIC killed. (It is rumored that the souls of these dragons are imprisoned in the ring, and that Lord ERIC can summon them forth to do his bidding.) The Ring has protection +3, X-ray Vision, Djinn Summoning, the Power of Judgment and the Power of Truth. The Power of Judgment allows the user to put a judgment on an individual and the judgment will come true. The Power of Truth allows the user to determine the truth or falsity of any statements made in his presence. The power of Judgment is usable only by Lord Eric and will disappear from the ring when Lord Eric dies.

The Royal Crown is made of mithril with six points each topped with a diamond and a large ruby in the forehead position, The crown has powers equivalent to a Rod of Rulership and can put an antimagic shell around the wearer.

Staff of the Northland: looks like an ordinary staff of polished oak except that it is 7' long (Eric's height). It has powers equal to a Rod of Lordly Might and the power of the Law. The power of the Law allows the user to change the written laws of the Northland. These laws are written in a magic book and are in general expected to be obeyed within the Northland. (Hidden in a secret compartment are a Ring of Invisibility and a Ring of Flying.)

The Royal Throne is carved from a single star sapphire. It has the power of sight which allows the user to see and hear anything that is happening or has happened within the Northland. The power of the throne can be used only by Lord ERIC.

Regents

The three regents are elected by the citizens of the Northland with the king having veto power. EACH regent holds three magic items: a REgency Ring, a Staff of Regency and a SEat of Authority. The Regency Ring is carved from a diamond and is a plain band. It gives its wearer the powers of judgment and truth, but requires that all his judgments be fair and unbiased and that he speak only the truth (to the best of his knowledge). A regent who makes an unfair judgment will die within a day. The Staff of Regency looks like an ordinary

staff of polished ash, but it will adjust its size to that of its holder. The staff has a limited power of law. It takes two regents to make a change in the law, and the King can cancel any change made by the regents. The Seat of Authority is an ordinary-looking chair of oak with the head of a dragon carved on the back. The seat gives the user limited power of sight. The images and sound projected must be onto a wall and all persons viewed must be present and give their approval (unless dead). The seat of authority requires that a regent spend his time trying to improve the Law.

Judges

Judges are elected by the citizens of a district with a regent having veto power. Judges have a magic ring which gives them the power of truth but requires them to only speak the truth and to spend their time judging the cases brought before them.

Jailers

Jailers are appointed by judges. Each wears a magic ring which causes the jailer to suffer twice as much as any prisoner suffers due to his actions (or lack of actions). Most of the prisoners are people being held before trial. Few people are imprisoned for their crimes. The general punishments are slavery, death, amputation of the offending part of the body and banishment...in that order.

Constables

Constables are elected by the citizens of a district with a judge having veto power. Constables have a magic ring which gives them the ability to use the following powers from each sunrise to sunrise: invisibility three times, charm person three times, ethereal once, Giant Strength once, speed three times, and fly three times. The ring requires the constable to apprehend any violators of the Law (they are given perfect knowledge of the Law) and bring them before the judge. A constable can speak only the truth and can receive no earnings except his salary.

Comments

Glenn Blacow: Lord Eric is not preparing Cyril as his successor. He does grant favors to relatives. (The first favor is generally unlimited with all other favors limited to information.) As for greedy paladins, it's more a matter of what is done with money rather than the amount. As for the two wizards, their lack of sanity makes them useful but dangerous guests. Once they summoned a Demon, and Lord Eric was forced to kill it, getting badly chewed up into pieces.

Margaret Gemignani: The turkey god only pays 99¢/pound.

Lee Gold: Lord ERIC retired from character play and became a part of my world at about 8th level. The wizards bit is a little too powerful, and I will probably have them killed off.

Phillip McGregor: If you can come up with a better price listing for castle building than in d&D, it could prove useful.

NOTES FOR THE UNDERGROUND #16
a semiregular publication of Stormgate Enterprises
by Nicolai Shapero, 225 Creekside Dr., Palo Alto, CA 94306,
(415) 494-3732. Do not call before 6 PM or after 10 PM weekdays.
Typed by the wonderful, kind and beautiful Lee Gold.

Life has been a bit hectic around the old software factory of late. We just finished an 18K Assembly Language package--a demo for our new system (fast, dirty and big)--and I've just been handed the task of designing the resident software (roughly 2K) for our great and wonderful microprocessor system. Add to this the time spent looking for an apartment, playing D&D, trying to write for three apas and create a fourth. And the result is minus time. (Yes, Lee, I know you work much harder, just putting out a single issue of A&E--but I'm not used to this kind of project list!) Anyway, all this is in explanation of the lack of DunDraCon report for this issue. Hopefully, I'll get off my duff and write up the tale of the shenanigans in Rbbber's Roost before my scribbled notes become too cryptic.

Anyway, on to something for the ego-scanners....

Brian Lane: Yes, Lee's ideas on aging are needful if one has such toys appearing in one's campaign. However, through one thing and another, I have never rolled up an aging device, and none of my traps do such things. So naturally I failed to consider such a possibility. Never said I was infallible.//Glad you liked the Demons. More to come sometime soon.

Hartley Patterson: Yes, there is a ridiculous space requirement --6' on either side--for a two-handed sword. Unfortunately that rules requirement bears very little resemblance to reality. A fighter can fight in a 5' wide corridor with a two-handed sword--and have room left over. Just requires a bit of skill. (This last bit of information courtesy of Steve Henderson, Steve Perrin and other courteous and kindly SCAers in the neighborhood.)

Jeffrey May: Yes, the fighter drops from AC2 to AC3. But that usually doesn't make all that much difference in the amount of damage he expects to receive from the monster. On the other hand, as I pointed out, switching to a two-handed sword can drastically increase the amount of damage he can expect to do to the monster/melee round. You pay your money, and you take your chances.

Kay Jones: Yes, but looking at number 20, it seems as though no one took offense at that verse. Other than Charlie, of course, who wanted to avoid a fight at all costs. Sigh.

Jim Bolton: Well, anytime you're up in the Bay area, give me a ring. Stormgate is usually ready for running Friday nights and Saturday days.//Maybe some time soon I'll have a chance to run in Earth's End.

Chris Pettus: Huh? Cryptic comment time.

Howard Mahler: See my comment to Hartley Patterson (above) on two-handed swords and space requirements.

SEKIII: What more can I say than "wonderful, keep up the marvelous work"?

EARTH'S END #4 by Jim Bolton, PO Box 3185, Fullerton, CA 92634 All views are strictly those of this writer, and he will be held responsible for all statements.

I guess I will get the comments for #20 out of the way, before I move into other areas. So, on with the show.....

LEE GOLD-----It sounds reasonable to have the player roll the percentage of the remaining hit points he has to continue fighting. At DunDraCon Nicolai was using a system that had something to do with the amount of damage taken; this determined (if I recall) if the character was knocked down or back. I believe it involved a die roll of some sort. Are you familiar with it?--I will ask him if he could write it up.

BRIAN LANE-----I agree on your thoughts on PF in most respects. I would not allow the plus 1-6 for having experienced a PF before, unless it was based on the intelligence of the character. Thus the intelligent and very intelligent character would get the pluses. Also please tell me how the character takes physical damage from PF, if you believe that PF only does mental damage.

JEFFREY MAY-----In a way your right about not assigning Gods hit points or AC, but I believe that in the D&D context, nothing should be unkillable. This helps add dimension to the game. Imagine the thrill of killing a god. Of course most gods are very powerful. I use some things from GD&H, but I double the given hit points, which then become hit dice, and these automatically become an 8 on a D8. Thus a 200 hit point god becomes a 3200 hit point god. Now killing him would be a job, but also would be a challenge.

KAY JONES-----Enjoyed the Melniboneans, but even in a 4way split I don't believe they would ALWAYS be Chaotic.

HOWARD MAHLER-----I'm not really clear on your thoughts on allowing characters in from other worlds, but.....My only statement is that as a DM, anyone has the right not to allow in a character or a particular magical item. I prefer not to allow the magic item. If the universe cannot handle the magic, then speak up. I have never found a player who has objected to me not letting in an item. I just think it is highly unfair to punish people who might not run with a specific group all the time. If you were to attend a con here in LA and wanted to run two of your characters.....would it be fair to you, if I said "no way, you are going to have to roll up new characters." This would make me highly unreasonable. An alternative is to have two dungeons, one for your own private group and one for open play. Also pertaining to people who use Haste.....why not run some of your monsters under Haste (affecting both movement and attacks) and see how they scream, but it does tend to bring such people into line, and therefore they might not use Haste so often.

BILL PALEY-----Hopefully we will have discussed the Search and Destroy mission to be run at GLASC at the SFHFC over Easter weekend. If not I will contact you by the end of April.

MARGARET GEMIGNANI-----BLUSH.....STUTTER.....PUTTER.....how I do love compliments. See #22 for Sister Brothers. Sorry I couldn't make it to Suncon, maybe next year.

NICOLAI SHAPERO-----I've seen several reincarnation tables, and I know you have published specs for some, as per advancement, etc. I would like to get a complete list and would be willing to pay for it. Any chance of that? Also at DunDraCon you were using a system based on the damage that a character had sustained in battle. I believe it determined if the character was knocked down/back etc. and a die roll was needed. I would like to know if you could publish this in A&E or if not could you drop me a line giving me the needed info. Also would like to know if I could submit an article now and then to the upcoming "The Lords of Chaos."

JIM ECKMAN-----I would like to see D&D convert to the constitution equals number of hit dice as in MA. Each character would then roll his hit points once, using D4, D6 or D8 as per its class. This number of hit points would then be constant throughout the life/level of the character. I have never understood the idea of gaining hit points as a character moves up in levels.

CHARLIE LUCE-----Harrekki are interesting, but I was wondering if they ~~were~~ were immune to sleep spells. If not then I would probably start there hit dice out at 2, 3, 4, etc. Also VISIONS my Illusionist pays the 20,000 GP to obtain SELF-BLANK.

STEVE PERRIN-----How about dropping me a line with your phone number. I usually make it to SF about once every six to eight weeks and would like to give you a call ahead of time to possibly arrange for some D&D or conversation. I would have enjoyed talking a little longer to you at DDC, but then we all were rather busy.

SAMUEL KONKIN III-----Demons, Demon Princes and Princesses of Law were well done as usual. Keep up the very good work.

CHERYL LLOYD-----Would like to see more writeups of your Guild system. Moondaughters' Guild was very interesting. Also concerning Helms. Most that I have seen are made of metal, but there is no reason that you could not convert it into say a medal or necklace. By this I mean if you want to make a modification to the magic list. I am in no way saying that if you have a "Helm of Reading Languages" that you could convert it into a medal or necklace.

MARTIN FLEISCHMANN-----I don't know if Wayne will comment on your "Essay On Futuristic Weapons" but I feel that I must. Your thoughts on "an idiot running around with a needler rifle with spare ammo raking in EP's and treasure like most people rake in leaves in autumn" is not so well thought out. No doubt you haven't played in a universe where techno and medieval weapons are well balanced. If you had you would have seen that they are compatible. And even if it was a strict D&D universe the needler is not out of line. No doubt you picked the needler because of the no saving throw. Let us consider the above idiot coming upon a 4th level fighter with 16 HP. True he might get the first shot off and possibly take down the fighter, but what if he doesn't. They are now in close melee and it is VERY hard to fire a rifle when you have someone beating your head in with a sword. Or what if he hits a wandering party.....he gets a shot off and a mage blows him away with a fireball. Is a needler worse than a Cleric who uses full Finger of Death? Techno weapons are logical in some worlds, but all powerful they are not.

TIM KASK-----I agree with most of what was stated in your letter to Mr. Konkin, but I do have to disagree on certain things. First of all, you have stated at times to express caution in adopting things from THE DRAGON, but as I have seen in many parts of this country, most people take what is printed in THE DRAGON as the one true word. Therefore I would like to see a disclaimer on any column that pertains to D&D to the effect that THE DRAGON does not believe that the following article is a true addition to the rules as set forth by Gary Gygax and TSR. This might possibly solve the problem. I just feel that the statement should be made above every article pertaining to D&D.

As an example I was sorry to see the "Wizard Research Rules" printed in THE DRAGON Vol. 1, No. 5. I would not have minded so much if a disclaimer had been printed before the article began. Instead it was stated in part: "The following rules are designed to supplement the research rules found in Men & Magic at 6-7 and THE DRAGON, Vol. 1, No. 2 at 29." To most people and especially new players to D&D this meant that it was to be added to the D&D rules. I firmly believe that Gary Gygax did not intend this to be, though I could be wrong. As much as I disagree with the article I can see where Mr. Goforth had a good idea. The whole point is that I believe that it is the duty of the DRAGON to make some sort of a statement on articles such as this. I hope you do agree and that in the future it will become standard policy. You also will receive a letter from me with the hope that it will be published in THE DRAGON concerning the above.

Well now that I have that off my mind I guess I will move on to some other topics. Might as well start off with Plate Armor & Shield. According to the books leather armor is 250, chain is 500 and plate is 750 GP in weight. The shield is 150 GP in weight, and a helmet is 50 GP. One of my complaints is that I have seen characters with a strength of 9 running around in plate, shield and helmet. I strongly disagree with this. I think that some limit should be put on just what strength a character needs to run around in the above. Therefore I offer the following table and hope I don't hear to many complaints.

<u>STRENGTH</u>	<u>TYPE OF ARMOR CAPABLE OF BEING WORN</u>
3-7	Leather armor only, nothing else
8-10	Leather or chain, but no shield or helmet
11-12	Leather, chain and shield, but no helmet
13-15	Leather, chain, plate and shield and helmet
16-18plus	Leather, chain, plate, shield and helmet

***as you will notice strength 13-18plus is the same. I made a mistake in the typing and did not want to retype it. Lazy I am.....

I know this probably won't make that much difference with most fighters, but with clerics, especially where they are allowed to wear plate armor it might make a difference. Also I have seen the use of scale-plate and used as AC 2. This I feel is not a correct AC for scale-plate. If scale-plate is to be used as AC 2, then let us move plate armor to AC 0. Actually I feel that the whole alternative attack matrix as far as armor class and 20-sided die score to hit should be changed, but again I run into the problem with weather it would be used in the right way. Basicly it comes down to the subject of scale-plate and the argument that it has the same armor class as full platemail. I say that it doesn't, but I would like to hear arguments from those of you out there who are familiar with the capabilities of scale versus plate. I will listen.....

On a recent trip into Earth's End, the party ran across a couple of the monsters that inhabit the wilderness. So I will publish two of these at this time.

DEATHBRINGER-----ALIGNMENT: 50% Neutral and 50% Chaotic
ARMOR CLASS: 2 MOVE: 12/48"
HIT DICE: 10-20 DEXTERITY: 13-18
APPEARING: usually 1 % IN LAIR: 25%
TREASURE TYPE: 'A' land times 2
APPEARING IN LAIR: 1-4

Attacks: 5 attacks with claws doing 3-24 per claw or may fight with 5 two-handed weapons, one in each hand or may fight with 5 different weapons. There is a 50% chance per hand that the weapon is magical.

Description: a brown winged biped with a two foot long tail and large teeth. It has two eyes on the top of its head. These are on three inch stalks. They allow the creature to see in all directions. It has five arms, two on each side and a fifth that protruds from its mid-section. It is capable of controlling weather, mind blank, detecting invisible. It can also throw a Haste Spell on itself once per day, as well as throwing a Death Spell that affects 2-16 creatures with 14 hit dice or less in an area 6x6" with a range of 12", once per day (save vs. death). It can also throw a Sleep spell and a Slow spell once per day. It has a strength of 18 plus percentile roll for each arm. The hands have retractable claws that retract into the ends of the fingers. It is highly intelligent with a normal intelligence of 12 plus a D6.

The following name was taken from "The Witches Of Karres" and using the description given the creature was created.

BLACK BOLLEMS-----ALIGNMENT: 50% Neutral and 50% Hungray (sp.)
ARMOR CLASS: 0 MOVE: 9/27" charging
HIT DICE: 10-15, but smaller types could be 5
DEXTERITY: 9 # APPEARING: 1-20
TREASURE TYPE AND % IN LAIR: none, but the black ivory tusks are worth 2,000 GP each.

Attacks: two tusks doing 3-18 each, two feet doing 3-18 each and one bite doing 3-12 each. Usually when charging they only attack with the tusks. Once in close they can either use the two tusks and two feet or bite.

Description: they have the bodies of a mastodon and stand 14 to 25 feet tall at the shoulder. Their head is in the form of a huge crocodile. They have two huge tusks that are slightly curved upward, and are made of black ivory. They have a hairless black shiny hide. It is a carnivore and 50% of the time it will do its best to kill an entire party. It is not very intelligent, but most assuredly, once it attacks it will fight to the death.

A few times during trips taken in Earth's End parties have run across at one time or another two people. One was a man with gold skin who called himself "The Great One," and also a woman who has never given her name. They both have stated that they came from the planet "TARA." The following begins a story that forms the background

of these two, the planet "TARA" and why they have appeared on Earth's End. The following may not be reprinted without the written permission of Jim Bolton and Lee Gold.

The sky was a bright purple and seemed to undulate with the same basic pattern as always. It made the blue moss covered ground look as if it were moving in all directions at once. The trees that spread for miles were gnarled and grotesque, but their multi-colored leaves with the deep reds, yellows, oranges, browns and greens added a touch of beauty to them. The gentle breeze moved them ever so slowly and made the scene and one's thought that of tranquility. She loved this place so. It was sad that the whole planet could not be like this. The breeze suddenly carried a sweet smell upon its airy wings. She became alert. Somewhere, far back in her mind, she had once captured the delightful and refreshing fragrance. How long ago had it been? One hundred years? Five hundred years? Possibly, but there was no time to waste trying to remember when. Those days were gone, forever. It was time to work on the problem at hand. Time to return home and at that instant she was home.

Standing in the room with its hexagonal shaped walls and pearly color, and the furnishings of a typical mutot. How she hated looking at those plastic black pearl seats and table. Not even a lamp to break the monotony. They had taken those so long ago and replaced them with that damn wall photon light. The only things that made it look any different were the mementos of her past adventures on Tera. Hanging from one wall was the encased santaur, which she had found on her first trip into the Forest of Nasul. It was still alive and would always be, unless someday she decided to set it free. On the table, in another round sphere was the xtandal that she had captured on a hunt with her family. She had taken herself and her father awarded it to her as proof of her abilities as a hunter. Maybe she would let it them all go before she left, but she must get ready. Moving to a wall she palmed the area and a screen appeared. She watched as it rotated the full three hundred and sixty degrees. Seeing nothing she punched in the anti-eliminator and knew that they could not find her for now.

As she proceeded to the bedroom she couldn't help thinking how lonely it was living fifty feet below ground and knowing no one could find her. She was lucky though; she had one friend, Mudar who liked calling himself the great one. Of course, he was older and wiser and had seen many changes come to Tara, as well as his many travels to other worlds, but she was equal to him in any fight. Yes, it would be nice to have him along on the search.

As she entered the bedroom she slipped out of her tunic and gazed at herself in the mirrored walls. How strong and lithe of a body she had. She could hold her own with most men in hand to hand fighting, and yet her body was still seductive and charming. How many times it had helped her out of trouble, and no doubt sometime soon she would have to use it again.

She moved toward the red square that hung about three feet off the floor. As she sat down, it moved her upward and forward. A clear sheet came down around her, the purple liquid began its gentle rainfall from the ceiling and the three mechanical arms began to bathe her. The mind drifted again, with the relaxing feeling of being suspended in air and receiving this attention. Of course, it would have been better if Torlan ~~***~~ were here, but he had died by the hands of the Mirror Lords. There had been no need of Torlan in that foolish

raiding party. How foolish they had been to think that they could capture Merchan the High and by using him hope to end the kill raids on the Terans. Of course Torlan had always been stubborn and would never listen to her, but she knew he would never return. Somehow he must have blocked his mind against the probes of the Lords or else he died at once; for they never came for her. After he didn't come back, Mudar had felt it was best for her to move into the mutot. He said she would be safe here, and as usual he was right, but she knew he would become extremely angry if he found out she had been to the surface. To hell with him, he could go suck on a clade thorn and go insane. She was tired of living in this damn box and watching the Teran scenery on that worthless viewer.

The liquid stopped, arms retracted and orange heat lights came on. In seconds, they were off and she was dry and back in the bedroom. She pulled out a fresh tunic, studied it closely and decided it would do. Moving out to the main room and proceeding to the opposite door. It slid silently open, she moved to the card file, selected a card and slipped it into the slot. Seconds later appearing before her ** were several packets of powder and two vials of purple liquid. She mixed the packets and the liquid and then drank them. This stuff is horrible. To taste the freshness of castan and losmar; to be able to taste a succulent forgon fruit; to be able to chew on a freshly fried sotath steak; someday it would be.....but when.....soon now.

As she entered the main room the photon light was now blinking a frantic, pulsating red. She hurried to the viewer and watched. It had keyed in on the intruder and with its telescopic lens had brought him into view. No need to fire the absinthe darts for it was only Mudar. She dropped the anti-eliminator, linked with his mind, he was there with her and the shield was on again.

"Well I see you are not ready to go," he said as he appeared next to her. "We must hurry as I want to reach the traverser as soon as possible. I want to explore the new world and see if someone there may help us with our problem. So gather up what you wish to take with you, and be quick," he stated with that authoritative tone in his voice.

With her face in a slight smirk, she thought how stupid he was to be using his voice. Why bother it was a senseless waste of time.

"It is not stupid my dear Launis and you should try it more often as it does no harm when we are alone. There is no one here to catch you speaking. You have such a sweet and melodic voice, that you most certainly use at times of great danger. Why not when we are alone?"

She ignored his comments and softly moved back to the bedroom. She gathered up the Cyclades Trident, Quadjind with its glowing green emerald, the Pyramid of Bios, the Band of Mort, the Belt of Aegis and a few other things. She placed them in her backpack as well as the two weapons that Torlan had given her and taught her to use. They were the only things that were not keyed on her aura. The rest had been given to her upon completion of the bese that all Terans had to finish. The ones that made it were alive, the ones that didn't, well, she never did see them again. As she turned to leave the room, Mudar entered.

"My dear, we must be going. We cannot waste another moment. The journey to the traverser is short, but dangerous, and I am anxious to commence."

Again she disregarded him. Moved to the viewer and checked the area above ground. Nothing. She dropped the shield, set the disk bomb locked minds with Mudar. I am ready she thought. and they were gone.

A Bit of Baloney from Beyond Babel
a heat-hunting bit of affronting grunting punted by
Alex Melnick, who resides at
1636 Franklin, in the
City of Santa Monica, State of California, 90404
Phone: (213) 828-6670

This is my premier (and probably penultimate) paper to be published in print. I won't wantonly waste away weeks with well-worn but all the while witty words. Instead I will start to specify the statements that must be said:

Marvelous Monsters:

Centipedes (Scolopendra Grandus): # appearing: 20-200. Move: 6.
AC: 8. Hits: 1 point. Treasure: 1-6 jewels. % in lair: 20%.

These 3' long insects are very weak when taken individually, for they only deliver one hit. But taken in large numbers (2-20 is a typical set of wandering monsters), they can be quite dangerous. They almost killed Chris Pettus' half-elf Fighter-Mage-Cleric Elladan. You only get 2 EP for killing one, if you use Greyhawk. They are unintelligent.

Censi: # appearing: see below. Move: 15/45. AC: 12. Treasure: 0.
% in lair: 0.

Censi (1 Censi, 2 Censi) will rarely, if ever appear in their true form. Rather, they will appear to be of the same sex, race, alignment and number as the party encountered. (e.g. if the party is five men, two women and three female duck-billed platypi, the Censi encountered will appear to be five men, two women and three female duck-billed platypi.)

Censi will not attack physically, preferring instead to drive their victims insane. Their favorite tactic is to present themselves as "census takers" and ask umpteen million questions; name, rank, serial number, alignment, race, class, home address (and zip code), friends, children, and anything else the DM can think of. (For suggestions, see The Phantom Tollbooth's "senses taker." Any similarity is purely inherent.)

The victim must make a saving throw or else be driven mad. Against the basic attack, the saving throw is 20 minus Intelligence of Victim, but the saving throw goes up one every round. Meanwhile, if the victim makes her/his/its saving throw vs. phantasm (subtract five from the die roll), he/she/it realizes what is happening and snaps out of it.

All Censi will have letters (forged) certifying them as being under the protection of God, Thor, Zeus, Hades, the DM, the local wizard, etc. If attacked they revert to their true form: about 2.5' tall, brown and furry, with small wings and large eyes,....and fly away. In a pinch, they can deliver 1-4 points of damage with each claw.

Mutant Gelatinous Cubes (Cubus Magnus Odditus): # appearing: 10-100
Move: 9. AC: 7. Hit Dice: 2. Treasure: A. β in Lair: 25%.

As their name implies, these creatures are mutated versions of the common gelatinous cube. But other than a common ancestry, these "Descendants of Tav" have very little in common with the normal Cubus Magnus variety.

They are humanoid, with a torso, head and four limbs, all in the right places, but they have no "solid" features. They are a translucent green. They are very intelligent, still anesthetize by touching, are Lawful and can use telepathy. Their "hands" can grasp weapons only by "melting" slightly with the weapon; thus the weapon becomes in effect a physical extension of the "arm." This gives them a +2 on hacking weapons, but they cannot use bows. [And presumably they also can't throw daggers, etc.--LG] Dexterity is 3-16 (2D6 + 1D4). More on them and their ancestor, Tav possibly in future issues (if there are any).

Shai Hulud: # appearing: One (that's enough!) Move: 9. AC: -8/12
HD: 250-2000. Treasure: 0. In Lair: 0.

Totally impractical as a D&D monster, Shai hulud consist of 40-400 "segments," each 1.5 metres long and each having 5 hit dice. The creature (and each segment) are 20-160 metres in diameter. They are extremely vulnerably in the mouth area and between the segments or rings (AC 12) but practically impenetrable anywhere else (AC -8). If any segment is killed, the area in front and in back of it will separate and become separate worms. No known technology or magic can kill an entire worm.

Shai-hulud live only in the desert and are attracted to and will swallow (whole) anything which doesn't "sound like the desert." This is only an incomplete write-up; for all the details, read Dune et sim. I know they're useless, but since they're running (or slithering) around on Legash (Anton's desert continent), I had an urge to write them up.

Enough of that. Now I shall tell you a little about myself. I am a Santa Monica High School student (a junior). My number one interest is things mathematical and/or logical, so I don't know how I got into D&D. I've been dungeoning for a little over a year. I run a dungeon called Metta Morduin ("End of the Black River"), into which runs the Lesser Morduin River. It is located about 15 miles from Chris Pettus' Durthang, about 20 miles from the nearest town, Splungemoor.

Comments on A&E #20:

Brian Lane: "I agree completely on the subject of lousy characters. In addition, I'd like to growl at people who roll larch numbers of characters and only take those that have high numbers. On an Interdata 7/16, you can get up to five paladins per minute. I've seen people doing it.)

Memos from Morchost #1

by Gareth Kantz

835 Harvard St., Santa Monica, CA 90403 (213) 828-5073

Appearing here through the tireless (seemingly) nimble fingers of Lee Gold.

First, let me introduce myself. My name is Gareth Kantz, age 16, and I have been playing D&D for approximately five months. For most of my life, I have been interested in Fantasy, and my favorite writer for magic is Andre Norton, for adventure it is E. R. Burroughs. I was introduced to D&D by Chris Pettus, to whom I owe long hours of enjoyment, both on my own and in his dungeon, Durthang. Being relatively new at the game, I admit I know very little about how to be a good DM, and I would greatly appreciate any and all advice, either through A&E or sent to me at the above address. Thank you, and now onward.

Questions:

- 1) What or where are the comeliness, shapeliness rating rules for women that I see used by most everyone, and why isn't there any mention of handsomeness ratings for men? Also, relationship rolls?
- 2) Has anyone come up with some solo Alpha rules? If anyone has any ideas, please send them, and I'll try to develop something.
- 3) Concerning Alpha: how do you determine the time to analyze something for a mutant--no leadership potential? What are morale dice? Why can't mutants have leadership potential, if there are no physical mutations?

Pleas:

- 1) I desperately need monsters I can put on my first level (regular land and water types).
 - 2) I am greatly interested in buying for myself some chainmail, a battle axe, a two-handed sword and a shield. I already have a foil (for which I am taking lessons) and a sword, but I want more!
- Suggestions!

A bit of rambling about my "dungeon", Morchost (pronounced More-cost). It is located on a torus-shaped planet named Azanulo in some unknown galaxy (suggestions?). Because of its multiple rotations (it spins around a central axis and the axis spins around like a second hand on a clock), it has a variety of gravities (which, with my HP-21 and Physics book I was able to figure out). More later.

My characters:

Araphor, 7th level Fighter (18⁶⁵-10-6-8-12-6), a very lucky guy who on his first two expeditions found two Decks of Many Things (one each time) and drew the right cards. He has numerous magical items, among them a Battle Axe +3, Boots of Levitation, Plate Mail +2, Shield +2, Sword of Cold and a Rod of Lordly Might (without the paralysis and fear powers), Lawful.

Ethilrist, F3 (18⁷¹-11-9-6-14-14). A fairly good fighter but prone to colds (Con = 6). On his first expedition, he found a Shield +1 and Slimbane, a +1/+3 vs. Blue Dragons sword with a purpose of Slaying Reptiles. In subsequent expeditions, he found an Amulet that increases his strength to 18⁷⁶ and a laser gun (with which he goes crazy, even to the point of shooting an intelligent door and its fireball weapon), Lawful.

Bookcase: 1st level, Half-Elf, MU/F (14-16-12-8-14-18⁶⁴), a product of a computer. He does all right with a force sword and a Shield +2. Recently he found a Power Cat Cub, put it in a bag and took it home. Thus the need to devise Power Cat advancement rules arose (which follow below). (Note: they have been cleared through Christ Pettus.) Lawful.

Fulbert II, Cl (15-9-12-14-14-7). He is the second because the first got killed off (obviously) and in the process, he inherited a Staff of Healing (159 Charges). In addition, he has a Dancing Mace ("what?" you ask, "a first level with a Dancing Mace?") He obtained it when the party encountered 18 Ogres and at the time, although he has regretted it since, Araphor was in a particularly generous mood. Lawful.

Alfirin, MU2 (9-18⁴⁰-6-9-12-6). A good Mage who likes to throw daggers thus getting in on the EPs. He felt like gambling one day, so he invested some money in researching a spell, "Match" (see below) so he wouldn't feel so inferior when compared to all the other Mages in the stories he's read. Lawful.

Merridock (Merry), Tf3, (3-9-6-13-14-10); He doesn't really have much, a +1 sword, but he's fun to have around.

Miete, MU1, (13-15-6-10-15-16). (I don't know about comeliness, etc. See above questions). She is as is noticeable rather unwise and because of this she and Ethilrist can have a good time every now and then (Ethilrist more often than not prefers "now"). Lawful.

These characters may seem a little fixed because of such high rolls on the characteristics, and M must admit they were a little (except Bookcase who was purchased for 250 - guaranteed totally random). They are so because I am preparing to go into a dungeon around here (I dare not mention the name for fear of punishment) which I am told has a 90% kill rate, and I want someone to survive.

Power Cat Advancement Rules:

	<u>Newborn</u>	<u>Kitten</u>	<u>Cub</u>	<u>Gr. Cub</u>	<u>Young Cat</u>	<u>Cat</u>
HD	D4+8	1+8	2+8	3+8	4+8	5+8
Months Old	0-2	2-5	5-10	10-15	15-18	18+
Lightning Bolt	0	D6	2D6	3D6	4D6	6D6
Electric Discharge	0	-2 pts	D4	2D4	2D6	2D8
Claw Damage	0	0	1-2	c4	D6	D6
Bite Damage	0	0	1-3	D4+1	D6	D6+2
Weight - lbs	3oz-2lb	2-8	8-30	30-70	70-130	130-150
Weight - gps*	2-23	24-90	91-339	340-792	793-1474	1472-1697

* = assuming the gp = 40 grams

NEW Monster:

Great White Ape (care of ERB)

#s: 3-18 AC4 Move: 9" HD=4D8+1 Lair: 30% Treasure; Type D
Large, fearsome, white, four-armed, apes from the Barsroom (see cover of Mars series 36 for picture), they get two attacks/round when using large weapons (sword, two-handed sword) or punching, and four attacks/round when using daggers. When punching, if both hit, it means the ape has picked up the victim to bite. The bite does 2-8 points of damage. Punching does 1-10.

New Spell: Match 1st level, MU. At the pronouncement of this spell, a small flame (1"/level of MU) appears on the tip of the Mage's index finger, which is equivalent to real fire. It does no damage to the Mage, and he may extinguish it at any time he wishes. Used offensively it will do 1 point damage/level of Mage/round. Duration: two turns

or an equal number of melee rounds. Cost = 1000 GP. (Not a bad spell: it saves time instead of getting out the 'ole tinder box, and can be used effectively by high levels when a Fireball would be rather messy.)

Comments:

Stewart Levin: Fascinating story in #18; I would like to see more.

Wayne Shaw: I like Futuristic Weaponry. I'm all in favor of technical items in a dungeon; it makes for very interesting experiences. Perfect for Chris Pettus' Gorns.

Lew Wolkoff: I'm interested in "Flash" and would like to obtain it for two of my Mages. Cost?

Cary Martin: I agree wholeheartedly with your essay on cheating. I do admit that my characters are fairly well rolled, but it's all to add more fun to the game. When I get a high level character, I want him to have requisites of a high nature to add to the prestige of him. Thus I roll some characters up and choose some of them (unless the rolling is done in front of the DM), but I don't do it to excess. If some DM doesn't want to let my characters in, I'll be more than happy to roll new ones right in front of him.

Kay Jones: I very much enjoyed the story of Ja'ala. Please write more.

Charlie Luce: I like the Harrekki...and plan to use them in Morchost.

Steve Brown: excellent story! I think White Bear Red Moon is great.

Martin Fleischman: I disagree! I enjoy technical items, but I do agree on the raking in of EPs. Why not reduce the EPs obtained when using a technical item to 1/10th normal; after all, it doesn't take much to pull a trigger, does it?

Gardener Fox: (hope he gets a chance to read this). I thoroughly enjoyed "The Shadow of a Demon" and "Beyond the Wizard Gog!" Write more.

Note: I cannot really comment on anything else besides stories and essays, because I'm not that good of a judge of what is reasonable or not; I haven't had the experience. Maybe later.

A Bit on Magic:

Being under the influence of Andre Norton, I am greatly in favor of her type of magic. Using one's will (not in a psionic aspect) in a land of natural magic to accomplish things is more realistic than just saying a few words and "poof" something happens. I suppose this is a little impractical in a dungeon where time is of the essence, but in a wilderness adventure it is practical, or at least it would be in a land like Witchworld. There, reliance was not upon the Mage or Witch but upon the fighter; in fact, most of the magic was done before battle.

Also, I enjoy the magic of certain numbers. For instance, if a group is circled by an enemy three times, it is magically bound to stay within the limits of the circle. I hope in the future to incorporate some of Mrs. Norton's ideas into D&D, including a new character class to be unveiled next issue.

Goodbye for now!

--GK

I'D LIKE TO SLIT A LAWFUL'S THROAT AND TEACH CHAOTICS LOVE #3
this is fangzine #5 brought to you by Fang at 12328 1/2 Emelita No.
Hollywood, CA 91607 (213) 980-8958. Once again typing and repro by
the Goldfingers.

*****NOW ON WITH THE ZINE THIS IS IT!*****

In my past two zines I have notably avoided comments (at least those with any length or substance). So in an effort to rectify this and give you that to which you are due, I barr el right into

COMMENTS ON A&E #20:

Lee Gold: with the size of the zine being what it is, maybe you should start refusing illegible zines.--WE INTERRUPT SUPERCEDE THIS ISSUE'S COMMENTS TO BRING YOU THIS SPECIAL BULLETIN

*BULLETIN*BULLETIN*BULLETIN*BULLETIN*BULLETIN*BULLETIN*BULLETIN*

DUNDRACON II REPORT

DunDraCon II *hereafter referred to as Dundracon) was for me a disappointment. The general attitude of the con was more typical of a wargamer than of a fannish con. The dungeoning, rather than being an interaction of personalities (those of the players and especially of the characters) had only one obvious use, (to me) for having more than one player: to gain a diversification of ideas so the most efficient method of killing could be found. Further, any attempt to play a character with more personality than a programmed-to-kill robot not only brought hostility down on the player like a 1200 GP weight but would subject him to accusations such as trying to slow the game and undermine the morals of American society.

I would like to stress that none of my dissatisfaction was caused by the staff of Dundracon or the hotel. The hotel staff was courteous and did not (to my knowledge) bother the convention attendees (as has happened at many cons); the hotel also provided--in addition to a fine restaurant--a small snack shop and vending machines. The con staff was friendly as well as helpful and were not contributors to the hostility exuded by the convention. It was in fact a trip into Portola (hotel liaison man, Jerry Jacks' dungeon) that saved the weekend from being a total waste.

Finally I would like to mention an expedition I went on (accompanied by Bear Hedberg, Cary Martin, Steve Weinstein and thirteen others). The party consisted of one character of 9th, 10th, 11th, 12th and 13th levels and a variable number of the 8th or less level characters.

The expedition started with an announcement that even though we would go overland to the dungeon we could not bring any steeds of our own. The reason, discovered later, was that we arrived on the inside of garbage cans. In an attempt to find out what to do, we wandered around town, some of us checking out various business establishments. While this went on, we were subjected to people walked amongst the party, blowing up, dealing damage to all--before any of us were given a chance to act--and similar incidents.

The DM--who never, even when asked, gave the name of his dungeon or his name--also informed us that our 13th level (Sugarple, chaotic/good) would be the party leader and her player therefore would call the

actions for the entire party. I stated--as did the other LA characters--that no one would call the actions of my character and several others followed with similar announcements. I went on to dispute Sugarple as leader, saying I would follow no single person but, rather, whomever I felt had the best (or possibly most original) idea at the time. I was ignored.

After much delay, we had obtained mounts and were riding towards the dungeon (my character, a hobbit, was offered a rabe with Ethannan (Cary's character), because ponies were unavailable). Sugarple decided to set a party order and began dictating. Graspler, my hobbit thief, refused his position (on the grounds that no one had been consulted as to his preference of position) and began to suggest he reorganize it with consideration towards people's feelings. I was not ignored. I, the second highest level in the party (12th) was ordered to shut up.

So I left. No, correct that, I got down from the horse and began walking towards town. Sugarple replaced me on the horse, forcefully despite physical manifestations of my objections. I plotted, I schemed.

When the opportunity arose, I flew behind Sugarple (via belt buckle) infra-dagger in one hand, normal dagger in the other and secret struck with both, hitting with the normal dagger. I left the dagger in her, now lifeless, back, grabbed her Bag of Holding (which contained over 40 items of magic) and used a charge from a Ring of Recall.

There then ensued a fierce argument about how we (Ethannan had been an accomplice) should have been turned chaotic; we obligingly changed the character sheets. They then began discussing that it shouldn't have worked and other such idiocy! It ended with a decision by the DM that as I positioned myself for the secret strike, Sugarple and myself had been teleported to an arena where I, a thief, was expected to square off with someone who had at least 40 magic items. I walked out on them. Most of the party had walked out shortly after the squabbling about party order.

END BULLETIN

And now a new magic item: The Sopwith Camel.

The Sopwith Camel looks like a doghouse: 5' long, 3' high, 3' wide, and dimensions of twice that for the interior. When sat upon --by any entity wearing a WWI flying ace type cap and a long scarf (around the neck)--that entity will sense an airplane control bar, a gas pedal and an ignition key. Turkey the key will make the Sopwith operational.

When operating the Sopwith, it will respond to the controls, flying at a top speed of 120'/melee round. The Sopwith Camel has one other ability; it may fire up to five magic missiles/round. It may fire no more than 300 "rounds" per trip (a trip is defined as being away from the owner's home; a "round" is one magic missile).

And now to jump on the bandwagon...a song....

THE HOBBIT THIEF'S LAMENT

(tune: "Johnny's so Long at the Fair")

Chorus:

Oh dear, what can the matter be
When god chuckles so gleefully.
All the party is Law but me.
I need a teleport spell.

Inside the dungeon, a Balrog almighty:
We hacked it and slashed it and fought to the death, then we
Found out much later that we had been - , lucky.
Just half of our group was debris.

CHORUS

We searched for an exit; we found only one door.
Behind it were Liches; we had to fight all four.
The battle soon ended with lots of blood on the floor.
We'd lost half the party once more.

CHORUS:

The third room we entered, a dragon reared his head;
The mage pulled a scroll with two teleport spells he said.
But the dragon got mad, and it flamed at us while he read.
Then the dragon got teleported.

CHORUS

Checking our comrades, we found that they all were dead.
Flubbit and myself were severely wounded.
So I scret struck him; our magic I gathered.
Now I've got my teleport spell.

CHORUS:

Oh dear, what can the matter be
When god chickles so gleefully.
All the party is Law but me.
I need a teleport spell.

A few of the original words in the above have been changed to bring the result slightly closer to the desired meter.--with Fang's permission.--LG

TEN LEAGUES BEYOND
THE WIDE WORLD'S END--

Michael McCausland, 230 E. Myrtle, Virginia, ILL 62691

There may be a boardgame version of D&D in the future. SPI is testing the wind for their own version. In the Feedback section of the latest "Strategy & Tactics" one of the proposed games is "Quest." In this game, one player takes the part of the "Evil One" (aka DM) who controls "a castle peopled with hideous creatures, monstrous sorceries, and evil and treacherous men." The other players pursue their individual quests, trying to defeat the evil bastard before he can--get this--impose a "truly Communist state." Of course, this is not a true D&D game, because here the DM/Evil One tries to win the game, but the inspiration for it is glaringly obvious.

SPI's Lord of the Rings game is in the playtest stage now. I will buy it. I might as well. I have bought practically every Tolkien item that has come out, including the incredible "TWO TOWERS" LotR game. This game, as some of you may know, was most notable for a mistake which in fact characterized the whole game design. The mistake was the fabled "Dildo" counter. How Bilbo became Dildo is one of the mysteries of the age. Was it a caprice of the Great God Typo? Had the designer recently read Bored of the Rings? Did he design the game from Bored? If so, did he in fact know that LotR existed? The mind boggles.

I have recently developed a new Divine Aid spell. First came Summon and Gate, and now the ultimate: "Ring for Jeeves." Usable only by higher levels, of course. Jeeves would never attend a pleb. He would be the ultimate Deus ex Machina. After all he can handle any situation. Yes, I can see it now....

Jeeves and the Shining Knight.

The door opened and Jeeves shimmered into the room. I gestured feebly at his tray, and he cast the drowning man a life preserver in the form of one of his pick-me-ups. It worked its magic as always; restored my power of speech in moments.

"I say, Jeeves, how did I get back here? The last I remember that stone-the-crows fellow--"

"A stone troll, sir."

"Yes, an ugly brute he was. Well, he was rendering the Anvil Chorus on my helm, and to make matters worse, over his shoulder, I saw the approach of one of those beastly bally Rogers...."

"I believe, sir, that the correct terminology is 'balrog.'"

"Don't interrupt me, Jeeves," I reproved him. "You disturb the silken train of my thought. When I saw the balrog ankling up, I felt like the fellow who was of few days and full of trouble. However did you save me?"

"Well, sir, the situation did seem dire in the extreme, as if 'One woe doth tread upon another's heel, so fast they follow.' Deeming the stone troll to be the most pressing problem, I threw a Control Person of Negligible Intelligence spell on him--a spell with which I believe you have had some slight experience, sir."

"Rather! You've jolly well used it on me enough."

"Er...yes, sir. Turning my attention to the balrog, I first cast a "Control of Any Situation" spell upon myself. Then, deducing from his rather florid complexion--"

"Florid complexion! His jolly old head was lit up like Guy Fawkes Night."

"Yes, sir. Deducing from this that in all likelihood, he was overly fond of port, I cast a Hold Balrog spell at him; then I suggested to him that pub closing time was in ten minutes. He immediately removed himself from the vicinity."

"Marvelous, Jeeves! How do you tink of these ripe strategems? Your brain must be most frightfully convoluted?"

"Thank you, Sir."

"Well, at any rate, you may have been right about my new set of armor. It might be a touch too conspicuous."

"Yes, sir. Minus one orange day-glo plate is not at all the thing the well-appointed dungeoneer is wearing this season. I took the liberty of giving it to your friend, Mr. Percy Twit-Pertwee, who has often admired it. He has of late evinced a desire for a life of adventure, sir."

"What? Old Twitty going dungeoneering? Laughing ha-ha at the trumpets....How does that saying go?"

"I believe it is, 'He saith among the trumpets, Ha, Ha; and he smelleth the battle afar off, the thunder of the captains and the shouting,' Sir."

"Yes, but, dash it, that's giving aid and comfort to the enemy! I've owed Twitty one since he painted that luminous bullseye on my last set of armou-."

"Yes, sir, knowing your antipathy toward the gentleman, I gave him a map of the area of your recent misfortune. I rather thing that the balrog shall have returned by now."

"Jeeves, I doff my helm to you. You stand alone. Yes, I rather fancy that the balrog will fetch old Twitty some tolerably juicy buffets. As for me, dungeoning has begun to pall of late. I believe I am ready for that vacation on the Riviera which you recently proposed."

"I thought you might be sir. I took the liberty of procuring tickets. We leave on the afternoon boat-mule-train in forty-five minutes!"

(Exennt)

BRIAN LANE (Echoes from the Cavern #4)

Am I starved for comment, paranoid, or did the opening words of your PF discussion refer to the detailed treatment of the PF in CG #1? If the last, allow me a little digression. Whenever I work out an option or a spell interpretation, I ask three questions: 1) Is it consistent with previous material? 2) Is it simple? and 3) Does it unbalance the game? Then I try to crack the interpretation and if I can then I revise it. I test for simplicity, revise, and continue the process until I distill a mechanically clean solution. Heady stuff, but it's still just opinion and no more "right" or "wrong" than any other opinion. And occasionally I miss something (if you have TD Vol 2 #1 handy, you can look up the Weapon Damage article and play "Spot the Crack").

Unfortunately for me, your PF material fits neither my own DMing style nor local conditions. I try to avoid DM "fudge factors" because I have trouble being consistent (too merciful, really, but I'm cultivating a hidden mean streak). Also, with the number of people running locally, some of your mechanics (like regenerating PF damage) are just too complicated. Nevertheless, I agree your system is an improvement over others I have seen.

One reason for the desire to use PF as an attack spell is that the MU only has one 2nd Level spell (Web) he can throw at an opponent, while every other level has at least three. I have dug up three and created two to help fill this gap. They are:

Lighter. "Vulture's Roost". A&E #8.

Stunbolt. "Hoof and Mouth". A&E #14.

Flash. Spartan #9

Dragon Breath. Gives the caster the ability to breathe flame up to three times. One creature may be attacked and will take 2 points of damage for every level the caster has achieved. Creatures saving vs Dragon Breath take half damage. Duration: 1 hour. Range: 2". Level 2

Striking Palm. Gives the caster the ability to blast the next thing he lays his hand on. Creatures take 4D6, doors are blown open (including Held but not Locked Portals), non-magic weapons are shattered, etc. Saving throws vs magic result in half damage. The caster's hand has a faint blue glow until discharged. Duration: Until discharged. Range: Touch. Level 2

PHILLIP MCGREGOR (Morningstar Mutterings. A&E #20)

Encumbrance: Locally, we figure about 10 CP to the pound (it's easier). EPT has a more detailed system and I think your figures are comparable.

Wages: At present, I have no particular quarrel with the troop pay scales; in fact, with the amount of gold flowing in the typical D&D scenario, I'm surprised they are not higher. Pay for specialists is a problem. In a recent strategic campaign where each player got a duchy, we discovered we spent more for necessary specialists than for all the men-at-arms! As a result, I now charge fiefholders 10% of the listed rates, thus bringing the pay scales more into line with the troops. Independent characters, of course, pay the listed rates.

FALCON IN THE OINIMENT DEPT.

In one campaign around here, a player character had a falcon that attacked each round with 2 Claws (1-4) and a bite (1-8). That is equal to the damage done by a full grown lion! Tsk. Tsk. Some people have no sense of proportion...

ALIGNMENT LANGUAGES: Since almost everybody uses Common, I use these for the writing on Clerical Scrolls, for ceremonies, for clerical spells and invocations, etc. I use the basic alignment system (Law-Neutral-Chaos). I doubt if this approach to the languages is possible in the "grid" or "orthogonal" systems, but I would like to see somebody try anyway.

MARGARIT GEMIGNANI (Many Worlds. A&E 20).

Thanks! You are the first person to comment on my new 'zine. For the Charm Person spell, please point out where it says the death of the caster breaks it. I can't find it anywhere (though it may well be in the Greyhawk errata, which I don't have yet). Two main schools have developed from differing interpretations of the Bk I text. The "best friend" school emphasizes "influence", while the "zombie" school emphasizes the modifying word "complete". The critical question is whether an order to commit suicide will be obeyed.

I find the latter easier to run. The players know exactly what the spell will do and the actions of the victim are predictable (he follows orders). It keeps the DM's cotton picking hands off the personas of his player characters! Also, if a player is charmed he has to rely on his friends, just as if he had been stoned or paralyzed or killed. If things are going really rocky the DM can introduce some friends, which is a heck of a lot better than changing the degree of control to suit the needs of the moment.

In the example given in CG #1, the caster blew it. If he had screamed "Alchemist, Protect Me!", the charmee would have fought and followed the body around all over the place. However, the last order given was "Halt", so... The reason it wasn't fatal was that the (unintelligent) monsters went after the active party members first and got scragged.

This ad was found in the papers of wizard knocked off by a recent party:

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- * Two pieces of this durable adamantine mesh sets up a specially patented field of polarised emanations GUARANTEED to teleport magical items back to the universe of origin.
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(Note: COSMIC BALANCE, Inc. introduced the celebrated Cerebral Anesthizer, which, by painlessly and temporarily deadening nerve centers controlling certain exotic powers (thus avoiding fatal nerve shock when an entity is thrust into a continuum where his aural pattern clashes with the local Dimensional Matrix), made interdimensional travel a practical reality. Such devices have been installed in many interdimensional transfer areas and function automatically. However, certain rare phenomena, like the Vortex of Physical Distortion (created when a certain form is projected into a hostile Matrix), have yet to be fully understood.)

JOHN SAPIENZA (Alberich's Ring #3)

Your basic idea of a magical attack table is fine, but I suspect you have a secret place in your heart for MUs! You have reduced the chance for a first level fighter to save from 25% to 15%, and higher level fighters and clerics fare even worse. Consider the following:

- a) L1: Cl and MU are equal, fighters are 5% worse on saves.
- b) L4: Cl and MU are equal, fighters are 5% better.
- c) L8: All classes are equal.
- d) L13: MUs and FM are equal, Cl are 5% better.

A more accurate table might be:

ATTACKER'S COMBAT CLASS	Defender's Combat Class																	
	FIGHTERS						CLERICS						MAGIC USERS					
	01	02	03	04	05	06	01	02	03	04	05	06	01	02	03	04	05	06
1	06	08	10	12	14	16	07	10	13	15	17	18	07	10	14	19	20	20
2	06	06	08	10	12	14	07	07	10	13	15	17	07	07	10	14	19	20
3	06	06	06	08	10	12	07	07	07	10	13	15	07	07	07	10	14	19
4	06	06	06	06	08	10	07	07	07	07	10	13	07	07	07	07	10	14
5	06	06	06	06	06	08	07	07	07	07	07	10	07	07	07	07	07	10
6	06	06	06	06	06	06	07	07	07	07	07	07	07	07	07	07	07	07

(Notes: The incremental addends used in each sequence were: FM--2,2,2,2,2
 Cl--3,3,2,2,1 MU--3,4,5,6,7. Ll saves were taken as the base and some chance
 for success was assumed. Your 2-3-4 progression seems sound, though it will
 result in minor changes in the above figures.)

One more point. I can see a dexterity bonus for casting, but I'm a little foggy on the need for an intelligence bonus (unless you have a klutz system and assume memory failure?). Isn't allowing two chances for a bonus a bit like double jeopardy? Is it a good idea to let the emphasis shift from strategy and slaying to rolling and wishing? It is too easy for extreme character stats to get out of hand (note the Great Offensive Crock: Greyhawk Strength plus Dragon Dexterity Combat Bonuses, and the Great Defensive Crock: Greyhawk Magic Armor plus Fighter Dexterity Option.)

Will you use the current tables for Death, Stone, and Dragon Breath?

DON ROLLINS (The Foible, A&E #20)

I don't know if you made any comments, since pg 2 of your issue was blank, but I will make a few scattered comments on your issue. Demon of the Night:

1) What is Save vs Paralyzation? Do you use the Poison table, Wand table, or Spell table? I have begun using the Poison table because of the high chance of getting offed if you fail, and because the difference in the effects of natural toxins depends on how big a dose you get.

2) On damage in general, the simplest way to handle it is to standardize by weapon type. Assuming a base damage of 1-8, damage of any weapon or magical item bonus can be easily calculated. For example, a Hill Giant doing 2-16 would do 2-8 with a Hill-Giant-Sized dagger. By this system, your demon would do 3-24, or somewhat better than a Stone Giant.

One problem arises with Ogres. The average damage done by a man on 1-8 is 4.5. The average done by an Ogre's 1-10 is 5.5. Does this mean Gauntlets of Ogre Power give a crummy +1 on damage? Not necessarily. The Bk II Ogres did 1+2 and I suspect Ogre damage was raised from the normal 1-3 to 1-10 in Greyhawk without considering the all-important average damage. As a result, my Ogres do 3-10 instead of the listed 1-10 (another alternative is to allow Ogres 1-12 points damage).

Some interesting side effects occur. In my campaign, where magic is non-cummulative, Gauntlets of Ogre Power are useless for fighters with a strength of 17 or better. They've already got Ogre power! Also, when I roll out stats for wandering monsters I can use the strength bonuses for them too. In other words, the 9-12 range for an Ogre corresponds to 17 strength for a man-sized creature. If I roll up an Ogre with 16 strength, he needs an 11 to hit AC2 and does 4-11 points. Likewise, a Red Dragon with a strength of 4 claws at 1-3 and bites for 1-27. The advantage is I don't have to mess with ratings below 3 or above 13.

While I'm on strength, here is a simple way of checking whether the door can be braced shut against a monster. Roll melee damage dice for all on the door, then use the sword "Key Check" table to determine the outcome. For example, FM of strength 16, 9, and 12 are trying to hold a door against the weak dragon above. Rolls are 8(+1), 4, 2 and 1(-1), 3(-1) and 20(-3), which works down to 15 vs 20. The dragon has a 75% chance of coming through the door.

2) On multi-missiles, do you adjust the base AC 9 for magical protection (armor shields, rings, etc)? A rule requiring the MU must fire at least one bolt per round until the spell is exhausted might prevent some hassles

ON TREASURE TABLES

A few issues back there was an excellent breakdown of the outdoor treasure tables giving the average values in 1000 GP units. Unfortunately, I don't have the issue handy, so I can't give an exact reference, but everyone should look it up. Following is a similar table I've worked out for dungeon treasure, and I've included the original Outdoor values (which I copied down) for comparison.

TABLE 1: DUNGEON

Level	Avg Treasure in 1000 GP	
L1	.7	(.05)
L2-3	1.6	(.25)
L4-5	3.7	(1.00)
L6-7	5.7	(1.60)
L8-9	13.6	(3.50)
L10-12	17.9	(5.25)
L13-up	25.0	(12.25)

I have used the average figures for gems and jewels given in the first article so the figures would be comparable. The values in parenthesis indicate average treasure without gems or jewels.

This shows the problem of using outdoor treasure tables to stock a dungeon. By L8, only types A, G, H, and I can be considered major troves. Under L4, only B, C, and E can be used without causing gross inflation. Those interested in doing this can work out their own solutions.

Those who give experience for treasure (almost a necessity if Thieves and similar are to be viable character classes) can see the

tremendous inflationary effects of gems and jewels, particularly at the lower depths of the dungeon! In a random dungeon set-up, the average haul for parties over 80% of the time will be a measly 50 GP! On Level 13, however, almost half the rooms can be expected to average 25,000GP! Obviously, some change is necessary.

Does anyone have any ideas?

NOTES: I would like to conduct a widespread and detailed survey of DM practices running roughly from now until September. I am working on a questionnaire of about 2 pages that will cover as much material as I can manage. Needed are people willing to take these to conventions and send me the completed forms. Those wanting to help out can reach me at the address above. Please include name of con, date, and an estimate of how many questionnaires you want. Questionnaires will be supplied to groups or individuals sending an SAE, and I will try to get enough to insert in A&E #22.

NEW POTION DEPT.

Croaka-Cola. This is a cursed drink that gives the player hiccups for 3-18 turns. Each melee round the victim hiccups, and out of his mouth pops a 1 hp frog. These are harmless, but will follow the victim around for the next 24 hrs. Almost everything from Dispel Magic to Neutralize Poison will stop the hiccups.

FOAM FLASK. Contains 2-5 "doses" of foam. Each dose is activated when exposed to air for 1 melee round and will fill a 20x20x20 foot area with foam. The foam floods through small cracks and will expand until this volume is filled. The foam obscures vision and puts out normal or magical fires on contact. It does not hinder normal breathing or movement. It evaporates in one hour, faster if heat is present. (A dose is about 8D8 when figuring loss to Fireball or Balrog immolation, and it would do damage to a Fire Elemental or Salamander).

DANGER LURKS!

by Kevin Slimak

DANGER LURKS! is the product of the demented mind of Kevin Slimak, and is intended for inclusion in A&E 21.....God's willing. I still haven't seen #20, so the comments section will be abbreviated (quit cheering out there!). DANGER LURKS! at PO Box 3514, Edwards AFB, CA 93523, 805-258-4745. Anyone up in the High Desert it urged to get in touch....I've started a little list, you surely will be missed!

COMMENTS ON COMMENTS ON COMMENTS ON COMMENTS ON COMMENTS ON COMMENTS ON COMMENTS

Tantivity/Gold - Saving throws COULD be counter charms or cantrips, but with the structure of the game otherwise, I don't think that is what I want them to be. Cantrips or counter-spells would require spell points to throw....ST's don't. I have a sneaking suspicion that the ST got added to cut back on the impact of the magic in the original Gygax/Arneson campaigns.

Senile Sage Too/Clifford - Good piece on setting up a game. I also tend to go with non-empty dungeons, but I use 50% giving a monster (monsters have treasure 50% of the time....as in III, with the treasure according to level of dungeon); if there isn't a monster, there is a 16 2/3% chance of a treasure still, with a 1/3 chance that there will be some kind of trap on an unguarded treasure....untrapped treasure will be hidden 2/3 of the time, leaving 1/6 of all the treasure found without monster guardian being out in the open for the taking./// Even with the GREYHAWK limits in a game that is pure Gygax, I don't see where you get the idea that only 25% of the population is best suited to be magic users. One can make the argument that, if the game is even vaguely close to the rules as etched in mud by EGG, one should take out a character not fit to be anything else as an IU. I've seen the same advocated for Clerics, by the way, but I've seen Clerics used as back-up FI too often to believe in taking someone with a really low (below average) strength or constitution out as a Cleric rather than an IU./// Missile weapons ARE cool! That's why most of my characters, as well as my monsters tend to have some kind of missile weapon....make that intelligent monsters. Indication is that the D&D missile weapons are also a bit more accurate than they should be.

Kill Slavus the Clever/Et Tu Blacow - I don't quite agree about players having to break character to live in HELLSGATE; in fact, I do insist that people stay in character. The difference is in the definition of character. I demand of the Lawfuls that they remain Lawful, especially the Clerics....le's not go into the difference we have on what Lawful is. FI giving oaths, especially on their weapons, are expected to keep them. Bards are seekers after songs and legends. Clerics and IUs seek knowledge. What I do not enforce is things like Ariel's predilection for doing, shall we say unwise things./// My answer to the bardic lore was to give the bards an equal chance of having false knowledge; legends being what they are, it would probably be more realistic to make the chance of false knowledge greater. Of course, the bard doesn't know which knowledge is true and which is false./// I'll write up the expeditions someday, I hope. TBLPILCOGA./// True Fenrist response next time maybe. I'm rushing this a bit to have it by Loscon, which I plan to attend.

Nazi Orc/Cerrato - Ever had someone throw something at you when you didn't expect it; the accompanying shout is usually, "Think quick!" It's a test of reflexes. That, the increasing speed and existence of life saving instincts and reflexes, plus more familiarity with magic are the reasons that I go along with higher ST for higher levels. I do like your suggestion tho, even if I probably won't switch to it; I use a similar system for luck, though I say that failure is equalling or exceeding your luck roll with the roll of a twenty-sided die.

Clear Ether/Konkin - Bravo the cover! But why not hang them by the thumbs or.... well, not in a family fanzine.

Many Worlds/Gemignani - Theseus/Simmons WAS short on sleep; I know cuz we drove in together and I was also short on sleep. From all the discussion you are doing of that adventure, it sounds as tho you were there, but I don't remember meeting you.

Griffin's Quill/Luce - One man's inflation is another man's recession. In other words, what I consider to be an appropriate or good level of magic may not please you at all. One thing about dungeons that eat "dragonloads" of magic: you don't have to worry about the price of golfcarts for players to carry their magic items. ///Your comments to Swanson are a bit obscure. The skill with the IU is the same as that allowed to the other players PLUS he chooses which spell to throw for the maximum effect. Klutz/spell points limit his options, but then wouldn't it be just peachy if first levels had all those neat 7th thru 9th level spells...why wait?

Notes from the Underground/Shapero - I think I prefer "comes from" to "run by," but what the hell! I thot I heard "comes from" at OrcCon, too.

LAZINESS PREVAILS DEPT.

Despite my not appearing last ish, I don't have a feature article this ish and don't feel up to generating one. So, instead, I'll fall back on the old reliable description of my character stable.

LKSS - Male Elvish Triple Threat Thief/Fl/iU w/18KEP (thousand experience points) 10/9/12/14/15/14 (that's strength, intelligence, wisdom, constitution, dexterity, and charisma....straight rolled) with 16 hit points. He has 7KGP, a dagger +2, a Borgia ring from Queen Hiss of Goree (very powerful poison, but to use it you have to shake someone's hand), archer's bracelets (also from Queen Hiss...what they do I haven't the slightest), a cold wand with 18 charges, 2 tribbles, Botar (a Sword +1, +2 vs. Lycs with IQ of 4) and a stone bag filled with cockatrice feathers (well wrapped and cushioned when carried). LKSS has never run anyplace but Swanson's Goree, being one of the oldest characters from Goree (chronologically, not in number of expeditions). LKSS, in the course of his escapades, has picked up a bit of a, shall we say retinue: Fido, a 3rd level 2-headed fighting dog/male (15/5/6/14/12/10; these numbers were generated by Swanson...I know not how)...he takes experience at a 20% rate; Kandee, a female elf Fl/iU (9/10/8/14/4/13, comeliness of 88 with %ile dice) with 7600EP and 14 hit points...she also has 2KGP, a green monkey and a ring of shooting stars which LKSS was coopted into giving her...she thinks it's an engagement ring (I'll get you yet Swanson!). Fido was picked up on LKSS's first expedition; he went into a room and saw a dog chained to the wall. LKSS made use of his ability to split move and did a split move-pet; a favorable response from Fido, plus then taking out the Chaotic Cleric who had chained him to the wall formed a fast friendship. He first met Kandee when the group he was with ran into a large party of elves; he asked if any cared to switch parties and, guess what! LKSS is somewhat infamous for his rashness and cleverness. At one point, Swanson growing tired of seeing Goree Mummies flamed so easily, one room was equipped with showers. By that time, LKSS had acquired his cold wand, so taking advantage of the opportunity that was offered, he made some Mummicicles! On another occasion, a large pack of boars was sighted in the dungeon; no one else in the party wanted to fight, but LKSS did. So, out came the bow and he started shooting arrows at the boars. The rest of the party had, in the meanwhile, entered the corridor in which the boars had been found. So, when the boars charged, the rest of the party formed a spear line and waited. LKSS just kept firing and then stepped back into the side passage and started hitting boars en passant as they charged the rest of the party. The battle was close fought for the party in the hall, but LKSS, his dog and the other character who listened were never in any real danger; if the rest of the party had used missile weapons when they had the chance, there would have been far less danger. The boars, by the way, were appointed MKVD after the battle; their morale did not break until only 4 of the original 48 were left! This battle, by the way, is what got LKSS onto good terms with Queen Hiss. LKSS's alignment, by the way, is Neutral; Fido's is LKSS and Kandee's appears to be Neutral/LKSS. On at least one occasion LKSS earned the enmity of several party members for his loyalty to Fido; the group had run into a Basilisk and one of Fido's heads (being a 2-headed dog ain't always so great!) had met the gaze and failed ST....resulting in one stone Fido. A first level Fl in the party had also been stoned; with only one mule, only one statue could be saved and several party members wanted it to be the Fl. Kandee, being somewhat attached to Fido, had to threaten the rest of the party with LKSS's cold wand to persuade them to see the same light that LKSS did.

Don't read it outloud without a Dispel ready. CS3 is the 73rd Hilltop Hermit Publication, begun 3-3-77. It is intended for the 20th issue of A&E, but like its predecessor (which should be in this, somewhere) it will probably be late. Your author is Jeffrey May, P.O.Box 68, Liberty, MO 64068. Ph. (816) 781-0608 after 5:00 pm.

The response to my Critical Condition rule has been most gratifying. However, I haven't used it all that much myself. Since writing CS1 and CS2 I've made another stab at running EPT, and this series is going decidedly better than the first. I was inspired to begin again by Dave Sutherland, who sent me some copies of EPT illos after I met him at Windycon, and second by the EPT issue of the Dragon (#4). This time I avoided getting bogged down in doing EPT dungeons. I've concentrated on overlands until the current game, which is a mini-dungeon. Furthermore, I changed the (to me) biggest stumbling block in EPT to a referee--the magic system.

Either a priest or m.u. could use all the gross offensive spells in EPT, as well as the things like healing--analogous to letting Clerics and M-Us in D&D choose freely from both the magicians' and clerics' spell charts in Grayhawk. This made EPT clerics the most powerful figures in the game, since they could wear armor and carry weapons and get all the gross spells. The way ^{non-}player-characters got spells was unworkable for referees. Either a ref rolled percentile dice for each spell a m.u. or priest might have, or he just arbitrarily assigned them, and neither solution pleased me. Under my new system a M.U./Priest is limited to those spells appropriate for his type; he may attempt 1 spell per level he has, per day; each time a m.u. or priest tries a spell he has a chance of "klutzing" it. If that happens the results range from embarassing to deadly. I have been pleased with the system so far, and it has worked pretty well. The only bugs I've had to work on have been to limit the use of "Enchant Armor and Weapons," "Reincarnate," and "Revivify." If any EPT players are interested either say something in A&E or write me and I will print it/send copies of my charts.

Last Friday for the first time (i.e., Feb. 26) I tried out the Combined Simmons-Slimak System, or "C-S-S-S." It aroused mixed reactions. My first impression was that it is too complicated to work. My second, after I had seen it in use, is that once I got somewhat used to it it was more satisfying than the current system used in most D&D. The old system of experience points and levels has been scrapped. Instead of "strength" and "dexterity" rolls dice are used to denote one's agility, quickness, skill with various weapon types, and more, all cued to a player's "heritage." (I have a character who is the son of a farmer, self-taught as a fighter. I've another who is from a criminal background. The latter is better with weapons than the former. I'm not going to try and explain just how it works; perhaps Kevin Slimak will explain this monster he helped dream up.

In some issue of A&E (# 11?) somebody said Critical Hit Rules or some variant help add an unpredictable element and thrills to melce. After seeing the Critical Hit rule in EPT (20's do double damage; if a 19 or 20 "confirming roll" is made it gives an instant kill.) I decided it was useable, if modified.

I don't call it a "Critical Hit." Instead I use the LUCKY HIT RULE, so called. Simply stated, any natural 20 (Use D20 for flat curve) is a lucky hit as long as the target can be hit by that kind of weapon. Thus a non-magic sword can't hit a wraith no matter what the player rolls. A non-magic sword would hit a fighter with +5 plate and shield and +4 on dodging, because that fighter is not immune to ordinary weapons. By the same token, a natural

1 is an "unlucky miss," no matter how poor the target's armor class or how many plusses the attacker has. This is because I don't like invulnerable targets or inevitable hits. If a natural 20 is rolled I check to see the result:

20-Hit in vital spot; death.

19-Hit scores 2 x damage rolled (e.g., a sword would do 2-16 pts. on a man-sized target.) Victim stunned and gets no attack next round.

18-Hit scores 2 x damage rolled; victim loses initiative next round.

17-Hit scores s2 x damage rolled; opponent normal next round.

16-Hit scores normal damage; victim stunned and gets no attack next round.

15-Hit scores normal damage; victim loses initiative next round.

14-1: Normal damage scored.

Introducing A New Character Type:

Predominantly Rude and Insufferable Character Class (a/k/a P.R.I.C.K.)

Unlike other character types this one is seldom announced by its player in advance. This makes it very difficult for DMs to discourage introduction of PRICKS into their games, as they can normally do with a type they feel is unsuited to their game. Finding that a player is running a Prick thus presents to the DM a special problem, in how to work the Prick into his game. It is hoped these guidelines will be helpful to the DM in how to recognize and cope with Pricks.

Any character class may run as a Prick; they may have any characteristics but 18's are very common. A Player/Character may opt to run as a Prick during part of the game and as some other type in another part. He may switch freely back and forth in the course of an adventure. However, such a player tends to remain a Prick.

Pricks have all sorts of special abilities, including those they may remember as the D&D game progresses. Therefore there is no standard set of special attributes possessed by Pricks. Doubtless each Prick will inform the DM of all he can do as the game goes on. Imperceptive readers might confuse Pricks with Turkeys. However they may be readily distinguished by observation. Turkeys do foolish things without thinking; Pricks do as they damn well please and insist anyone who says otherwise is wrong.

Pricks are A/C -2 against the following: DM Decisions, Reason, Logic, Persuasion, Group Pressure, and The Word of Ghod. All Pricks argue at +12 on the morale dice, +24 if they argue with the DM. Pricks save against their own ideas of what they are entitled to or what they think they deserve at -10. Pricks have various common magical abilities, including Shield of Words +5 against any attack they don't want to defend against, Magical Missile Fire (allows the Prick to fire any missile weapon twice as fast as anyone else, shoot around corners and intervening targets, and into melees without endangering one's own party), and Twinkletoes of Movement allowing the Prick to run backwards, shoot, move, and melee, all on the same turn, even in melee.

It should be noted that the mere use of some Prickish Magical or Combat Ability is not proof positive that a player is a Prick. Not only do Turkeys sometimes mistakenly use these powers and abilities, but all normally sensible players may on occasion display use of the Prick's abilities. Just as a bit of Chaotic behavior isn't enough to realign a Neutral or Lawful Player, so does occasional Prickish behavior not make one a Prick. However, repeated or frequent behavior of this sort is a sure sign that the Character is actually a Prick.

I've been playing D&D quite regularly since CS2 was typed. Most of it has been in Steve Simmons' Sharzho, conterminous with Glenn Blacow's Edwyr. As I said we have been using Steve's "CSSSS" system. I still don't understand parts of it, especially the magic use and saving throw parts. I know how to use other parts, such as the combat system, but as far as understanding how it works, still no. It does have nice features, though. For one thing any successful encounter adds to one's familiarity with weapons and creatures, and you can get tangible results after such an encounter. This is nice. Parts of this are also more logical than the present D&D system. If only it weren't so damned complicated to set up.

Within the last 2 or 3 weeks both my current characters in Sharzho have had Interesting Experiences. Teramin Varuminas, the older of my two fighters, recently completed a spell of employment for a noble of Sharzho. He used his money to buy some plate and a 2-handed sword (good strength, good dex, and a quirk which makes him inefficient with a shield), both of which have been handy. He also bought a longbow and special arrows. Since longbows aren't normally to be had in Sharzho he paid through the nose. Also from the purse. Shortly thereafter he joined a group which was sailing to Edwyr so somebody could deliver a message. On the way out we were dismasted in a storm and we fought Savages on a lost island. In Edwyr two new players learned something about prices of longbows. On the way back we encountered a BIG shark (35'+). When it came at the ship Teramin opened fire at extreme range. His first shot hit. His second shot hit, and Steve Simmons began consulting charts. His eyes got wider and wider, until he informed us that the thing convulsed, rolled belly-up, and sank. I had hit, the shot had penetrated, it was a critical hit, and it died. The odds against this? Only 52 out of 100,000. Except for an encounter with an extortionist dragon we had no further trouble.

My other character is also a fighter, but unlike Teramin, who is an immigrant, Rudyard is a local farmer's son. He is poor with cutting weapons, good with thrusting weapons, and adequate with a bow. On his first expedition into Sharzho--well, thereby hangs a tale, as you shall see.

It seems there was this room on the second level, and it is filled with mist. The mist is a Suspended Animation spell. On a previous expedition a player-character had been trapped behind a portcullis while seeking to retrieve a chest, and finally the mist got to him. We were on a rescue mission. We were bound for the second level.

Taking the straightest route we found the pitfall in a certain corridor had been moved again: Somebody fell into it. This pit is filled with Slavus Goop, invented by Slavus the Clever. It has the consistency of tar and is about as sticky as epoxy. Two doors open directly onto this pit, which was about 10' square. Rudyard thought he could place his spear on the sill of the door and inch across the corner of the pit. (He carries a boar spear abt. 5' long) He did so. Pushing open the door he found the northern end of a southern-facing giant lizard. Rudyard had fought one of these previously and damaged it. So he drew his short sword and took a couple of good chops. As the lizard turned around Rudyard retreated back around the corner to the party. Out came the lizard, down into the pit, head-first. After awhile the goo smothered it. Leaving it we went on to the mist room and failed to rescue our friends.

Later on that day we went back to try again. As we headed for the ^{mist} room we opened a door onto a small room. Inside was a little old man flanked by two Greater Balrogs. "Greetings," he said. "I am Slavus the Clever, and I run this establishment."

"Uh, nice place you have here," Says I, thinking fast.

"Thank you; I'm glad you like it," says Slavus. "However, there is a problem. I don't mind ordinary carnage, or broken-down doors. After all, they are part of what adventuring is all about. But you have turned one of my pit traps into an obscenity. It is jammed on the tail of that lizard, and it won't open or close. I want it fixed. I want it fixed before you go anywhere else. It will be fixed before you leave this dungeon.

"I am prepared to be reasonable. For as long as you work on the trap I will keep wandering monsters away. Furthermore you do not have to remove the lizard. I will be content if you wish to sever the body and remove only that part above the goo. Just get that lizard out of my trap!" And with that he vanished, quick as a wink. Once we got over that we found one man's armor was glowing.

Most of us, including me, went to fix the trap. Some wise guys went on to the mist room, arguing that if Slavus was going to keep monsters off we had time to get our friends first. Well, they were no friends of mine, and I didn't want to try it. After all, I've heard of Slavus all my life. I wasn't about to fool with the likes of him. Meanwhile those fools got to the mist room. On the door were fiery letters: "FIX THE TRAP."

At the trap we found the two halves of the trap were jammed like a vise on the lizard, which was dead. I got into the side room with its tail and proceeded to secure the body with a rope and spikes. Meanwhile the chap with the armor, he'd found the goop didn't stick to it. They hacked the body in half, but not before the same fellow as fell in before fell in again. Something the Nimble, they called him. Fortunately we pulled him out before he suffocated.

When the thing was cut in two four of us tried to pull it out, but we found that first the legs were jammed under the doors, and second that the halves of the trap had wedged the body like one of those, uh, Chinese Finger Traps (whatever a Chinese is).

Seeing this I says to the others, "We'll never get it out like this. Lets force the doors apart with my spear butt and use that iron prybar somebody brought for the mist room to keep the trapdoors apart. Then we can lower the thing 'till its legs clear the doors, turn it sideways, and pull it up." At that my armor started glowing. Oh, don't look now. It went away later.

At that one of the fools who had gone to the mist room said, "Don't bother with all that. Just cut off its legs and pull it out." I don't think he'd even looked at the trap since we got there. Slavus had, though. Suddenly we felt the air crackle with magic, and when we looked the fool stood there without a mouth, as if he'd never had one.

I won't drag out my tale. We removed the lizard the way I'd said, and thence we went to the mist room and rescued those trapped inside. All the while that fool lacked a mouth. At last we departed, and as the last party member passed through the entrance/exit the portcullis dropped. Again we felt magic and lo! the fool's mouth reappeared. What do you think he said first? Thank you? Hardly. He turned and shouted through the portcullis, "You stupid jerk!" The rest of us dropped flat. The expected fireball did not materialize. We felt magic, and when we looked again the shouter was mouthless again. It hasn't come back, and I doubt it will. His friends made desultory tries at getting it undone, but the only two who might have been able--well, one fell down laughing, and they didn't have enough to hire the other.

Now there's those who say Slavus should be killed, but I don't know. That fellow brought it on himself, certainly, and it was appropriate. I thought Slavus dealt with it very cleverly. Someone buy me another wine...?

Curséd Scribbling (Mailing Comments): A & E 19

ROBERT J. CLIFFORD: I don't know as I like your way of dealing with Pseudo-Lawfuls, but ghod knows, every DM needs a way to deal with them. I had one 2 months ago who (a) insisted on firing arrows into melee, (b) complained when he hit something and I checked to see who he hit, (c) shouted at a non-player-character called Segisthes "Duck Scumbag" to "warn" him before firing into the melee Seg was in--couldn't be bothered to remember the guy's name--and then complained when I told him Seg didn't duck. Seg was hit, by the way. If this was a NeoPlayer I might feel just a bit more patient, but he isn't. He's played as long as I have. In this same series he also distinguished himself by announcing he was Neutral except with his fellow countrymen, when he was Lawful. He informed the other players that when he nocked an arrow and yelled "Duck" everybody else better duck or he wasn't responsible. He got hold of a magic item in another game and didn't declare it, but threatened another character whom he thought was doing the same thing....

This same character, following another and even worse incident than any of the above, became the only person to be banned from my games for gross and repeated obnoxiousness.

My copy of Medieval Warfare (Terence Wise) says 13th-14th century chain mail was about 30 lbs. and plate 60 lbs. Also it says a man in plate could run almost normally (up to a point) and that both Henry V and Edward I could jump (!) into the saddle without using their stirrups, while wearing plate.

Good on armor class and missile fire. I have about decided to allow A/C 2 or 3 to use crossbows only (and they're slower with those).

GLENN BLACOW: Did I ever mention that, whether I agree with you or not, I usually turn to your zines before I read the rest of A&E. Consider this your bit of egoboo for this issue.

Like you I dislike the current versions of Samurai I've seen. However, my dislike is based on the tendency to give Samurai the sun, moon, and stars. I would allow Jeff May Samurai (probably reluctantly); I have to, because Esurien is populated from everywhere and everywhen. My samurai are just strong (13+), dexterous (13+) fighting men. They use no melee weapon but the samurai sword and get none of the bonuses I usually give for strength or dexterity while using it. I consider a samurai sword in the hands of a samurai to be equal in damage and hit probability to a 2-handed sword. My samurai never use a shield and scorn the use of plate armor as too restrictive on swordplay. Samurai live by the code of bushido, of course, and for any number of reasons they will commit seppuku.

Focussed spells? No problem... "I'm focussing my Detect Magic on the sword," said the Turkey. "Okay," replied the DM. "I'm focussing on the blade," added the Turkey. "Fine," said the DM. "You detect it is magic." "...Oh. Well, I'm focussing on the hilt." "That's magic, too," said the DM. "...Oh." Or... "I'm focussing my Detect Evil on the Evil Bishop's thoughts." "Well, putting aside the fact that if you know he's an Evil Bishop you don't need to detect evil, you detect two of his thoughts are evil." And so on.

And I would be happy to see your booklet published.

JIM THOMAS: What about, say, "One Flew over the Cuckoo's Nest #26"? And it isn't so much the die rolls as the character's ambition. I assume D&D characters are those with enough spunk to go adventuring.

LARRY STEHLE: See my Lucky Hit rule above. Serpent People sound like my Valusians, ex REHoward's King Kull stories.

JOHN SULLIVAN (and others): I don't know what I'd do if somebody wanted to run a 10th level magic user on my first or second level. It would depend on just how mean I felt. One night I might just say no, or I might give the Official Position, which is that you can go, but you'll likely draw nasty stuff up. (i.e., if you don't then I forgot.) And of course there is the possibility of a nasty low level encounter, such as 20 to 30 orcs with bows and poisoned arrows. I dislike such, but by ghod I feel that for upper level characters to run on upper dungeon levels is not ethical. Since I feel it is unethical I am not above dumping on a player who tries it. Grrr.

I have seen one sulky player, who didn't like something I did but would not ask about it or say something (I will listen to reason.), but just sat and grumbled sotto voce and pouted. I find such conduct offensive, to myself and other players. I've only had the one, but he also is very unlikely to be invited back.

SAMUEL KONKIN: I wondered who'd land on that article on "Women in D&D." I read it and found it useless. In the first place your comments that were all doing it the old way already are correct. In the second place it's insulting. Women are not quite as strong as men, true, but not on that scale: 2-14 and a flat-topped curve at that. I don't think any of a woman's curves should be flat. If I wanted to reflect the difference in strength I'd give the ladies 2 D8s for strength (2-16, avg. 9) or 3 D6 - 1 (2-17, avg. 9.5). By the way, I do not use the %ile roll for str. 18. The only things in my system with strength 18⁰⁰ are the monsters. I'd probably do the same to a man's constitution, to reflect lesser ability to withstand trauma, injury, etc.

NICOLAI SHAPERO: I've read Watership Down, and I've been hoping that if I ignored Burrows and Bunnies long enough it would go away. Now you tell me somebody is doing miniatures. The game seems to be breeding like -- oh, never mind. /// You have pinpointed the trouble with Unibank: the average haul of a first level character and the kill rate are things that in a good dungeon are impossible to predict. However, based on very small samples I computed 0.1275 gp/shekel. I have a hunch that's ridiculous.

LEW WOLKOFF: Gravity would be about .875 of Earth's, and I don't believe that would be especially noticeable to a character who'd grown up there. A man from Earth would feel lighter and fractionally stronger, at least until his body adjusted as it would eventually do.

CARY MARTIN: I don't quite agree with you on cheats. Let's not call them turkeys. Turkeys are distinguished by poor play, not questionable characters. If somebody wants to bring a character like that into my game he had best have someone known to me to vouch for it. There's also the little problem that totally unrestrained characters spoil the game for others. How many of you like the idea of "playing" in a game with Melvin Kozcynofsky, and his 14th level Paladin/Patriarch/Wizard/Master Thief (S18⁰⁰, I 18⁰¹, W 18³², C 17, D 18⁰⁰, C 17) with a Dancing Sword and a Mace of Disruption and a Staff of Wizardry. Then you find Melvin has been playing only 3 months. Fun, right? Sure. For my money D&D is a simulation wargame. It offends me to be told a fighter can run, shoot arrows, draw a sword, and get first strike all on the same combat turn. I prefer situations where we're in trouble because 20 characters can't turn around in a 10' corridor and fight the monster behind them simultaneously. Maybe we're all going to get trashed, but the game is realistic and I like realism. Melvin and his Marvelous D&D Machine simply aren't real. Add to that the fact that Melvin is dishonest and probably stupid and you will see why I don't want him.

ON NEW CHARACTER CLASSES: Consider yourselves lucky that I didn't feel A&E was ready for the ultimate Musical Character. Rock Stars...

THE TUESDAY MORNING REPORT #9, a D&D Apazine for Alarums and Excursions created by Steve Perrin at 3901 Canon Ave., Oakland CA 94602 and stenciled by Lee Gold who often wonders how she talks herself into these things...

STORMBRINGER

One of Steve Hender's characters recently picked up my version of Elric's runesword. When I described it to Nicolai Shapero at DunDraCon 11, he wanted the specs. Since Stormbringer had many brothers (in fact, the one picked up by Henderson's character is one of the Brothers. We all know where Stormbringer is...), my idea of the characteristics follows:

A Greatsword approximately 5' in length. It begins its D&D career as an Intelligence 1, Ego 1 sword with two powers. It is Cursed (the wielder cannot let it out of his possession) and it is an Energy Level Draining sword. *It will only drain levels from humanoids.* It has no pluses to hit (although see Nicolai's disertation on Greatswords in a previous A&E.)

Everytime it steals an energy level, two things happen:

1. The wielder goes up one level of fighting ability (for instance, 2nd to 3rd until 10^m after all fighting is over, and
2. The sword goes up one point in Ego permanently.

Every time the sword is responsible for killing (i.e. finishing off) a humanoid opponent, two more things happen:

1. The wielder hits **5%** better (+1 to hit probability) until 10 minutes after all fighting is over and
2. The sword goes up one point in Intelligence, permanently.

There is no limit to the rise in either Intelligence or Ego. A Remove Curse will allow the wielder to relinquish the sword (if the Sage is made vs. the 100th level Curse) but the sword retains all capabilities.

As the sword rises in Intelligence above 6, it will start gathering any powers possessed by its victims (infravision, the effects of temporary or permanent potions, etc.) into itself as it kills them. NOTE: Anyone who has all energy levels taken by one of these swords is absolutely gone. There is no soul to raise or reincarnate. The Alignment of these swords is Hungry. Anyone who has read the Elric books will know how to play them if they haven't been fed lately.

OPTION: It could be that the swords will only drink life from living, intelligent beings, of whatever shape. Either way is fine... They are not necessarily black. OH YES, damage done is given to wielder up to his max until 10^m after the fight, then number drops back to actual points.

EXPERIENCE POINTS:

I think I've mentioned before that we play a very unstructured game in the Bay Area. One of the most unstructured aspects of the game is the way we do Experience Points...We all do our own. There, the awful secret is out.

Actually we haven't made much of a secret of the fact. If a DM insists on giving us the Experience from an adventure, we take it as given (as we did from Wayne Shaw after the Temporalana run at Dundracon), but within our own group we find it easier to figure out our own. In fact, in the Monday Night Games we all have different systems of figuring experience. Steve Henderson, Clint Bigglestone and I all use much the same system, but we often come out with different results, which shows we have differences somewhere (either in basic system or basic mathematics). Our system is as follows:

1. Multiply the dice of everything fought by 100 (taken straight from Men & Magic). Everyone in any way involved with the fight (and not killed) gets this full amount of experience. It is not divided by the number participating.

2. To this is added the character's share of the value of the treasure (including "treasure worth," as opposed to "sales worth," of magical items. (Have I made it clear that the value of the beastie is multiplied by the number of beasties involved?))

3. If the beastie had more dice than the character, you have found the Experience. If the character had more dice, multiply the value found by 1+2 by the number of the beastie's dice and divide by the level of the character. (Again, fairly straight Men & Magic.) Then you have the experience.

NOTE: If the beasties fought are of several different dice (as often happens in our dungeons), add all the levels together (e.g. $9 + 7 + 7 + 6 + 4$, etc.) and divide by the number of beasties. This will give the "average level" of the foes. If your character is below that level, then you follow the first paragraph. If your character is above that level, then use the "average level" as the multiplier and divide by the character's level as before.

This system is good as a quick Experience system. That is, you get Experience quick, and you can figure it quick. It should not be used in a carefully paced campaign where the DM is trying to build to a climax and everyone is limited to one or two characters. We play with more than a hundred each, and this system has allowed us to build up characters who are as high as 20th, while still having a good stable of lesser mortals to go into low level dungeons with.

A friend of mine figured out once that a first level fighter would have to kill 200 orcs in single combat to go up a level under the system proposed in Greyhawk. That's why that system never appealed to us.

Dave Hargrave of ARDUIN GRIMOIRE fame (an excellent volume, well worth the money) does not give any experience at all for money or loot, making the very valid point that it is the act of robbery, not the reward therefrom, which gives a thief his experience (and all of us Lawful graverobbers fall under the designation of Thief under this aspect). However, I believe that people actually advance faster in Dave's world, because he has redone the Experience completely, making it a lot easier to get from one level to the next (once you've fought your way past the first four levels, which are much the same for every character type).

Has anyone out there played Boot Hill? That has an "Experience" system which I have long admired and made various attempts to adapt to D&D. Basically, your percentage chance of hitting goes up as you complete successful gunfights. However being successful in gunfights is a real trick in Boot Hill as we've discovered.

I also like the combat system and have thought of adapting it, including the idea that your Constitution is your points, and that's all. This would mean that Experience would have to be reflected in your Armor Class, of course, since it doesn't help the hit points. Figuring out the Constitution of monsters would be a chore too.

However, for all you out there who don't like to admit a character is dead, so you work with "minus hit points," Boot Hill does have the neat feature that if you do not get a Mortal Wounds (kind of a built-in Critical Hit system) and are reduced to zero points (either

by Light Wounds - 3 points - or Heavy Wounds - 7 points), you are simply out of the fight. If your side wins, you can recover, at about a point a day. This system would make regeneration a lot more powerful too.

The main problem with Boot Hill is that it is hard to adapt for the damage of a Giant or a really huge bite can do. Automatic Heavy Wound (ignore all rolls of Light Wound)? Two Strikes? Some kind of sliding scale? Currently I'm looking over the rules for Tunnels and Trolls. Maybe some ideas there....

Further note (3 days later): T&T has many ideas in common with the above. However, I do not like a combat system where only one side gets the damage over a one minute period.

MINUS HIT POINTS

No such thing in my dungeons. If you hit zero, you're dead. Notice please, the phrase "In my dungeons." Anything you all want to do is fine, and I'll play by your rules in your dungeons.

RESURRECTIONS

We tend to play that any resurrection, no matter how obtained, is one step nearer the Final Rest for that character including regeneration. The death trauma is there, even if you do knit back right away. ONLY a "time-binding" Wish will get someone back without losing a Resurrect.

By the way, we are of the theory that a death does not lose you a Constitution point; it simply should be marked down as one more time you've died. When you reach the same number as your constitution, bye-bye.

In Verdane, my still under construction closed universe, you will have to make a Resurrect roll, even if you have Regeneration (which will be very hard to get; there are perhaps four devices with Regeneration in the entire valley). After all, the human body is not made like a Troll's; it doesn't naturally regenerate, so the trauma is a bit much for it and the spirit can be driven away.

ALIGNMENTS

The recent discussion of Alignment Languages has made me wonder how much real use Alignment is. This is particularly true after reading the Metamorphosis Alpha rules. I am tempted to drop the idea entirely, and just base things on National and Religious and Ethnic/Racial lines as to who is beating on whom. Just thinking about it....

Those of you who have the Perrin Conventions know that I have followed the theory that one can talk another Alignment's language but with a definite accent. Did you come up with that idea originally, Lee? Steve Henderson has switched to the theory that if the Alignment Languages are to mean anything at all, then no one but a Believer should know it. I am moving to the idea that they can be read but not spoken. Dropping them entirely looks more and more ideal.

WEAPON PLAY

A two-handed sword (Greatsword) is not used with "great sweeping blows." That's an ideal way to get yourself killed while you're winding up for one. The greatsword is held in front of you in guard position. One gauntleted hand is above the quillons (crossguard) in an area without an edge and often having a secondary handguard built into it (look at any illustration of a greatsword in an armor book). This gives the user a fulcrum and lever 18"-2' long. You can get an awful lot of power with that kind of leverage. There is no need for great sweeping blows.

For those of you with SCA experience, please keep in mind that you cannot thrust in SCA combat. A Greatsword often had a very wicked point and duelling treatises of the period had many illustrations of how the point should be used. By the way, because of the "quarter-staff" style a Greatsword is used with, I give all staves the same chance to hit as a greatsword.

INSULTING SONGS

The songs Peggy Gemignani printed in A&E 19 came from a songbook put together by Steve Henderson (Sir Steven MacEanruig) and Bill Jouris (Sir William the Lucky). While the book was purposely not copyrighted, it would have been courteous to give them credit, Peggy.

INSTANT BOOK REPORT

Read THE DOOMFARERS OF CORAMONDE by Brian Daley. APCs vs. the Legions of Hell! Might Wizards! Dazzling swordplay! Magic swords! Etc. Really a fine book and one every D&D player should read. This is not to say it is instructive, just fun. It's a "Del Rey book" from Ballantine.

THE OBLIGATORY CHART

This wouldn't be a Tuesday Morning Report if it didn't have a chart. The following is my new, just now undergoing playtesting, Striking Order Chart, to determine who goes first in a melee.

The order depends on...Dexterity, Size, and Length of Weapon.

Dexterity		Size		Wpn Length	Procedure	
19+ (from haste) =	-1	9'+	1	6'+	0	Add the value for each of the 3 factors that applies to the melee-er. This gives an order betw. 0-9. Participants will strike in that order, lowest number first.
15-18	0	5'-9'	2	4'-6'	1	
11-14	1	0'-5'	3	2'-4'	2	
7-10	2			0'-2'	3	
3-6	3					

Examples: A Giant with 15 dex and the usual Giant weapon, a 4-6' club, adds 0 (for dex), +1 (size), +1 (weapon) and has a striking rank of 2. His opponent, Gregor the Giant Killer has a -1 (Hasted by his buddy Merlingame the Magician), +2 (6' tall), +2 (his broadsword Giant Jabber) and has a Striking Rank of 3. In other words, Regor better not be stomped first before he gets in his blow.

Opponents with the same Striking Rank would figure out who goes first on the basis of dexterity, length of weapon, or special circumstances. Alternately, they could each roll a D6, high man goes first, a tie is a simultaneous cut. On the third hand (they told me not to read M:A too much) the DM can just rule for a simultaneous blow and ignore complexity. OPTION: Fighting Promotion Rank can be figured in too, working from a 0 for 16th level down to a 5 for 1st-3rd (for fighters). Anyone using this system, please let me know how it works for you. Yes, I got the idea from Swords and Spells. Judges Guild has a similar concept, but Spells come after melee in my universe.

Enough, I think. I may yet get out a report on the Alabaster Mountain run mentioned previously. I might even tell it from the viewpoint of Vleric Blackelven, my lead Elf (Superhero/Sorcerer at the moment)... and leader of the expedition. It all depends on how good are the notes Hilda Hannifen took on the trip and whether I can read them and, most important, whether she can find them.

The Shores of Infinity
Chris Pettus//PO Box 641//Malibu, CA.//90265

My magic system, and some new monsters this issue.

Magic on Anton: Theory and Practice

I. Theory:

Magic is the Gods' compensation to the life on Anton for not having nuclear power. Magic is basically the power to move matter and energy and to convert the two back and forth. This is accomplished in one of two ways; Release energy from an aura to perform the task, or have an organ do the work. The first is the way magic-users do things; the second the way "natural" magic users perform magic.

Releasing magical power from an aura is done by forming proper mental patterns in the correct order. Different patterns and order, different spells. Incantations are not, in theory, necessary to cast spells, but they help in forming and concentrating on the correct mental patterns. The same applies to the hand gestures involved. While someone with sufficient mental power could focus a spell using mind energy alone, fingers provide an easy to use pointy tip to fire spells off from.

II. Practice:

I use a spell point system of my own, which seems to have stood up to playtesting with both high and low level MUs.

- a) Who uses it: anything or one who casts spells without the use of an organ or innate ability.
- b) Spell points: The spell points of a mage are recomputed every time a mage changes level, intelligence, constitution, or hit points. The formula is:
$$P = (\text{Int.} - 10) + (\text{Con} - 12) + (\text{H}/1/2\text{S}) + 5\text{L}$$

P = Spell Points Int = Intelligence H = Hit Points
Con = Constitution L = Level of Mage
S = Number of sides of the mage's die (e.g. 4 for a human, 8 for Elven)
- c) Spell points are regenerated completely when the mage is struck by the rays of the rising sun. Otherwise, they come back at 1 point/hour.
- d) Spells have two levels, the actual level and effective level. The actual level is what the rules or research data say: e.g. Sleep is 1st, Fireball 3rd, Prismatic Wall 9th, etc. The effective level only applies to spells such as fireball or dispel magic where the effect of the spell depends on the level of the casting mage. For this sort of spell, the effective level equals half the mage's level. For all other spells, the effective level equals the actual level, including spells where only the range varies with the mage's level.

Spells are divided into five categories by varying degrees of destructive potential. The categories are:

<u>Category</u>	<u>Description</u>	<u>Example</u>	<u>Sp Cost</u>
A	Detect or personal effect	Detect Magic Invisibility	2L
B	Small area defensive	Shield	4L
C	Simple (one creature) offensive or large area defensive	Charm, Prismatic	6L
D	Grossly offensive	Fireball	8L
E	Spacetime fabric wrenching	Limited Wish	10L

Sp Cost = Spell Point Cost, where L is the effective level of the spell.

d) A mage may choose to cast a spell less powerful than he/she/it could, thus lowering the effective level and spell point cost. Example: a MU12 decides to throw a fireball. If the fireball is full power, it would cost $(12/2) \times 8$ or 48 spell points. But if the MU only cast a 6 die ball, it would cost $(6/2) \times 8$ or 24 spell points. Of course, it would do only 6D6, not 12D6 damage.

f) Special cases: Wish burns up 1000 spell points. Thus, a mage with 150 Sp's on casting a Wish would be down to -850 spell points. At 150 Sp's each morning, it will take 6 2/3 days for the spell points to regenerate. This is the only case where a mage may have a negative spell points count.

Legended Lore keeps the Mage's spell points at 0 while in operation.

g) Saving throws on all spells with an effective level of 6th or less. For each multiple of spell points expended over the basic amount, the save is lowered by 1. Thus a sleep (D category spell) with -3 on the save would cost $(8 \times 1) + 3 \times (8 \times 1) = 32$ spell points.

h) Clerics still use spell-a-day. Spells are learned as before, and spell progression remains the same.

Honest, it's not as complicated as it sounds.

MONSTERS

Barghest: #: 1-4; Hit Dice: 4+1; Move: 12". AC: 4. Lair: 20%
Treasure: C

The Barghest is a large spectral hound. It has the same resistance to weapons as a Wraith. They prowl in packs, searching for their prey, humans. They can turn invisible and, while invisible, emit loud shrieks. Any who hear them must save vs. paralysis or be paralyzed for 2D6 turns. All who save, however, can then see the Barghest.

Attacks: 1 bite @ 2-16 or 2 claws @ 1-8.

Is Undead. Turns/Dispels as Wraith.

Masan: #: 1. Hit Dice: 5+2. Move: 3". AC: 5. Lair: 70%. Treas: B

The Masan is a demon formed out of the ashes of a funeral pyre. It is hideously ugly and all must save vs. Fear or run away in stark terror. If it gets within 8' of someone, it will throw ashes at him. The ashes cause a disease similar to a Mummy's rot, except it will kill within a day. The touch of the Masan has the same effect.

Attacks: 2 Fists @ 2D6 + Disease

Comments on A&E 20

Lee Gold: Logical method of running phantasms.//Would you consider publishing the potion color/odor/flavor/fizz charts you mentioned in A&E 15 or thereabouts?

Brian Lane: Rational method of running phantasms.

Philip McGregor: Interesting. Using the D&D weigh figures, the average GP weighs about 40 grams.//While a waiting period for armor makes perfect sense, it slows the game down. Even using Anton's 3:1 time dilation, it could take up to eight real days to get a set of chainmail.

W. Taylor: Groan!

Jeffrey May: That's the way Chaotics are.//Quite a few of the write-ups of my Ghods say: "Hit Dice & Armor class: irrelevant."

Kay Jones: Agreed about phantasms. Seems to be a consensus of opinion. //Also agree about magic manufacture.//Monsters & Treasure, p. 34 "Of course, certain wands and staves would not be subject to the above...Doors & Traps detection, Healing..." But I think Healing staves should be charged anyway.//Glad you like scrubbing bubbles. I also use them for cleaning Durthang's carpets.//Melniboneans are nice. //The songs are nice too.

Self: Correction: the adjustment to dexterity if "involved" varies from 1-6, depending on how complicated the activity is.

Tim Kask: Show me another man that strong. There should be 185,185 of them.

Howard Mahler: While I'm not convinced that Haste equals double damage, I do agree that it should affect fewer people.

Richard Schwall: Interest on phasers. But it seems to imply a degree of technology StarFleet didn't have. A good job anyway.

Bill Seligman: Personally, I use the 20 on a D20 plus a 6 on a D6 for a critical.//As a monster's AC goes up (I mean down), a person will start hitting less on areas such as the arms, chest or torso, and a greater portion of hit hits will be on the neck, joints, and eyes where the AC is lower (I mean higher). But the neck, joints and eyes are just the places for criticals//For Monty Python, don't you mean "St. Loony's up the cream bun and jam?"//Best satire(s) yet.

Margaret Gemignai: Thanks.

Robert Sacks: I said Lothlorien was a city.

Cheryl P. Lloyd: As I remember, most magical helms are nonprotective (and can be ruined pretty easily).//No, I don't let a regen ring grow a new body.//I have a few rings of Vampire Regeneration. If you are killed, you regenerate as a Vampire. Literally. (Heh, heh).

Nicolai Shapero: A wereotter/Hobbit?

Peter Cerrato: No, Elves don't have skin equal to chainmail. They usually wear chainmail.



Farmer Maggot & the Black Rider

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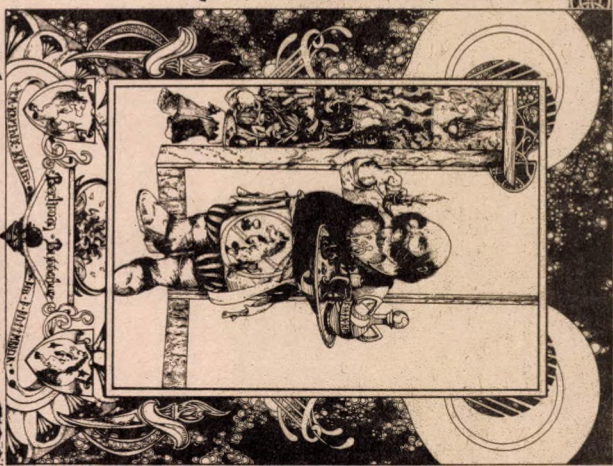
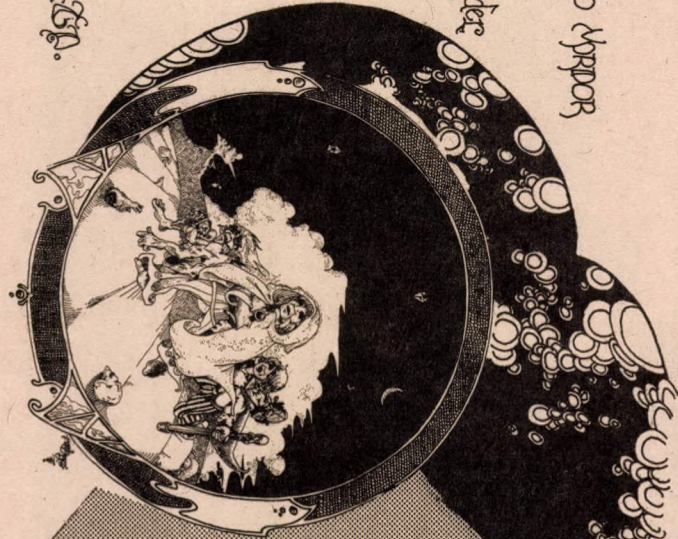
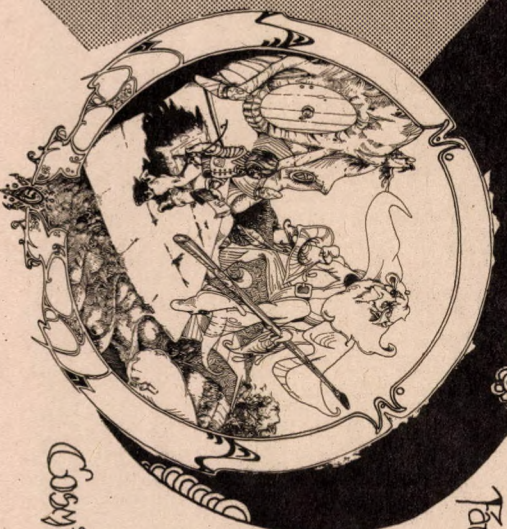
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DEALER INQUIRIES INVITED

FROM MERLIN'S ISLE III - from Martin Easterbrook, Physics Dept,
Royal Holloway College, Egham Hill, Egham, Surrey, UK.

I haven't seen DRAGON yet which may have more details on the following but here is the latest word I have on the future of D&D. It is a letter from Gary Gygax to Walter Luc Haas' gameszine EUROPA:

D&D REVISION PLANS (By Gary Gygax USA)

We are working on a D&D revision as follows:

- 1) All material in booklet form and magazine articles will be included.
- 2) The entire package will consist of a beginner's guide, a player's handbook, a large referee's manual and one supplement - a revised and expanded "Gods, Demi-Gods, and Heroes".
- 3) The revision will use only one combat system and will go into greater detail in explanatory and technical areas.
- 4) The format will be 8½x11"!
- 5) There will be no additional formal material.
- 6) The entire package will be available boxed, with dice included.

I expect to have the beginners guide ready for release near spring. The revised supplement should be released a few months thereafter. The other two books will probably be released in late Autumn.

Because the above is a short extract I've 'pirated' it from Walter's zine but I hope he will forgive me if I add that EUROPA is an excellent magazine for those interested in board wargames and may be obtained from Walter Luc Haas, Basel, Switzerland. It costs 6 dollars for 7 issues seairmail or 10 dollars for 12 issues (9dollars or 15 dollars airmail). Walter's full address is Postfach 7, CH-4024 Basel 24. Payment from the US may be sent to 1st National Bank of Maryland, Walter L Hass, Acct No 74-2340-7, PO Box 1596, Baltimore, Maryland 21303. Write to Walter simultaneously to advise him of your subscription.

I think that my reaction to Gygax' announcement is the same as most people's. I'm pleased that a 'tighter' set of rules is going to be produced but I hope that they won't differ too much from my own interpretation of the present set. I am also somewhat worried that the remark about 'no additional formal material' may mean a restriction on D&D articles in THE DRAGON. With its present rather scanty games content DRAGON doesn't really justify its price, particularly in inflated pounds.

Having criticised the non-gaming content of DRAGON I must contradict myself in one instance to say that I thoroughly enjoyed the EPT battle report in issue 4 despite never having taken part in a game of EPT. As I mentioned last ish I am occasionally to be found in the midst of a re-created English Civil War battle. From many of the details I wonder whether Prof Barker has ever engaged in similar lunatic activities. At last someone who realises that the most common threat in a battle is not the enemy but members of your own army dropping their pikes on your head. The idea of having individual duels before a large battle is certainly something that I intend to include in my campaign. As the Swords and Spells rules stand at the moment there is very little for the higher

level fighters to influence the course of a battle.

Before getting down to the nitty-gritty of some suggestions I have on the D&D rules I think I have time for two quick con-reps.

FAANCON II -- This is a no-program SF con mainly intended for socialising with other fen. This year a large amount of D&D was played in a reserved room of the hotel. The craze over here is still growing fast and many people who rarely get a chance to play were eager to get games in. Perhaps this turned out rather to the detriment of the social side of the con but now that the amount of interest in D&D is obvious there may be some meetings organised for gaming.

Whilst on one expedition with Goblin, Nivek and Fanglord (these were the players by the way, not their characters) I was told of an interesting new magic item discovered in Fanglord's (alias Dave Langford) dungeon.

THE RING OF INCONTINENCE - this item, when worn becomes attached to the wearer like any other cursed ring. Every six turns the wearer experiences an uncontrollable increase in pressure on the bladder. In order to relieve this the player has three choices; (a) to use one of the toilets provided in the dungeon, though these tend to be inhabited by skeletons, (b) to disappear around the nearest corner and risk being isolated from the rest of the party when a wandering monster appears, or (c) to remain with the party while performing the necessary functions although this leads to the loss of one point of charisma each time.

As you will no doubt have gathered from the above the emphasis in dungeons amongst British SF fans is heavily on humour. The legions of adventurers loyal to the fannish God GHU outnumber those of ODIN.

GAMES DAY - I got a chance to see the world from the dealers side here by helping out on the organisers stall selling TSR games. The demand is frightening, rather like a raging mob trying to beat you to death with five pound notes. Judging by the type of people now buying the game it does seem obvious that an updated rule book is needed. Many of the buyers had no contact with anyone else playing already and are likely to find the 'guideline' rules rather confusing without anyone else to explain them.

One happy circumstance of Games Day illustrates how the hobby is still going to grow. One of my best friends from my old college who never showed the slightest interest in Fantasy games while I knew him arranged to meet me at Games Day after seeing my name in Hartley Patterson's NEWS FROM BREE.

Enough of such social chit-chat however it's time to amaze the world with

D&D MELEE RULES WITH ONLY MILD HYSTERICIS AND TANTRUMS

The heart of my melee system is to play on a board covered with 16mm hex sheet and overlaid with plastic film for the drawing of corridors and rooms. Each hex represents 3 feet and one figure may occupy each hex without being crowded enough to decrease their effectiveness in melee. On such a board it is easy to see how many characters may stand around a door, etc.

MOVEMENT -

This depends basically on encumbrance as in D&D vol 1 but a rough guide will be:

unarmored or leather armor	12ft /	melee turn	or	4 hexes.
Chainmail armor	9ft		or	3 hexes.
Plate Armor	6ft		or	2 hexes.

Note: Fighters with exceptional strength, as in GREYHAWK will be able to carry their armor more easily and hence move faster. (eg an 18(77) strength fighter will be able to wear plate mail while still moving at the speed of an unarmored man because of his weight bonus of 700 gp).

To encourage more fluid melees I allow characters to charge at an opponent and strike at him as one action in a melee round. The defender will of course get a damage bonus if he hits with a spear while they are charging him.

INITIATIVE -

This is an attempt to simplify the system given in ELDRITCH WIZARDRY so that the game is not bogged down in calculation whenever a melee takes place.

I assume that a full turn is equal to one minute so that each melee round then lasts six seconds. Thus when a melee situation begins each individual character (and monster) throws a six sided die to determine on which second they may act. In practice this isn't as bad as it sounds as usually only those in the first two ranks on each side will be involved. A character may act as soon as soon as he is able or he may do nothing then and remain 'ready' to act immediatly at some future time.

~~After the first~~ After the first melee round no further initiative rolling takes place. Each character may perform a new action, move or attack six seconds after his previous one. The adjusted dexterity penalties used in EW are now represented by the fact that characters in heavy armor will not be able to move so fast and those in the second rank will have to wait until anyone in the front has moved out of the way.

This basic system is modified for characters with high dexterity as follows. On the initial initiative roll a character may deduct one for every point of dexterity he has above fifteen, without bringing the result below one (eg dexterity 17 character rolls an initiative score of 5 giving a result of 5- (17-15) = 3). Thereafter a character with dexterity above 15 may act one second sooner for each point of dexterity above 15 (eg our dexterity 17 character may act or attack every 4 seconds). One exception to this is that a character using two weapons to attack deducts any points of dexterity he may have above 16 rather than 15. (This is an annoying complication but is necessary to prevent a dexterity 18 character using two weapons from striking four times as often as an opponent. It also leaves some scope for extending the system to characters with exceptional dexterity if you wish).

Hasted characters halve their initiative throws and time between actions. Slowed characters double them.

If characters chose to strike and then retreat they will move at half speed when retreating. Also only if they finish the move with

their back to their opponent can they move away at full speed on their next action.

SPECIAL ACTIONS

Pushing - Sometimes a character or monster will wish to move another from their position. If they choose to do this they may not make an attack on that action. The system used is derived from the old CHAINMAIL combat system. The creature or creatures attempting the push throw a number of dice equal to their hit dice (ie D4 for a kobold or 6D8+3 for a troll. To resist the push the defender similarly throws dice equal to his own hit dice (D6 for a cleric and D4 for an MU). If the defenders total is greater then he does not move but if the attackers role the higher score then he is pushed back 3ft for each 8 pts the attackers roled above his total.

If the defender is pinned against a wall then each point over his score rolled by the attacker counts toward subduing him. This is a rather important modification as it means that characters in magic armor can no longer carve their way through complete armies of orcs on their own. They are allowed however to attack the monsters trying to push them as well as resisting the push.

Spears - A character using a spear may use this to attack monsters two hexes (6ft) away but not less. The monster will of course attempt to close the distance between the two of them so that it is able to return the attack. A one dice monster charging a first level fighter has a 50% chance of getting past his guard. The monsters chance of penetrating the guard increases by 10% for each dice it has above that of the character wielding the spear. A four sided dice as used by a thief counts as one dice for this purpose. Similarly for each dice the spear holder has above that of the monster he decreases it's chance of getting through by 10%. Thus the chance of a 6 dice monster evading the guard of a 4'th level fighter would be 70% but the chance of a 2'nd level monster getting through would only be 30%. If the monster does penetrate the guard then the fighter cannot strike on his next action but must use this to drop his spear and draw a sword, thus giving the monster a 'free' attack. Spears used two handed use the hit probability and damage assigned for pikes in Greyhawk.

Circling - Thieves, and others, may not use their move to get behind the person they are in melee with and then strike from behind. The move of anyone who is in melee and who attempts to circle behind an opponent is limited to 1 hex (3 ft).

Throwing oil - I now allow oil and fire bombs to be used as follows. Anyone throwing a fire bomb states which hex he is aiming at. To land the fire bomb on this hex they must throw a 13 or better on a D20. A score which falls short of the required 13 by 6 or less indicates a 1 hex miss. The actual hex hit is determined by counting out the amount of the 'miss' on the die throw clockwise around the target hex starting at the hex between the thrower and the target. A throw which is more than 6 short indicates a miss by two hexes, the direction of which is counted out in the same way. When the bomb lands I throw a D6 to determine the intensity of the fire and place a red marker with that number on it on top of the target hex, or underneath an affected character. Anyone within this hex will the fire burns takes the indicated amount of damage. Anyone in, or moving into, an adjacent hex takes half this damage. However in both cases they recieve only half the

calculated damage if they make their saving throw against Dragon's breath (note the bonus for Druid's saving throws vs fire from EW). Fire bombs and oil flasks differ as follows. Firstly fire bombs cost 10 gp each. They always ignite if they burst on a hard floor but because they are so much more volatile they burn out after 12 seconds (2 melee rounds). Oil flasks cannot be transformed into fire bombs as the oil is too thick to be ignited by a burning wick or rag. They may however be ignited with a torch or if burst next to or in a hex where a fire is already burning. When they do ignite oil flask contents burn for 60 seconds (1 full turn). Alchemists may produce Greek Fire at a cost of 200 gp and two days for each D6 of damage that the fire burns at. They may not produce Greek Fire of more dice than their level. Greek Fire cannot be extinguished by water and burns for an extra 6 seconds (1 melee round) for each extra dice of damage.

Thrown weapons - All thrown weapons are at -2 (see SWORDS AND SPELLS)

Striking from behind - Anyone striking from behind strikes at +2 (thieves at +4 of course). See TSR 2 (or maybe it's 3).

Shields - Anyone in melee with more than one opponent may only use the protection of their shield against one opponent, hence a fighter with AC2 will count as AC3 to the second of two opponents. Which opponent the shield is used against depends on the handedness of the fighter.

Handedness - This is decided by throwing a 12 sided and a 6 sided die. Higher score on the D12 means right handed, higher on the D6 means left handed, equal scores means 'either handed' and able to swap shield and weapon at will and a score of 6 on both dies means the character is ambidextrous and able to wield two weapons at once. Note, this rule originated in my dungeon and reached NEWS FROM BREE via the Slough dungeons (not that I'm chasing credit you understand).

OK for those who are still with me lets see if we can go on to tame the BLACKMOOR hit location rules in the same way. I've always liked the idea of hit location as it brings more feel to the game and also makes determining monsters morale much easier. The main trouble is that the BLACKMOOR system slows down the game too much. Critical hit rules are a good alternative but tend to be rather deadly for my taste. Having done a bit of computer science I decided that it was rather wasteful to use a D20 just for a hit/miss determination, why not use the extra information available from the same die roll to determine hit location.

HIT LOCATION IN MELEE

Under these rules the location of a hit is dependent on 'how well' a blow was struck (ie how easily did it penetrate the defenders armor class. The column for 'die roll' refers to the difference between the attackers score and the minimum needed to hit the defender after all bonuses for strength, magic etc have been added. (Say, die roll + bonuses - 17 for a 1st level trying to hit an armor class 2 target).

DIE ROLL

EFFECT

+0 to +2	Body hit, cumulative damage only.
+3	Hit to lower body or legs (may not sever or crush)
+4	Hit to arms (may not sever or crush)
+5	Blow to head, defender stunned and forfeits next attack.
+6	Hit to legs, blow will sever or crush any limb which has accumulated more than its maximum damage.
+7	Hit to arms, may sever or crush as for legs.
+8	Hit to head, defender knocked down *
+9	Hit to head, defender blinded if sufficient head damage has accumulated.
+10	Hit to head, defender beheaded if sufficient head damage has accumulated.
above +10	1 extra point of damage to head or named ** target for each extra 'pip' above +10.

An extra die roll is used to decide which arm, leg (or possibly head is affected).

DAMAGE ALLOCATIONS

Each arm may absorb half the total hit points for the being before it is disabled.

Each leg may absorb half the beings total hit points before it is damaged. A damaged limb halves the creatures movement (one quarter movement for two damaged legs on a biped, for a quadruped the penalties would be one quarter and a half movement for one or two damaged legs). When a leg absorbs three quarters of a beings total hit points then it is disabled and can bear no weight, at this point a biped falls over.

The head may absorb half the beings total hit points without being blinded or beheaded.

Some modification of these values is necessary for multi-limbed creatures such as spiders and octopi but the value of the limb damage allocation should be a fairly easy decision on the part of the DM.

*Defender knocked down - Chances of rising again are determined by throwing a D6 on the injured beings subsequent melee action (as in GLADIATOR rules). To rise needs 4,5 or 6 if the being is unwounded, 5 or 6 if it has taken $\frac{1}{4}$ of its damage allocation, and a 6 if half its legs are damaged.

** Named target - An attacker may 'aim' at a specific target. If he fails to make a high enough throw (eg +3 to hit the legs) then he misses completely. If he makes or exceeds the required throw then he has hit the named area (add +1 to required throw if the player names a particular arm or leg).

RULES FOR MAGIC

My system for magic users is fairly similar to David Freeman's as published in *MURIN OF THE SEVENTH HELL* 1 from A&E 18.

When they are rolled or when they gain the use of a new spell level the mu will look up the minimum number of spells that he may know from the Intelligence/spell use table in *GREYHAWK* and immediately chooses spells, up to this number, which he thinks are the most useful and writes these down as 'known' on the character sheet. He then chooses a further set of spells which he would also like to know and which would bring him up to the maximum number of known spells if he did know them all. He goes through this second list rolling a percentile die for each spell, if he scores lower than the 'chance to know a particular spell' given in the *GREYHAWK* table then he adds that spell to his list. If he fails he usually swears but goes on to try for the next spell.

The magic user 'remembers' all of the spells on his list at all times but the number of spells he can use each day are limited to the figures given in *MEN AND MAGIC* (ie 3 first level spells and one 2'nd level for an mu3). However he does not have to decide which of his list of known spells he will use until he actually casts it.

CLERICS - These know all the spells which they are able to use whatever their wisdom is. However I have tried to find an 'English compromise' between our present method of allowing clerics repeated use of spells with no limitation and the rather meager allowance given in the pure D&D rules. To do this I have 'pinched' part of Barbara Van Nostrand's spell points table.

Characteristic	3 - 4	5 - 7	8 - 10	11 - 13	14 - 16	17-18
spell uses	1	2	3	4	5	6

A cleric reads from the above table the spell use values for his wisdom and for his constitution and adds these together. He then multiplies this sum by the number of spell uses available to him under D&D.

(Consider a CL6, Bishop, with wisdom 16 and constitution 10. His 'spell use' value will be 8 (5+3) and thus he will be able to use 16 first and 16 second level spells, and 8 third and 8 fourth level each day.)

Spell duration - The duration of a spell depends on how much time the magic user or cleric took to cast it. In the rule books spell durations are quoted in turns. If the spell is cast in melee then the spell lasts for the given number of melee rounds. If the magic user takes a full turn to cast a spell (or 60 seconds of melee) then the duration of the spell is in full turns.

This sounds a little arbitrary but has several advantages. Firstly it means that the clerical 'Hold person' spell only lasts for 9 melee rounds if cast during combat which is more reasonable for a 2'nd level spell and secondly it means that spell use in D&D and 'Swords and Spells' is now compatible with the more powerful effect of spells in the latter being explained by the fact that magic users take one full turn to cast them.

UNIBANK REPORT #3 coming from the well-tested typewriter of Jeremy S. Paulson who will be at 306 McDowell Hall, American U., Washington DC 20016 (202 537-5646 till May 7th.

New Members!!

RHIANNON: Evan Jones, GM	4.6 gp/shekel
untitled: Nelson Freck, GM	.4 gp/shekel
DEADBONE/VYNAR, Ben Grossman, GM	.2 gp/shekel

This raises our present *4-9-77) to seven members. The others are Endor - 40 GP/s, Thalassa - 425 gp/s, Durthang - 1.1 gp/s, and The World of the Seven Moons- 1.4 gp/s.

Our First Offering!

Spell:

Chromatic Spray: (Lucarn, via ENDOR) MU-type, level 4. A cloud of multicolored daggers appears around the target doing level (D4) damage with a -3 on saving throws. This is a very visible spell, thus saving throws and Holy Swords can be seen. Price: 625 shekels.

UNIBANK is a transuniversal spell bank and magic item auction system. The procedural rules were printed in A&E #18 and are available from me at the above address.

Personal Notes and News:

I was at the Princeton Dungeon Convention and enjoyed meeting those of you who were there. I must say that I preferred last year's con a bit more than this year. Being the inveterate chaotic that I am, I found this year's con too well organized! All during the three days of the con, there were pre-arranged quest-type expeditions being run, most of them by the Princeton GMs. What I was really looking forward to was the seminar of GMs but due to the enthusiasm of the attendees to start playing, it never came off. Thanks guys for a fine time.

I have been told that a NY apa has been started up and will be producing its first issue in early May. As far as the operating rules go, it will be quite different from the A&E type. Contact Robert Sacks at 4861 Broadway 5-V, NY, NY 10034 in regard to further information on APA-DUD (Dungeons Und Drggns).

This sort of thing is not new to me, as it has been brewing for some time. This last summer there was a movement on to produce a "New York D&D Handbook" which would show and act as a guide to NY's particular brand of the game. Unfortunately, it never came off. Perhaps this will be more successful.

MANY WORLDS

by Margaret Gemignani, 3200 NE 36th St. #907, Ft. Lauderdale, FL 33308

Though I don't include my phone number, I am very happy to hear from anyone who writes. The Legendary Steve Marsh has finished his term as missionary and is now residing in California at 7488 Hamilton, Edwards, CA 93532. He's a good DM and player.

Ken Pick: Since you've asked for clarification, ... I'll call your attention to A&E 15 when you described the Aarons Brothers as "macho male (usually means regards women as property, little else; doesn't believe there can be lawful or neutral MUs." Now in A&E 16 or 17, you wrote up the expedition in which the Staff of Priest King was obtained by the right of conquest. No Aarons on this expedition, but there were women and MUs risking their bacon. Your fellow MFP: Kevin (Slimemold) Slimak does not allow female clerics in the official True Catholic Church in HellsGate.

Now, if an unofficial religious group with women clerics got a good item which a high ranking cleric could use best, should the Bishop of the True Catholic Church get it? Wouldn't the neutral women clerics object, even if he was most qualified to have it? So the Aaron Bros. keep their bigotry against MUs and women and obtain the best item (worth 25MG) from an expedition with women and MUs. And the women and MUs just smile and agree the Aaron Bros. should have it? (You never did tell us how they got it; I take it it wasn't handed to them for free.) Some nerve, the Brothers Aaron got to be so bigoted against such nice people who are so understanding of their needs.

Lee: the only good thing about that stupid Nixie is you could have used him in California for some rain. The Pink Horde scared everybody out of their skin that night. Waldo could have recruited quite a few for his church.

I wish I had played in Alf. King of sad I went back so soon Monday or I might have made it. Glenn plays all his people aggressively, and he plays the opposition the same way. Once things are turned on, you can't turn it off. I hope to see Alf next year. I'm afraid, Lee, that nobody is impressed by Eric of the Towers, but himself. He's rather a strange paladin foo.

Can you explain the progress of buying spells out of A&E and TWH? Maybe it would speed up the transfer of gold.//Your way of playing Phantasmal Fireball is reasonable. Thanks for the information on the Mabinogion. Penguin has some nice Celtic-Welsh pieces out. Everyman's Library has a publishing branch in the states, and I can order their books through book dealers.

Brian Lane: Chaotics are not evil. Most chaoticis don't get along with Evil beings. Selling spells is a matter of business. If they are overcharged, the neutrals will go elsewhere, and the chaoticis who have paid for the research lose their sale of the spells. A great deal depends on whether the Chaotics/Evils know what they do is wrong. In many areas, stealing, being a bandit, even murder or selling slaves is considered the duty of good citizens. In olden days, religions and cultures which condoned violence, slavery and free sex were not considered evil/chaotic. It was evil/chaotic not to agree with the religion. The Aztecs believed the sun would die and the earth end, if they didn't commit human sacrifice. An Eskimo in more primitive areas today would not be able to understand why a

visitor wouldn't be courteous and sleep with his wife.

I didn't know C'thulists worshipped Set. Didn't the ore get in trouble for serving a strange god? Lovecraftian gods are jealous and probably wanted those 13 folk for themselves. Set is no great friend of theirs. It takes a while to get used to running chaotics, but it is a worthwhile experience.

Most Phantasmal Force illusions have to be rolled on to see if they're believed. If you believe it, it affects you until it is touched or no longer believed. Then the damage stops.

How is Lord Thesaus these days? Understand he moved to your area and is now infecting the area with MIT-style D&D.

It's not the character who's bad, I agree; it's the player who is unimaginative. Making players use their brains is always good. Languages could help with that.

Do you seriously believe the average vampire or ghoul would turn down a meal? The DM usually must run the opposition unless he has a late comer helping. He must assume the opposition wishes to win. He usually rolls for reactions like a prize fight; it's knock, open the door, close and may the better party win.

Ironmask really earned his charisma of 5 in Scott's game. Typical novel Vampire is a king vampire. He can have anywhere up to 12 vampiresses plus servants, wolves and other helpers, depending on his age, talent and wealth. The average D&D vampire is not that talented. King vampires rarely serve evil clerics and most are more skillful in their attacks than the average Dungeon or Wilderness vampire. If the player elected to play an Evil or neutral vampire, he or she wants company and will make vampires. I have no idea how you would convince the DM about neutral vampires, since most DMs don't acknowledge them. And as to lawful ones....

Morningstar: Your descriptions are good. Charging 110 GP for safe armour is a bit high, but your weight and armour descriptions are good. Under the system of armour, 20 GP has to be paid by the fellow wearing chainmail or plate for safety's sake. Otherwise, he can pick his chainmail out of his hide every time he takes a good blow.

You usually can get a poor sage for 400 GP/year. 125GP is good for a longbowman or yoeman. Then after one expedition he can buy a farm and settle down.

Pork Pie: Did you get back Olaf Paulsson after the incident with the MU? What level did you say the MU was? Do you allow 18 strength to use 2-handed weapons with one hand?//I'd like to see your Midgard rules. I've got some from US games.//Do you play dogging a blow means you have to have 15 dexterity?//Wikings had a wooden shield for that spear throwing trick.//Do you give plus to armour and shield for mithril and adamantite?//Like your weapons.

Field and Phalanx: Interesting Ferdinand Feghood. Your charts are good for the angle of the weapon; you should have published them.

Cursed Scroll: You need the amulet for a DM against chaotic players. The DM should have sent down a non-player character to the Temple of Set to bring out McGregor Matters, resurrect him, inform the neutrals they are now chaotics for killing poor McGregor who might then wish to hunt down the remaining neutrals who did him in the first place.

Gods are for use in games in which the player characters need high hit points, gross weapons and special armor, a couple of pieces of really good magic. Did I mention the C2 who got from a West Coast

dungeon some Gauntlets of REpeller Power from Iron Man (cf. Marvel comics) and this was the 2nd time he'd played. That was at Midamericon.

What level is Aunt Clara-Endora? No MUs should be able to use any spell like a gatling gun and avoid the risk of penalty. Endora may have a first class brain, but she shouldn't learn to get into bad habits. In other dungeons, she would risk backfiring and Klutz. She's too good to be limited to just a few dungeons.

Kirel's Mirror: Coming to Suncon? If so, bring Ja'ala. I have one Elf who is almost a Melnibonean but his charisma is 9. If you'll allow half-breeds, I can play him as an elf/Melnibonean. He is a neutral Thief/MU. I rolled him in Darkcavern. His brother is entirely different, and can't be Mlenibonean. (he's MU?cleric, Lawful, also from Darkcavern.) I like the character class. I'd like to hear Melkin the MU's tales. T

I've written a good friend of Nicolai's, Tim Hain. Do you know him? He's a real smart, good player, Glenn Blacow's equal, almost Glenn's opposition in Midgard Ltd. He said Nicolai kills a great deal, plays fairly, pays well and has a great dungeon and is a great DM. If Tim Hain syas that, it's true. So Nicolai and I will be friends, since I now understand Nicolai isn't a crazy killer. Bring him and StormGate, and your Robbers' Roost to Suncon. I might be going to Origin III.

John and Pepe are not through with Jack the Slasher yet. If I can do something to overcome that elf's charisma and adjust it a bit....Two saving throws against sleep usually means immunity for some time.

Did you know a demon sword can't affect a christian or god-fearing person. It could kill them, doing hit point damage, but they could be raised normally. Moorcock said that in the original Elric stories.

Killing stupid players is a public service. Did the Minotaurs get sick from eating those turkeys? We all want to hear about the transformation of Clive the Obnoxious to Clive the Able to Stooded.

Stu has not recovered yet. Kay, I'm afraid you can't feeblemind somebody who's already that way. Seriously, I like Stu, but he does get confused. Can you see him in the Cult? There'd be nothing left of him.

Priests of GOW carry a rope because it is useless to them. A two-handed sword is beautiful for striking with from behind. You might not see that in the SCA, but you will in the dungeon. You can sell tales through this Apa by having somebody print yours. Philip and Marci Helms are already doing this through other apas. Prices range for \$1-2. You keep the reprint rights and can seal them again professionally.

The Tolkien Champion is real nice; the soft-bound should be out soon.//Gold reflects the sun; the sun is an ally of the Priests of Apollo, so maybe they would not have to move much.//I'd like to hear the full truth about Nicolai's weretigers and Temporalana's Dimensional Door.//Like your Ballet of NCP and D&D.

Jim Bolton: I have a suggestin for the next DunDraCon; make it a different date than Boskone, so we can all come.//Glad to see you blow away the turkeys; congratulations.//You are kind; 3000 EPs/trip is about average for a good workout and gold is right too. I would rather have experience and gold because they are transferrable.

Unless I have high dexterity, I am not going to fire missiles over the heads of my own people and take the chance of hitting them. I will ask the DM if I have a clear shot or try to get into position for one. Shooting into a melee without checking is a great way to influence people and make friends...if you know what I mean.

MOPFS are toned down? These are still a little much. An old white dragon has only 50 points breath damage, but a MORF can do almost as good when he hits. Armor class: -8, saves like F13? Your other monsters are all right.

Chris Pettus: I admit the Jester stinks, but the dwarf the class was talking about was the Human Dwarf. Human Dwarves historically were jesters; it was a good job for them. Few were as funny as the frat. In NY, Greg Costikyan's dungeon's, there is the frat as a weapon, and all the things that go with it.

Tim Kask: I'll show you a woman with a strength of 18. Get a load of the gals in the Russian discus team. Seriously, do you think the average D&D female wants to be compared to a street walker or a hideous hag? How about a Gruesome Old Wizard or a male Pimp thief? If the majority don't like what you print, why print it? Len Lizardman isn't popular for many reasons; a tactful mouth and pen is not one of his fortes.

If an elf F7/MU8 was killed three times in a first level dungeon, the dungeon was too hard, or the elf was too dumb. High level does not rhyme with smart.

Howarf Mahler: If you have dexterity as high roll, you want a bow as a secondary weapon. If strength is your highest roll, and you'll get bonuses from striking from behind with a two-handed sword, you'll want a two-handed sword as your secondary weapon.

Can you translate your method into terms of Glenn's world? I will take a good character out of a closed world if the DM is no longer available to run it. No one is obligated to accept anyone, but be reasonable, tell them what you don't like. Don't turn down everyone from outside your area. Glenn and Swanson and Nicolai accept people from other dungeons. If the party pushes a character down your throat and disregards the DM's rules, you can then zap them. Lew Wolkoff and I have played characters in Boston dungeons and West Coast dungeons. There was no problem. It depends on what you want out of D&D. A good player doesn't want an easy dungeon; he learns nothing that way.

Richard Schwall: Good Phaser discussion.//As to Carltin, you can put something on her dragon claw, so she can play a lyre. You can run two dragons by using a dragon rule. Some people have experimented with dragons as characters. Good story.

Cheryl: good material on Moondaughters and the Guild. Wonderful tale of St. Draco.//Pernese dragons chewing firestone may get it on, but they might not have little dragons. They would notice that, being intelligent.

Bill Seligman: funnier than ever.//Did you know that the Bonewitz REAL MAGIC is out of print. I'd like a part in your new dungeon oera. How about one of the Salvation Army Sisters or one of the girls at the

Hot Box. Lew Wolkoff is good for Benny Southstreet. Kay and Nicolai can be Adelaide and Nathan. You could be Sky Masterson. Cheryl would be a fine Sarah. Ken, Wayne and Charlie would be horseplayers. Steve Perrin and Henderson could play the visiting musclemen from Chicago.

Robert Sacks: Using logic on D&D is always good. Big time tournaments in D&D have certain scenarios which require a certain level character. Your 1st level couldn't have survived.

Bill Paley: I like your willingness to try out other systems. Get in touch with Paul Jaquays; he can get you into Mid-West playing when you arrive there.//How does a Patriarch run out of spell points trying to resurrect people? I didn't think anyone below that level could safely raise the dead. I've seen tournaments with C10 resurrectors, but it would take sometime for someone of that level to run out of spell points either.

You don't play much with Steve Perrin or Hilda, do you? You should. [*Paley lives in the LArea, not the BAYarea.--LG*]

I know one 2nd level who got the Silver Surfer helmet. That's a bit too much.//The spire sounds interesting. I hope you won't turn off your Spotlight. We'd miss you.

Glenn: lovely cover.

I've often felt that in D&D one fully developed world would have enough material for several large books. Midgard Ltd had enough material for a library. Edwyr has a lot of material too. I did an article in my relative Writing class on D&D that sparked a lot of interest. Most of the people were older folks and you wouldn't think they'd be interested in D&D but they are.//Did Howard Mahler like Edwyr?//You mean Ivalda was an anti-paladin with an Unholy Sword?// Has anyone tried pulling the door or pushing the door open so you aren't standing in front of it. I don't like crashing in on Chaotic Temples. You always get the Finger. Has anyone tried using a Pike Shield for Temple raids to avoid arrows? It's a series of large shields that almost cover the body. They're too bulky for regular D&D, but they might be good on a major assault. In Wilderness encounters, they're good for breaking the charge of huge beasts and armored men.

Jar did well; I'm sorry to see him retire, but Palm Beach is very nice. I understand he did pretty fair in the golf tournament recently. The cleric who got the mithril chain spent a lot of time being feeble-minded; some felt you couldn't tell the difference between that and her natural state. The same player spent time arguing with that T4 rip-off artist and playing with the lawful cleric's life and our alignment.

You forgot the really good part in the #2 Edwyr expedition, when the followers of Sartos the Torturer were passing by the door singing their hymn. If any twit Elf or somebody else had gone near the door, they would have tangled with us before they'd gone two steps. An armored bull and a vatch did not help matters. Wang Lo's gold lions came in handy and took out the bull.

A girl named Carol was running Helma the Hag-ridden, a dwarf F5 with a good sword in Edwyr #3. Otto got out of Hold and went after the MU and his assistant, the one who went out for the healing potion. John got up Helma, and she went after them too. The Mongol with the

poison was the one Waldo was exchanging blows with over the mule. John appreciated Otto getting him up to 8HP, so he could get out of the dungeon safely. John felt bad about Fundin and is glad he is alive again. John does not dislike dwarves and has played with them before, but nobody could have known that. I found carrying hold water in the dungeon a good idea. Not only do demons dislike it, but so do undead and shadows.

Peter Cerrato: I don't like the idea that if you take damage of half your HP, you have a chance of going unconscious. Life is hard enough in most dungeons without this. Your combat tables aren't bad, and your hit points are generous.

James Cerrato: Bobby Balrog can use these Balrog Bartender tips:

Pepsi: puts fresh life into you (the Pepsi generation).

Coke: makes the going good. Dr. Pepper: cures. 7 UP: changes your luck. For alcoholic: Miller's High Life: high life factor.

Lowenbrow gets you protection of the Lowenbrow deity, since it is named after a religious order. Lite Beer makes you float in the air.

Champagne causes tiny little golden bubbles to burst and fly around making everyone dance. A Black Russian summons the Cossacks to your aid. A Zombie turns you into a zombie. A Pink Lady tickles the ladies pink (makes you popular with them). Schlitz makes you a daredevil twice around. Grasshopper summons Insect Plague. Red Wine is the favorite of vampires, as if Bloody Mary. White Wine is a favorite of sea people.

A Golem is an artificial humanoid animated by magic and made of different materials.//You mean the MU wanted such a slave as combo monsters?//I thought Paladins had personality more than looks. Eric of the Towers is bald; even his looks are strange for a paladin.// A Fortress Shield is a force field.//If you eat something, he is gone; a sword can eat EP.

Hangtown: Like your characters.

John Sapienza: I learned in Midgard a PBM game a great secret long ago. For each thing in a game there is a counterthing to maintain the game balance. You have to find out what the counter thing is and then you can defeat what it balances by this knowledge. Nobody gets too powerful. High level MUs with greater resistance are kept that way so they can be defeated by their natural counterpart, the fighter of equal level. Whenever possible, it's wise to make an enemy come to you; it gives you the advantage on most combat tables. Elves make Elven blades; Dwarves make dwarven steel.

Stu Levin: I see Kay still hasn't released you. I like your brother's dungeon poem.

Jon Pickens: good example of how a character class works for you as your bard did.//If you lose something in combat, it's gone. No one will give it back.

Jim Eckman: you mean you throw 4 dice of damage on one shot on a single target per melee round with a long bow, 5 with a compact bow. My goodness, but you have a way with ideas.

Charlie Luce Griffin: the move of Henry V had a fellow swinging a hand axe in full jousting plate riding a horse, so it isn't impossible. Why shouldn't the players and DM be honest with each other? How else could they play together?

Try Dragonquest for fire lizards and the reason larger Pern dragons don't split, breath fire. Mating is no problem; it's what happens afterwards: no eggs, no baby dragons. Karaki look like a superior fire lizard; see Dungeoneer #3.

Jim Thomas: I like your gods and magic armor. //Hitting your buddy over the head with a mace usually means no experience points. You have to fight the opposition, not party members.

Wayne Shaw: OK, I'll send for the EP table to go with your reincarnation table. I like it. //Serpent People are in Robert E. Howard's KING KULL series. //Did you know a mage and fighter can rig up a Phaser Rifle by means of spells and a metal tube. The mage uses spells to aim the thing; he doesn't touch it; the fighter carries the tube.

Anyone who likes Wizards is not all bad.

How would you take out the Energy Robot from Metamorphosis Alpha (see Dungeoneer #4). It's a Jim Ward special when it gates in. He's 95% magic resistant, fires two energy rays/round, leaves when all life is gone.

Dimwelt: I like your writing; very good action and good reading. I can see you folks don't like mules. I would have brought in one or two and then carried out the bodies on them. I don't like leaving anyone behind; it could be me next time. I'm sure new assistants or hirelings notice that you left all your hirelings' bodies behind last trip. As DM, I'd give your hirelings a loyalty roll to see if they really want to go down knowing they might not be carried out.

I use fire on Striges and Gollums. Gets low levels everytime. Even a low level can kill you if you make stupid mistakes.

John Sullivan: good ideas.

Steve Perrin: Please move DunDraCon so it isn't opposite Boskone. Are your dungeons open to outsiders? It seems as though you're always playing with the same people.

There are two things people beef about me regularly. 1) I don't know some dungeons, but that's because those dungeons won't take the effort to get to know me. 2) You claim I favor MIT. That's because MITers are willing to teach outsiders with their dungeons, and other people aren't. Seminars are fine, but it's d&d that makes the player good. You can't teach a turkey anything, but you can teach a player who just doesn't know what to do. If you only play with your old friends, don't blame players if they learn bad habits. That's why I want to play in as many good dungeons as possible.

Steve, tell us more about the wishes on the sword? If you can explain it, why should you worry about Glenn?

Conn should have a chance to come back. The circumstances merit it. //Dungeon is a fine game. Citadel has possibilities. // Does Bruce know Dagobert (from Tyldarien) and Norman (is that you?) the Elf. He'd love them.

SHADOWS OVER DARKHOLD #3.

Scribe: John Sullivan/ 600 Langsdorf Dr. Apt. D 13/ Fullerton, Ca.

Once more, than ebon sky finds me before my eldrich machine, conjuring forth rune after rune in an attempt to communicate the secrets of forgotten and forbidden lore, as established by the ancient sages Gygax and Kuntz.

I have a few new comments to make on the Demon Fighter character class, and then on to some comments. Since its creation, I have had the privilege to see more than one D&D'er use this character class, and would like to make some additions herewith. As far as experience levels, I highly recommend Charlie Luce's experience points, a system I am adding myself, my own not quite correct in terms of advancement in comparison to other classes.

In regards to undead, Demon Fighters get a +2 in chances to hit, and due to their training and beliefs, they have a resistance to losing life levels. So first, cross index the level of the Demon Fighter with the dice of the undead, on the table I gave in issue #19, on dispelling Demons, roll percentile dice, and the percentage or under indicates that the life level(s) are not lost. A saving throw is applicable in dungeons giving them, after a failure is determined on the part of the Demon Fighter.

Since I created the class, Clear Ether has brought forth a new Demon class, so here are some new additions respectively. At 4th level a Demon Fighter is immune to 'Chill', and at 5th level, they are immune to Demonic Symbols. As is everything else, these adaptations are totally optional.

Comments on #20.

Chris Pettus: I would recommend playing a Demon Fighter for awhile, before stamping on the unrestrained seal of disapproval. Demon Fighters are indeed powerful, but their game life tends to be extremely short lived. And yes, a chaotic equivalent is an Angel Slayer. (Thanks to Wayne Shaw on the chaotic equivalent).

Margaret Gemigani: Glad you liked the clerics and the Demon Fighter.

Charlie Luce: Thank you very much for the highly usable experience table, as mentioned above, I am switching to it. And yes, a Demon Fighter is able to do both, once a day.

Wayne Shaw: I fully plan to do an adventure write up on Demon Fighters, and I will probably use Soloman Kane, but do you really think anyone would believe us?

Martin Fleischmann: Demon Fighters do not per se go into battle rage, but no, they would NOT back out of melee with a demon, any demon. That means a first level Demon Fighter will go up against even Orcus without a second thought. I have been informed that someones Demon Fighter ran from a Demon, sorry fella, but it does not work that way.

Don Rollins: I do consider the straight D&D cleric, I just wanted to add variety for some people. Also, for Demon Fighter E.P., check out what I have to say to Charlie Luce. Oh and I like your suicidal healers, the Empath, but I am not at all crazy about your Spytracker character class. Also looks like you need the spell: Dispell crudzine

Ever since the character class of Hokas hit the Dungeons & Dragons world, said world has not been the same. I had not previously read any of the books pertaining to Hokas, but managed to pick up a copy of Earthman's Burden, as well as a short story published in a Science Fiction magazine. At this point, I am sure you are realizing what this is leading up to, and it is indeed the brave exploits of that fearless Dwarflike warrior, that made Earth and Asgard tremble in awe. Herein these pages lie his tale, as they discover:

THAT LITTLE FELLOW IS VISCIOUS

He was nobly born one playing afternoon in the sorcerers abode of one infamous Don Rollins. Concieved in the demented minds of twin Chaotic writers, and given unholy life by a trio of well worn six sided dice.

He rose forth from the flames of birth, forged in the well of insanity, dressed in leathern black, with silvered spikes inset and protruding outward with a wicked gleam. Long black hair, tied back in Samurai fashion (a wig naturally), white and black face make-up, (which tended to smear in the heat of battle), and an ebon mace, clenched tightly in each determined hand (as well as six maces secreted elsewhere about his stubby little body).

Thus was born "VISCIOUS", lead singer of the KISS rock group, strangely transported from the midst of an adoring crowd, to this small town of backwards folk (or so he thought). He towered a massive three feet in height, and hastily silenced giggles could be heard near and far from the towns inhabitants, and the Earth near trembled under his fearsome tread.

Viscious began life anew in a medium sized City State, joining up with a group of wandering types, in search of fearsome adventure. Actually, for poor Arlan of Pentathon (an Esper of Wayne Shaws), it proved to be the Hoka who was to be feared.

An example of such actions, was on the morning of the groups departure from the City State, on an extended voyage toward routine trading routes. Viscious had managed to talk Arlan into coming down with him, and having one last drink with him in the Sea Nymph Inn, their abode which doubled as both inn and tavern, to their immense delight.

On this fine morning, as the ships readied their crews, and the City's merchants began to slowly ply their trade, the Hoka stormed up to the bar, and cranned his furry head upward, his vision blocked by the edge of the monolithic bar. Not to be so easily dismayed, he calmly proceeded to tap the wall of the bar, gaining the attention of the bartender, every patron of the Inn and also nicely putting a fist sized hole in the wall of the bar. Viscious watched for a moment as every cockroach within the wall either had a coronary, or ran for cover. Suffice to say, the tavern keeper, a balding man of thirty, was not overjoyed as he peered over the bar, and slowly focused on the leatherclad Hoka peering up at him with coal black eyes.

"Hi there," The Hoka chirped out, puffing out his furry little chest, straining the stitching of the leather garmet. "I'm Viscious."

Now how can you help but love him? The barkeep straightened up, poured a mug of his most potent brew, and dashed it on his face. Again he peered over the bar, but the small, furry hallucination insisted on reality.

"Sure you are." The Barkeep said. "What do ya want?"

"Have you got any Hoka Wine?"

"Yeah, 25 gold pieces a quart."

The Hoka purchased some, and made his way over to the table where Arlan sat. Arlan, his face painted in confusion was in the neighborhood of nineteen summers old, rather heavily built, with an agility that was disconcerting. His hair was jet black, and his bright black eyes revealed hidden knowledge and power. He was attired in traveling leathers, of various shades of red. The Hoka pulled up a stool, which he stood on, his face slightly above the level of the table, and offered Arlan a drink of the potent brew. Arlan true to his nature accepted a glass of it, which he downed with relish.

Twenty minutes later when Arlan regained consciousness, dead drunk, Viscious carried him back to his room, where the soused Esper succumbed fully to the potent brew. Viscious exited the room, to the monotonous snoring of the Esper.

On the hallway of the second story of the Inn, Viscious passed by Moonsong, Arlan's woman. She moved gracefully down the hall, her silver hair flowing like a gleaming cloud down her fraigle looking back. Her eyes glistened like twin beacons of crystal light, and a black cat rode lithly upon her fair shoulder. The cat was Shadow, her familiar.

She was on her way to collect together their gear for the upcoming sea voyage. She did not give Viscious a second glance, the first being more than enough, and allowed the little Hoka to go his own way. If she had known what was to happen later due to the Hoka, she would have then and there pitched him off the second story railing.

Viscious meanwhile, discovered to his dismay that carrying five skins of Hoka wine was somewhat encumbering, and he gaily made his way to the cask smith, who sat within his shop working at his trade.

"Hi there, I'm Viscious." The Hoka squeaked.

The man turned and looked at the Hoka, put down his tools and wiped his hands on his smock. "Good day little master, what can I do for you?"

"Do you have a small cask I can put my wine in?" Viscious asked.

"How about this one little master?" The man said, gesturing to a 50 gallon cask, which sat over to one side of the dusty little shop.

"That's too big I think, I could fit in that." The Hoka replied.

"It's the latest thing, rolling down streets in these casks, you know." The man said, squinting at the Hoka, and rubbing his gnarled hands in the folds of his working apron.

It is probably at this point, that most people would realize that this man was not playing with a full deck, Hoka however;

"I'll take it, and that small one over there also."

Minutes later, as Viscious proudly rolled his purchase over to the ship, and up the gangplank, to the edge of it, where he halted, rubbing his hands in anticipation, looking down the incline of the plank.

"What have you got there Viscious?" A voice asked. Viscious craned his head over, to where a leather clad, red haired woman stood leaning on the rail. The Hoka dimly remembered something about her being a user of Magic (She was in reality a Ninja, Wayne Shaw's other character). She watched the furry felon station the cask gingerly, her eyes bright with curiosity and bewilderment.

At that moment, Arlan and Moonsong came up from below decks, Arlan had recovered slightly, took a look at the Hoka and groaned outloud.

"It is a new game." The Hoka said, removing the lid of the huge cask. "Watch this, this man told me just what to do." Effortlessly, the Hoka leapt inside, and secured the lid of the cask.

The leatherclad mage, Eflamara, started in shock as she realized just what the Hoka was planning. Viscious released the cord, and the cask began its descent down the gangplank.

Eflamara flipped over the railing, and deftly landed in front of the cask. She steadied herself, and was promptly run over by the rampaging cask. Down it continued, off the ramp and picking up more speed, as it headed into the center of town.

"Oh no!" Arlan moaned, watching with growing horror and apprehension the wooden juggernaut head for the form and figure of one of the towns leading citizens.

"Don't worry love." Moonsong said stepping up to the rail. She gestured with one hand, muttered an eldritch word of power, and with Cobra speed, a web shot forth from her long fingers of her hand, neatly catching and halting the huge spinning cask. But not the Hoka.

"Oooops." She gasped, as the burly Viscious crashed out of the cask, went about five feet, and was so helplessly emmeshed in the web, that it took a member of the City Guard with a flaming sword to free the infamous Hoka from its confines.

After he was freed, Viscious caught Moonsong looking at him strangely, she was gesturing with her hands at him, and seconds later, he fell to the ground, asleep.

When next he awoke, the ship was out to sea, and it was quite sometime before Viscious saw land again, and that is indeed another tale.

*

I must again depart, and as I file away this tome of heroic deeds, I will at a later date attempt the tale of how a Hoka achieved Godhood. Until then, may Allfather be with you.

FROM THE OTHER END OF THE CIRCLE #1

a fantastical publication from William B. Herdle, 77 Carpenter Ave, Apt 6N, Mount Kisco, NY 10549, (914)-666-8380

By way of introduction, let me say that I am 29, single, and employed as a chemist by Union Carbide. I'm a long-time gamer, but my interest in fantasy games began with a miniatures battle using the Chainmail rules at GenCon VI. I was attending graduate school in Madison at the time, and found nobody who shared my new interest until one evening during the winter of 1973-74 when Dale Johnson dragged me home after an armor miniatures session for a go at what he called "the Castle Game". This turned out to be a spinoff of D&D playtesting, and it ensorcelled me instantly. When I was first exposed to a close approximation to D&D as published -- in Brian Blume's dungeon on the Gygax porch in Lake Geneva -- I was already hooked. By this time (mid-1974) others with similar obsessions were beginning to appear. I fell in with a group of Madison grad students, notably Gary Gehrke, Skip Schiffer, and Dennis Sustare, and we spent a probably-unhealthy amount of time during the next year at castle building and exploring, rules modifying, and associated creative pursuits. Eventually I completed my thesis and moved to Westchester County, bidding a sad goodbye to a number of cherished characters. (After all, players can keep in touch! We had abandoned interworld transfer of characters because we liked keeping secrets so much -- both as players and as DMs -- so those goodbyes are probably permanent. I only wish I'd had time to learn more about a certain ring "possessed by" one of my characters and what it was that he would eventually be asked to do with it....)

Once settled in Mount Kisco, I tried for months without success to locate a nearby D&D group. Finally in frustration I placed an ad in the local advertising tabloid: "DUNGEONS AND DRAGONS: Experienced GM needs players." To my surprise, I got three responses! After failing to recruit the guy who wanted to know if that was a softball team, I found that I'd contacted two independent groups of high-school people, and we've been playing fairly regularly ever since.

In the remainder of this zine, I want to comment on two fundamental aspects of D&D that have been extensively discussed in A&E. The first of these is alignment. A two-dimensional system such as those published by Gary Gygax or brilliantly expounded by S.E. Konkin III in A&E No.17 is attractive, and the eight-fold way suggested by Lee Gold in A&E No.18 has even more appeal, in the sense that these systems permit added complexity in character interactions, particularly when gods are involved. But for my campaign, I find that the old good-evil polarity is sufficient for the following reasons:

(1) This dichotomy is enough to force interesting player-character interactions. (Should this sword be destroyed? Which dead comrade most merits having his body dragged out?)(If aligned swords weren't so neat, I'd probably scrap alignment altogether.)

(2) Boxes encourage categorization. Gygax's positioning of races on his plane is at best bigoted and at worst silly. In either extreme, it obscures the differences between individuals that make life -- and D&D -- rich.

(3) I prefer to think of gods as independent sorts, loosely banded together for common aims. There may be gods who prefer Order in the world, but this does not imply the existence of a god who wishes to destroy Order or to promulgate Chaos, even though there may be some who have it in for our Order-proselytizers for other reasons. Gods

may well switch allegiance according to whim or plan, a practice discouraged (though not ruled out) by category systems.

(4) Complexity can be added without recourse to alignment by introducing interracial friction (as in dwarf-elf intolerance), evangelism (especially but not exclusively for clerics), and quests inspired by religious or secular factions.

If an n-fold alignment system is used, I contend that except possibly along one or two of the n axes, almost everyone will cluster in the middle. My reasoning is that fanatics tend to be myopic, and probably won't care much one way or the other about orthogonal dimensions (in other words, that individuals who are fanatically either Lawful or Chaotic in the Konkin system tend to be Amoral). In the two-dimensional framework, this idea is somewhat obscured by the simplicity of the treatment; in a polydimensional system it should become clearer. The result will be that even in an n-fold way of great apparent complexity, most participants will be neutral toward most causes and only a few major struggles will emerge.

Now let me extrapolate recent discussions in A&E about the differences between worlds and the difficulties in transferring characters between them. If we ignore giveaways, there seem to be two camps, the so-called "restrained" dungeons championed by Glenn Blacow, and the worlds that produce more magic and/or experience and have evolved appropriate defense mechanisms (like Nicolai Shapero's Death Demons and MAIIs) as a result. I think that despite some strong preferences on both sides, everyone agrees that both kinds are playable, and that difficulties arise primarily when players and characters attempt to transfer from one kind of world to the other.

As I mentioned in my introduction, I grew up in a D&D environment where interworld transfer was nearly impossible. We chose this restriction more for reasons of enhanced personal interaction than for fear of "grossities". Suppose for example that Player A's character in DM B's world transferred along with some magical equipment to DM C's world. Then even though the properties of the items might be kept secret from A, they would become known (at least subconsciously) to C's characters in B's world -- a situation that we felt was even worse than telling A outright what his items could do. As I said, we enjoyed keeping secrets and puzzling them out. My point is this: surely most of the mystery of D&D, the fun of constructing and exploring a world, complete with history, secular and religious conflict, and major and minor relics with their own places in the scheme of things, must be lost when characters spend their time hopping from universe to universe. To me, raising my characters' levels or augmenting their magic collections is a relatively minor part of my enjoyment of the game. Don't some other players feel the same way? Am I wrong about restrictions on world development in the multiverse, or are there compensating advantages? Any and all comments would be welcome.

To those of you who are still with me, thanks for listening. Next time maybe I'll cut the philosophy and do something mundane like describe a new race of monsters or a magical marketplace.

Bill Herdler

NO FAIR....I WAS INVISIBLE #2

published irregularly by Paul Jaquays. 3105 Dorothy Lane, Spring Arbor, MI 49283

Issue #4 of the Dungeoneer is still available. So is #3 and a reprint of #1. Sorry, but #2 is temporarily out of print. A reprint should be out within the month. I still need contributions, so if anyone out there has some spare monsters or articles on D&D gaming that are of general interest, please ship them my way. For the record: The Dungeoneer is a 16p, photo offset lithoed digest sized magazine of general interest of all D&D gamers. It contains tricks, traps, many new monsters D&D related articles, some Metamorphosis Alpha material, a little fiction, and always a completely worked out Dungeons and Dragons adventure in each 'zine. The 'zine is geared a little bit toward the novice DM but contains useful material for all. Subscriptions are \$3.00 for 6 issues or single issues for 60¢.

ENOUGHPLUGENOUGHPLUGENOUGHPLUGENOUGHPLUGENOUGHPLUGENOUGHPLUGENOUGHPLUGENOUGHPLUG

Please excuse me if I use this magazine as a means of corresponding with some people to whom I am too lazy to write. (Maybe overly busy might be a better word.)

PEGGY GEMIGNANI: Sorry about not writing for so long. I haven't even written my grandmother in 6 months. I quit making the wizard figs a long time ago. The mold kept crocking on me. The money for those has been used to extend your sub. If you don't want it to be so, write me. Also keep your articles orientated towards general D&D gaming. I like the Holy Halberd and the White Maiden, but I try not to print material that has been published somewhere else before.

SCOTT ROSENBERG: Your trade of THE COSMIC BALANCE for THE DUNGEONEER has been terminated. I never saw another one after #2. If you wish to continue trade, send me copies of you 'zine up to the present ish.

JIM HAYES: The above goes for your 'zine, THE FANTORGN SCROLLS too.

HOWARD MAHLER, MARK LEYMASTER, ET AL: You've asked how I can afford to publish the magazine I put out (THE DUNGEONEER) in an offset form. Actually I can't but I'll tell you how I go about it. The hardest part of it has nothing to do with the physical aspect of putting out the 'zine.

(1). Decide what you want the overall magazine to look like. Do you want it to be marketable or just mailable. If just mailable, then don't worry about going to offset printing, mimeo's cheaper. If the former, then try to be as professional as possible in designing the 'zine's format. Because of the trouble I go through to produce a good "looking" magazine, I have been rewarded by being able to sell it in hobby and book stores. (By the way if any one is interested in retailing the Dungeoneer, send me a letter and we can discuss terms.) (Sorry about all these commercials.)

(2). Work cheap. As cheap as you possibly can without damaging quality. This may necessitate doing all the work yourself for awhile but eventually you might get a staff of people who will jump at the chance to work on it for just a free subscription. Ask for donations from writers. Most people are tickled pink to get something printed. (I know I am....getting paid is nice....but its good to have something in something even if the money's poor.)

(3). concentrate on QUALITY. Don't print just any old thing. Try and put into your magazine what you think your prospective market wants. Good stuff.. ...not crap. Be sure to include artwork. One picture says a thousand words and when you're trying to conserve space...well who has room for a thousand words? Be conscious of deadlines, but don't let them weigh you down. I would rather have a late magazine than one that was just slapped together.

(4). Keep your layouts clean. (I won't discuss layout technique. Check out any good book on commercial art tips for that.) Make sure all your copy is dakr. Use a Verityper (dream on) IBM selectric (I wish o' how I wish) or any type writer

that can use a carbon/mylar ribbon. This will give the best print quality.

(5) choose your printer carefully. (Find the cheapest and best quality printer that you can. Try places like Insy-Print, Quick print, Swift print and the like. They will probably be the cheapest. Get to know your printer! I picked up a lot of useful suggestions that way. Also, let him know ahead of time when you plan to be in. Don't just show up and expect him to be ready to print your 'zine while-U-wait. Print a lot on the first run. (myself: 500+)

(6) Make sure that the price you charge for your 'zine includes all publication costs, postage fees and a wide enough profit margin to dispel red ink in the books. One thing to remember though. Make sure you don't over price yourself. Ask whether you think what your dishing out is worth that \$1 or not.

I, m sure there are some people out there who know a lot more about this th than I do. I am not interested in starting a running discussion on pub. costs. Hope this does a little bit to explain how I can afford to publish.

COMMENTS ON VARIOUS BACK ISSUES OF A&E.

#19

JAY SAYLOR: As per your letter to me. Sorry, If I knew that someone (i.e. yourself) would get so annoyed by my short comment (I thought it was quite humorous but I can see where it might be taken offensively.) As a return peace offering, I will make space in Monster Matrix for any new varieties of dracoid lizard beings you may come up with. Pax accepted. Actually I would not call myself a master. I'm just finishing up my first year of playing Dungeons and Dragons. Give my regards to Rod and Alan. Here's an id a several chaotic types in my group came up with: A purplish, greenish, pinkish dragon It doesn't breathe on you, it throws up.

CHERYL P LLOYD: I like your different personalities of swords. Has anyone ever done a study or treatise on sword personalities?

#20

HOWARD MAHLER: I like your spell point syestem from Q.Q. Gazette. It's one of the best and simplest ones I've seen yet. It may be just a little limiting though. As with everything else, it will probably will not survive transferral into my gaming intact.

TIM KASK, ET AL: I may be sticking my neck out on this but here goes. The basic point of controversy seems to be Len Lakofka's article on D&D women. I have to agree with the general D&D population's concensus that it is incredibly sexist. I didn't like it when I saw it in Liasons Dangerreuses and I liked it less when I saw it in The Dragon. This, however is not my point. You are right in saying that the magazine you publish should not be considered a monthly supplement. The problem is that you ARE repeat Are TSR hobbies, publishers of D&D. Regardless of what people say about you and Gary and the rest, people still respect your judgement when it comes to D&D. I know that I do and others do. You say that your material in the Dragon is nothing more than continuations of varience material like A&E, TWH, Quick Quincy Gazette, or even The Dungeoneer. Maybe so, but the fact that you publish the variations that you do means that you have condoned them for usage. An editor is responsible for what he publishes. Be responsible for what you print.

(more on p3)

It all boils down to "If you don't want controversy, don't print junk!" I realize the service that you are doing for a lot of young artists and writers, but a review of "The Dragon" as a pro-zine right now would not read too good. I have a few other comments to make about your magazine and your paying good money, but here is neither the time nor place to do it. Hope I haven't anta onized too much more.

BILL SELIGMAN (Scottyyyyy, get me out of here Scottyyyyy...."I'm sahyr Kepten, I'm giv'n it ahl I got .")

The TSR Incorporated orbited around Beta III, a minor planet in the Lowell complex. While monitoring sub-space communications the following was intercepted:

"Ouch....Jaquays, did ya have ta hit so hard?"

"Really, pummeling isn't my idea of a good time."

"Gimme a little quiet will ya. Anyway, pummeling builds character."

"Cherenkov," spoke captain Cast, "see if you can put that on the screen."

"Aye, aye, KeptenKest."

The huge clairaudience,/clairvoyance device flickered into life. Revealed was a small room, filled with various humanoid types, seemingly males in their early adult stage. A tall one, holding onto a worn copy of Alarums and Excursions (?) sits in a badly worn, green, overstuffed chair.

"Hey Jahkker-buddy, who is this Seligman guy?" a short one with a beard expostulated.

"Beats the heck outta me." "All I know is that he subscribes and writes those TSR stories." "You know, though, what I really thixzxz39871as7rh89jja9dy838 jdgiu,sk8(*joj9gyt.....

"Can you eliminate that static Cherenkov?"

"I'm wery sorry kepten kest, but it sims to be on all chennels."

(cut frojm bridge to a shot of engineering and then for no particular reason accidentally drop the camera.)

Thanks for the write up Bill. I picked up a package in the mail room and it turned out to be A&E #20. So I passed it around at dinner. My girlfriend almost lost her plate in her lap when she came across my name in your story. It was then related out loud to the entire dinner table. Luckily the D&D group eats together. I hope you come up with more titles. You are definitely a bright spot in an otherwise multicolored A&E.

Suggestions: The Mark of Gyax (Mark of Gideon)

City on the Edge of Wisconsin

Gyga X

Is there in Charisma no Beauty

Metamorphosis (Alpha?)

Wardd's Women --- (sorry Jim)

I Wardd

JAMES CERRATO (BROTHER TO PETER CERRATO): I think that I can answer quite a few of your questions from DEFINITELY A GOOD IDEA #1.

1. I don't know....I've never seen TWH.
2. Be innovative. Assume an armor class of 6-7 due to tough hide. Hit dice would be 8-10 most likely for the Mastodon. Damage as per GH. # Appearing would be 1-20 (good guess for a small herd or family group.) Alignment, except in special occasions would be neutral
3. Golems are a magical automaton or robot of sorts. It is powerful magic that lends fluidity to the otherwise stiff material from which the creature is formed. One more or less putts life into the critter, except in the case of the Flesh

JAMES CERRATO (cont.) Golem which is more or less like the Frankenstein monster in that it is made of flesh. However this could be done by a simple permanentized stone to flesh spell, on a stone Golem. Why is the Iron Golem so much more powerful. One to make it a really nasty monster. But really, think of the power that must be invested into something made of solid iron to make it move. Its going to be extremely powerful and extremely solid and hard to hit.

4. As far as the Nazgul's beasts are concerned....one could treat them as a variety of wyvern or as some take off from a Pteranodon.
5. Angels. I don't seem to see that angels are too popular. They don't kill players unless they are super chaotic evil types. Thus a lot of DMs don't want to use them. I would suggest that you create your own. Make them just as powerful and numerous as demons or you'll be denying one side of the balance. The Angel Michael would be a match for any number of Demon princes. His sword can cut thru anything. For info on Angels read The Revelation of John (Its available in any Bible) and see Albrecht Durer's woodcuts about the book of Revelation.
6. Why should someone be a paladin because they have high Charisma? Because the original meaning intended for this characteristic was not good looks. It was leadership ability and personality. It deals with someone's ability to handle people, not how nice looking they are. If that is what you are concerned about roll for comeliness. I use Charisma for both. Paladins are great leaders and are usually holy. One becomes a paladin because one chooses to do nothing but lawful good acts and is a great leader of men. When one combines a rare, unmodified roll of 17-18 in the charisma dept. with a desire by the player for nothing but law & good, then you have a situation that the gods smile upon. Thus a Paladin.
7. A very tall, very heavy shield. If necessary, one could hide behind it.
8. Lifedrainers take away your ability, your lifelevels. This includes hit dice. Sapping one's strength might not kill him but sapping his very life force (what do you think those levels are anyway?) will kill the blighter very swiftly.

Hope this answers you questions (except for the ones i didn't know of course.)

BURGESS PORK PIE #4

I am presently testing out a system of armor absorbtion as per T&T. I liked your article and will probably review my system in light of it. However, you seemed to make magical armor almost worthlsss in comparison. If magic armor is much used in your campaign then I can see your point. However, if not then a lot of magic armor is going to be scrapped real quick like. I propose a similar system which makes the more powerful armor more powerful (and hopefully less used, by both sides).

MAGIC ARMOR BONUSES	DAMAGE/ROUND	TOTAL POINTS ABSORBED
+1 STEEL-----	+2-----	x 1.5
+1 MAGIC	+5	x 2
+2 MAGIC	+10	x 3
+3 MAGIC-----	+15-----	x 4
+4 MITHRIL	+25	x 6
+4 MAGIC	+20	x 5
+5 ADAMANTINE	+30	x 10
+5 MAGIC	+25	x 6

As you can see, I add large hit absorbtion bonuses to my magic armor. This includes damage from smashing, sliceing and magic. The total points absorbed column is a multiplier. Take the normal damage total the the a mor absorbs and do a simple multiplication to find the new total. Any comments?

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After receiving A&E for over a year, I finally decided that maybe I should try to contribute something to this great piece of literary genius.

As way of introduction, I am 26 years old, married, and have been playing D&D ever since the first edition of Greyhawk came out (there have been three, you know), which would make it since about March or April of 1975.

This is the first time I have ever cut a stencil, and so I had the twin sisters of White Magic, Nafertari and Thanara, cast a Dispel Crudzine spell, which they both swore they possessed, so I hope it prints OK. If not, the twins may receive a visit from Melvin of the Mask, a decidedly chaotic FM who delights in the screams of beautiful women.

All three of the above mentioned characters are NPC's in my campaign, NetherEarth. NetherEarth is believed to be a large island located in the middle of a vast ocean. Legends tell of a time when man ruled the earth and had multiplied into the billions. But the old stories also tell of a great war, so terrible that most living creatures were killed as the earth turned into a flaming funeral pyre. Earthquakes, volcanoes and catalysms changed the face of the earth, burying the last remnants of human civilization.

Once man's domination of the earth was broken and the effects of the holocaust wore off, the fairy-creatures and nightmares of man's past began to rise from the depths of the earth where they had hid for eons. Dwarves once again began to mine the mountains, Elves and Unicorns returned to the forests and the Pegasi once again roamed the skies. But also came forth the Trolls, the Ogres, the Goblins and those great, intelligent reptiles, the Dragons. These roamed the earth, destroying all those things left by man, preying on the few survivors of the human race.

Near extinction, man once again turned his attention to the ancient gods, and they heard his pleas. Once again they took an interest in the affairs of man, giving him the long lost secret of magic and power. Now there are sorcerers which spend their nights mixing strange potions and reading long forbidden tomes of ancient knowledge. The secrets which were once buried deep in the heart of the earth have once again surfaced to give man new hope and power.

Many monsters still wander the face of the land, but many more have returned to the heart of the earth, to live in the subterranean passages and caverns which served as their abodes during the ancient days of man's domination.

Man is really only safe in the few walled towns and cities which have been raised along the coasts. Most sane men keep to the cities, living in safety, if not comfort. But more and more lately, there have been brave men forming new frontiers, daring to travel in the wilderness, searching for their fortunes. Some have actually braved the dangers of the subterranean chambers wherein dwell fearful monsters and grave dangers. They go with expectations of wealth and glory but the majority find only death; they never return.

More on NetherEarth next time.

Doors in D&D

Most D&D adventures I have participated in run something like this:

- Players: OK, we're walking down the corridor, looking for traps.
- REF: You come to a door on the right-hand side of the corridor.
- Players: Listen at the door.
- REF: You don't hear anything.
- Players: Dumbwit the Dwarf and Fumble the Thief will try to open the door.

So the REF rolls a die and if the door doesn't open the players continue on their merry way. All doors either open or don't, all contain locks which can be picked with equal probability, and all doors are always locked. Frankly, it is both unrealistic and boring. So in my dungeons I use the following tables to determine the type of door encountered and its locked (or unlocked) condition.

Type of Door	Door Locks
01-50 Wooden	01-30 Key Locks
51-75 Iron Reinforced Wood	31-45 Padlocks and Chains
76-90 Iron	46-60 Bars
91-98 Stone	61-80 Bolts
99-00 Other, special	81-00 None

Condition of Door	Types of Key Locks *
01-60 Locked	01-25 High Quality (Pin Tumblerlocks)
61-75 Unlocked	26-60 Medium Grade (Warded Locks)
76-85 Held	61-00 Cheapo Locks
86-90 Wizard Locked	
91-00 Blocked	

* thanks to Jim Eckman (A&E 19) for some of the ideas used here.

The above tables should be fairly obvious. First roll for the type of door. Special could be just about anything. My table includes fire, ice, glass, vegetable, animal, mineral, illusion, etc. Second, roll for type of lock the door uses. Next, (for key locks and padlocks) roll for the quality of the lock. Finally, for the condition of the door. This is very important since it affects the way a party goes about opening the door.

Opening Doors: The 'open door' column on the Strength characteristic chart gives the basic chance for one person of that strength to bust through a locked or blocked door. Up to two characters can attempt to bust through a door (normal sized) at any one time. But I usually allow only two attempts on any single door. If the door hasn't given by then, it is assumed that the door cannot be busted through and must be broken down.

Note: if door is not locked, a simple turning of knob or pushing of door will open it. However, trying to open a locked door by this means has a 10% chance of alerting those inside that someone is playing with their door. If a group of players attempt to bust through an unlocked door they end up sprawling headfirst through the door, falling down and dropping (85% chance) any weapons in hand.

Busted through doors: 01-75 Lock is broken
 76-98 Hinges are broken
 99-00 Lock & Hinges broken

Players have several options when dealing with doors if busting through fails.

- 1) If locks are visible:
 - a) The locks can be picked by Thieves
 - b) Locks can be broken by swinging weapons at them.
 Assume locks to be AC 0 with only hits doing damage to the locks.

High Quality	16 HP
Medium Grade	8 HP
Cheapos	4 HP

 Once lock is broken, door will swing open.
 - c) Physically break down door by using axes, etc.
 Assume doors to be AC 2 with only hits doing damage.

Wooden	150 HP
Reinforced	250 HP
Iron	400 HP
Stone	400 HP

- d) Use opening spells.
- 2) If no locks are visible* a) Must break down down as in c above.
 b) Use opening spells.
 c) Forget about door.

* these types of doors either have secret locks or are locked by sliding bars and bolts from the inside

I probably forgot something in the preceding dissertation, but it is 1:30 am and I think I'll quit and begin again tomorrow.

COMMENTS: A&E 20

BURGESS PORK PIE (Hartley Patterson): I liked the ideas presented in your combat system. Some of the complaints I have had with the original D&D combat system include 1) a 9th level FM will hit another FM level 9 in plate with the same chance as he hits a level 1 FM in plate. (I know that Warlock has a combat system which tries to account for this, but for some reason I was never impressed too much with it.) 2) Monsters which have different AC's for different body parts were hard to figure out. What part you hit gave a different probability. 3) Too many DM's sit there and look through three different books for +'s and -'s after each melee round. What a bore!

I have been working on a combat system which asks the following questions:

- 1) Did you hit your opponent with your blow?
- 2) If so, where did you hit him?
- 3) Did your blow penetratethe covering armor?
- 4) If so, how much damage did you do and was it a critical hit?

Unfortunately, the above system requires four die rolls. I am trying to consolidate the system and if I ever get it worked out I'll present it here in A&E. Yes, right here in these hallowed pages.

BABYL-ON (Howard Mahler): The reason I have never used a spell point system is just for the fact you brought out. Spell point systems were created to give low-level MU's a chance to use more spells. Unfortunately, the systems blowup at the higher levels of MU's. And then the same creators cry about unrestrained MU's. I have tried at least four different spell point systems, two of my own design, and none of which were satisfactory. At least I can tell from looking at your system that it is restrained, but even more than straight Gygax, and that means it is too restrained.

NOTES FOR THE UNDERGROUND (Nicolai Shapero): Interesting Reincarnation table, but isn't 29.49% chance for becoming a horse kinda high? A little more variation in the types of non-were creatures would improve the chart. I think I liked Wayne Shaw's chart a bit better.

ALBERICH'S RING (John T. Sapienza): I not only give Clerics with high Wisdom more healing power on their cure spells, but also give them the ability to turn more Undead than normal. The same is also true for Evil Clerics. I give them more damage done on Inflict Wound spells and the ability to control more Undead if they have higher Intelligence. By the way, interesting outlook on the Magical Combat System. I am still studying it and will reserve judgemnt till latter.

LOST MASK (Stewart Levin): MISERY IS -- Great, I loved every one of them!

THE GRIFFIN'S QUILL (Charlie Luce): How about an answer to a question? Will a person in mail and armed with a sword hit a man in plate at the same or a greater rate than if he was also wearing plate?

Harrekki are interesting. I actually liked them. Will be adding them to my monster tables.

See my comments to Howard Mahler on previous page about spell point systems. I agree completely with you. Most spell point systems are simply too unbalanced at the higher levels. And Klutz systems just involve too much paper work and calculations to really grab my interest.

The Judges' Guild material gave a new outlook on handling poisons. They give different types of poisons different strengths, causing different amounts of damage (half that damage if saving throw is made) per turn. It was interesting enough to give me enough ideas to draw up a simpler, but very similar system. No more automatic death if saving throw vs. poison is not made (though only if its a low level poison). Also, you can die from damage even if you make your saving throw (if the poisons' level is high enough). Get in touch if your interested.

THE PORTAL TO TEMPORALANA (Wayne Shaw): Enjoyed the Reincarnation table. It was good.

RELICS OF WELTMACHT (Martin Fleischmann): Re: National Be Kind to Turkeys Week. I'm always for 'taking in' a party of turkeys, but rarely do I let them visit NetherEarth.

CLEARETHER (Samuel Konkin): Nice essay on the Demons of Law.

Oops! I ran out of comments and look at the room left on the stencil. Well, on, ever on, I ramble.

Finally was able to pick up a copy of Vance's Dying Earth stories. Not bad. I liked the thought behind the magic system Vance used. But only having up to 6 spells maximum per day would be quite hard on most D&D MU's.

Good ideas on the number of spells limitation. It seems that only one hundred spells ever existed (I hope I read that right, I don't have the book with me at the moment.) And only 70 or so of those have been 'rediscovered' by mankind. The rest have been lost. Great idea for new spells and research.

Dying Earth also gave me an idea for a new NPC: the Augur. As Webster puts it, an augur is one who foretells events by interpreting omens, such as the appearance of entrails of sacrificial animals, the motions of birds in flight, etc. In other words, an augur is a fortune teller; a soothsayer. In Dying Earth the augur worked out of a painted booth covered with some unknown runes. The augur himself is dressed in rags. As you go up to him he says: "I respond to three questions. For the paltry sum of 20 coppers I phrase my answer in clear and actionalbe language. For 10 coppers I use the language of cant, which occasionally admits of ambiguity. For 5 coppers I speak a parable which you must interpret as you will. For 1 copper I ballbe in an unknown tongue." He claims to know all the secrets of the universe. "I know these things by pure induction. I retire into my booth, I closet myself with never a glint of light, and, so sequestered, I resolve the profundities of the world". Figure out for yourself how accurate his answers will be!

That's all for now! May you always make your saving throw vs. Turkeys!!!

SEARCHLIGHT #7 typed by the nimble Golden fingers.
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Having seen a number of other lists of characters and their equipment, I thought I would list mine (mainly because there's been no D&D for me for some two months or so). I'll list my top three characters and equipment and then the equipment of the other 50 active characters.

BULK HAMMERLOCK, Human Fighter, Neutral, Male, 8th level. 40 HP.
15-13-13-11-9-11; +1 with all missile weapons.
Javelin of Lightning, Axe +3, purchased from Mycroft
Armor +5 Spire Vigilant (BULK was lent to another player.)
Salve of Healing - 45 ox Warlon (purchased from Kat)
2 Bolts +2, 3 Bolts +1 purchased from Tangaroa Loves Me
Spade of Colossal Excavation purchased from group which had no use for it.
Crossbow of Distance, Shield +3 Wilderness: Turnholm to Talodon
Sword +1, +3 vs. trolls/clerics Magic Kingdom
Neut. Int, Ego 1; speaks Neutral, Orc, Elf, Chaotic; Reads Magic.
Detects Slopes, Shifting Walls & rooms, Traps.
Bag of Holding Tzganobli
Girdle of Storm Giant Strength Hagsgate

On the expedition where he won the +5 armor, Bulk was paralyzed by a Carrion Crawler. He was saved by the charge of a battle mule. He loves to collect weapons and his list of non-magical ones is much longer, but his weapon of choice is his axe. He plans of saving the spade for the building of his stronghold. He has been on 14 expeditions or battles, including Godholm, though he has been most often to Trollenburg. He vacillates between Chaos and Law and is easy to anger. He tends to be a wise Lawful party leader but greedy. Bulk wishes to become Emperor of the West.

MYCROFT: Human Mage, Lawful, Male, 7th level. 5-17-15-13-13-6 21HP
+2 vs. undead (AC). Spells: Shield, Read Magic, Charm Person,
Magic Missile, Phantasmal Forces, Web, Knock, Haste, Slow, Fear.
Decanter of Endless Water Trollenburg
Staff of Metal Detection purchased from Aurifac's estate
Trident of Communicating with Tzganobli
water creatures
Robe of Magic Tzganobli
+2 dagger, +1 dagger Grimberg, Khazad-Dum
Potion of ESP (2 doses) traded for with other player
Leather +2 Northern Wilderness
7 Scrolls including one with Grimberg
Detect Silver

Mycroft normally says little for he knows when he does, he riles people up. The last time he did so, a cleric refused to Bless him, so he refused to Haste the cleric. Cleric was scarged by a Were-bear. He died once in Tzganobli and has been terrified by goblins ever since. He has been to Tzganobli most often, but he is finding himself slowly being engulfed in politics. He has been on fifteen expeditions.

WATSON BAKER: Human Cleric, Lawful, Male, 7th level; 30 HP.
11-9-15-8-11-10; Speaker; adds 1D6+1 to all cures.
Spells: Cure Light Wounds; Light; Bless, Find Traps, Prayer, Cure Disease, Cure Serious Wounds; Raise Dead.

Baker's possessions:

Bag of Holding

Armor +2

Mace +2

Staff of Striking (98 charges)

Shield +3

Trollenburg

Khazad Dum

Hagsgate

Wilderness/Turnholm to Talodon

Main Temple of Abdullander

Watson long ago decided to be a healer, and so he chose his spells. A potion from Warlon increased the potency of his cures, and so he is a well-respected healer. His weapon of choice is his mace, as he never seems to hit with the staff. He has been on seven expeditions.

And the other fifty own between them all:

Rings: Protection +1, Water Walking, Mammal Control

Misc Weapons: Warhammer +1, Mace +2, Silver Discus +2 damage

Dagger +2 (with fire Touch) [2]; Arrow of Elemental Slaying;

Silver Discus +1 hit, +1 damage; Dagger +1 [2]

Shields: +2 [3]; +3 [3]; +1 [9]; +4 [1]

Potions: Levitation; Heroism [5]; Healing [6]; Speed [2];

Storm Giant Strength [1]

Armor +5; Shapechange +1 [2]; +1 [12]; Chain +1; Leather +3,

Robes +3

Swords: +1/+3 vs. dragons, Neu; 1 Life Drain, 1q8/Ego 1, Empath

Detects Evil, Gold, Secret Doors, Neutral; +1, Neutral; Holy +5, Lawful.

Misc. Magic: Decanter of Endless Water

Wands: Fireballs (49 charges)

Scrolls: Clerical [2]; Protection [1]; Magical [1]

New Standard: Collar of One Wish Main Temple of Abdullander

Pack of 19 Cigarettes Grimberg

(increase all characteristics for a few melee rounds)

Crown of Death Grimberg

wearer fights as +2 level; +2 save, +2 AC; +6 damage

Clerical Scarab Hagsgate

turns-undead as next higher level and 106 more

Gross Magic Totals: 1 Javelin of Lightning; 2 armor +5,

no shields +5, no armor +4. 1 Shield +4. 2 shapechange armor +1.

One Giant Strength Girdle. 1 Holy Sword +5. 1 Wand of Fireballs. and the non-standards.

Tell me directly, Glenn, is it gross to you?

[12 sets of +1 Armor...AARGH" sighed the Blacow.]

NOW FOR A PLUG:

For those of you in Southern California, May 13-15 are the dates of the UCLA Mardi Gras, a carnival for Unicamp, the university-run charity summer camp for underprivileged and diabetic children. This is a fine, fun way to engage in charity, and this year's Mardi Gras looks to be the best even. Being on the planning staff, I hope to make it the most entertaining event yet held on campus. I'll look forward to seeing you folks there. [If you want to find me, ask anybody walking on the field with a walkie-talkie.]

Lee: I've noticed the strange lack of such names as Hannifen and Eney. They used to be among my favorite 'zines. Have they disappeared permanently, moved to another fanzine? [Hilda Hannifen no longer has the use of a typewriter. REalsoo now she may contribute again, but don't hold your breath. She still gets A&E. Dick Eney should be in again this or nextish.--LG]

Morningstar: Thank you. Very useful treatise on encumbrance.

Field and Phalanx: AAARRGH!

Kay Jones: put that way, I beg to express the wish that I may someday have the pleasure of expeditioning with Reina under her universe rules.

Jim Bolton: I agree that it's a good idea, and I hope I'll see you at GLASC. I hope I wasn't nasty.

Tim Kask: Please explain how Gnome Cache Chapter Five could be in TD5 when TD4 had nothing but Petal Throne.//Also, do you find that character classes and monster descriptions are a weighty part of your incoming mail? If A&E is any indication, they should be.

Cheryl Lloyd: More, please!!! I believe that your dragon with sufficient practice would learn how to play, but would require a much larger harp. Say 15-35 GP plus 3 months time for a cheap one.

Charlie Luce: Too bad UCLA's HAL isn't hooked to that system. Even if it is, I'm not able to capitalize on it. I barely "speak" PL/I.

Wayne: You'll note no new his toricals (due to the lack of history at this time.)//If I ever get there, I hope to write-up my view of Temporalana.

Steve Perrin: Good idea about "stoned" food; I adopt it immediately.

Martin Fleischmann: Was that an insult or a compliment? Or a comment?

SEKIII: If they added your work to TD, the art and writing quality would jump by an order of magnitude.

Ken: speaking of sounding like Searchlight!

Bill Seligman: Congrats on becoming profession (TD5)...or were you before?//A Comfy Chair?

Peggy: I used the thought of the Halberd, but each one id different befitting their use and charged. The odds are excellent that there will be less than one available at any given time in The World of the Seven Moons, though there is one floating around now. Did you intend it to receive experience?//If Nicolai hates me, I'd best work it out by sacrificing a character or two in Stormgate.

Myself: A&E 20: 1/2 page of writing; 2 pages of comments.
Lordy, what a percentage.

Glenn: the problem is that you have enraged DMs who aren't really Monty Hallish and insulted intelligent people looking for a different kind of play-balance, as well as knocked the kind of person who has

been using this game as a psychological crutch to ignore his real life failures. The game is what you want it to be, but you have no right to comment on other peoples' styles in the manner you do. Explain your own, fine, I'm interested in reading it. Point out flaws in others' ideas, politely. But don't snipe and insult.//By the way, the one artifact found so far in my dungeon was found on the equivalent of an eighth level in my world.

Alberich's Ring: have a look at how I did this character class. It too have been lured now into the infinite joy of a number of new character classes. Mr. Lloyd's comment on my comment (etc.) leads me to this:

Introducing:

Class Name: Priest of Priapus, Chaotic (Amoral)
Prime Requisite: Constitution: **Promotion Class:** 4
Special REquirements; 7" or better **Hit Dice:** D6
Race Limits: Human, with any other race as lay brothers
Saving Throws: Clerical, except no save against illusions of beautiful people.
Armor permitted: Leather and Shield
Weapons Permitted: Whips and Chains
Magic ARtifacts Permitted: Potions & sexually enhancing objects,
Magic SpELls: level 3 - can produce randy illusions
 level 5 - prepares love potions
 level 10 - prepares Spanish Fly
 level 15 - dies of excessive sexploits

Cannot rise to 2nd level until he has lost his virginity. At level 7 must specialize in one type of fetish. To maintain level rank above level 1, must engage in sexual intercourse as often as his level per week and must not pay for it (nor count intercourse with slaves, stallions or Courtesans). Any number of times above his level are added as exp, 1 point/encounter.

Lvl	Spells	Level	Spells
1. Horny	none	8. Swinger 11	Hold Monster & abv
2. Experienced	none	9. Swinger 3	Hold Plant "
3. Tricky	Charm Animal	10. Swinger 4	Vacuum* "
4. Scam	Charm Human + above	11. Swinger 5	Suggestion "
5. Kinky	Charm Monster "	12. Swinger 6	Mass Charm "
6. Marguls	Charm Plant "	13. Swinger 7	Quest "
7. Swinger	Hold Person "	14. Swinger 8	Orgasm@ "

Vacuum: section of space 2" in diameter (two inches, not 20!) begins sucking air. Range: 30'

Orgasm: will incapacitate male for 2 melee rounds and will give -5 for female saving throw vs. charm for same amount of time. No save.

At present, there are no 14th level P.P.s but I expect them to trickle into A&E 23 or so.

Looks like I'll be drawing flack from everybody next issue, so until then....

Searchlight Off!

"Write it up", she said . . .

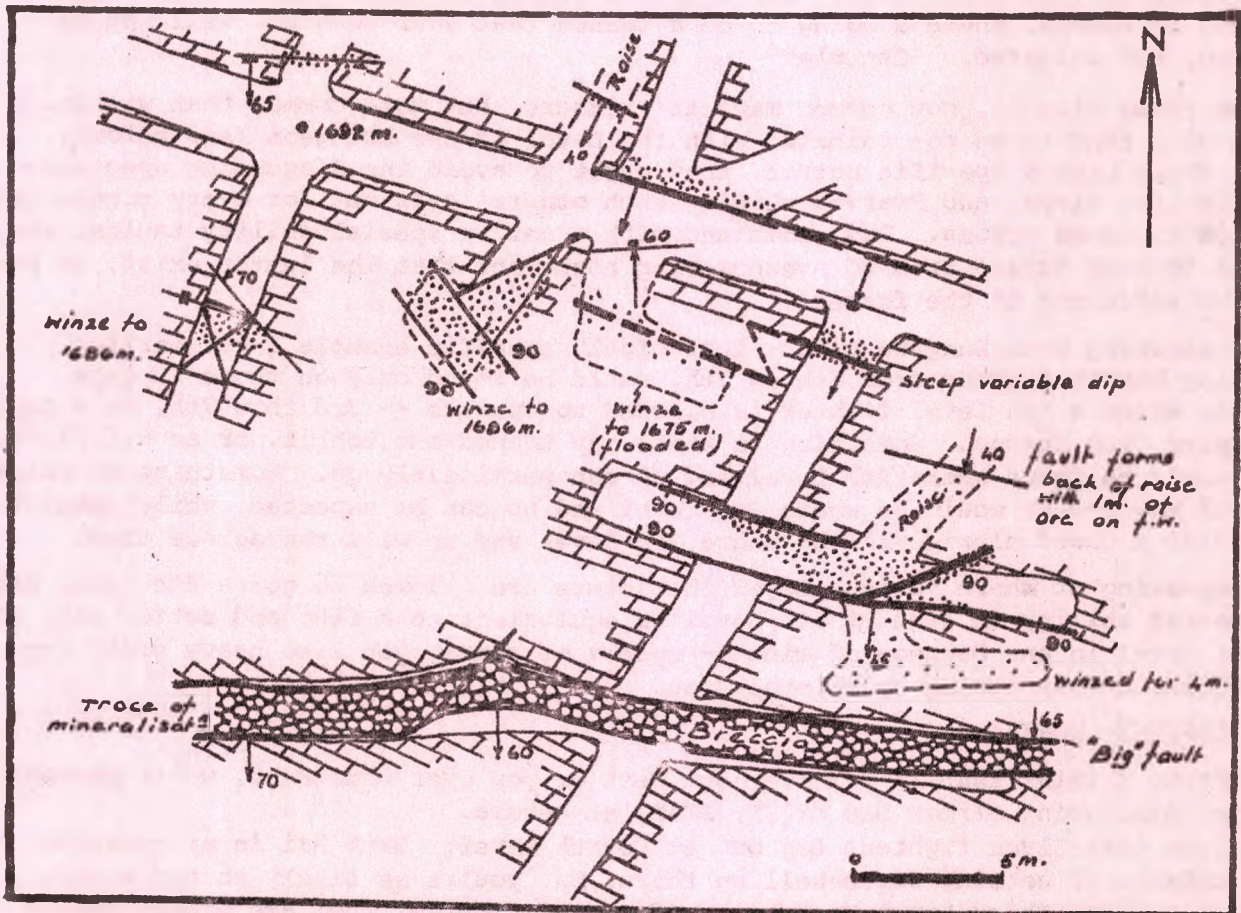
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Lee Burwasser

On Topping Out

One aspect of the 40+ Level Character hasn't been mentioned, or hasn't been sufficiently stressed to get thru to me: the balance between humans and nonhumans. With all the nonhumans topping out somewhere below 10th Level (except for Thieves) and humans capable of going up indefinitely, dwindling isn't the word for the effect on nonhumans. Eventually, they would either be exterminated or become mere satellites of the human population. How long can a bunch of 4th Level Fighters and 8th Level Magic-users defend the grove, or 6th Level Fighters and 7th Level Fighter-clerics defend the cavern, from a party whose mean level is 15 or 20? If the humans go up above 10th Level, and nonhumans are still independent, there has got to be either a way for nonhumans to get around that topping-out routine or else one hell of a lot more compensation than presently allowed for. Or a combination, for those of us who like complex universes.

Extra abilities in lieu of extra levels is a fine way to compensate, provided the abilities do in fact compensate. Something just about as useful as that extra hit die and (eventually) that next break point, near as you can make it. Adapting sword tables seems a good way to do it. (How about one for Hobbits, Dickon? I'm too lazy.) (No sooner said than ~~tried~~ -- RE) And of course if you find a way to go up that level after all, you lose the special ability.

(Possibility: if a Dwarf, f'rinstance, goes up 4 levels beyond his topout -- whether 6th or 8th -- he "catches up to" his magical resistance, and thereafter has the resistance of his Level. I haven't thought on this long enough to say aye or nay, myself.)



I don't like the idea of going up only on a Wish. If you set it up that way, you can either leave so many Wishes around that they devalue or else get out of hand, or you'll be consistently selecting your high-level nonhumans for their greed for Wishes.

Apparently irrelevant thought: I don't like unearned Level-rising (from reading a book or cutting a deck) either. If I'm ever aware that a Character playing in my Universe got one or more Levels that way, I'd insist on making him/her/it down that many Levels to play at the Level earned by experience and treasure. Which is not really irrelevant, since

I do think a selective book or token or whatever of Raising Life-Energy Levels ought to get around the wishes problem. I'm going to play-test it, and will report as results come in.

A few of these RLEL items will be narrowly specific, like a ring to raise a Hobbit fighter from 6th to 7th Level. Most are specific as to species and class: a book to raise Elvish Magic-users a Level, or a medallion to raise Dwarf Clerics. A few are specific as to species only, and a few only as to class. A very few are general, and will raise any topped-out Character in any ONE (multiclass take note) class.

The most common, specific as to species and class, are usually in the form of books. For Hobbit fighters, *The Book of Hobbitry-in-Arms*; for Elven fighters, *The Chronicles of the Elf-Lords*; for Dwarf fighters, *Lore-Chants of the Lords of the Caverns*; for Elf clerics, *The Wisdom of the Groves*; for Dwarf clerics, *Lore-Chants of the Smiths Under the Mountain*; for Elf Magic-users, *The Book of Elvish Wizardry*.

Characteristic of all of them, whether book or token or whatever: humans cannot benefit from them, since humans don't top out. They're worth whatever a Limited Wish costs. They must be used to gain a Level that your Character has earned, or else they drop you a Level. They can be used as a Raise Dead Fully, but the raised Character is then first Level, and a raised Elf is no longer multiclass. And if I listen to Sherna, there's going to be a chance that your dead pal will not be raised, but animated. *Chortle*

These items will be, not common magical treasure, but more common than wishes. They will tend to be co-ordinated with the Level of the DDungeon (see below). With their highly specific nature, they ought to avoid the disgusting spectacle of Hobbits, Elves, and Dwarves clawing each others' eyes out for every single Wish the party comes across. And, combined with a set of special-ability tables, they ought to keep humans from so overpowering nonhumans that the latter exist, at best, on the sufferance of the former.

Co-ordinating with Dungeon Level: that highly specific example I put earlier, raising Hobbit fighter from 6th to 7th, would be found only on those Dungeon levels where a 6th Level fighter is allowed to operate -- 3rd thru 7th, on a table I copied from Sherna. Something to raise any topped-out Hobbit, or an Elf fighter, would be found where 4th Level and up can permissibly go. Something to raise an Elf Magic-user would be where 8th Level and up can be expected, while something to raise a Dwarf cleric will be where 7th Level and up will run across them.

And speaking of where various Level Characters are allowed to go: a 4th Level with a special ability in lieu of 5th Level is equivalent to a 5th, and better stay off First Level in any Dungeon of mine -- unless of course you like heavy stuff from the lower Levels coming up to stalk you.

TWO COPPERS' WORTH

KEN PICK: I think that if I'm ever out West or you ever come East, we'll probably enjoy discussing either D&D or SF, SWAT, et cetera.

Consider that Elven fighters top out at Fourth Level. Uruk-hai in my universe are capable of getting waythehell up there, but you're as likely to run across Fourth or even Third-Level Uruk-hai. Of course, most of them are pretty damned

strong...

GEMIGNANI: You learn different Alignment languages the same way you learn any other learned language -- study. Anyone who has enough language ability to afford it would do well to learn both other Alignment languages simply to be sure of being able to communicate. The way I do realignment linguistics, if you know your new Alignment language as a learned language, the two simply switch status; if you never learned your new Alignment language, you forget your old one.

BLACOW: In re Elves and sex. The immoral/amoral tag got pasted on Elves by humans who regard some specific, formal public ceremony as the difference between Proper Marriage and (gasp!) Living in Sin. Elves like ceremony as well as anyone, except, maybe Dwarves, but in this matter can do without the public/formal routine; if two people are emotionally committed to each other, that's enough. The way I play my Elf, she regards sex as the best way to get together with her lover, but in no way the central matter. She's willing, though far from happy, to use her body as a weapon against someone threatening her teammates. What might have sent her on a very heavy head trip was the time a fellow expedition-member had to Charm her to keep her from going berserk -- and in that universe, the victim of Charm falls in love with the spellcaster.

If the Law allows human sacrifice, that makes human sacrifice Lawful. Like the James Bond system of ethics, which says "a deed is good if it is done by a properly authorized agent". I personally think it stinks, but it's self-consistent. Why should getting resurrected decrease one's probability of spell survival? Sure there's no difference between Constitution 1 and Constitution 6, but there damned well is a difference between 17 and 16! Besides, Constitution is part of total Characteristics, and can be used to give flavor to a character; it should be kept consistent.

ROZENBERG: I, too, have blisters from touching New York dungeons. I attribute the difficulties to the existence of some very Chaotic players and the inability of the nonChaotics to control them. Birsan didn't even try, the time I went into Gwruch. Bob Lipton did try, but couldn't.

Here's a quick rough-out of what happened in Bob's Wilderness. Some of us got our Characters killed off, and Bob let us play surviving hirelings rather than be forced to drop out. One of the decent players later said how impressed he was with the way I played my new Character; by then I wasn't surprised that what was SOP in Carnelian and Tyrkirsfjord should be rare and wonderful in New York.

After we finally offered a pair of Ogres we holed up in their lair for the night. It had 1000 gold pieces, a sword, and a suit of armor. One of the players now playing a hireling tried to claim a share of the magical treasure. The leader of the Expedition says: No, you agreed to sign on for a price and I paid it; I don't go changing the deal on you, you don't change it on me.

"But now he's being played independently", says the player, stepping clean out of the game. "He has a mind of his own."

At this point I had my hireling Magic-user point out that we didn't even know if the stuff was magical, and wouldn't know until we'd rested enough to throw Detect Magic. (Bob uses a spell point system.) So let's put it all off until morning. Evidently my Character didn't sufficiently hide her thought that come morning she could Sleep this troublemaker. He murdered both our remaining employers that night, getting killed himself by his last victim.

Then my Magic-user had to bully the remaining hireling-Character -- or maybe I had to bully his player -- into getting back to town fast enough for a Raise Dead spell to be any good. She spent their employers' warchest, not their own pay or any of the treasure, in trying to Raise the only one who could be Raised. (No luck.) For this, the other hireling said, "You're crazy!" and made off with the Ogres' gold.

She got the magical loot analysed, and it was indeed magical. The traitor had slain and died for Armor of Vulnerability and a Cursed sword.

I hope to play with Bob again, but not in New York.

SCHWALL: First level clerics are not useless.

WHAT (YOU ASK) BECAME OF #2 ? . . .

Well, in the hecticcity of moving, things get mislaid. One of the mislays is #2. When it turns up, you'll get a double dose.

One thing shouldn't wait: a typo in WRITE IT UP #1.

The tSR Ranger does not gain a second Level I Clerical spell along with the first Magic-user I. That was a slipup (slip in?) from another tally, total spells available. Mea culpa.

While I'm apologizing: I did indeed miscredit the tSR Ranger. Mea maxima culpa.

The rest of the problems, specifically the mercenary/hireling contradiction, are either implicit or explicit in the specs. Sorry to be so vague, but I used a borrowed copy of tSR, which is long since returned.

...& ANOTHER COPPER'S WORTH

I got a Hold on my Dwarf thief, Eikinskjaudi, the other day (knowing his Truename helped) and asked him: "Are you specifically forbidden to speak of the Dwarf-Goblin and the Gnome-Kobold feuds?"

He chewed this one over a bit, then said uneasily, "Not specifically, no."

"Then tell me."

He looked unhappy, but ESP showed I hadn't set up one of those impossible conflicts that Dwarves are so prone to in this sort of situation. I tell you, though, if he'd been a gnome it might have been different.

"A long while back," he began, speaking slowly but steadily, "there were only the one folk. Proto-dwarf, I guess you'd call us." He actually managed a grin. "A gnome would say proto-gnome, of course."

"And a goblin?"

He looked disgusted and ignored the question, knowing from my tone that it was rhetorical. "They weren't all that different from modern dwarves and gnomes: private, formal, craftsmanlike. Some were more private and some less, some more formal and some less, some -- what's the word, anyway?"

"Bell curve?"

"Right. Only..." he gestured.

"Skewed?"

"Skewed. One, guess which way." (Eikinskjaudi is as irreverent as a certain hobbit we know, when the fit is on him.) "The skew on privacy got a bit out of hand. Some of the proto-Dwarves began to draw away even from their own kind."

"I didn't know the Kingdoms Under the Mountains held open house even for Dwarvish aliens."

"Not that way..."

I could see conflict in his ESP reading and said, "All right, you needn't go into that side of it. Some began to isolate themselves even from the proto-Dwarf community. Go on -- and remember I want both sides."

He gave a curt nod. "On the one side, they said that the isolates were striving to divide the folk. On the other, they said the -- the not-isolates were indecently

polluting their hearths with commerce outside. At the last, the lines of Poggin, Nikabrik and Trumpkin swore they would have naught to do with the line of Durin or those who still held to him. They --"

"Hold up", I said. "Surely they didn't call themselves by those names."

"Surely not. If we -- our ancestors -- had known their Truenames, there would be neither Goblin nor Kobold in the world today."

"Figures. Go on."

"They withdrew from the rest of the folk, and there was feud. Bitter, as you may imagine."

"But at this time the Dwarves & Gnomes had not yet divided, nor the Goblins from the Kobolds."

"Ay. There were generations of feud before the Gnomes and the Kobolds drifted to the hills."

"And a Gnome would say --?"

He grinned again. "--that the Dwarves and the Goblins sought the higher mountains."

I grinned back. "Go on."

"Whatever it was that caused some of the proto-Dwarves to become Gnomes, it was at work in the proto-Goblins as well. On each side, the lesser folk drifted to the lower hills, until at last there were four races: Dwarf and Goblin at war in the mountains, Gnome and Kobold feuding in the hills."

"But all of you preserve all the languages. Right? Dwarves can speak Gnome and Kobold and Goblin, and Gnomes...?"

"Ay."

A short answer. I left it so. "I can see how the isolates would all be of one Alignment, but how did they all come to be Chaotic?"

"They aren't, not among themselves. Kobold doesn't betray kobold, nor Goblin betray goblin. At one time, some say, Kobolds and Goblins regarded themselves as one folk, too, but the habit of isolation got the better of them. Kobold will betray Goblin, and Goblin Kobold."

"But among themselves they're Lawful? You're putting me on." If anyone can do that under Hold, it's Eikinskjaudi.

He shrugged. "Believe it or not, as you like. They're only Chaotic with regard to outsiders. What do you expect of isolates?"

He had me on that. I admitted it and released Hold. It was a special Hold Character; he didn't remember a thing.

...AND A DRAGON HORDE

Sherna and Dick and I have been thinking about Dragons lately. In this write-up I'm not going to try to keep straight who thought of what.

Iron Dragons:

These are yet another race of metallic dragons, in most respects similar to their copper, bronze, etc. cousins. Like some horses, however, they change color as they age. Very Young ones are dark charcoal grey; Young ones start to get patches of lighter steel grey on their bodies; by the time an Iron Dragon is Subadult, the body is entirely steel grey (the color of a grey horse) while the wings are still dark; an Adult is steel grey all over; an Old dragon starts to get rust-red flecks; a Very Old one is more rust than steel. As might be expected of creatures which can be described as black, white, and red, they worship the moon.

Iron meteorites are Seed of the Moon to Iron Dragons. The first clutch of their race was begotten on Mother Earth by Father Moon. (As might be expected of such an ancient race, they hold to the older Lunar God/Solar Goddess pantheon.) Young and Very Young Iron Dragons, if they find a Thunderstone -- to use the more common term for iron meteorites -- will guard it as their hoard. A Subadult can be talked into selling it by Dwarves or Gnomes, who make up jewelry for the purpose. The Dragon gets its start on an Adult hoard, in things easily transported to some place easier to defend than a chance meteor crater, and the Logbeards get Thunderstone to work into things that only they can make, and only of Thunderstone.

(What about stony meteorites, you say? Well, where do you think Chaotic Dragons come from?)

Iron Dragons have two breath weapons. One is a cloud of 20 sparks, each spark doing damage equal to the maturity level of the dragon. At least one is bound to get through; the roll of the attack die tells you how many of them hit. The other breath weapon is Dispel Magic, and it works one of two ways. If the entire party is under some group spell (like Strength, Haste, Bless or the like) and if every one of the original group who's still alive is present, the Dispel takes one spell off the entire party. Otherwise, it takes 1D4 spells off the one Character it's aimed at. Rather, it tries to: a Very Young dragon dispels as does a 7th Level Magic-user, a Young one as an 8th, on up to a Very Old dragon who dispels as a 12th Level Wizard.

Iron Dragons have Armor Class 0, do 1D4 damage with each foreclaw and 3D10 with their bite, have 10 to 12 hit dice. One out of 6 is Lawful, the rest Neutral. Young and Very Young ones cannot speak; Subadults can speak but cannot use spells; Adults can use 1st Level spells, Old Dragons 1st & 2nd, Very Old ones 1st thru 3rd. 15% chance of finding one asleep. Otherwise, similar to other metallic dragons.

Iron Dragonets have the usual smaller-scale powers. They can take exactly one spell off exactly one person by breathing Dispel, and they are as effective as a 5th Level Magic-user. They can also breathe a cloud of 8 sparks, doing 1 HP damage each; on a roll of 1D10, a 9 or 10 means all the sparks missed (a smaller cloud than a Dragon's 20 just might) and anything else shows how many hit. Treasure probability and makeup as for other other dragonets, ditto for all other traits and powers.

A Very Old Iron Dragon will be attended by 1D8 Iron Dragonets. One of the attendants is awake at all times. They warn the big dragon, and in consequence are protected by it. They have a 75% chance of waking their Dragon before enemies get in that free round; if the dragonets themselves are surprised, they have only a 50% chance. Attendant dragonets have no hoard of their own.

This sociality in Iron Dragons is also manifested in an occasional report of their getting along with some human, either a high-level Druid or a Neutral Wizard. Then, too, there is no report of a Subadult attacking Longbeards who come to trade.

Pearl Grey Dragons:

These are Clerfical dragons, and can be either Lawful or Chaotic. The Platinum Dragon has a Lawful Pearl Grey Dragon as his personal physician. They breath Healing.

A Very Young Lawful Pearl Grey Dragon can do 1 HP of healing per breath; a Young one, 1/2D6+1. The breath of a Subadult is equal to Cure Light Wounds (1D6+1); an Adult can do Cure Serious Wounds (2D6+2); an Old one can do Extra Healing (3D6). A Very Old Lawful Pearl Grey Dragon can Raise Dead with its breath, but once successful cannot attempt it again until the next day.

A Very Old Chaotic, of course, has Breath of Death, and on down the line: Cause Wounds equal to the Cure of a Lawful of the same maturity.

Treasure probability and makeup the same as other Dragons, but any magic will be

Clerical in nature. Armor Class 1, damage 1D4 per foreclaw and 5D4 per bite. 7 to 9 hit dice. Half Lawful, Half Chaotic. Chance of sleeping 30%. Lawfuls will always bite, since they have no Breath Weapon in the normal sense.

As with Iron Dragons, Pearl Greys can all speak when (and if) they reach Subadult. They can also use 1st Level Clerical spells. Adults can do 1st and 2nd Level spells -- Old Dragons up to 3rd and Very Old 4th. They must use spells to Cure or Cause Disease, Neutralize Poison, and Remove Curse.

Dragonets are as you'd expect. They can do 1/2D6 hit points of Cure or Cause. This is more than a Very Young dragon can do, and almost as much as a Young one; dragonets mature much faster than dragons.

The Mithril Dragon:

For reasons best known to herself, she is a wanderer. There is only a 30% chance that she's been in her current location long enough to have acquired a hoard, and then only what you'd expect of a subadult. There's an additional 10% chance that the 1D8 dragonets (see below) accompanying her are all of the same color and have their own hoard, that she's helping to guard. She is the only one of her kind, and she's Lawful.

Her armor class is -2. She does the usual 1D4 damage with each forepaw, 3D10 with her bite. She has two breath weapons: Cold -- standard 8x3' cone -- and Permanence. (What else, from the Mithril Dragon?) She has 16 hit dice. She's never asleep, and she can do 7th Level spells.

Her Mithril Highness is a sort of Ultimate Virgin; she can neither conceive nor lay eggs. (With one exception, dealt with below.) Perhaps for this reason, she will adopt any Gold, Platinum, or Mithril dragonet that is willing to be adopted. She will have 1D8 of them, on no particular ratio of colors, around her at all times. Except for that 10% possibility mentioned earlier, these attendants have no treasure.

Though a loyal subject of His Platinum Majesty, the Mithril Dragon does not attend him, in his palace or elsewhere. She has her own duties to perform. Like Ents, she does not mix into affairs that do not concern her. Being a carnivore, the health and habitats of the animals around her is her concern, and she looks after them. If she hears of a Pearl Grey Dragon being held captive by a non-dragon, she will set out to free it, only turning back if she receives some clear evidence that it is Chaotic, or that it is where it is by its own, uncoerced will. She will avenge the death of a Gold dragon if the killers come within her ken. If Platinum calls on her, she will drop everything to aid him. She will avenge any wrong done him, if the perpetrators come within her ken.

If anyone kills His Platinum Majesty, she will know of it right away and set out to avenge him, gathering all Lawful dragons and dragonets on her way. (Neutral dragons have their own mobilization system.) If she does not survive the battle, the Lawful and Neutral dragons are in a bad way -- which is one good reason for all subjects of the Platinum dragon to mobilize. If she does survive it, she will seek out the oldest surviving Lawful Pearl Grey Dragon, who will intercede with the gods while she rounds up seven Very Young Gold Dragons.

The Pearl Grey having invoked the gods, the Mithril dragon conceives two eggs. Being a sort of Ultimate Virgin, she then dies of being unable to lay them. The heat of her body decomposing incubates them, and the assembly of dragons prevents any scavenger from feeding on it or exposing or attacking them. At last they hatch, and claw their way out of their mother's body. (The armor class is fairly low from inside, somewhere around 5.)

The two hatchlings, a new Platinum and a new Mithril, are raised by the Pearl Grey thru their first 5 years. The Gold dragons that the old Mithril found also form part of the household. At 6 years old, the young Platinum departs to his palace

with his guard. The Platinum Palace has been maintained and defended by one Very Old dragon of each Lawful type, plus the attendant dragonets of the Iron representative and those that attended the late Mithril dragon. (Paladins and Lawful Rangers are likely to be around, too.) These representatives of Lawful dragonkind teach the young king and his guard for 20 years. After that, the surviving representatives depart, except for the Pearl Grey, if it still lives. If not, another Pearl Grey will have been found and brought to be the Young king's physician. When His Platinum Majesty is adult, he must take up the kingship in earnest, and none can relieve him of it.

While all this is going on, that Oldest of the Lawful Pearl Greys has been raising Her Mithril Highness to adulthood. For reasons best known to herself, she then departs and takes up a wandering life. Tho a loyal subject of her brother, she does not attend him.

Mithril dragonets are to the Mithril Dragon as dragonets usually are. Their cone of cold is the standard one for dragonets, and their other breath weapon is Extension II.

The Achromatic Dragon:

Sherna hath said of the Chromatic dragon, "She has a little yapping pet Gygax". (Note on G's comment about Women's Lib -- RE.) One reason her pet yaps so much is that she uses it as a go-between with her other pet, the Achromatic Dragon. This colorless creature is Armor Class 1, has 15 hit dice, does 1D4 damage per foreclaw and 3D6 per bite. He has five heads.

Each head has a different Breath weapon: Darkness, Silence, Weakness, Cold, and Stasis. The Dark head can also do one 1st Level Spell, the Silent one 2nd Level, the Weak one 3rd, the Cold one 4th, and the Stasis head one 5th Level Spell.

He is a subject of Her Chromatic Majesty, and as loyal as one would expect a Chaotic to be. Utterly lacking in the fire to rebel, he nonetheless often counters her plans by concentrating on his own wishes to the exclusion of all else.

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A stab at A SPECIAL ABILITIES TABLE FOR HOBBITS -- Dick Eney

Characters who have the points to rise but have topped out take a roll on this table in lieu of rising.

SPECIAL ABILITIES	EXTRAORDINARY ABILITIES
01-15 Woodcraft	01-15 Detect Artifact (as Elf/Dwarf power)
16-30 Identify pure food	16-30 Purify Food (as spell, but food only)
31-40 Identify cultivation	31-40 Detect Magic
41-50 Hostility/Animals	41-50 Infravision
51-60 Foster plants	51-60 Disease Resistance (+1 Save)
61-70 Detect Lair	61-70 Poison Resistance (+1 Save)
71-80 Resist Control	71-80 Loremastery
81-90 +1 Constitution	81-85 Magic Resistance (+1)
91-95 Extra Healing	86-90 Commune with Nature
96-99 Take two rolls	91-95 Speak with Animals
00 Roll Extraordinary	96-97 Speak with Plants
	98-00 Take two rolls

Woodcraft: Move, hide, and climb in woods as a Thief of same level in a built-up area. *Hostility/Animals:* Perceive hostility, in natural animals only. *Foster Plants:* Plants produce 120%-150% normal yields. *Detect Lair:* Can identify an area which is seen as being a lair. *Resist Control:* +2 Save on Charm, Hold, etc. *Extra Healing:* Benefits by D4 more points from any Cure. *Detect Magic:* As spell, but cannot be Focussed. *Loremastery:* % chance of having heard a tale with useful info. *Commune:* As Druid, but only 20% effective. *Speak with Animals/Plants:* As spell for communication, but does NOT exercise magical restraint on creatures Spoken to. *Disease/Poison Resistance:* Disease/Poison has no effect if Save is exceeded by +2.

KEN'S CHARACTER CORNER #13

A bit of ego-boo by:

Ken Pick

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Another month, another 'zine. The Cal Poly Spring Quarter is starting, which gives me enough time to do the Samurai writeup. My calendar now shows a very un-Balrog looking Balrog, Gregg Howard seems to have vanished off the face of the Earth, and I'm still in need of a good long D&D game. I had a lot less free time over Quarter Break than I'd previously thought, But as Wayne is now on his Spring Vacation.... Anyway, here's the 'zine:

T-TOWN UPDATE

The big talk around Big Tee is about some strange beings called the "Guardians" who recently appeared, coincidentally around the same time as the Altani. From such a recent first appearance, these beings have already spread throughout the entire Land of Time. The Guardians look like some sort of human-Elf-Melnibonean hybrid, wearing white, one-piece, formfitting clothing and carrying a rodlike instrument. Nothing can be found out about them; they are totally closemouthed, and even Communes and Full Wishes fail to provide any information at all. The only possible clues are their insignia--an Arrow of Law combined with a Wheel of Chaos--and the rumors of what they have been claimed to do:

One of the wandering time-storms deposited a Bolo Mark XX, a Manschonyagger, and a third berserk warmec sczewhere in the wilderness. A Guardian appeared on the scene, absorbed full battery fire from the three machines with no effect, then disintegrated all three with a single bolt from his rod.

One Guardian elaborately shot down an Altani scoutship, first cutting a hole in the hull and TK'ing the crew into a nearby lake.

A Threadfall (previously known only in the area of the Pernese colony) was said to have appeared over the entire Desert of Kronal, only to be dispelled in mid-fall by a Guardian and his rod.

Guardians have been known to accompany parties, apparently as observers.

This news has eclipsed many of the other news stories, such as the following:

Lemuria, the island of the Artificers on the ocean to the west, has collapsed as a civilization, cutting off a potential trade with Quizzic the Curious. The entire island has apparently lapsed into total barbarism, leaving the examples of their magical technology (such as Spelltanks and Cyberscorps) to run wild.

Quizzic has founded a local spell-research institute called QUERI (Questionable Enterprises Research Institute), which finances spell research for local mages. Revenue for QUERI is from selling the spells, with royalties paid and free spell-use privileges extended to member mages. All the surviving Cloister mages are now members.

An adventurer named Varian is rumored to be building up quite a reputation in some far corner of the Land of Time.

No comments this time around.

CLOISTER UPDATE

Zed is now known as "a very studly fighter" due to his going one-on-one with a Nazgul in the wilderness of Phil McNamee (a.k.a. Philip of Meade of the SCA). Luckily for him, Fallon, the local ruler, came in response to the rest of the party's screams of "HELP!" and to settle a grudge with the Ringwraith. By that time Zed was down to crawling around and biting his opponent.

The Cloister itself has weathered two attacks since last 'zine. The first was by an assorted group of Balrogs. This developed into a house-to-house fight around the whole place, during which Aaron Joabson B was permanently killed. The second battle, about three game months later, was a dawn raid by a Chaotic Ranger-lord and company. This resulted in a lot of groovy equipment being captured, but at the cost of two permanent kills--Yargh the Iron Golem, cut in two by a forceblade; and Caselle's cloned sister, Alexandra, who will probably be reincarnated (as what, nobody knows). This brings the group down to only fourteen, averaging 5.5th-level. Openings are going to be posted up in T-town.

C'arla, C'vic's wife and fellow Illusionist, is pregnant. Both are hoping that C-type Underpeople breed true in this universe. If not, the resulting kittens will provide quite a shock to the others.

And now for something completely different:



SAMURAI



Several D&Ders have attempted to adapt the Japanese Samurai as a subclass of Fighter; Cary Martin here in A&E, Dave Hargrave in The Arduin Grimorie, and Mike Childers and Jeff Key in The Dragon. So many Samurai have appeared that Glenn Blacow has outlawed them from Edwyr as grossities. Well, Glenn, here's one more for you to bitch about.

Technically the word "samurai" means "he who serves" and refers to one who has bound himself to a leige lord. However, colloquial usage has expanded the meaning in English to any of the classical bushi, the warrior class of feudal Japan. I will use the term in this sense.

Of the numerous D&D Samurai, the Childers-Key adaptation agrees the most closely with my research. However, it is rather sketchy and inaccurate in some places. My adaptation, though based on that of Childers and Key, is more elaborate and detailed. To avoid copyright troubles, I will refer to The Dragon, listing here only my additions. First, a bit of background:

Feudal Japanese Society: Feudal Japan was largely a stratified caste system, though its rigidity varied from regime to regime. The Emperor and his courtiers were largely figureheads; real power was in the hands of the daimyos, or feudal lords. Sometimes one daimyo would be shogun, or military dictator; other times the most powerful daimyos would form a junta (the conflict in the novel Shogun comes from two daimyos' power struggle within the junta); and sometimes the daimyos would just have it out in a mass civil war.

Each daimyo headed a clan of from 200 to 20,000+ samurai. These samurai were subdivided into two classes: Kachi (upper-class samurai, including hatamoto, the daimyo's bodyguard, who alone could bear arms in their leige lord's presence), about 25% of the total; and Kyunin (lower-class samurai, often descendants of commoners advanced to samurai rank during one of the less rigid times), who made up the other 75%. These two classes did not intermarry, and together comprised the hereditary nobility.

Below the samurai clans were the Heimin, of commoners, subdivided into farmers, craftsmen, merchants, actors, and outcasts. Ninja and bandits were separate, at the bottom level of outcasts. Below even these were the eta, or subhumans, who performed such defiling tasks as handling the dead, curing leather, and executions of non-samurai. With the exception of bandits, all these castes were organized into extended families similar to the samurai clans. None of these castes could possess any sort of weapon.

Basic Samurai Behavior: Being a hereditary noble, the samurai was highly arrogant and contemptuous of his inferiors—indeed, a samurai could kill any heimin at any time for any reason whatsoever.

Otherwise, the samurai was controlled by his Zen Buddhist belief and his bushido code of honor. Only two things were of any value: loyalty and duty. Loyalty may best be defined as blind obedience to the liege lord; i.e., daimyo says "Kill", samurai kills, even if the victims are his own wife and children. If the samurai balks at an order, his only recourse is to protest by seppuku (hara-kiri). Daimyo says "Die", samurai commits seppuku. In other words, a samurai's life is the property of his liege lord.

Other than this, and entirely in the case of ronin (samurai who for one reason or another are outcast from their clan), the samurai is governed by his sense of honor. This honor includes frugality—monetary riches are held in contempt; the only concern worthy of a samurai is his martial skill. It includes revenge—there are tales of samurai who waited and prepared for years just to kill someone who insulted them. Insults could be any minor breach of good manners; one of the worst was saya-ate, touching or snagging on the samurai's sword in its scabbard. An aside on revenge was the feudal Japanese concept of collective responsibility, i.e. if one person is guilty of some offense, all his family and comrades are equally guilty and receives the same punishment—usually death. (The effects of this in a D&D context are very apparent and devastating—party Thieves beware).

Honor also includes a ruthlessness in combat. Samurai will not take prisoners unless under direct orders to do so, and will not suffer the dishonor of being captured alive. Battlefield seppuku when all is lost continued clear up through World War II. In addition, a samurai will seek to preserve his liege lord's honor in the same manner, such as beheading him to keep him from being captured and running with the head to save it from the dishonor of being presented to the enemy commander. This can get a bit sticky.

The ronin often lived by his wits, as samurai of a clan often were offended by the mere presence of such a social freak and would often pick a fight. Legally ronin were not samurai, but they actually operated in sort of a limbo between noble and commoner, retaining their samurai arrogance. Many bore grudges against the whole feudal system; some became bandits; some became freelance martial-arts instructors or mercenaries or both—money was contemptuous, but even samurai have to eat. Because of their lot, ronin were often better fighters than most clan samurai. All D&D player-character samurai are assumed to be ronin.

This outline of Japanese feudalism and samurai behavior is too broad and short to be even an outline. I suggest all D&Ders who wish to operate samurai to learn to think as a samurai would think. If you are going to run an exotic character, put some effort into learning how to operate him/her realistically. My outline above is intended as a basic familiarization with the samurai background.

D&D Details : Because of their honor, samurai will use only traditional samurai weapons, and will never use magical ones. These weapons will be covered later.

Samurai are highly alert because of their training (starting at age 7); they surprise as Rangers until 5th-level, at which point they surprise as Monks. This

may be altered for low-keyed campaigns to either surprise as Ranger or surprise as Monk.

Childers & Key list only Dexterity=15+ as a prerequisite. Wayne Shaw has upped this to include a Strength of 15+ (due to local convention of a prime req. being the highest characteristic), Wisdom of 12+ (Wayne uses a 5% chance/Wisdom point of making a right decision in combat), and a Constitution of 12+ (toughness). Wayne's point is that a samurai should be at least as rare as a Monk.

Childers & Key also add one Dexterity point for every three levels advanced, starting at 4th. This is to reflect increased Armor Class due to aikido dodging-abilities and greater hit probability due to skill. I suggest the Dex influence on hit probability not be used, or a simple increase in Armor Class be substituted. Otherwise, a high-level samurai couldn't possibly miss.

Because of their specialized martial arts, samurai would advance slower than normal Fighters--probably at Ranger EP without the Ranger bonuses.

In mass combat (a la Swords & Spells), samurai will fight in Open Order, usually opening by a number of personal challenges, followed by an archery barrage from the left flank, followed by a banzai charge. Officers will attempt to seek out and duel those they challenged (actually, all do, but this is hard at 1:10).

Non-player-character samurai are base 2nd level.

Samurai are normally male, but samurai women are also combat-trained. Such women are normally 1st-level, Armor-Class kimono, and use the naginata (A&E 18, this 'zine), spears, javelins, and assorted knives and daggers. Women commit seppuku by slitting their throats instead of their bellies as samurai men do. Samurai will marry samurai, kachi to kachi, kyunin to kyunin, whenever possible. If not possible (such as the father of John Sullivan's 2-elf samurai) they will marry into the local line most resembling samurai.

Sorry, Cary Martin, but samurai do not automatically attack Monks. Indeed, several monasteries had companies of samurai (called yamabushi) in their service. The reason samurai and Monks had it out was because of the daimyos' fear of the monasteries' power based on the yamabushi. Samurai will attack ninja unless under orders not to. Daimyos were the major employers of ninja, and often had their most trusted samurai given ninjutsu training by ninja for counterespionage.

Wayne Shaw pointed out that samurai in a D&D world might modify their behavior due to local customs. As he put it, "Can you imagine your typical D&D para-European court accepting 'He dishonored me by touching my scabbard' as a defense for cutting a man down on the street?" In such cases, it is more likely that samurai would change to a formal duel challenge instead of an iai fastdraw if they feel dishonored by someone.

Bujutsu: the Martial Arts

In the following, I will outline the samurai martial arts and equipment, with my D&D adaptations for each. In this, I hope to cover the major arts:

Basic to these martial arts is haragei. While I don't understand the concept, I think of it as a "mental set" involving concentration, coolness, and trained instincts. Anyone who has been involved in the martial arts has a better concept of it than I do. Samurai are trained under this concept to be highly alert, and to fight without conscious thought or effort, like a touch-typist who has no consciousness of his finger movements--everything by instinct, subconsciously. It is this that makes the samurai so deadly.

Some of the following is copied from the Childers-Key Dragon article. I will identify such information by underlining.

KENJUTSU (Swordsmanship): "The soul of the samurai." Childers & Key describe the two most common Japanese swords, the Katana and the Wakizashi. Actually, there are five different types of sword:

Wakizashi: Shortsword, 18" blade, 6" hilt; base hit & damage as Shortsword.

Chisakatana: Intermediate sword, 24" blade, 8" hilt; used one-handed only; carried by Imperial courtiers and some ninja; base hit & damage as Sword.

Katana: Longsword, 30" blade, 10" hilt; used either one or two-handed; base hit & damage as Sword if one-handed, as Bastard Sword (Two-handed Sword -1 to hit, 1-8/2-16 damage, 4' swing radius) if two-handed.

Tachi: Cavalry saber, exactly as katana except (1) is worn edge down, and (2) is +1 hit on horseback, -1 to hit on foot.

Nodachi: Greatsword, 48" blade, 16" hilt; used only two-handed; base hit, damage, and swing radius as Two-handed Sword. Slung over back.

The Japanese sword has a well-known shape: slim, curved, single-edged, with a braided hilt. Samurai as a sign of their rank were required to wear the daisho, a matched set of either wakizashi and katana or wakizashi and tachi. With the exception of the tachi and nodachi, all swords were worn edge-up on the left side, scabbards thrust through the waist-sash. Because of their fine steels, all samurai swords have the following abilities:

Resist breaking as +0 magical swords.

Extremely rust-prone—require special cleaning and oiling every day or will rust away; must be wiped with silk after each use; no save vs. rust.

Critical hit ability due to Ramascened razor edge.

The quality grades of these swords are tabulated below. The table is expanded from the Childers-Key article.

Hit/damage plus:	0	+1	+2	+3	Above to hit # needed to crit	Auto Crit
<u>Wakizashi</u>	+8	+8	+7	+7	+8	20
<u>Chisakatana</u>	+8	+8	+7	+6	+7,+6	19-20
<u>Katana/Tachi</u>	+8	+7	+6	+5	+5,+4	18-20
<u>Nodachi</u>	+7	+6	+5	+4	See <u>Dragon</u> #3 for crits.	

Glenn Blacow claims these swords are cheap Swords of Sharpness. However, they are of no use against creatures hittable by magic only or Rust Monsters. Encumbrance and price are extrapolated from those given by Childers & Key for the daisho. Of note is the katana and tachi scabbards; when the sword is drawn, they contain a small throwing knife.

A samurai's daisho may be inherited (DM's discretion for chance). If so, roll %ile. A roll of 01-65 indicates a +0, 66-85 a +1, 86-95 a +2, and 96-00 a +3.

The following are two specialized forms of swordsmanship:

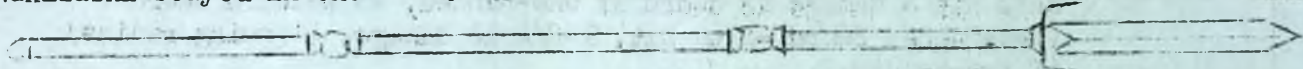
Nita (Two-sword Style): This is fighting with the katana in one hand and the wakizashi in the other, against the same or different targets.

Iaijutsu (Fast Draw): With the swords worn edge-up, an outward twist of the wrist during drawing makes it possible to slash viciously just as the sword clears the scabbard, and was a favorite ambush tactic. If the Perrin system (2D6+Dex) is used to determine who strikes first, an iai draw adds D6 to the Dexterity for the first attack only. Otherwise, it's up to the DM.

Note: The tachi and nodachi cannot be iai-drawn.

Iaijutsu was often practiced by "crossroads cutting", i.e. standing by the roadside and cutting down the first commoner who came along. All ninja knew iai.

Final note on the swords: In early feudal times, samurai wore the tachi and wakizashi. In battle they also wore full armor and carried the nodachi. Later on, the katana replaced the tachi and the naginata (covered below), the nodachi. The long sword (tachi or katana) was removed when entering a building, but the wakizashi stayed in the sash. A samurai is never out of reach of his swords.



SOJUTSU or YARIJUTSU (spearmanship): The basic Japanese spear is the Yari, with a blade about the same size and shape as that of a Roman shortsword. The length varied from about 6' to almost pike-length, and the head sometimes included auxiliary blades set at right angles to the main blade, or Jitte--hooks designed to catch and break an opponent's blade. Further variants included tridents and military forks, as well as the Uchi-Ne, a light throwing javelin with feathered tail.

The Japanese spear was used for parrying as well as attacking, somewhat like a Quarterstaff; use of one by a samurai adds 1 to his Armor Class. Like the swords, spears (like all Japanese blades) are rust-prone.

NAGINATAJUTSU (the Naginata): The naginata, erroneously called the Japanese halberd, is a curved-bladed slashing spear. See A&E 18, this 'zine, for further details. Treat as a chisakatana for quality pluses and crits. The naginata was samurai women's primary weapon.

BOJUTSU and JOJUTSU (Bo Stick and Jo Stick): Though considered commoners' weapons, these simple staves and walking sticks were sometimes studied by samurai, largely in the context of defense against one. See A&E 18, this 'zine, for further details.

TETSUBOJUTSU (the Iron Staff): The tetsubo looks like a cross between a Quarterstaff and a Great Mace—a 5' long, studded bar of solid iron. It requires a Strength of 18 to use, and hits somewhere between a Mace and a Two-handed Sword, with damage as a Flail.

KYUJUTSU (Archery): The kyumi, or Japanese longbow, is easily recognized by its proportions: the upper limb is twice the length of the lower. This is to permit its being fired from horseback. The kyumi is drawn in the Zen archery manner, vastly different from the European style.

Childers & Key list the kyumi (which they pronounce Yumi) in their article as regards range and hit probability. (The Dragon #3) They give its range as 21"—the same as a Longbow. Phil McNamee, who has studied the Japanese martial arts as well as SCA combat, disagrees. According to him, while the kyumi is very accurate, it is outranged by the English Longbow. Considering this, a range of 18" seems more appropriate. Due to the flexibility of Japanese armor, samurai could use their bows even when fully armored.

TESSENJUTSU (the War Fan): The tessen, or war fan, was an iron-bound folding fan. It was used where etiquette forbade the wearing or drawing of swords (such as inside a palace). Samurai normally carry a war fan.

The war fan may be used to parry (treat as shield) or strike (as Mace, with damage as Dagger).



TANFOJUTSU (Dagger Fighting): Both samurai men and women were skilled in the use of daggers. Japanese daggers were basically scaled-down versions of the sword. Some were throwable. Of note was the yoroi-doshi, an armor-piercing dagger used in close combat. Treat as daggers, with the yoroi-doshi as +1 vs. chain of plate.

KUSARIGAMAJUTSU (the Kusarigama): The kusarigama, a Military Pick-chain combination, was covered in A&E 18 in this 'zine. It was considered the most difficult of all weapons to master.

YOROI KUMI-UCHI, KARATE, JUDO (bare-hand combat): In their writeup, Childers & Key describe judo-type unarmed combat. In practice, judo was used to throw an opponent, after which the samurai would draw an auxiliary weapon (such as the yoroi-doshi) for the kill. Judo-type throws may be used against either armored or unarmored opponents.

Karate-type fighting may only be used against unarmored opponents. In this case, the Monkish Open Hand system is used, with the samurai fighting as a Monk of 1/4 th his level, up to the equivalent of a 3rd-level Monk.

BAJUTSU (Horsemanship): In cavalry action, samurai will always ride Light Horses, in keeping with the idea of movement being rated above protection. Japanese armor is light enough to allow this. The spear, bow, and naginata were used from horseback.

SUIEIJUTSU (Swimming): All samurai can swim. Their armor was light and flexible enough to be worn while swimming. If a samurai is knocked into deep water (as during a sea battle), treat him as wearing leather armor, except for the Childers-Key Armor grades A & B (AC $\frac{3}{4}$), which raise the chance of drowning to double that of leather armor.

YADOMEJUTSU (Arrow-blocking): This difficult art enabled the samurai to parry arrows in mid-flight. A samurai may attempt to parry as many arrows per turn as his level. If he is parrying with one weapon, he must save vs. staves and spells for each arrow. If using two weapons (Note: he must be able to fight nita-style to do this), he saves as vs. stone. The samurai must not be otherwise engaged in combat or distracted.

KIAI: This is the ability to use the voice as a weapon. A samurai must have Intelligence+Wisdom greater than 25 to use kiai. A kiai shout causes all opponents of the samurai to save vs. fear if lower level. Kiai may only be used once per opponent affected.

Obviously, a samurai who knew all these arts would make a monk look sick. To balance them out, we will need some way to limit the number of martial arts any one samurai can use.

The martial arts themselves were organized into ryu, or schools, each with a different specialty. I suggest that all samurai know the sword (but not nita or iai), bow, war fan, dagger, unarmed combat, horsemanship, and swimming as basic arts. Additional arts would be rolled for, with so many percent chance of the samurai knowing the art in question. Roll separately for each art. Chance of knowing the art is set by the DM.

Final note on Japanese armor: According to Phil McNamee, samurai armor's lightness and flexibility make it vulnerable to blunt weapons. Treat as -3 vs. blunt weapons.

Out of stencil. Next ish I'll give a list of sourcebooks on samurai. Sayonara.

K.A.

This month's column is liable to be shorter than usual, involving various considerations to some things I have heard about the deadline, and basically, I don't have a whole lot to say this time around. So here we go--

GLENN BLACOV: Only one comment in reference to Samarai, Pinja, etc. in comparison of Fighting ability to regular Fighter; sure they win more often. In the real world they would have tended to too. That's why the EP requirements are different.

JAMES CERATO: I use both Angels and Vala now and again. The Angels end up being flipped over versions of the demons, the Vala inversi- ons of various Balrog types.//A fortress shield is a creation of mine. It is a +3 shield that has an activator button. When flung up in the air it spins and grows to 30' in diameter, growing arrow slits, and then gently lands.

CHARLIE LUCE: Since you asked so politely, and more especially since I didn't have anything better to do, see later about the magic system.

SELF: On seeing the way it came out, I note that the reincarnate table format is slightly confusing. Hope I didn't throw anyone too badly.

STEVE PERRIN: Glad you like the dungeon. Should point out that the 2D6 + dexterity thing was simply taking something from the CalTech rules dealing with missile fire to its logical conclusion.// Oh, and by the way, Flammarion is not purposeful.

MARTIN FLEISHANN: "Seems, I've heard this song before..."
 1: Sure, if a pair of first levelers ran into some tech stuff they'd be more likely to hurt themselves than not...but not the examples you list. The whole point in autodoc's is that they're designed to be idiot proof. And if they were smart enough to put the exoskeleton on (the only way you could hurt yourself with it) they'd be smart enough not to screw up. Sure, random 2nd level fighter with intelligence of three is liable to blow self to glory with AI Pistol--except 4th level mage with IQ of 16 probably grabs it out of hand before he can. And it is general knowledge in my wilderness, that such things are to be treated with care--so he probably waits until he is in a nice open space and then tests it carefully. Under these conditions, there is actually relatively little chance of screwing oneself over-- especially, if, as is often the case, he has seen something similar used by a fellow party member or an enemy. And maybe the way your world is set up someone with a needler rifle has a gross advantage in play--in mine, he has a significant advantage, balanced by the fact that the orcxsquad that notices him rip a whole in their leader promptly turn him into a reasonable approximation of an archery target. Or, as has occasionally happened, the second in command pulls his laser pistol and burns the guys head off. And I will be fascinated to hear how one gathers together enough needlers to equip an army. In my place there have been two pistol needlers found to date (one and two-thirds real years). As to saving throws--what is magic. In my place it is energy. There is no functional difference between a lightning bolt fired from a mage and a laser fired by a pistol is method of origin. Both get a saves, both are stopped by an anti-magic shell, both can be stopped by spell turning. The only difference is that one is produced mechanically or electronically, while the other is produced osionically. And a cleric can use some of them--not the needler or sliver.//Now can we please quit repeating our selves? (Talk about me asking for it...)

So much for comments.

Charlie Luce last month asked me to tell my magic system. I have avoided getting into discussions of game mechanics in the past because such frankly tend to put me to sleep in other's columns. But there have actually been enough people asking about various aspects of the way I do things, that I decided to break down and publish it this month. So here goes.

Spell points are figured as follows. Multiply prime requisite times level. This is amount one has when psychically rested. Spell points regenerate at a rate of one seventh of original per roughly seven hours of sleep.

Cost of spells go as follows; First, the base level cost must be figured. The formula for this is, if B is the base cost, and N is the level of the spell, then B = the sum of the numbers from 1 to N. Thus, the bases are 1, 3, 6, 10, 15, 21, 28, 36, 45, and so on. Then a multiplier is figured in. This is one for detects and sensor spells (including such spells as Light and Infravision), three for fixed effect offensive spell, and two for defensive, transport, and most spells that don't fit the category. Thus, Ice Storm is 30, Wall of Fire 20, and Wizard Eye 10.

There are however, some exceptions, mostly offense spells with variable effects. These are as follows:

Magic Missile, most other damage causing spells; These cost the base level of the spell, +3 per die of damage caused, and under my system you can vary damage from one die to the max for your level.

Sleep spells and similar types; Somewhat variable depending on the nature of the spell. Regular Sleep is base level of the spell, +1 per entity effected. CalTech's SuperSleep (researched as 3rd level in mine) Costs base level of the spell, +1 per 3 levels effected. Death Spell costs base level +3 per entity effected.

Phantasmal Forces; Base cost of the spell, plus the cost of the spell being conjured (if it is a creature being conjured treat this cost as the square of the level of the monster). For Illusionists, treat this as base level of spell plus 1/4 of cost of spell for Phantasmal Forces, 1/3 of cost of spell for Improved PF, 1/2 of cost for Spectral Forces, and as listed above for the Shadow Magic and Monsters.

Clerical Healing abilities that are fixed are treated as defensive class 2 spells. Those that heal variable damage cost base level +1 pt. per pip healed.

Note that under this system, every spell but Ice Storm gets a saving throw, though -4 per each level above 6th.

COMBAT IN THE LAND OF TIME

Relatively recently I have been getting compliments upon certain things I do in my combat system. Perhaps it will be helpful to others in some respect.

Number of attacks: Under my system, all humanoid monsters get one blow per experience group they have (3 for fighters, 4 for clerics, 5 for magi). Note that this applies only to hand weapons. Missile weapons have a fixed rate of fire, as follows (with my thanks to the new Perrin Conventions): 3 for modern technological weaponry and shortbows, 2 for slings, longbows, and composite bows, one for light crossbows, 1 per 2 for heavy crossbows, and one per 3 for arquebuses.

Damage differences are relatively trivial except in regard to the missile weapons. In mine, strength bonuses are also applied to muscle operated missile weapons (non-mechanical bows and such), but light crossbows do a D8 when they hit, heavy crossbows do a D10, and arquebuses do a D12.

Sequence of blows in combat is determined by rolling 2D6 and adding them to your dexterity. Highest count strikes first.

If in a situation where a person or creature gets several blows, you divide the number of the count by the blows, and subtract that number by the count to see when succeeding blows land. (For example someone firing a shortbow who has a count of 24 fires an arrow at 24, 16, and 8.

A twenty is a critical hit under the condition that you then roll the number needed to hit afterwards. Otherwise its just a hit. (Those of you who have played in my place relatively recently and noticed me doing other things for a crit involving a D12, this has gone by the wayside, and I now use the above, apparently having less of a glitch in it.)

NOW*

NOW WHAT LEVEL DOES THIS THING GO ON?

The cry above is one echoes by many DMs. There have been all sorts of systems for dealing with this, the most basic one boiling down to "nothing higher than N, no more than N."

I used to use a system like this. Then one day occurred to me. A tenth level lord, even with fairly heavy magic, would have to fight for his life if he was alone on my first level. Basically I realized it was not levels per se but concentrations of power that mattered. And I came up with the following system.

Base level limits: 30 level factors per level. (e.g. 1-30 go on first level, 31-60 on second, 61-90 on third, and so on)

To calculate the number of level factors begin by totalling the levels in the party. Next you add one half a level factor for for ever level of spell above 6th they have in some way stored, 2 for every wish. Then you add the following for the following magic items, or equivalent permanent powers:

Swords: +1 for every + above two, +4 for Swords of Sharpness, +5 for Vorpal Blades, and +3 additional for any holy sword in the hands of a Palading

Armor: As above.

Miscellaneous: As above, In addition, +1 for every two points of damage bonus above 1.

Rings: +1 for a Ring of regular Regen., +2 for Troll, +3 for Vampire, +3 for rings of Spell Turning, +2 for Rings of Djinn Summoning.

Wands/Staves: +1 per regular damage wands, +2 for one-spell damage staves, +3 for Staves of Fire, Cold, Lightning and Energy, +4 for Staves of Power, +5 for Staves of Wizardry, the Priest-Kings, and Illusions. +6 for Rods of Lordly Light. +4 for Staves of Commanding. +4 for Rods of Rulership.

Misc.: +1 for Girdles of Hill Giant Strength, +1 per succeeding Giant. Other things are variable and highly subjective.

This is a general guideline to the use of the system. It inevitably requires some modification for each individual system, being that my estimate of how much a level can take, and how much an item is worth is based on Temoralana's parameters, and possibly somewhat "loose" by some standards.

Well, that seems to be it for this month, I having dumped a horrendous pile of game mechanics on every one's head. Hopefully, I will finally have the tale of the Apokolips group ready by next month. If not, there's always strange magic and monsters to inflict on everyone. So until then, Blessed Be.

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ANNALS OF AVALON #3

by Cheryl P. Lloyd for A&E #21

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This month: how my universe works, a course on celestial mechanics, as it were.

Combat System

I started with the man-to-man combat tables from Chainmail with additions of quarterstaff and maul (a two-handed war hammer). To allow for promotion, I evolved this system:

Level of Combattant	# of attempts at each class of blow							
	1	2	3	4	5	6	7	8
1	1							
2	2							
⋮	⋮							
4	4							
5	4	1						
⋮	⋮							
8	4	4						
9	4	4	1					
⋮	⋮							
13	4	4	4	1				
⋮	⋮							
25	4	4	4	4	4	4	1	

Each class of blow is +1 in hit prob easier than the one before. For example, the fifth level who is using a mace against leather armor has four tries to make one blow at normal hit probs and one try at a one-point-easier hit. If he connects on the first swing, he goes directly on to the class 2 blow.

Weapon damage is the "man-sized-target" table from Greyhawk, hit prob and damage bonuses for strength and dexterity from Greyhawk Dragon #3. Room restrictions are strictly enforced, with a 5% chance of the weapon's breaking per foot of space needed and not available, rolled for each melee turn. A two-handed sword used in a five foot corridor has a 35% chance of breaking each turn, even with a high ceiling.

There's a certain possibility of a two-handed sword (or, indeed, any weapon) hitting more than one opponent in a swing. Find the adjusted number (A#) needed to hit one enemy. If bonuses make this less than 1, the A# is 1. Then apply the A# to this formula:

First roll of dice = number of opponents possible to hit

A# to hit one

Modify by crowding, of course. To hit the first one, you need to roll the A#, and the weapon does full damage. The second enemy is hit on a roll of twice the A#, and the damage done is one die-size less (a D8 instead of the first whack's D10 worth of damage) . The pattern follows the number of opponents.

I roll for critical hits on a natural 12, allowing a saving throw.

Then the "critical hit" is rolled for on a modified Warlock list. The system used before the Warlock rules arrived was that, if you blew your saving-throw, you were dead. I never heard anyone more relieved to find himself disarmed than the first combattant I used the new chart on.

Spell System

Every morning a MU chooses the spells he would like to use that day. The variety is limited by the numbers in Men & Magic (and the equivalents in Greyhawk) the number is five of each per day.

Speed is a function of dexterity, and each level of spell above the first drops the speed of that spell by one category. All time is in melee rounds.

Dexterity	Spell frequency
18 (00)	Start of turn, 2/turn
18 (01-99)	2/turn
17	1/turn
16	1/1.5 turns
15-14	1/2 turns
13	1/2.5 turns
12	1/3 turns
11	1/3.5 turns
10-9	1/4 turns

Dexterity below 9 drops frequency by half a turn per point below. Slow-down due to complexity follows suit. Characters with initial dexterities of less than 14 are discouraged from becoming MUs.

Characteristics

In my campaign, initial rolls are, on 3D6: Strength, Intelligence, Wisdom, Constitution, Dexterity, Charisma, Comeliness, and Size. The last is basically from the Warlock rules, but with no modification for females (unless the player requests it).

A player may convert points to strengthen the character's prime requisite. If no PR is named, no modifications are possible.

Any characteristic modified at the beginning will be considered to have been rolled for as far as combat bonuses are concerned. Anyone with a natural 18 in strength or dexterity (and does not subtract from it to agument his PR) may roll percentile dice for extra-ordinary abilities.

Playing what you roll: I allow a certain amount of discarding to occur. There are rules for this, and certain prescribed forms of suicide when these fail.

Background is rolled using some of the tables in Dragon #3. Initial gold is 3D6 times 10, skills are as per the tables, I use the max/min charts for exotics, and the previous experience chart. To prevent new third-levels from having only 30 gp with which he must buy all of his equipment, I allow subtraction of experience points and addition of gold pieces on a one-to-one basis before the character is run.

Experience points

Experience points are given for kills in melee, spells, and gold. So far, at least, I don't award points for deaths by missile fire or

for clerical turning of undead.

Kills:

Level of Attacker	Victim	
	Human, level N	Non-human, level N
N-2	200 Pts.	200 Pts.
N-1	100 Pts.	200 Pts.
N	50 Pts.	100 Pts.
N+1	25 Pts.	25 Pts.
N+2	10 Pts.	10 Pts.
N+3	0 Pts.	0 Pts.

Example: a FM5 kills a 7 HD monster. N=7, the FM's points are 200 from the kill. If the monster had won, it would have picked up 10 points.

Experience points from gold are awarded without having to spend the gold on extra training. Points can be up to the full amount of the character's share, by this formula:

$$\frac{\text{Highest level in enemy party}}{\text{Level of character}} \times \text{Character's share of the gold} = \text{Experience pts. from gold}$$

The experience points are registered with the "Auditing Department" on the basis of what gold you still have with you as of 6:00 the next morning, on a 5 game days to 1 real day time span.

Spells:

$$\frac{(100) (\text{Level of spell})}{\text{Level of caster}} = \text{Experience points per spell cast}$$

Money and Rates of Exchange

10 iron pieces = 1 copper piece
 10 copper pieces = 1 silver piece
 5 silver pieces = 1 electrum piece
 10 silver pieces = 2 electrum pieces = 1 gold piece
 10 gold pieces = 1 platinum piece

Platinum pieces are the largest denomination of coined money minted. There are two other bullion metals: adamantite and aurichalum, but these are rare. The metal mithral does not exist in my universe.

The Bank of Avalon also issues "letters of credit" which may be considered paper money, as they are payable to "bearer" and accepted throughout the Empire. This cuts down on firebombing intelligent enemies. (They're also likely to throw others back.)

Treasure, except money and items that give experience points directly, must be sold to profit from it except as a tool. Your = 2 sword is only that, not points in addition, unless you sell it. Only a person who was on the trip when the magical item was stolen or captured can gain experience points from the sale. (A local version of "Let's gross out the DM" involves selling an item around in a circle, everyone collecting experience points from the money. A new DM learns quickly to tighten up his campaign.)

COMMENTS FROM CERRIDWEN (Part 2 of ANNALS OF AVALON)

The Petulant Pedant (Typo corrections from #20)

Guild of Free Women from Fritz Leiber
(That's it. Good work, Lee!)

(From this on, all typos are my own. I'm stenciling my own article now.)

Lee Gold: The Mabinogion is included in Bullfinches' Mythology, in the volumn that includes other Arthurian legends.//Invisibility is "physically" possible if you assume that telekinesis can bend light. Check The Witches of Karres.

Brian Lane: Silence spells. Perhaps the saving throw needs to be made every melee round if the victim is trying to make noise.

Phillip McGregor: I'm interested in comparing your system of myths with mine.//Showed some people your salary table and they cheered. They were looking for something similar for a medieval campaign.

Kay Jones: Minataurs? Is that a typo or a miniaturized minotaur? I'm collecting beasts for a bonsai garden in my dungeon.//Baby vatches can be used to herd people where you want them to go. Doors won't open, strange noises are heard behind the party, with mysterious lights.// The gold armor of Priests of Apollo is meant to be a disadvantage. Greed of monsters (and fellow players) is the worst problem. Yes, the armor is soft and heavy. A wise Priest of Apollo will limit himself to the robes.

James Cerrato: Suggest you read Fred Saberhagen's Berserker stories. I'll bet on them against Star Trek's Doomsday Machine any time. Those Berserkers were smart, as opposed to merely hungry.

Charlie Luce: On Lenses. I agree with you on the unavailability of unkeyed Lenses, but there should be a way to get ones of your very own. He who has Lenses, should have Arisians as well. And Edorians (sp? can't remember) to produce Chaotic Lensmen as well.//Thanks for the gift(the harrekki). Of course I was still there (actually, I jumped ahead). You possibly should have mentioned their weakness for iron rations.

Everyone: May I suggest that there be a slight change in armor class notation, showing how much of it is actually armor, and how much is dexterity. This would make allowances possible for situations when the victim is Slowed, Time Stopped, Slept, or Held. (Or snared, netted, quicksanded.) A dragon's hide might be AC2, but the will-o'-wisp is mostly dexterity in his AC-8. There should also be some difference in the adjusted armor class when an animal/monster is in the air or water if that speed is not the same as on the ground.

Tim Kask: The only standard we have is that an 18⁰⁰ strength can move 30' in five minutes carrying 420 lbs, with only a ten-minute break every hour. The distribution of actual physical and mental traits covers more ground than 3D6 can, even with %ile dice to fine it down.//Perhaps you can come up with a relationship between the 18⁰⁰ strength of mortals and the 20 which is given to gods in the GD&H supplement. What are the additions intended in the other characteristics that are straight 20s?

Running out of time. I am not going to Suncon, but is anyone going to be at Disclave? (Memorial Day, Washington, DC)

COMMENTS FROM CERRIDWEN (Part 2 of Annals of Avalon)

This may come out strangely. Following comments are on #20, and may or may not be in A&E#21, depending on when I get finished.

Margaret Gemignani: Where in Norfolk do your people live?//A victim of the Cauldron was, traditionally, gone for good.//My campaign is very heavily legendary and mythological.

Nicholai Shapero: Weren't the reincarnations supposed to be by alignment? Or is this a Lawfuls-only chart?//Just caught that it was a prototype: Good show, let's see the rest of them.

Wayne Shaw: Shouldn't your table include, in the neutral roll, a chance to be (a) "color" dragons and (b) "metallic" dragons, since both can be neutral? And isn't there a chart for Chaotics? Otherwise, very good.

Steve Brown: +2 armor may equal a man with 16 dexterity. But consider that the armor bonus is cumulative with the dexterity bonus. And that approaches gross. Especially if you extend the idea to +2 leather armor worn by a thief with 18+ dex.

Hm. End of comments already, Cheryl?. Shame! Let's see what's in the slush pile...

Aha! Dragon-haters, go on to the next zine. The rest of this will be of no interest to you. All others, gather close for a bit of lore long lost...

Weyrlings

Long ago on Pern, a group of riders (and, of course, their beasts) were exiled from the Weyr for such untraditional ideas as letting browns breed with golds, letting women ride fighting dragons, and letting green dragons breed. This last was what broke the Weyrleader's patience and he banished them.

The group banished included one dragon of each color except gold. The Weyrleader thought the group would die out, but he didn't know that the green had never chewed firestone, and was therefore as fertile as any gold. The first brood she laid, fathered by a brown, included browns, greens, blues, and two new types: whites and silvers, the first being male, the second, a naturally sterile female.

The rebels tried to breed the bronze to the green, but there was no way that the green could produce golds or bronzes. Indeed, the dragons that she could produce were much smaller than those from a golden mother. They gradually became half the size (or less) of other Pernese dragons, although they retained full abilities.

The term "Weyrling" was originally applied to young riders of immature dragons, but gradually shifted in the exile-culture to refer to the smaller dragons themselves.

Weyrlings are ideally suited to dungeons because of their smaller size, yet are more useful than firelizards (more intelligent, and can carry humans). They should be about the size of the one shown on the first printing cover of Dragonflight. The big Perns are practically winged brontisauruses, if you ever saw the Analog illos.

Dragonsinger is soon to be out in paperback; check T-K Graphics, PO Box 1951, Baltimore MD 21203.

OCTAGRAM THREE

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THE GREEN BOUGH

Much recent activity setting up a campaign on Kosm for a bunch of people at the office--runs during coffee breaks and lunch hours, which makes it possible to fill in background details fairly easily. The scene is the city of Rock Harbor; it is the evening of March 27, 4408.

Light suddenly streamed into the starlit courtyard of the Silver Fish Hotel. Through the opening door came two servingmen and nearly a dozen guests and dinner customers, all laden with torches and half-finished meals and jugs of wine. The servingmen hurried to place the torches around the walls of the courtyard as the diners found seats at the large round table in the center.

"This is ridiculous! I'm paying good money to stay here, and when I come down to eat, they shuffle me outside!"

"We just came by for dinner--heard that the food and prices were reasonable--but I can't say much for the service."

"The bartender said something about one of the governor's ministers throwing a party--he wants the whole place for the rest of the night."

"Sounds pretty high-handed to me. Do things like this happen around here often?"

"I'm a stranger here myself."

"Do not ask to me, brother. This country is to me completely mysterious. But I hope to learn. . . ."

"It sounds like we're all strangers in town!" A young woman, wearing the brass necklace of a priestess of Ocroco, leapt into the center of the table, waving one of the torches. "And, in that case," she continued, "We should all introduce ourselves! My name is Rovina, late of the Apex Travelling Entertainment Company: Comedy, Tragedy, Song and Dance--and count your silverware when we leave! The rest of the troupe left town today, and I don't imagine they were very disappointed to find me missing."

"How did you come by that necklace?" This from a brawny man, with a green jacket and a broken nose, sitting next to a priest of Uldaz.

"Oh, quite honestly, I assure you, kind sir." Rovina made a mock curtsy in his direction. "I spent the afternoon at the local temple of Ocroco--a lovely spot, if somewhat humble--and convinced them that I could be of service to their holy work. Well . . . at least I convinced them to sign me up on a provisional basis. I do have to show them some concrete results within thirty days. . . . Hey! I even talked them into letting me carry this jo stick instead of one of those big old staves that they call "Staves of Ocroco"! An old friend of mine taught me how to use this . . ."

The smile disappeared from Rovina's face, and she climbed down from the table.

A young man at the other side of the table sprang to his feet (knocking over his chair) and said, "If introductions are in order, then let me present my good friend and traveling companion, Schlaka!" A dwarf at his left half-rose and nodded. "I, myself, am named Harold." He flashed a boyish grin. "A simple lad, wandering through the world, seeking my fortune." Harold turned to his right. "And you, sir?"

All eyes turned to a shadowy figure whom none had really noticed before. The figure threw back its hood. "I, sir, am Fleance! Elf beyond compare, and thief extraordinaire! Allow me to present you with this token of my esteem-- your belt!" (Harold glanced down. Sure enough.) "I am in Rock Harbor for a short visit; and, if nothing eventful befalls me, I shall be on my way again very soon." Once more, Fleance became a shadowy, hooded figure, seated in his chair with a goblet of wine in his hand.

The other elf at the table arose. She announced her name, "Gala," and sat back down.

The man in the green jacket was about to question Gala, but the priest next to him forestalled him by saying, "My name is Rondeaux. As you can see from the colors of my robes, I have the honor to serve the gracious Uldaz." He touched his forehead. "And, as you can see from the condition of my robes, I have been on a long and arduous journey. This skeptical fellow on my right is known as Xerxes. And on my left is Alyosha, a brother in my order from far-off Kossiria. I had the good fortune to meet Alyosha while at the temple today."

Alyosha smiled. "It was indeed good fortune to meet Brother Rondeaux, and to meet tonight all you people of such interest."

"Good fortune? To be thrown outside to eat like a bunch of animals? Begging your pardon, padre, but I don't consider this evening fortunate at all! I spent my last simoleon on this day's lodging, hoping I'd meet someone with a good, honest job for a hard-working dwarf, and I get kicked out back with a bunch of unemployed nobodies no better than myself! I don't know why they call me 'Lucky'!"

"Don't give up so soon, friend dwarf." It was the beautiful young woman dressed in buckskin, with the tomahawk at her waist. "I'm in the same spot, but I'm sure that there's always an opportunity out there someplace for someone who's willing to work."

The bearded man in the dark robes--the only one who had not yet spoken--turned to her. "And your name, young lady?"

"My name is Maeve."

"And mine is Arne. I'd be glad to tell all of you my life history, but I don't know it! Hee, hee, hee! I woke up about a year ago, not even knowing who I was! And a couple of sailing trips and a few visits to local jails later, and here I am--ready for anything! Hee, hee, hee! Just as soon as I finish this jug of wine. . . ."

Harold stood up, knocking over his chair again. "ladies and gentlemen, I have a proposal! Since we are all strangers here, and, I presume, without any definite commitments and hungry for adventure, let us all throw our lots in together! I am sure that we all know of profitable ventures that none of us could accomplish alone, but which the eleven of us combined could handle easily."

A chorus of "Hear, hear" ran round the table. Rondeaux cleared his throat. "A marvelous idea, Harold. Xerxes and I, however, are extremely tired from our journey, and have planned to spend the next several days at the temple recuperating. In addition, I must renew my vows. Here is my purse, and Xerxes'."

("Give me your purse, Xerxes.")

("Are you sure we can trust these folks, boss?")

("Don't call me boss! And yes, I'm sure.")

("Even those two elves, and the guy with the funny beard?")

("Give me your purse, Xerxes.")

"Please use our funds to purchase whatever equipment we will require. We will see you soon. Until then, goodbye."

The nine remaining diners began to discuss their plans.

THE LEATHER WINESKIN re A&E 20

EFTC4-Lane: If a cleric can throw a Hold Person at a magic-user and keep him from casting spells, why can't he throw a Silence for the same purpose?

MM-McGregor: Nice work on money, burdens and armor. I'm redoing all my tables (the ones I can find) in dollars and cents and pounds and ounces and feet and miles and minutes and seconds. I don't detect any exciting flavor of fantasy in: "Well, that weighs three gold pieces, and you can throw it ten inches. The effects last for ten turns. Fifteen gold pieces and it's yours."

FAP3-Taylor: (My notes say to insert a hilarious Feghoot at this point.)

EE3-Bolton: Your thunderbirds are OK, I guess, but I'd like to see them with a touch of divinity--divine purpose, anyway--how about reducing % in lair to something under 1%, giving them a permanent "Detect-'Detect-Invisible'" spell with a one-mile range, and sending them only on missions of vengeance?

interlude

--Assuming that Elizabeth II (the Queen of England, strongest human in the world) is an 18⁰⁰ strength, show me a male that strong.--

'**end of interlude**

NFTRF6-Schwall: Expressions of admiration for your research and deductions concerning the workings of phasers.

SOC-Lloyd: A harp for a dragon . . . your tale of Oloryn and Harlech has charmed me into giving it serious consideration. Let's see . . . the problems: first, a dragon's too big and a harp's too small; second, a dragon doesn't have as much digital flexibility; third, possibly, a dragon's claws are so sharp that the strings keep breaking. So making a huge harp isn't the answer: the notes would be far too low, especially with thicker, stronger strings. And there's still the nimblefinger factor. How about something in the xylophone line? A dragon ought to be able to play a marimba as well as a human would play a tiny piano, and she could strap it to her chest like a glockenspiel. If you don't want to give up plucked strings, maybe a modified harpsichord with fewer and larger keys. For a dragon, that would still be a portable instrument. She'll have to learn a different technique, but don't let her get discouraged. She can dream of Lilt Jackson, and remember that he has to use mallets. As for cost, she'll probably have to pay somebody to design it--materials and construction, depending on what the instrument turns out to be, should only run you oh-about-that-many-gold-thingsies.

IWHIAGPD4-Seligman: Lee was much too harsh on your scansion. It Can Be Sung! I bet she wouldn't have said that to a white dragon with a +3 portable harpsichord! ("Lee, just remember I'm the Harper you came in with. . . .")**ANOTHER Comfy Chair?? After your comments on Charlie's "Comfy Chairs as a Character Class" in A&E23??

S6-Paley: Rocklyffe Castle was pretty empty, too, until I figured out how an uninhabited castle could sustain a larger number of creatures--and it's still pretty empty.**I have a Mind Bar about the EW psionic disaster system. I rolled for my psionic potential, and I didn't have any, so I went on to the pictures of the pigs and doggies.

NFTU15-Shapero: You are fond of horses, aren't you? Have there been any Level Advancement Tables published for them? What is speed based on?***An impressive invitation

(Shapero cont'd) list for TLC1 ("TLC"? From Huko%au??).
Please sign me up as a subscriber, at least.

LTFB-Blacow: Your "Rise and Fall of Osvetya and Ivanos" was most interesting, informative and thought-provoking.

TGQ7-Luce: Well, I hope Johann is enjoying his vacation. He'd really be confused on Kosm--a Diplomat with a fan club of 1D6 loyal groupies.

TPTT13-Shaw: Your comment about two-handed swords reminded me that I've been wondering---Seems to me they'd be hell to travel with. One could, I suppose, carry a two-handed sword in one hand at shoulder-arms; or carry it sheathed on one's back, in which case one would need help drawing it--they're just too long and heavy to carry like your common or garden broadsword. I envision medieval users carrying them around in carts with the rest of the army's stuff, and only picking them up when it's time to start fighting. I'm going to get strict about "Shorty leaps down the shaft, runs around the corner, and pulls out his ten-foot pole," as well.

ROW1-Fleischmann: You're absolutely right about my Diplomats, of course--I've loosened up the armor restrictions. They come in handy around town, for getting information from strangers, but they need lots of help in combat situations. Accordingly, each diplomat has at least one Good Buddy, probably a fighter, who is a player-character if the Diplomat stays alive, otherwise a hireling for the duration of the current adventure.

ce21-SK3: Thank you.

TFSA-Rollins: Aha! Another victim of the old same-colored-paper trap! (The Expert was Bob Giglio's, Dan.)

BLUE VELVET

And so we find ourselves with too much space to leave blank, and too little space/time to do anything significant. Requests?? Future issues could contain such things as the adventures of the Diners' Club in the sewers of Rock Harbor; a list of the Sixty-Four Languages of Kosm and the language ability rules; a dissertation on Named Weapons; taxonomy on Kosm (although I've got some surprises there that I might rather not talk about); a complete write-up of Diplomats or the Use and Knowledge of Magic or Clerical "Spells" or Experience Points or Combat; The Random Name Table; etc.

Clerics on Kosm have an inherent chance to detect poison. Comments? (Does "Purify Food & Water" have any effect on poison? On magic?) (I realize that it will clean up poisoned food or water, but what about a bottle of hydrochloric acid?)

