

NAVICONS & EXCURSIONS 25



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, including 50¢/stencil. Or, if you must, use a FOUR-hole stencil and include 80¢/stencil. Type 7" horizontally, lines 5-64 vertically.
 - b. Print it yourself. Copy count is 350. Send it to Lee Gold. If you mimeoed it, send the 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, stenciling and printing. Typing automatically includes improving spelling and grammar (and may 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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2. The Fanzine will cost as follows:
 - a. Contributors: less than four pages, postage only. (On a good month, postage may be free for minor contributors too). Four or more pages: postage and A&E are both free.
 - b. Non-contributors: postage plus
 - 1) nothing...if you contributed 4+ pages last issue
 - 2) 35¢ if you had some contribution last issue
 - 3) 75¢ if you had some contribution in the issue before last
 - 4) \$1.00 otherwise.
 - c. For trade: with other D&D zines only. Mailed BOOK RATE.
 - d. We do not offer subscriptions on a fixed cost basis, since postage and contribution credits may vary from issue to issue. However, you may send a check or cash (either US or foreign currency) to Lee Gold, and she will deduct costs (and inform you each month how much money is left) until the funds are almost exhausted. She will then notify you of this and at your request return the balance.
 - e. Buyers at retail establishments: pay the shop whatever it asks
3. Back issues: we try to keep all back issues in print or in reprint. We don't usually succeed. Check the ToC page for announcements of what back issues are currently available. Back issues cost one dollar plus postage each.

MAILING: at your choice, ALARUMS AND EXCURSIONS will be sent to you First Class (\$1.67--4 day lag), UPS (90¢--4 day lag), 3rd Class (94¢--4 week lag) or Book Rate (30¢--4 week lag)...or hand-delivered (free--up to a year lag). If no funds are available for first class postage, it will be sent by the most efficient method there are funds to cover for.

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

PUBLICATIONS OF POSSIBLE INTEREST TO A&E READERS

The Dragon: offset prozine, published by TSR, bimonthly, edited by Tim Kask, Box 756, Lake Geneva, WI 53147. \$1.50/issue.

The Dungeoneer: quasi-bimonthly, offset, 16pp photo-reduced, 60¢. Paul Jaquays, Box 281, Spring Arbor College, Spring Arbor, MI 49203.

The Fantorn Scrolls: mimeoed fanzine from James Hayes, 1409 E. Flora St., Stockton, CA 95205. 6-weekly. 40¢/copy.

The History of Wargaming Quarterly: available from George Phillies, 910 Tenth St. B, Santa Monica, CA 90403. Indexes most wargaming magazines, including A&E and TWH.

The Lords of Chaos: quarterly D&D apa available from N. C. Shapero, 200 Davey Glen Rd. #420, Belmont, CA 94002. \$1.50 plus postage. Issue #2 due out in early September.

The Manual of Aurania: due to be reprinted soon. A catalog of monsters. Write c/o Aero Hobbies, 1319 Santa Monica Blvd., Santa Monica, California 90404.

News from Bree: 10-20 page offset photo-reduced irregularly appearing fanzine with wargaming and D&D material; from Hartley Patterson, 7 Cambridge Rd., Beaconsfield, Bucks HP9 1HW, UK: send subs to NFB c/o Games & Puzzles, 11 Tottenham Ct. Rd., London W1A 4XF. 80¢ (in pounds) per issue for foreign subscribers.

Quick Quincy Gazette: mimeoed fanzine, 12 pp. 6-weekly. From Howard Mahler, 7-16 Leggett Pl., Whitestone, NY 11357. 35¢ + postage, subs for 3/\$1.

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

Spellbound: offset fanzine, quarterly, \$1/issue, \$4/year, "intended to provide rules and ideas for variants of D&D." from Scott Johnson and Andy Mueller, PO Box 635, Stony Brook, NY 11790.

Trollcrusher: British D&D monthly apa, now offset, run by Bryan Ansell of 15 Furlong Ave., Arnold Nottingham, England. Send a sum of money and Bryan will subtract the cost (approximately \$1/issue). Free issues if you contribute. Contributors should send photo-ready copy to Bryan.

White Dwarf: offset magazine (analogous to The Dragon) from Games Workshop, TSR's British agents. Edited by Ian Livingstone. Subs. should be sent to WHITE DWARF, Games Workshop, 97 Uxbridge Rd., London, W12, UK. 50p/\$1.50/issue; 3 pounds or \$5 for a surface rate annual subscription. Bimonthly.

The Wild Hunt: D&D apa, monthly, DM-oriented, Boston-based. 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 rather lower.

Some notes for would be contributors to A&E
who are planning on stenciling their contributions
and haven't typed stencils before...or recently

1. Buy NINE-hole mimeograph stencils if possible. If not buy FOUR hole and think a few kind thoughts for the printer. Your mimeo stencil will have a film sheet, a blue or green wax-impregnated stencil sheet, a tan "carbon cushion" (one side slick, one side papery), and a heavy paper backing sheet.
2. Buy mimeograph correction fluid
3. Type the stencil lines 5-64, using only 7 inches horizontally. (70 spaces on a 10-pitch typer, 84 on a 12-pitch one). Correct mistakes by daubing correction fluid over the mistake, letting it dry and retyping. Type with the typewriter on stencil setting. This will produce better copy and not muck up the film, letting you use it again next time, which means you can buy stencils w/o film next time and save money. Type as hard as you can. If you can't see the light clearly through the letters you've typed, you aren't typing hard enough.
4. To mail the stencil, remove the film and the carbon cushion. Do not remove the backing sheet. Do not cut the stencil short. Either of these procedures will result in poor inking.
5. afterthought: your stencil may also have a tissue paper separator between film and wax-stencil. Throw it out. Put the carbon cushion shiny side toward the wax between stencil & backing sheet.
6. Note: if the typewriter does not have a stencil setting (which disengages the ribbon), you should remove the ribbon from the typer yourself. [The ribbon is disengaged when no black marks get on the film.]

DISPEL TYPO (and subdue Spelling Bee)

Dispel (*not dispell*) Thief Wield Glenn Blacow
it's = it is its = of it MU's = belonging to a Magic User
MUs = several Magic Users MUs' = belonging to several Magic Users

DISPEL CRUZZINE by Barry Gold, Printer

If a few words (or lines) come out light or unreadable, you should use less correction fluid when fixing mistakes...or buy a new bottle of corflu. (Old corflu gets thick and doesn't spread as well because the ether evaporates over the weeks).

If your mistakes print even though you corflued them, get a new bottle of corflu or use a little more corflu.

Remember to lift up the film sheet and apply the corflu to the stencil...and then wait a minute before typing over the corflued area. If you don't use a carbon cushion or if you're corfluing a large area, lift the stencil away from the backing sheet before applying corflu. Otherwise your stencil may stick to the backing sheet.

If your whole zine prints too light, try to type harder or use a different, better brand of stencil or use a different, more powerful typewriter.

Proofread before taking the stencil out of the typewriter.

DEADLINE FOR #23: September 15th...or 132 pages, whichever comes first. 16 pages maximum contribution from any single person or group. Not that things are as bad as the last few months. We only have about ten pages held over for #26 now in hand (though there are some 24 pages which two contributors reserved but which due to poor work habits or a poor delivery system haven't arrived as yet.)

BACK ISSUES: #1-13 are now available. #14 will be available soon. (#14 was originally 169 pages, 50 of them ditto or offset and needing to be retyped for the reprint. The #14 reprint will be \$1.50. Please write if you ordered #14 but don't want it at \$1.50 or if you haven't ordered #14 but do want it.)

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TANTIVY
by Lee Gold

~~Stalking~~ Stocking the Dungeon for Fun, Profit...and Sudden Death

In the Rules (first version) Gygax recommended that monsters be present in a room/space on a roll of 1,2 on a D6, treasure be present in a vacant room/space on a roll of 1 on a D6. Here's another way to handle it.

room: 1,2: monsters, 3: clean-up crew, 4-abandoned lair, scene of battle in the past, 5: apparently peacefully abandoned lair, 6: vacant.

alcove: 1: monsters, 2: clean-up crew, 3: scene of old battle, 4-6: empty.

corridor: 1: monsters (travelling - no lair) or clean-up crew, 2: scene of old battle, 3-6: empty.

pit: 1: monsters, 2: clean-up crew, 3: remains of trapped people or battle, 4-6: empty.

TREASURE:

clean-up crew:	10%
abandoned lair--fight scene:	15%
peacefully abandoned lair:	1%
old battle scene:	5%
vacant/empty	10%

For decor of Monster Lairs, determine monsters' Prudence. This may be done directly by rolling 3D6 or indirectly by averaging Intelligence and Wisdom. Also determine Prudence of Treasure-hiders.

<u>Prudence</u>	<u>Traps</u>	<u>Prudence</u>	<u>Traps</u>
0-5	10% 1 Standard	13-14	3 standard, 10% 1 special
6-8	50% 1 standard	15-17	4 standard, 50% 1 special
9-10	1 standard	17-18	5 standard, 1 special
11-12	2 standard		

Area Trapped:

1. Door
2. Entry-way (area just inside door, first 10 feet.
3. Treasure or Pendo-treasure
4. Other

DOOR - must be opened in special way or else...

Standard

1. Shoots D8 spears as F4
2. Shoots D12 poison darts (1 HP).
poison is 2D6, as F7
3. Doorknob poisoned - 2D6 dmg
4. Holes thru which monsters may
shoot missiles.
5. Pit right in front of door.
6. Shoots D8 heavy crossbow bolts.
7. Shoots Pyrotechnics at party
8. Unique

Special

1. Falls on party doing 5D6 dmg
2. Sprays cone of 4D6 poison 30'
3. Doorknob is corrosive poison. 4D6
dmg and if don't save, hand lost.
4. Invisible holes through which
monsters may shoot missiles.
5. Door sprays some non-good potion
on party - 30' cone, 6 doses.
6. Door is Phantasmal. True door is a
Wall of Fire
7. Shoots Web at party, 10' cone.
8. Unique

ENTRYWAY - if door is not opened properly, or
if monsters/viewglobes inside perceive party is wrong
alignment/species.. or party looks hostile

Standard

1. Green Slime
2. Grey OOze
3. Pit right in front of door
4. D8 spears as F4
5. Floor is magnetized; people in ferrous armor can't leave entryway.
6. D8 heavy crossbow bolts
7. Steel net falls from ceiling; 10'x10'
8. Unique

Special

- . Yellow Mold; monsters wear gasmasks
- . Black Pudding
- . Molten lead pours from ceiling bucket - 3D6 damage
- . D12 poisoned arrows (4D6 poison)
- . Door falls on 2nd (or 2nd pair) to enter, doing 5D6 damage.
- . Shower of Green Slime
- . Phantasmal werewolf pack growling at party.
- . Unique

TREASURE/Pseudo-Treasure (if you rolled this, there will be some obvious treasure container: chest, loaded bags, cabinet, or whatnot).

1. Lock is mechanically trapped and:
 - a. poisonous
 - b. shoots arrows
 - c. shoots corrosive acid
 - d. can slice off fingers
 - e. something else
2. small vicious monster inside
3. "treasure" is polymorphed rocks/dead leaves/dirt
4. Opening "treasure" container generates Fear spell
5. Opener of treasure container Slept/Confused/Feared
6. Unique

- . Lock is magically & mechanically trapped, and:
 - a. poisonous
 - b. shoots arrows.
 - c. shoots corrosive acid
 - d. can slice off fingers
 - e. something else
- . small deadly monster inside
- . treasure is all corks and/or polymorphed excrement/poison
- . Opening treasure container generates Confusion spell.
- . Opener of treasure container Polymorphed/Stoned
- . Unique

OTHER:

Center of room contains
pits
wall with portholes for
defenders to fire thru
grass w/ leeches/ticks
etc.

Small animals/birds/insects
ready to defend area
Unique

invisible Walls of Fire/Webs
phantasmal/real mixture of
mirrors
poison ivy with leeches/ticks
etc.

Medium animals/birds/insects
ready to defend area
Unique

It is recommended that if using this system to prepare a dungeon that higher experience points be given for destroying a lair than for destroying non-lair based monsters. (100% higher in fact). It is also recommended that Treasure-hiders' prudence be 10+D8, and that EP be given for successfully detecting and outwitting traps, 100 ep for standard, 500 for special...or perhaps on some other basis more congenial to your dungeon.

[*"Treasure Hiders" are those responsible for treasure in empty rooms (including lairs left peacefully). The traps listed under "OTHER" areas are suggestions only. DMs are invited to use imagination/discretion in placement and construction of all traps. --BDG*]

And onto comments:

Eyre: I'd feel more comfortable somehow if when you're limiting the number of hits a magic sword can get you made it [100 - sword's plus²] so that a +1 got 99 hits, a +2 96, +5 75, +9 19, and there were no +10s.

Steve Marsh: I'd gladly sell stencils without film at 15¢ each plus postage.

Ben Grossman: My potions frequently don't have labels/clues as to contents. Sometimes they have misleading ones. Sometimes just Mnemonics. (NO = laughing gas)

Pickens: In Jerry Jacks' dungeon, a creature charmed by two people and given conflicting orders went into epileptic fits, suffering D6 damage/round.

Sapienza: lovely weapon generation tables.

One way to make parties interested in totting out all those piles of copper is phantasmal/polymorph them to gold, with the spell ending as they leave the dungeon. (This gives a lovely scene: dungeon exit flanked by high piles of copper for future parties to find.) Another way is to put it inside Bags of Holding Copper which hold 10,000 copper coins but only the standard volume of anything else.

Are arrows for long bows, short bows and composite bows interchangeable in your area?

Wolkoff: A belated index to A&E (and many other magazines) may be obtained by joining the AWA to get the History of Wargaming Quarterly by George Phillies which indexes A&E and quite a few other publications. Inquire about getting it without joining the AWA by writing its producer, George Phillies, 910 10th St. #B, Santa Monica, CA 90403.

Given Apollo used to be responsible for plagues (see the Iliad for details), I think his priests should be +2 at Cause/Cure Disease. Apollo was also responsible for the deaths of young men (by shooting them with his golden arrows; young women were offed by the silver arrows of Diana). So I'd suggest that the priests' dexterity bonus for missile weapons only apply to male targets.

On the other hand, I fail to see anything Apollonian about Detect Magic or Mechanics--or about Entrhral/Command Animals, Elementals, etc.

Nicolai: I agree that I prefer to have my characters offed honorably by werewolves or demons rather than by Blancmange or Umbrellas. Still Umbrellabirds have a sort of Ozish appeal.

RESERVATIONS POLICY: Phone or send a postcard or letter to reserve pages. You must send exactly that many pages on stencil, no more and no less. If the pages don't arrive (unless they were eaten by the Post Awful) you will be charged 50¢/page reserved anyway. If your zine arrives after deadline (regardless of whether you mailed it longlongbefore and the Post Awful hid it) it will not appear in the zine...and you will be charged 50¢/page reserved. In other words, please don't reserve space for zines unless you're absolutely sure they'll get to me. My phone number is (213) 450-2278.

"JIM, THIS ORC'S A KLINGON!"

being done for A&E #whatever by Larry Schoen in a splotchy green room at 3846 1/2 Huron Ave., Culver City, CA 90230 (213) 837-0736, soon to be leaving So. Cal. for the joys of university life. *Sigh* Onward!

Seeing I haven't had anything in A&E for the last 12 months, this may well be long and boring and if you're smart you'll get out while you can. (Always warn the party; if they're too thick-headed to believe you, it's not your fault and your conscience is clear.)//Well, the Holy War is long gone and as no one commented on it it couldn't have been too bad (or good either for that matter)...//To keep Cary happy, here are the specs on yet another stone/flesh critter that appeared in the war:

STONERS: HD: 6D8; AC: 1; # App: 3D10; Level: 7; Move: 10'
In appearance, Stoners are flat-bottomed statues of long-robed hollow-faced men. In reality, these statues are the unliving, animated servants of evil wizards and high priests. Their empty eyes (the statues') send forth dark beams of enchanted force. Any creature or thing upon which the beams hit is turned to stone; any objects being worn or carried are also turned to stone. Whereas a Stone/Flesh spell will restore the person, his armor, equipment, etc. must be restored by some other means. Stoners are very dense; thus their high armor class. They are typically 8' high, moving at 10'/turn. Though statues, they are jointed and will not hesitate to look up to snag flying types. Any magic thrown at them is at -1 due to their own magical nature, and it instantly causes the stoner to face the caster. In such a case, the stoner need not roll a hit as the beams take the same route as the caster's spell, sort of a "path of least resistance." Stoners are immune to fire and cold. They are not affected by Fear or mind spells, as they have no minds of their own. They will continue until destroyed or recalled by their masters/creators.

Now something I know you've all been waiting for....

KILLER DOUGH: HD: NA; AC: NA; # app: Isn't one enuf?
Level: 6th. Move: 1'

For some reason we'll never know, Killer Dough is the natural and hereditary enemy of all dwarves. Perhaps it was originally created by a demented baker or maybe an ancient elven plot. Unimportant, as for many, many years countless dwarves have been buffeted about and struck down by the swift and powerful pseudopods of this vile foe. Killer Dough generally achieves a size of about 30' long, 10' wide, and anywhere from 7-14' high. Many a dwarf has found his way blocked by such a creature filling up the only exit. Weapons are ineffectual against it as is most magic. The only surfire way to kill Killer Dough is to bake it, the best method requiring three well placed 10D fireballs to cook it all the way through. If only partially cooked, it is only slowed down. But KD ain't stupid, folks. It is wary of fire, but knows that if it is cooked, its enemies will probably be trapped anyway as it doubles in size when cooked. Baked it is still deadly, a swift and sure poison, though skilled herbists have been known to make a drug from the bread which is possessed of astounding curative powers.

7. DISCOVERY AT HANGTOWN Part II

by Robert Hollander for A&E

Bright and early the next morning the group set forth, with Galarion and Eriod at the front, then Sardan and Piglet, then O'Reilly and the Knight in Blue and White, then Neet and Raltar, the mules, then very and woozle, with Gina and Dildo bringing up the rear.

Nothing untoward occurred on their three day march to the grassy knoll that hides the Hangtown dungeon from the world. A low fence surrounds the hill, and the path swings around it to the South. Being a Lawful party, our group of adventurers followed the path to the gate, rather than climbing over the fence. Beyond the gate the path forks to the East and West, as well as continuing North. The party had previously decided to enter at the South side of the dungeon, so they continued North. Soon the path ended in a flight of stairs leading down to a set of double doors imbedded in the earth. Sardan, O'Reilly, and Very were commissioned to carry the lanterns, which were lit before the party proceeded down the stairs.

Once at the bottom of the stairs, Eriod opened the doors and they found a wide corridor extending East and West farther than they could see. Directly opposite them was a normal door. Not wishing to run the risk of meeting monsters in the open area, Galarion led the party to that door. It opened easily, and they quickly entered a small room. Once they were all safely inside they paused for a moment to decide whether to go East or West, there being doors in each of those directions. The consensus was for West, so once again Galarion and Eriod forced the door.

It was another corridor, North-South this time and at this point, it turned west just South of the door. The ranger was about to start in that direction when a muffled clank drew her attention to the North. A moment later a group of men in armor came into view around a corner. Signalling a warning behind her to the party, Galarion spoke to them in the common tongue: "And how go the wars, friends?"

"More Chaos slain, the world a little safer for decent folk." was the reply.

"And are you heading for some grand battle, in which we might be of some aid?"

"No, milady, we are worn from our efforts, and seek only a few days rest from our labors."

"Then I can assure you that you are quite close to the exit. Can you inform us as to Chaos on this level that we might be able to handle?"

"No, we have come from the next level down, and are completely unfamiliar with this area of the dungeon."

"Godspeed then, good sirs, and let us not delay you any longer from your well-earned rest."

The ranger signalled to the rest of the party to clear the way and the group of clerics departed. The intimation that the Northern passage led to the lower levels confirmed her choice of the Southern. As she led the party into the corridor she saw a door in the North wall.

"Eriod, would you and the Knight open this door while I keep watch?"

The dwarf and the slim enigma braced themselves and pushed. The door opened and they looked in to a large room about 40' square just as a door opened and a man in leather looked in. The man looked around fearfully for a moment before his eyes registered the pair at the opposite side of the room. He looked startled for a moment and was about to withdraw when Eriod called to him: "Wait, don't be afraid, we won't hurt you."

"Thanks be to whatever God you follow," responded the man, "we are sorely injured and incapable of any resistance to your powers."

"What happened to you that you are so badly hurt?"

"We were foolish enough to attack a group of men that we thought might have treasure. They beat us with their maces and flails and seemed almost immune to our magic. They must have been Lawful, because they did not kill any of us after subduing us and warned us to be careful about who we attacked in the future. They also warned us that they did not wish to see us again. We have been fearful that we might accidentally come across them, for we think they came this way."

"Indeed they did, we met them in the hall, but they are out of the dungeon by now, relaxing between expeditions."

"Well, then, we will take advantage of this respite to leave this area, so we need never fear meeting them again. Many thanks for your kind words."

With these words the magic-user withdrew from the door and allowed it to close. Galarion, having heard the exchange warned Gina and Dildo to keep a sharp lookout to the rear, saying: "You can't always trust Neutrals, present company excepted, of course."

The party then proceeded down the corridor, coming shortly to another branch in the hall leading North. They were able to surmise that the corridor connected to the Northern corridor from whence the clerics came, so they continued West. A little farther on, the corridor angled to the Northwest, and then made a 90° turn. But before they could make the turn, Very spotted a door in the wall. The party gathered around the door, silently planning what they would do if the area behind the door was occupied. Then Eriod tried the door. It opened easily, and only the quick reactions of the ranger saved the dwarf from the green slime that dripped down from above the door. Not being suitably equipped to handle the slime, they attempted to close the door. It oozed shut, with a sucking sound, and the group marked the door to warn others of the danger behind it.

The intrepid group of adventurers then proceeded north east. Eriod was just making a quiet, muttered comment about elves and their secret doors when Very found another one, directly opposite an obvious door that they had tried and had found led into a very small room that was empty. They regrouped around this new door and Eriod and the Knight forced it. The door swung open and the openers found themselves in close combat with a lot of skeletons. Piglet pushed himself forward to confront them. Several dissolved in the front rank, but not before Eriod had been struck once. Galarion dragged the Knight back, taking his place herself, while Very and Sardan prepared magic missiles. The skeletons rushed blindly to the attack, pressing forward, swinging old bones as clubs. Eriod was struck again, though the dwarf avenged this injury by destroying the skeleton. Galarion's magic armor was not enough to stop one blow by a skeleton, and she grimaced with pain before her sword swept through the monster, scattering its bones across the room.

to be continued

THE GRIFFIN'S QUILL

The zine that no one has been waiting for, brought to you by the not-so-nimble talons of Charlie Luce, who is writtable at The Griffin's Lair, 4252 51st St #4, San Diego, CA 92115, or phoeable at (714) 281-7897.....

It may seem to you that this issue (#10, if anyone's counting) looks a bit different from the previous efforts. The reason is really quite simple; after examining the repro quality I was getting with my old Remington manual portable, I decided to try stringing together a couple of lunch hours and using a slightly better IBM electric typer which I have available at work. If this works out, I will try and continue to utilize it (this may be impossible come the start of the Fall semester at the university).

This notice aside, I present the traditional GRIFFIN SHEDDINGS--comments on A&E #23...

LEE: Under my current setup, the only NPC researched spells for sale are those that Heilborn had commissioned, because they were logical higher-level extensions of the spells he has already researched. He pays 500KGP for an L7 spell, 1 million for a L8, and 2 million for an L9, and gets no commission for sales. The only advantage he might have under such a setup is the time not expediting; and as he is semi-retired, and doing his current research/potion brewing under a 1:1 time ratio, I do not think that I am taking or giving undue advantage towards anybody.

CHERYL P. LLOYD: Johann, 8th level Wereagle/Poet, forwards the 800GP for "Music". Misuses 5,7,9,10 and the last four aren't really that bad (Nicolai has been using #15 for some time in traps--he calls it "Man to Jello").

WELCOME BACK, ENEY: Of course, if you have an all metric game (I've seen them--one game-inch equals 3 meters/10 meters), you can use 1GPW=30 grams. (Darn it anyway; I had such an easy time just dividing by 10 to get pounds the old way, but you make too good a case for Troy ounces, so I'll have to take GPW and divide by 175/12 to get good old lb av.)

JOHN SAPIENZA: While I like the idea behind your revision of the D&D Mage system, I think that (1) the first three levels need not be too different in points from the current tables, (2) your table fails to reflect the slightly non-linear jump in power at the 3rd and 7th spell levels, and (3) you fail to give consideration to the advantage, gained at Wizard/11th level, of enchanting items. In addition, it will be important to provide separate tables for those who (as I gather you do) play that each level above 11th is +100KP, and those who play each level above 13th is +300K (as I do). With this in mind, I suggest the following revision of your revision:

INCREMENTS FOR EXP POINTS/SPELL NUMBER/SPELL ORDER/ITEM MAKING

(+100)	(+300)			
2500	2500	1	1st	No
5000	5000	1	2nd	No
15 K	15 K	2	3rd	No
25 K	25 K	2	4th	No
50 K	50 K	3	5th	No
75 K	100 K	3	5th	Yes
100 K	150 K	3	6th	Yes
150 K	250 K	4	7th	Yes
175 K	300 K	4	8th	Yes
200 K	350 K	5	9th	Yes
225 K	400 K	5	10th	Yes
250 K	450 K	6	11th	Yes

One intriguing part of your revision is the possibility of having different experience tables for higher level mages who are still interested in gaining new spells but can no longer gain those of a higher order due to Intelligence. It looks to me as if your system would simply allow those MUs to increase by the proper increment without a lot of complicated refiguring.

MIKE GUNERLOY: 53% of their warship? (twich, twich).

CHRIS PETTUS: Heilborn looked at Elladan's spell, and he liked the idea, but he didn't quite agree with the paramaters, so he is doing one of his own. Nontheless, he forwards 4000GP to Elladan for giving him the idea.

PETER CERRATO: While the table of S,Co,D & AC for monsters was a good idea, I think you might have misestimated a few figures (Blink Dog strength, Equine dexterity). A little research into fabulous creatures and their closest animal counterparts would probably be very helpful in a project of that type.

ERIC HAINES: Some time ago, I wrote a computer program to generate the possibilities with any number of an N-sided die. After I read your article, I see how to apply it so that more esoteric combinations can be calculated (your article was basically a generalization of the algorithm I am using now). Thanks!

BILL SELIGMAN: Just great,Bill--I have already had to contend with the claim by Heilborn that he made me up; did you have to give him such good supporting evedence? (I got my revenge, though, as you will see next issue). Are you an Elf? You acted as a Fighter and Mage in the fight with the fingers (don't forget to split your EP).

STEWART LEVIN: It's touching that you thought that I needed an example of how easy it is to foul up deductive logic, but as my first formal training in the subject was at the age of nine, I am quite familiar with the GIGO law. (Hmmm... come to think of it, my first typing lessons were in that same school program. Tell you what Stu--forget I said anything.)

ADDITIONAL NOTE TO ABOVE TWO: I would be just thrilled to play Big ~~Half~~ Luce! (We is gonna roll attacks and saves on my lucky D20. I had all da numbers taken off--for luck--but I remembers where they was...)

JOHN SULLIVAN: Yay ~~Wizards~~ Thor!! (you know, I bet that somewhere in the Multiverse there is a nation of Hokus doing the entire Marvel and DC universes...)

* * * * *

ADVERTISEMENT! After examining the systems for running monsters (including the one which I was using), I realized that nobody had approached the subject formally; that is to say, by doing a formal analysis of the capabilities of a monster vs. a human character. For the past few months I have been doing just that, resulting in a set of tables for running non-humanoids for sale which are play-balanced both in terms of not giving monsters too many advantages and in not giving humans too many advantages.

These charts are for sale, under the following conditions: Your first order must include payment for the guidelines (2 pages) and payment for any charts ordered; afterwards, you are on the list and need not buy the rules again. All orders must include your address and return postage; Maximum order is 10 charts for the time being. Price for the guidelines is 25¢

Prices per chart: For those already complete, 5¢..This includes charts for Alacorns (Unicorn/Pegasus cross), Blink Dogs, Centaurs, Chimera, all Lawful Dragons (each is a separate chart), all Giants, Great-Eagles (Tolkien-type Eagles), Griffins (naturally), Lammasu, Hippogriffs, Naga (all three types), Pegasus, Lesser Phoenixes, Perneese Fire Lizards (counts as two charts), Sphinxes, Shedu, Unicorns, Wyverns, and the following Lycanthropes; Bear, Boar, Eagle, Otter, Tiger, Wolf, and Wolverine.

Price For other (Intellegent) monsters from D&D and the first three suppliments (Copyright by TSR Rules) is 10¢ per chart..

Price for other monsters: Include a description of the monster you wish to have a chart made for--price is 25¢. Note that the chart will then go on the list of those I have for sale.

Mail orders to: Monster Charts, c/o Charlie Luce, at the address at the beginning of the zine.

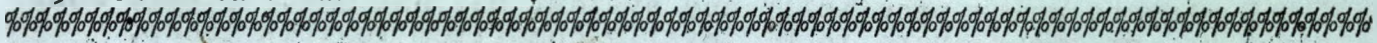
Final Note: In any order, 26¢ in stamps may be substituted for each 25¢ in coin.

CONTINUING THE "LET'S REWRITE THE GREYHAWK SPELL TABLE" CONFERENCE: here is one table which can be used as a basis for discussion. Questions, comments, criticism, and even occasional insults are invited.

	3rd Level	4th Level	
1 Detect Magic	Charm Person	Phantasmal Forces	
2 Hold Portal	Sleep	Fly	
3 Read Magic	Detect Invisible	Hold Person	
4 Read Languages	Levitate	Clairaudience	
5 Protection/Evil	Locate Object	Fire Ball	
6 Light	Invisibility	Lightning Bolt	
7 Shield	Wizard Lock	Prot/Evil, 10' r.	
8 Magic Missile	Detect Evil	Invisibility, 10' r.	
9 Ventriloquism	ESP	Infravision	
10 Darkness, 5'r.	Continual Light	Prot/Normal Missles	
11 Pyrotechnics	Knock	Rope Trick	
12 Dispel Magic	Strength	Monster Sum. I	
13	Web	Wall of Ice	
14	Mirror Image	Fear	
15	Magic Mouth		
16	Water Breathing		
17	Explosive Runes		
18	Suggestion		
19	Wall of Fire		
	5th Level	7th Level	8th Level
1 Massmorph	Halluc. Terrain	Invisible Stalker	Reverse Gravity
2 Teleport	Conjure Elemental	Move Earth	Mass Charm
3 Hold Monster	Animate Dead	Legend Lore	Clone
4 Telekenisis	Reincarnation	D.B. Fire Ball	Power-Word/Blind
5 Wall of Iron	Projected Image	Limited Wish	Symbol
6 Magic Jar	Anti-Magic Shell	Power-Word/Stun	Permanant Spell
7 Contact H.P.	Death Spell	Phase Door	Polymorph Object
8 Passwall	Geas	Simulacrum	Monster Sum. VI
9 Cloudkill	Disintegrate	Monster Sum. V.	Meteor Swarm
10 Feeblemind	Control Weather	Maze	Astral Spell
11 Growth/Animal	Repulsion		
12 Monster Sum. III	Monster Sum. IV		
13 Extension II	Extension III		
14 Stone-Flesh	Part Water		
15 Lower Water	Charm Plants		
16	Mass Invisibility		
17	Mind Blank		
	9th Level	10th Level	
1 Shape Change	Wish		
2 Time Stop			
3 Power-Word/Kill			
4 Gate			
5 Monster Sum. VII			

And there is my first draft on revising the GREYHAWK spell table.

Till Next We Meet--Good Hunting!



RATIONCINATIONS OF AN OLIVE (INTERMEDIAE) by Alex Melnick

To all: My full address (for mailing) till July 29th is:

Room B726, NSF, Zura Hall
6124 Montezuma Ave.
San Diego CA 92115

One short comment: CHERYL LLOYD: It's all in your Point of View

(Note: The above was typed by me as a favor to Alex--Charlie Luce)

This is My Universe! #1

A zine begun before July 19 (I hope that's the deadline, Lee; my copy of #23 isn't around.), but probably mailed in for #25. Typed by Don Rice III, who currently resides at: 518 Georgina Avenue, Santa Monica, California, 90402. Phone (213)393-3353. Collect calls will not be tolerated unless it's a real emergency (Someone's burning my D&D stuff, using Blackmoor Hit Location, Eldritch Wizardry Psionics, etc.) or fantastically good news (I've won a free first-class trip to Boskone or Gencon, a lifetime subscription to A & E or someone's reading this zine, etc.).

Now, to start this zine off right, I'm going to introduce myself I am...no you've got that. I live at--no you've got that, too. I am 14 years of age and will be entering the 9th grade at Loyola High School next year. Now, before some of you out there start groaning about having another high schooler on your hands, I will point out that not all of us are as immature and childish as some of you seem to think--although, admittedly, my jokes (jokes?) above are somewhat childish. In any case, I began playing D & D some ten or so months ago--stop snickering out there--and, totalled, have definitely spent much more time DMing than I have playing. As a result, I have no high level characters. I am currently looking for a DM who will referee like I do, or something reasonably close.

Speaking of which, I suppose I had better explain a little about how D & D is played out here. I suppose players break into three groups around here. We have a) a group composed, I believe, mostly of wargamers, centering around Aero Hobbies (more on that later). Their one major deviation from Gygax is allowing an MU to throw any spell he is carrying as often as he likes, except that a maximum of one spell per turn may be thrown. b) the group that I learned to play from. Originally started (I think) by Bill Bluel and friends, I learned to play from a spin-off of that group, composed of younger brothers, friends, and associates. They tend towards a basically Gygaxian style of play. A few members of these two groups--who intermix somewhat loosely, I might add--have deviated somewhat and are attempting to run their games from ideas expressed by their favorite fantasy author, usually Moorcock, for ideas, at least. Tolkien also. Never forget Tolkien unless you have developed a liking for having hordes of fanatics on your backs. I haven't, needless to say. Bill Bluel is a member of this group, as are William Aravanis (who is on the verge of writing in to A & E) and myself. c) There is also a third group, one who I see as taking everything published as gospel if it will aid their characters, and ignores it otherwise. "Everything published" includes D & D, the various supplements, The Dragon and Strategic Review (it doesn't have to be new, just helpful), A & E sometimes, and the Arduin Grimoire. Also, Judge's Guild (most of them are subscribers). Most also tend to get carried away with an idea. Incidentally, I believe most of them would make fair D & D players under practically any system, but not DMs. I only consider one or two players to be totally committed to this group.

I'm going to give some of the reactions (to different items) of various people in each group, plus my own. I'm a fantasy-buff spin-off from group b).

Reactions to 1) Arduin Grimoire:

a) "D & Ders in San Francisco hand out belts of giant strength to first levels so they'll be able to do the same damage as the monsters"
[The speaker usually knows what he's talking about, but I find that very hard to believe.]

b)"This is all very interesting, but it's too high-level to suit me."

c)"Don't worry, a Holy Robe is legal, it's in the Arduin Grimoire It's perfectly legal."

Self)"The Arduin Grimoire is an awfully high-level book. It's got some great ideas, though. I'll just tone them down some."

Reaction to a change in the rules:

a)"Oh really? I see." / The Aero Hobbies group has been playing for a while and are usually well-organized, and usually have everything figured out.

b)"Well, it's fairly reasonable. It certainly helps limit magic-users."

c)"Well, okay, since you won't let us play otherwise. But I till think it's stupid."

self)Hell, it was my dungeon and my idea. Don't ask me.

The rule change mentioned was a system limiting the Gygaxian style of play for magic-users by using a conjuration time system, where cost in melee rounds equals spell level. It was fairly stupid, but I had a 7th and an 8th level mage going on my third level. I was trying to encourage a fighter or two. The 7th level is the grossest character I've ever seen, carrying, in order of grossness: a Helm of Telepathy (an artifact in my world), a Staff of Power (another artifact), +3 chain, +1 plate, about three rings of protection, and a couple other items. He was an elf. The other one was fairly reasonable, run by William Aravanes. I didn't impose any other restrictions, and of course a lot of monsters got stepped on. The gross character (Malthor)'s owner has the best luck with dice I've ever seen. He runs monks, assassins, illusionists, and rangers the way I run clerics, thieves, magic-users, and fighters. And they're all legally rolled. He loves to interpret loopholes in the rules as he sees fit. Every time I've argued with him he's won, if you take the rules literally.

If you don't believe me, read Blackmoor. Page 1, under Clerics. It's indented, number 2: "...if a Grand Master (6th Level) is fighting without weapon...the monk will attack twice for each attack his opponent is allowed." So, therefore, if a Grand Master fights a balrog without weapons, he'll get four attacks, but against your standard peasant with a cudgel, the monk, again without weapons, will get only two attacks. For some reason, I disagree. I wonder why.

Incidentally, I won't object to any comments, and I would be very much interested in anything you have to say. Please bear in mind, however, that the title of this zine reflects my style of DMing. If you don't like the rules I play by because you think they're stupid or because you play different or because they limit your characters too much, you're out of luck. If you disagree too violently, you can go play somewhere else. If, however, you can present a logical argument (I mean that. "Gygax does it different" won't work.) as to why something is stupid or why it shouldn't limit your characters I might be persuaded to change. I regularly play with someone whose answer to a lot of my proposed rule changes is, "That's stupid." period. Nothing else. I can usually make him see my point of view, though, even if I can't get him to agree to it. I can usually see anyone's point of view if they can give a reason or two other than "That's stupid.", so don't feel discouraged if you disagree, let me know. Do remember though, that this is my universe, and I might stick

with something I'm doing even if your reasons for disagreeing do make sense. Now that I'm finished, I'm going to go on to all those nice comments that make A & B so interesting.

Comments on A & B #23:

Lee Gold/Tantivy--Interesting crock. On evil Ghods, I agree, and most clerics in my dungeon (three to date, with one alive. For some reason, nobody likes them. Don't see why.) are neutral, with access to both Lawful and Chaotic spells. Nobody's had to worry about giants so far, but I'll keep it in mind. A table for falling would be nice.

Mark Swanson/Billy Balrog--Daughter's of Kali are interesting. I agree about alliance monsters. Problem is most parties around here consider monsters to be either attacked or avoided. Do Death Elementals have any feelings, good or bad, towards Black Paladins other than that they make good host bodies?

Cheryl F. Lloyd/Annals of Avalon--I like campaign write-ups. Keep 'em coming, please.

Hartley Patterson/Burgess Fork Fic--I like adventure write-ups, especially wilderness ones, as I've yet to try my hand at it.

Wayne Shaw/The Portal to Temporlana--Someone finally did up spiderbats. I might do boadiles if I have room.

Jim Thomas/Octagram Four--Your wisdom roll system is a good one.

Lee Burwasser/Write It Up, She said--Hiring Hall is great. I usually can't get to a convention, but I may use the idea for monsters Izzuneg arenice monsters, especially after your write-up. I also like your explanation for liches.

Steve Brown/Chronicles of Dimwelt--I like your story. If that's a rough draft, I'd like to see a finished copy.

Arnie Katz/Turkey Trot--Your zine is interesting, and, more especially, short, something a lot of people should strive for, including myself. I prefer a spell system based on a character's characteristics, but yours is simple and easy to understand, again something a lot of systems should strive for.

William Taylor/Field and Phalanx--Interesting ideas on invisibility.

Mike Gunderloy/The Seamy Side--The system I use for treasure is simply having players starting gold and the price chart all expressed in silver pieces. If there's really a need for it, I'll have a lead piece, worth about 5 silver. This is really helpful; if you walk out with a back pack of gold, you can buy 10% or so of the stock on a large galley. That won't help you too much, but it expresses the alteration you get; gold is worth ten times it's actual price. This system was originated by Bill Bluel.

Gee, I haven't got any space left, do I? I'll have to finish these comments at some other time. Next time, I expect to have a discussion on combat systems, from Chainmail to a few of A & E's, plus my own. Hope nobody's been too bored.

THE CASTLEMERE GAZETTE

BY Jon Pickens, 16435 Valley Trail, Mishawaka, Ind. 46544

The first order of business this ish is the DM SURVEY. Therefore, (drum roll) I now bring you instructions for:

*** *** *** *** *** *** *** ***

THE CARE AND FEEDING OF THE DM QUESTIONNAIRE

1. If you want to Xerox the questionnaire and pass it around to your DM friends, feel free, the more the merrier. But please skip the rest of this section until you are ready to fill out your own.
2. Somewhere in this issue is the questionnaire. Turn to it and examine.
3. The questionnaire is primarily informational. It seeks to discover how D&D is being played now. Please keep this in mind as you fill it out.
4. Incomplete questionnaires cannot be processed (remember to fill out both sides). Adding your state after "City" in Section I would make it a bit easier on me.
5. The most important question is Section III #10. It seeks a response on all major rules in the booklets. The emphasis is on what you're all actually doing out there. Note the following sample from a "Dungeon Only" scenario:

Encumbrance	<u>4</u>	Paladins-G	<u>4</u>	Monks-BM	<u>1</u>
Basic Costs	<u>4</u>	Hobbits-G	<u>3</u>	Assassins-BM	<u>1</u>
Experience	<u>3</u>	Half Elves-G	<u>1</u>	Hit Location-BM	<u>1</u>
Wild Treas(t)	<u>0</u>	Ftr STR(t)-G	<u>4</u>	Height/Hit Table-BM	<u>1</u>
Wild Enc (t)	<u>0</u>	Ftr DEX-G	<u>1</u>	Undersea Rules-BM	<u>0</u>
Dun Enc (t)	<u>2</u>	MU INT-G	<u>4</u>	Undersea Enc(t)-BM	<u>0</u>
Dun Treas (t)	<u>2</u>	Experience-G	<u>1</u>	Sages-BM	<u>1</u>
Castle Constr	<u>0</u>	Max Hit Dice-G	<u>4</u>	Diseases-BM	<u>4</u>
Aerial Combat	<u>0</u>	Weapon vs Armor-G	<u>1</u>	Druids-EW	<u>4</u>
Naval Combat	<u>0</u>	Weapon Damage-G	<u>2</u>	Psionics-EW	<u>1</u>
Naval Enc (t)	<u>0</u>	Monster Damage-G	<u>3</u>	DEX Adjustments-EW	<u>1</u>
Thieves-G	<u>3</u>	Magic Items(t)-G	<u>3</u>	Demons-EW	<u>3</u>
Alt Combat Syst	<u>3</u>	Dun Enc(t)-G	<u>2</u>	Artifacts-EW	<u>4</u>
Wild Rules	<u>0</u>			Wild Enc(t)-EW	<u>0</u>

(Note that, for example, rating both BkI and GH experience "4" is liable to send me straight up the nearest wall!)

6. Finally, the whole operation folds neatly into thirds for easy mailing. Do it today!

*** *** *** *** *** *** *** ***

ILLUSIONISTS: ADDITIONAL HOUSE RULES

- 1) Hypnotic pattern--An attack on one or more of the held creatures will free them from the pattern.
- 2) Shadow Creatures--Roll normal hit dice and divide by 5*. Saves are allowed when:
 - a) they first attack, b) each time they use a special ability (including when more damage than is possible on a single die is scored), and c) each time one is killed. All hits are taken at the reduced AC. When all hit points are gone, the creature vanishes. EXAMPLE: OGRE, AC 5, 19 hp becomes Shadow Ogre AC 7, 5 hp. (19/5= 3+2, see also The Strategic Review Vol 1 #4). On taking 5 hp, the Shadow Ogre goes POOF, regardless of whether or not it has been believed.
- 3) All non-real hit point damage from Shadow creatures or Shadow magic disappears at the end of the encounter, provided the injured character isn't killed.

In conclusion, this Illusionist shouldn't be grossly better than the standard MU, he just has a slightly different bag of tricks. At the upper levels he is extremely short on raw power. Sentient plants should give him fits, too. Comments?

*Adjusted upward appropriately for the higher order spells.

ODDS AND ENDS

Heard the following from Geoff Pugh's dungeon down in Valparaiso, Ind: A party of macho Lls went down killing everything in sight on the first level, when they opened a door and spotted a Beholder. Knowing that there are no Beholders on L1, the party immediately charged, weapons flailing, to dispel the illusion. SURPRISE!! It was real! The party was blown away immediately. Pratty sneaky, Geoff.

Speaking of Beholders, I run them something like this: The central eye is Anti-Magical and operates continuously once the Beholder knows of the party's presence. The ~~xxxx~~ 1-4 attacks per melee round come from the other eyes. I start by rolling 4D10 to determine which eyes attack, ignoring duplications. The die size is reduced as eyes are eliminated either through combat or lack of effect. Players are allowed to strike at specific targets or randomly: 33% Body, 50% Eye Stalk, 16% Central Eye. Critical hits on stalks or Eye destroy them. They save as L10 FM/MU (whichever is best). Comments?

Another local variation on Lycanthropes appeared when a party was attacked by a single werewolf on L1. It was slept by a MU (in this scenario sleep was magical and had to be Dispeled or the victim slept 0-3 game turns). Said MU approached the Were and started to slit its throat. The gush of blood was very satisfactory. Then the MU noticed that by the time he was halfway through the neck, the original cut had already closed and the healing was going almost as fast as the cutting! *Sigh* Not a silver or magic weapon in the lot.

CHRIS PETTUS:

Thaumaturgic magic in my universe is a "natural" force tapped directly by the MU. The ability to do this is genetic and has nothing to do with intelligence (of course everyone starting as a MU is assumed to have the gift).

Clerical magic occurs when this natural force is channelled to those who wouldn't normally be able to use it by an intermediate (deity) working toward its (his?hers?) own private goals. Even with a friendly deity, much mental development is required for actual spell casting (a special non-rated capability whose presence is indicated by the fact that the entity can, indeed, cast spells).

There was actually a turkey who asked via wish for unlimited power. He got it, but forgot to consider that the human frame is not capable of containing unlimited power. In short, he was quick-fried to a crackly crunch.

BILL TAYLOR

Pandybat is the best satiric item since Armor Hot Dogs. Wierd!

With 2-Handed swords, local interpretation allows two fighting styles, the traditional sweeping chop, which does listed damage (nice if you can get it), and infighting with sword and gauntlet that does 1-3/1-12. Neither allows effective shield use. (This follows the precedent set by the spear variations. Comments?)

ON SPELL SYSTEMS: OPTIONAL SPELL PROGRESSION

It seems that the dominant theme of last ish was spells and spell point systems. The design problems of spell point systems have been well covered over the past few issues, my own pet peeve being that usually they require a separate point value for each spell and that much bookkeeping appalls me. Therefore I have tried going the route of working up a reasonable spell progression, sidestepping for the present most of the complicated formulas.

The optional spell progression has five rules:

- 1) At each odd level the MU gets one spell and the ability to use the next higher spell order.
- 2) At each even level the MU receives two spells.
- 3) One "X" Order spell can be taken at the level the MU can first use spells of that order. He may take one additional "X" Order spell each level he advances.
(See table below.)
- 4) The exceptions to #3 are 1st Order spells. Any number of these may be taken up to the maximum number of spells allowed.
- 5) At L11 and beyond, the MU receives two spells every odd level and three spells every even level.

MU LEVEL	Max Order	SUMMARY TABLE FOR L1-13								Spell	Bk I/GH
		L2	L3	L4	L5	L6	L7	L8	L9	Total	Total
1	1	-	-	-	-	-	-	-	-	1	1
2	"	-	-	-	-	-	-	-	-	3	2
3	2	1	-	-	-	-	-	-	-	4	4
4	"	2	-	-	-	-	-	-	-	6	6
5	3	3	1	-	-	-	-	-	-	7	7
6	"	4	2	-	-	-	-	-	-	9	3
7	4	5	3	1	-	-	-	-	-	10	10
8	"	6	4	2	-	-	-	-	-	12	12
9	5	7	5	3	1	-	-	-	-	13	13
10	"	8	6	4	2	-	-	-	-	15	16
11	6	9	7	5	3	1	-	-	-	17	18
12	"	10	8	6	4	2	-	-	-	20	21
13	7	11	9	7	5	3	1	-	-	22	25

Note: The listed numbers are maximums; as can be seen, the spell totals are similar to what is already in use. L1 spell maximums are equal to the Spell Total for the given level.

The general effect is to make MUs more powerful, with an extra spell at L2 & L6, much more flexibility in spell selection, and earlier introduction of L6+ spells. With L10, however, the progressions diverge; at L20 the new system has only 40 spells available to the 50 of the original. This decay is for most purposes insignificant, since above L15 or so all the game systems start to break down anyhow.

Highly recommended is a rule to the effect that L7 spells and better can only be cast once per day.

NEW WEAPON: The Chinese Crossbow

((A character in my campaign requested one of these, so this is how it worked out.))

Range: 15"	Rate of Fire: 2/mr	Damage: 1-4
vs Armor: As Shortbow	Magazine: 10 Bolts	Reload: 1/mr, 1 turn/magazine
Weight: 50	Cost: 50 GP	Cost/Magazine: 10 GP, 5GP Bolts

This curious weapon is cocked by drawing back a lever, which drops the bolt into position. The bolt is fired automatically when the lever is drawn back the full distance. The bolts themselves appear in my illustrations as bamboo, sharpened and without fletchings. The weapon seems to have been little more than a light dart thrower, and not too effective against armor. Would be interested in hearing from those making similar weapons available and those with a bit more hard data.

D&D OPTION: REVISED THIEF CLASS

((I developed this because I got tired of continually consulting a page of percentile rolls. I'm sticking it in here on the off-chance someone might be interested in a different approach.))

Armor, weapons, hit dice, and experience are as per Greyhawk. They get the Read Languages at 3rd Level and Read Magic at L9, but the special abilities are as follows: (All success rolls use D6.)

1. Vision: They can see 20' further in gloom than their creature type.
2. Listening: They get +1 better than their creature type when listening.
3. Climbing: They climb 50% faster than and have only 25-50% the chance of falling of non-thieves of their creature type.

4. They Detect Traps on chests as Elves detect secret doors.
(General inspection 1-2, Full turn's search 1-4).

5. Move Silently: Half speed 1-4, Full speed 1-2

6. Hide in Shadows:
Automatic if out of monster's field of vision
1-4 if monster is distracted
Impossible if Thief has monster's full attention

7. Remove Trap: 1-2, +1 per 4 Levels

8. Pickpocket: 1-4, 1-2 vs Thieves. +1 per 4 levels difference.
If the victim is suspicious, halve chances of success.

9. Strike from Behind. Non-consecutive blow struck from the flank or rear following a successful Hide in Shadows or Move Silently. To Hit: +4.

	<u>L1-4</u>	<u>L5-8</u>	<u>L9-12</u>	<u>L13-16</u>	<u>L17-20</u>
Multiplier for Damage	x2	x3	x4	x5	x6

10. Picking Locks: Roll a D8 to indicate the number of attempts required to pick the lock. A total of 7-8 means the lock cannot be picked. Subtract 1 for every 4 levels advanced, with a minimum of 1 attempt.

((A L7 Thief has a $\frac{1}{2}$ chance of opening a lock in one attempt, and only 1 chance in 8 of total failure. I give one attempt per half turn and tell the Thief if he can't pick the lock at all at the end of the first attempt.))

CREATURE CLASS BONUS

Elves are +1 at removing magical traps.

Dwarves are +1 at removing mechanical traps.

Hobbits are +1 at moving silently.

EXPERIMENTAL OPTION:

- 1) Thieves may gain the Pwr Strength attack bonuses in melee, using Dexterity as the PR.
- 2) The thief may use this bonus defensively ("To Hit" and "Damage" subtracted from enemy rolls) by stating this at the beginning of the round. He may only attack once while using this option, and will always be hit on a "20" and take a minimum of 1 hp damage per die of damage done by the opponent.
- 3) Obviously these apply in melee only.

Discussion:

This approach is based on the treatment of Elf and Dwarf abilities in Bk I. The bonuses for advancement are marginal and based on the attack column advancement. It avoids the problem of low level thieves who can't do anything and high level thieves who can do everything.

The approach lends itself to easy adjustment in the area of locks and traps. These can be rated +1, +2, etc, to challenge the higher levels, or even -1 or -2 to go easy on the novices. Not to mention a line of magical +1, +2 lockpicks (or even a Cursed Lockpick -3!).

There are few class bonuses for a simple reason: I don't like 'em. I would not mind if the non-humans topped out early, but since they don't...

Comments?

"I HAVE AN EGOTISM OF 20!" #3 is an apa-contribution to A&E #? (hopefully the issue to be collated mid-July) from Scott Rosenberg, 182-31 Radnor Rd, Jamaica NY 11432. He also on a very irregular basis publishes a separate D&D/personalazine called THE COSMIC BALANCE (See below) at 25¢/issue.

"I HAVE AN #3
EGOTISM
OF 20!"

I AM NOT DEAD...just sleeping

I know no one has heard from me in six-eight months. To A&E readers, of course, I know this isn't such a tragedy...but people who sent me money for TCB expecting a monthly 'zine have a right, naturally, to be perturbed. I have published a new issue, though, finally, and it is in the mails (or will be by the time you read this). Henceforth I will make no silly claims toward following a regular schedule. On the other hand, there is no chance that I will drop out. If you don't hear from me for many months, please don't lose faith and assume I have stolen your money. I have no idea what my college schedule will be like come September, and so can make no guarantees as to frequency of issues--but can guarantee that, one time or another, they will come out.

TOPIC OF THE MONTH: Running Expeditions at Conventions

In the last A&E there was an interesting discussion by someone (I don't have the issue but I think it was Lee Burwasser) of the problems confronting the convention DM. Since there is a spate of conventions approaching, at which I intend to be running at least some D&D, I began collecting my thoughts on the subject.

Clearly the idea of DMing at a convention is to let lots of players who would have no opportunity otherwise to play in your dungeon/world; presumably you will benefit from players who aren't "the same old crowd" and the players will benefit from a different DM than they're used to. But nine times out of ten it doesn't work that way. The new players spend an hour rolling up a character, choosing equipment, etc., then they take another hour learning the rules you follow; in the meantime those who've played in your world before wander off to play Nuclear War or pinball, or eat, or collapse. If somehow the DM can put together a group of players ready to go, he and the players invest at least six-eight hours in an expedition, and then say goodbye. If the expedition was exciting, then the whole thing was worthwhile. But even the best DMs have their off days; some groups of players tend to be basically dull no matter how exciting the DM is; and, of course there are some DMs who are chronically boring. But you have no idea of any of this at a convention. Furthermore, generally the new character rolled up by the "once-in-a-lifetime" convention player will start at 1st level and finish there, or maybe at 2nd level. Except in the best worlds, play at that low a level can be uninteresting, especially when you don't have oodles of time to develop an interesting personality. (There are the DMs and players who believe in dragging characters from one world to another; I abhor this practice, but even if you follow it your problems aren't solved. If you have a valuable character you might not want to risk it in a potentially lunatic DM's world.)

Nearly every solution to these problems involves one or another type of "set-piece" DMing, i.e. the DM prepares one, many, or all parts of a given situation beforehand. Last A&E's commentator (the believed-to-be-Lee-Burwasser contributor) suggested the pre-rolled character "guild," certainly a worthwhile and usable idea. TSR in its convention expeditions--"competitions" might be a better word--takes the idea of set-piecing to an almost-unpalatable extreme: not only are characters pre-rolled, but the situation the party faces is rigidly determined, the alternatives few, and the expedition becomes more a wargame than anything else. This atmosphere is further promoted by the "competition" among parties, giving awards to the "best" (by whose standards?) and turning the whole thing into a D&D tournament. I find the whole thing revolting. The aim of D&D is to have fun and (for those who need it) the escapism it provides. Competition fanatics who still like D&D can always enjoy the highly developed (and much more personal) form of competition that gaining treasure and going up levels faster than others provides.

I HAVE AN EGOTISM OF 20! #3 (page two) Running D&D at Conventions (continued)

Greg Costikyan had set up a lot of material for expeditions he was planning to run at a supposed Metropolitan Wargamers' (NY) convention, but the con never materialized. He prepared a "pocket world" and had a number of quests--individual scenarios with rough guidelines on goals, but not as restrictive as TSR's--ready in advance. I don't remember whether he also had pre-rolled characters, but I don't think so.

Those who read THE COSMIC BALANCE know that my own pet philosophy of D&D-playing espouses detailed world-construction and the placing of characters into specific world-related situations. I don't go for nameless dungeons set in no-place with "the town" and nothing else nearby. In fact, I don't have any dungeon. It would seem impossible to be true to this philosophy at a convention; how can players have time to read all the background info, develop the character, etc.? It's not impossible, but it is difficult and requires some fudging.

Here's what I intend to try out at conventions this summer, and adopt, modify, or discard as called for: characters (probably of middle-level range: 3-6) will be pre-rolled, and equipment roughly standardized. Each character will have a certain amount of gold randomly determined, and a couple of magic items. Names and "non-functional" characteristics like greed, egotism etc. will not be assigned so that players who want to develop a personality, and who have the skill to do so within the limitations of the convention atmosphere, may do so.

I will work out a number of "quests" similar in idea to Greg's. Each will have a certain large and very general goal which the players will work towards without necessarily managing to accomplish. The goal, and other necessary background information, would be described in a pre-prepared handout, copies of which each player would get. The handout can also note any special rules being used. (The particularly diligent DM could also have ready abbreviated copies of his spell system to attach to each MU's character sheet.) Some of the quests would be wilderness and others would be dungeon-related.

There are some disadvantages to this system, I know, and some moral-aesthetic arguments against it. Some will object to handing out non-first-level characters. This is not a practice I would normally follow, but I think the conditions of a convention necessitate it. Besides, it has the compensation that players can experience playing crazy character-classes at mildly potent levels without tossing away hours of play as a "Milk-Curdler" or somesuch. These crazy classes are fun to write up and fun, occasionally, to play; but to commit yourself to a series, maybe a long series, of expeditions as one is something most players won't do.

Assigning a goal is necessary because of the "one-shot" nature of the convention expedition. Accumulating gold and experience is usually the sole "goal" of players, and an excellent and flexible one it is: but why should a player at a convention bother accumulating these things for a character he'll never play again? (This problem leads to excessive flippancy and suicidal pranks performed by bored convention players who have no real commitment to their characters.) By assigning a (far-off and general) goal to the party, the DM can keep the expedition moving in some direction. The direction is up to the players; but at least things won't automatically degenerate into aimless chaos.

This is the extent of my current thoughts on the subject. Anyone who has better ideas (and I'm sure there are such) please pass them on. I want to have more fun running D&D and playing it at conventions than I've had in the past. I will be at Origins, Gencon, and Suncon, so I guess I'll probably see many A&E people at one or another of these gatherings.

Defiance Dungeon Returns! Pg 1

By Sean Cleary 29 Hayes Ave Lexington MA 02173

I have been writing for wild hunt for a while. I have also found that I lost motivation when the mail process ate my A&E 18. Without a complete collection it didn't seem worthwhile to do much of anything -- just try to get from day to day. But now, while I lack that zine still, I have a copy from Glenn to use. And now I can start the process of recovery to my former output. Hopefully someday I will have a A&E 18 of my own.

On the subject of Jim Reynolds characters... That adventure was one of the poorer ones that I have run. Bad dice luck, not too good tactics on both sides, and a end of the game with distasteful feeling. This does not mean that I am going to null out that adventure tho. But Glenn's Characters heard of this and tried to do something about it. Nothing could be done about the stone shards at the bottom of the Dungeon. But the slave has been recovered (tho The training and the life

that Marion has led would make her a neutral, tho repentance and a nonautokiller quest would bring her back into the graces of her church.

A&E 18 comments

Searchlight & Lee's comments ... I use a radius for bless. If thrown in meyley the enemy recieves. the spells effect. This cuts down the practice and defigns what combat is.

I like the events charts/news in your zine, tho I havent read the adventure story yet, so I dont know of its relevance. But It sounds like you have a nicely active wilderness going.

On reply to comments to me ... Usually I write up monsters for the universes that need a heavyr character mangler. If I use them I place them deep. Seldom do they appear on the surface. I create monsters to stretch my idea-set, get compliments (thank you for yours) and in response to the cries of "I have unkillable players" and "the players are overrunning the monsters".

I generally kill off partys with a few orcs and a few MU's.

From my one expedition into Godholm I would say that it isnt tough -- not in the way that I think of the word. It seemed to be flexkeyed melay round by melay round. Sacrifice a few characters to the DM and get handed the treasure. I would be surprised if Godholm ever wiped out (100%) several parties in a row. Or if several parties got away cleanly. And the auto fouced to maximum ep bothered me. But his dungeon was one of the enjoyable ones, and he is an experienced GM and I can understand the popularity of his dungeon -- which is not based on toughness or easyness, but on MR Godholm himself. As I have stated in the past, if he would stop giving 800,000 ep to everyone (or some such gross number) the rest of LA could settle down to sanity. Systems where one gets both the ep and keeps the gold are gross.

It seems that you pushed one of my lecture buttons, I guess. Most GM's will pattern their dungeon after the most popular in the area. LA has Godholm and auto forced upwards untill your 10th level dungeons -- and Boston has Mark and Glenn -- so I give 5x greyhalk eps (modified by circumstances) and 50% to 100% of gold spent devided by characters level as ep.

(Approx 500 ep for a 1st level on a expedition -- if successful.)

Vultures roost -- the capture rules. These were given in an example, not in a rules section labled such. Mine are (with human sized opponates, adjusting if this is not so) each side roles a D20 for everyone who is trying to dogpile(at a rate of 1 D20 per individual, xregardless of level) and a D 20 for those who are trying to oppose being dogpiled. The diference in the highest two numbers is the number of levels stunned. Strength +'s from Greyhawk are included in. One can try to wield a weapon while opposing dogpile, but at -6* If one choses to swing normally and one's opponate choses to dogpile, the dogpile is automatically successful.

Example: 2FM of 1st and of 4th level meet 4 orcs. The orcs try to capture/overrun/dogpile(what ever you want to call it). As there are 4 orcs the orcs get 4 rolls of the d20 with results of 7,13,20,13. I figure that the result was 2 orcs on each fighter. So of the first two rolls the 13 is the highest and is the roll that must be beat. If it is tied, the struggle continues another round. Of the second two rolls the twenty is higher and must be tied to give a chance (another dice round, still same melay round) to beat it. if there are 20's the number of 20's = the number of next round of dice D20's rolled for the t side. (I can feel another example coming) The two fighters rolled 18 and 10 respectively. The result is the orcs are stunned for $18-13=5$ 5 devided by the sum of their levels rounds (melay) rounded down. The 4th level was less lucky he will be stunned for $20-10=10$ devided by 4 = 2.5 rounded down = 2 melay rounds. The rounded down rounds are culmative. The next time (durn this battle; or for the next 50 melay rounds) someone dogpiles him, he will need only a diference of 2 on the dice (added to the 2 that were rounded off) to go down for one melay round.

Continuing with the dogpile battle the first level and the remaining two orcs go to it. Orcs:11, 6. FM:15 Orcs goe down for $15-11=4$ 4 devided by level (or in this case the sum of the levels).

But what if one orc was 5th level and another was 1st? I would ask the player if he was trying for one more than the other. If he said so, and picked the 1st level, the first level would be out for 4 rounds and the 5th level orc would be un effected. If he said he was distributing his efforts equally I'd distribute the effects equally, dicing to decide who gets any odd points. In this case the 1st level orc would go down for two melay rounds, and the 5th level would have 2 points against him. If he chose the 5th, then 5th has 4 pts.

Next round (ignoting any who get un stunned -- I want to finish this zine someday) Assuming the player chose to distribute his effeors, he faces just the big orc. Lets say the orc rolls a 20 and the player matches it. They then re-roll, each side rolling a D20 per. of 20 rolled (not per number of opposing individuals). In this case this happens to be the same thing. But if the player had chosen to apply all the points to the L5 orc, and faced both, and only one of the two rolled a 20, then at the reroll, the orc's side would roll only 1, not 2 D20's. Orc (reroll): 1 FM: 13 so $13-1=12$, $12+2$ from last time =14 14 devided by 5 = 2.8 rounded down to 2 melay round s that the big orc will be out of it.

I hope this explains enough.

Wes Ives (18 like the rest of these comments; Remark on Cris Pettus (17) -- start with spell 6 as 9th level and work down.

* and at -2 on your D20 to resist/overwelms-with dogpile

Robert Sacks -- I would say that a official (that is sterotypical) Boston DM is one who does not give direct gold experience, if he/she gives any ep for gold at all; is at least as much in favor of the monsters side as the players, but has some concern for fairness; has a first level that first levels can survive (survive is no more than 50% causality rates for a well played party and no less than 50% causality rate for poor play) on; Is a person with a sence of proportion for treasure on levels (NO vorpal blades on 1st level); Gives out gold/ep/magic sparingly; figures that it takes more than one or two adventures to reach 2ond level, (and figures for a long (year or more) time to reach 10th level); has some knowledge of what a Klutz Factor Magic system is; limits the spells that can be thrown to a reasonably low number; and is knowledgeable in the hobby (subs to A&E and the Hunt???)

Someone who I would like to say of " that's my kind of DM". I suspect that not all the above need to be aheard to, but a manner of style, of 'tone', is the diffinative mark. Lee Gold seems to me to have this type of style. Several West coast Dungeons don't. Many early or high schooler dungeons dont, tho they may not be of the west coast style either. Being the best loved DM in your area simply means that you have created your own style, and have alot of experiance; godholm being an example. Opposing styles normally view eachother as 'wrong': My tirade vs Godholm & my enjoyment of it as an example.

Howard Mahler on treasure... The deeper one goes into the dungeon or the naster the wilderness encounter, the more levels of critter one meets. Thus there is a way of roughly figuring out treasure. There is more logic on this: one critter of a certain level will have only so much treasure. 100 critters will have 100 times that, roughly. Not all will be equally successful, a randomising process must be included. But the problem of a single first level and a army of 10th levels both being on the same human encounter chart and on the human treasure level is solved. The first level will not have the treasury of the army on his back, and the army wont be as poor as that private, unless the dice indicate a history of extream luck for the first level, and a histroy of extreamly bad luck for the army. And maybe not even the n.

So when I formulated the system I will soon set forth I figured out the valub*of gems, the average value of jewels, and the average amount of gold, and of gems, and of jewels per treasure type. I then went forth and collected all the monsters in the first 3 books (figuring that the maker of the treasure table could not have known about GreyHawk or other sources) and with calculator in hand figured out the average number of levels per treasure type (I believe I included a figure for %treasure that each has, tho not for % lair). I then devided the amount of average treasure for each treasure type by the average number of levels for that treasure type, and got a figure of the amount of treasure per any one level, of any treasure type.

Type	Gold per level (GPL)	Type	GPL	Type	GPL
A1	266	C	81.0	G	103.8
A2	341.7	D	97.6	H	2185.8
A3	345.8	E	39.9	I	189.8
B	256.7	F	114.4		

*average value that is

Since I reduced all to the equivalent value of gold before this calculation, the values are in gold, but may represent many kinds of coinage/valuables. I usually roll a D20 to determine the ease of carrying the treasure. A 1 means its all copper, a 20 means is is of trivial encumbrance.

I use a generated 2 x D100 (= 2-200%) for my randomising of the treasure.

So using the above example of 1 first level's treasure vs that of, say 10 tenth levels; the first level has a average of 266 gold pieces on him/her. The group has a average of 26,600 on them. If the first level gets real lucky (or had been in the past) the first level could have as much as 532 gold on him, while the 10 10's if they had been rather unlucky in the past, treasure wise, would have a minimum of 535 gp among them. Other distributions could be used, the requirement being a suitable average.

If the raw data or the intermediate results I used are wanted I can print them.

Kevin S -- comment on gross magic was intended to be in the context of good crocks to use against it -- like the regen ring crock that you were teaching people about that time.

Kay J. I liked your story.

Self: its collated in first page backwards and has Bad print t thru, and neighbor of these things helps the already chaotic mess.

Bill Seligman -- I think I like your story.

Bards, ect in this zine are a bit too much still, but an improvement

Peter F.J.L. Cerrato -- Kevin just gave a brief description of his magic system for the world he calls Faerie, I'm a bit tired, so check with him -- especially now that he is in this zine. He could give a much better description. Its more than that 'save on a 20 reflects magic' trick!

Silver is usually a counter-magic alchemical element. It also has connotations of lunar derived power, like the werewriter's connotations. maybe using one vs another of its similar class is effective. Ask Glenn I guess, he has alot of lore on werewolves; uses them as the leading force for good in his game (if not leading force, atleast kings of the isle). Ask him why he hates the touch of silver on full moon nights. *snicker*

Steve Brown -- I'm going to use that pickpocket table of yours. most excellent. I also like your suggestions on magic armor. Equipment dammage is too much time.

Steve McIntosh -- you had me interested in your super modification/ simulation and then said cont next month. Drat! Oops you say that you may be selling this? I might be interested. Any well made game will have a few adherents -- for instance B&B.

Steve (again) Glenn, Mark S, Lee (I believe), And several Wild Hunters are known to requier that a permante spell to be thrown when a permante object (like a spell/I,Ego sword) is made. It might be interesting to see how many other DM's go along with this. I only listed the ones I'm fairly sure of.

Charlie Luce -- I still dont like a lowlevel recharge spell. Actually I figure that the hassle of recharge should be no less than $\frac{1}{4}$ that of charging, I dont mean $\frac{1}{4}$ spell level, but $\frac{1}{4}$ time and money of a 10level MU or better. Not something that any body can use. The original empowering of the staff to be able to recieve charges may have had to be done by a 16+ MU.

Cost is not too different from book. What was your basis for charging/pricing, please.

I have been waiting for a time to write an essay on my Alignment system, and your presentation of yours is as good and excuse as any. I like your system, but it seems to be more personalizing and filling out of characters -- a natural process. I dont think the qualifiers would be too much of a alignment quality. But, the Idea is nifty. I also liked the Golds speof of the 4 fold way.

My idea of what alignment is is a philosophy or general emotional lifestyle or something equally allpervasive in one style or another and equally forcefull. This attitude or belief collection colors attitudes toward the world. It makes one thing of supream importance. This thing can be a system of principals (Law or Chaos (in the twofold sence)) (also Neutrality in some of its forms). But it need not be. It can be someones attitudes toward Plantlife (alignment Tree) or toward the city that one grewup in and are now responcival for (City see Gorree alingment), It can be towards one's self (I care only for me neutrality), or for ones stronghold (The Dungeon type Alignment of dungeon dwellers who cooperate with one another), Or it can be that satisfying one's bodily urges is supream (Hungry), or any of several other subsets. This in the end does get toward the 'every man is his owntype of alignment', but The restriction that this principal be able to be viewed as a social or large scale force could be put in to stop it from going that far.

I feel that an alignment is something that someone would put him/herself into extream danger for. It is also something that colors their view of others and their social interactions. Its a discriptive term, and I think that people who use one or more axis are trying to work out an all descriptive sytem. I think that they have had some sucess, but the alignments mentioned above are better descriptions for the examples mentioned. Alignment Languages are not nessianly implied by alignment, and alignments need not be kicked out because of them. An alignment should be forcefull enough to unite critters/people in a Common action Or a predictable course of actions.

On your Question #1 ... There is great dificulty if what you are doing is not on a board with figures. If you havent tried this please do. It will work wonders.

There is a chance that you do use a board, maybe even the better type -- staggered Square type layout. In this case I do not see what the problem is. The MU backs up durn movement phase, the evil fighter tries to follow and finds his movement is slower in armor than in robes and the K FM cant get the MU. The player FM tries to interpose if he is near enough to getthere on his movement allowance in his type of armor and strength, Small

Defiance Dungen Returns! pg6 Last pg #18 comments

Charley Luce Cont,...

'reaction' type and movements are made. If the fighter interposed early in the movement section, dice to see if the enemy can get by. Seems simple enough. If anyone gives you trouble, offer to pace the offending section thru one step at a time, so that each step can have its reaction time. Its simple. What is the problem?? ??????

#2 if you think that its worth it, it is. The ultimate one to say how much delay and realism is to be added is you.

#3 check Peter Aronsons phantasmal force duel system in a past TWH perhaps?

Lets see ... 6 pages for one ishue, times(18, 19, 20, 21, 22) 5 ishues... wow. I think there is a bit of someones law (Murphys or Pornells) at work here. The Zine gets bigger. Therefore there is more to comment on. Therefore my (and all others) comments are longer. Therefore the zine gets bigger. Also, As I comment more more people comment to me, the more I awnser, the more my contribution gets bigger, the more everyone elses does, the bigger A&E gets. If all this interaction didn't stir up more ideas than a smaller amount of interaction, It wouldn't be worth it.

Oh, well on to 19... Comments on A&E19:

Glenn -- Have any players ever been assigned to be 'circuit Preachers' to the dragons?? I suspect that they would find it quite a change. Reaction range from freaked out to terrified. The dragons wouldn't like to leave their lair, not to give away its location. Another quandry.

I'm sure that I am not the only one who wants your house rules. Demand should be great enough for a reasonable gnomon runn. A truGlennzine ... 11 pages

Peggy -- on change... I'm trying, but is it the way you ment back in #19? Florine dragons are Glass goblins natural enemy (No details folks -- enough dragon types around.) They are diferently and appropriately colored and breathe nasent Florine. But GG's are limited by their reproduction rate, and the need to find money to get a collection of fireball wands, and the right kinds of sand. They do enjoy the fireball ('sex' (???) reproductive act. I suspect that they are tougher than the average hip werewolf. Nonfireusers may have a small dislike for them.

Eric C. Baines ... ep ... you give an average of 2000 x 4.5 =9000 for a firstlevel fighter killing a 1st level orc??? You seem to be saying that you dont believe in first levels too much or too long. Even ceasing a 3 hitpoint kobald would get anyone up to second level!!! Yes I know what your solution does at the other end of the spectrum, and it may be too drastic, or may be what you like, but I don't like to give away levels. ANY level. You make automatic upon survival. And give 900 times greyhawk ep. Gblech!

Michael McCausland -- on money.... On money and price lists... I'd lower price list costs if the treasure is lowered. I think the real net change is to slow down people from getting a backpack with everything, or plate, or other such. Glenn is doing rearsurch on the real, Mideval prices of equipment. Plate Armor turns out to be priceless. (see some future TWH). Also I dont like the idea of a peasant army with the std adventurers equipment -- yet by the normal price list such equipment is as easy to get as food is.

Lord Eric & Slaves... I hope he is trying to do something (like hire a wiz and suppore spell rearsurch) to return sanity to those two poor MU's. I suspect that it could be done magically. Of al least augmented by magic.

UniBank data: Campaign: Defiance Dungeon
 DM: Sean Cleary
 Avg haul/1st leveler (estimated) 400Gp
 Kill/expedition (estivated -- the range is 0% to 100%) 40%
 +1 sword 10,000 gp
 average EP of first level expeditions is about 300 ep. please figgure this in as there is alot of difference in ep, this can equal ease of dmgeon.
 Consider my dungeon a low magic one.

Peggy I liked the songe you pubb. in 19.

Bill Paley I haad had some experiance with stencils before I went to LA, but not enough to be doing them right. Lee told me how to do them. Saves me money and saves her time.

Glenn --, I like the rat joke

Cheryl L. on dragons... I have always hcped that someone else would do a length of dragons table. I guess tho that if I want it done I should do it.

Standard Dragon length table (dimentions in feet)

Age	width	length (max)	tail length	Wingspan	breath length mod.	weapon/flying speed
1	2	10	6	8	x .1	15inches
2	4	20	12	18	x .2	33inches
3	6	30	18	27	x .5	52inches
4	10	40	25	40	x 1.0	72 inches
5	15	55	35	60	x 1.5	90 inches
6	20	75	45	80	x 2.0	108 inches
7	25	100	60	110	x 2.8	126 inches
8	35	140	85	155	x 4.0	144 inches
N	5N	20N	12N	25N*	x e ^(.4N-.3)	18N inches

*or better still $(N+e^{(.1N)}) \times 25$

The Max length is length from nose to tail tip
 Tail length and width seem self explanitory
 Wingspan estimation comes from my experiance in model
 explain construction - dragons that fly only by magic need
 air. Wing span is wing tip to wing tip.
 not head. try a breath with age variation, ignote if you
 I want to like comments on the logic of this.
 dis like. I would saying adalt dragon should be able to out
 I feel that a fly at horse by a factor of 3.
 distance eventhe fastest

Defiance Dungeon Returns! pg 8 comments on 19 ~~x~~ cont

(repeting the blurred part)

airplain construction. Dragons that fly only by magic (or substantially so) can ignore wing span. Wing span is from wing tip to wing tip.

I want to try a breath weapon size variation with age. All dimentions are modified by the 'length mod.', not just length. I would like comments on the logic of this.

I feel that a dragon at adult age should fly 3 times faster than a light horse. Comments on this type of logic also.

There is probably a standard deviation of 10% for all these charastics. (this would imply that most indivuals are with in +/- 20% of them and nearly all indivuals are within +/-30% of them.)Also the proportions would be the same, in general (apply same variation-from-standard-factor to all charistics).

I would like some of the artists to scetch out dragons with these proprortunes so that I can see how close I came to the ideal.

I play that dragons shed their skinns when they change levels. Thus there is often a jump in size ~~between~~ levels that is almost a quantum jump.

I Consider hight at sholder to be 1.5x width (2.5 x width if leg length is imprtant (belly well off the ground))

On miniDragons -- TWH now has a description of dragon mice.

Lew WolKoff -- Fog is 1st level MU (in all ways like light and darkness - continual and clerical versions of it are available at the same levels of the corresponding light spells. Dispell Fog will only dispell Magically produced fog (but wont work vs controll weather verry well). I put the dispell 1 level higher than the spell, tho now upon second thought, maybe it should be of the same level.

I think that a dragon, especially the nonSwanson,etc (TWH) modified D&D dragon will feel scared to be with out protection. Unless modified dragons are too easy to kill. And they know this.

Charlæe Luce ... G.C.#6 ... Yes I Do know the difference between slander and criticism (tho a asartion to this effect isn't likely to prove it *sigh*). I am a product of my experiance tho... I only seemed to have noticed Glenn's use of *snicker*. I'm wrong then.

Done with 19 on to 20 (so short, but so scanned (lightly))

On Harper ... if glenn passed it, then I feel that its OK.

BrianLane ... on DM styles ... I guess I was overreaction to the many DM's whos monsters are there just to give the players treasure. I suspect what I wanted to say is closer to my comment to Robert Sacks on what a typical Boston DM would be like. (or my idea of one anyway. And my comment to someone who gives out aoutmatic level rases (even if they levels are only the first several levels).

Defiance Dungeon Returns! pg 9 comments on part of 20 & wrap up Lee (via comments in What Trap Charts #8) Maybe invisibility acts not on light, but on the mind of the viewer, making him/her not noticing you, and not noticing that he/she is not noticing the spot you are at. Maybe like Larry Niven's Hyperspace blindspot, with an additional requirement of being able to cloud mens minds. Untill comments come back, I will run it as a light bending spell, if any thing like that comes up.

Cherryl P. Lloyd ... There were troll rings around here that did troll someone back "NO MATTER WHAT" and would regenerate a body from a finger. They were slow though. (All this is hearsay)

More on UNIBANK... In my game high levels can afford raise deads and other such. As for my kill rater... well last saturday about 28 characters made a expedition to the 3rd level (thier levels ranged from 1st to 4th) and I dont think that any of them were killed. But the week before I killed about 30 first levels permanitly. A solid first level party probably runs about 75% perm dead for the stated gold etc. mentioned in pages past. There are easier ways to get ep (easier death rate wise, MUCH slower) ... At a eatimated 40 gold pieces per e expedition* the party takes about 10% causalitys, and earns maybe 100 ep per player.

Wrap UP... so I can get this zine in & get my money in.

Dragon wing length should be aproximately body length, I agree. The increased proportions with age is not the experiance-dreived-from-model-airplane-result, it is my futzing around.

Also a reconstruction/drawing of a brontisaurus that I have seen does show it to be a gracefull appearing dragon proportioned creature.

It would seem that with 60+ pages delayed in the latest A&E that we may have two diferent A&E some time soon, with people alternating months. (((Yes it does look monthy, but it really is bimonthly)))(not yet tho)). I'm sure that anyone who can help Lee out of this problem will be appreciated. Ending zines with things like ... cont in TWH... will not work as not everyone reads both. It might even generate some ill will from those illustrius edithrs if it did.

this is all for now...

from
sean

* per person, tho the figure may be on the high side

Scrawled by Bill Bleuel
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Deryni

Deryni are a race of humans with an innate ability to use magic. They are found in the four major classes:

Fighters:	int. 17+	str. 15+	point base 3000
Clerics:	int. 16+	wis. 16+	point base 2500
Thieves:	int. 12+	dex. 12+	point base 2300
Mages:	int. 12-79+		point base 3500

Magical Spell Progression: All Deryni, no matter what profession, use magic.

Fighters: For every 3 levels add one spell level.
 Clerics: For every 3 levels add 2 spell levels.
 Thieves: As Fighters.
 Mages: A deryni mage is always two spell levels higher.

Disadvantages: -1 to each hit dice. (they weren't as strong as humans.)
 Double the time between spells, it takes a lot out of them. Deryni clerics cannot ever do raise dead, restoration, finger of death or raise fully, even from scrolls. There are NO deryni ninjas, samurai, monks, paladins, rangers, illusionists, bards or druids. (Although they may be assassins.)

Deryni are shunned by the church because the church considered them to be evil. If a certain deryni got too powerful, then the church would not like them, and do nasty things, like excommunicating them. Or get nasty(er).

If a paladin finds out about a deryni, he has to attack, since he was told they were evil, although they may be any alignment. Deryni are usually very secretive about their powers, and are careful to whom they show them.

Oops! Almost forgot, the reason the church is so mean is that they think, incorrectly, that the deryni are the spawn of hell. Remember that being a deryni usually meets with a slammed door.

Comments on #22

Lew Volkoff & John Sullivan: Dwarves as player-characters. *sigh*. When I wrote them up, I did not think that anyone read the zine. If I were going to make them a player-character I would make them a normal character with their added powers thrown in.

Comments on #23

Wayne Shaw: If the sauric ever meets another vatch it will be too soon. I really did enjoy Temporalana, though. How do you see why Gareth got killed in W Serpentfang

Steven Marsh: Please write or call me about the PBI, an extremely interest. The anti-paladin is third level, has an Unholy sword and a shield that deflects all spoken and read spells.

John E. Sapienzia: I like your revision of mages and spell points although it bothers me that Meteor Swarm only costs 27 spell points and that an 13th level mage could cast it over 10 times.

Chris Pettus: Hi Chris. NO, Piter is not Leto's alter ego, a melnibonean, or an illusion. Just a power-hungry, self-loving neutral.

brought to you from the diabolical hand of Phillip McGregor (morningstar Miscellaneous Publications), who may be reached at 1 Park St., Harbord, Sydney, Australia 2096 (or 93-4896, weekends only). This 'zine is intended for A&E 24 and will appear thanks to the nimble fingers of Lee Gold.

MORE TREASURE CONTAINERS:

When I saw Lee's suggestions for devious ways in which to hide treasure in A&E 23, I was intrigued--and after some careful thought came up with some further ones of my own:

- *Gold/Silver/Platinum cast as locks on dungeon doors or as the "Iron" binding or bolts in such doors or as complete "iron" door--all painted with several coats of steel grey paint to prevent discovery by accidental scratching.

- *Doorknobs similarly treated.

- *Chests/coffins, etc. cast with realistic wood grain texture and painted up as heavily varnished wood--and with semi-levitation spells affixed so they seem to weigh what one would expect.

- *Beaches on underground rivers/lakes of gold "sand" (whoever looks at what they're walking on?)

- *Walls in the Dungeon built of "stone" or "brick" blocks which are really gold/silver/platinum painted up--and then possibly plastered over.

- *Cobbles on suspension bridges over underground chasms--seemingly of steel but of a gold alloy (for strength) but heavily painted or greased over.

- *Tables/chairs, etc. cast with an authentic wood grain and painted to look like varnished wood.

Of course, anyone with a fertile (and devious) mind can come up with many more ideas, so I hope that these help some of you readers to reach better and bigger ways of concealing treasure.

The Chainmail Controversy:

When I wrote my piece on encumbrances in D&D, I never thought I'd get such good response--both from people agreeing with what I had written and those making constructive criticism. However, one point I saw being questioned was my statement that chainmail, while lighter than a full suit of plate, was more tiring to wear. Most of the comments were to the effect that chain was "beautifully balanced and light" (as Peggy Gemignani put it in A&E 22)--yet no one gave more than that opinion. Where they derived it from I don't know--but it seems to be based on erroneous logic: that assumes that because something is lighter than something else, it must also be less tiring to wear/carry. The point was expressed by Cheryl Lloyd (in Annals of Avalon No. 4) by her saying that "the entire weight of chainmail doesn't rest on your shoulders if you have it belted on; half of it rests on your hips, like a packback with a bellyband"--yet one must remember that a backpack is scientifically designed to distribute its weight evenly between those two points and so the analogy collapses when it is extended to include chainmail--which was most certainly not scientifically designed to balance easily.

NUROLAN 3

written 77-6-24 for A&E #24 by Richard Dennis, 1206 N. Falls Blvd., Lot 7, Wynne, AK 72396, typed and stencilled by Lee Gold.

Ilarus Radon and the Olacran Situations

Ilarus Radon is decidedly unique among Kybrillian humans; his technical ability is unparalleled on Continent Bashik, if not within the entire near hemisphere. Since childhood, Radon has shown a high degree of facility with machines; in his travels throughout Olacra he has left a path strewn with working models of innovative designs. He has both designed and built such items as an omni-directional windmill, an improved irrigation system, a primitive machine gun and several radically divergent ship designs. His advances are remarkable in that they are the products of a virtually self-taught human in a society with a mid-REnaissance level technology.

Radon was born and spent the first 17 years of his life on his father's farm outside Jurnal, the capital of Olacra. Like many of the peasant-class, Parmec Radon was a tenant-farmer for one of the Olacran Lords.¹ Ilarus was a younger son and hence not expected to remain on the farm, though some pressure was made upon him to do so. At the end of his 17th year, Radon entered into a formal contract with a Master Mechanist of Jurnal, one Jamon Vron.² The contract was a natural follow up to the already existing friendship of some two years between Radon and Vron.

Radon spent only four years with Vron before the latter's death at the hands of a street mob in 1809. (Rumor has it that the prime target of the mob was Radon himself. The investigation into the circumstances which caused the riot was curiously dropped. (This investigation was under the auspices of the main council of the Mechanist Guild.) Radon barely escaped the mob with his life, fleeing Jurnal to spend the next two years roaming about the Olacran countryside. He tended to gravitate towards the war zones, where he worked as a mercenary soldier (and unofficial engineer) in the Olacran Military.

Radon returned to Jurnal in 1811, primarily at the behest of his latest sponsor, Isais Cass, Lord of Jurnal (born 1758, male, human, second in the regency). Lord Jurnal had kept a close watch on Radon since 1808, just prior to the unveiling of Radon's first ship design. Lord Jurnal has since assisted Radon in the increase of the moaies Radon accumulated in his wandering about Olacra. He has also entered many of Radon's inventions for grants of monopoly.³ At present, Lord Isais is pressing the regency council for Radon's instatement as a member of the Mechanist's Guild (a special privilege grant, normally given only to those of outstanding merit or to the greatest of sycophants).

The past year has thus seen a flurry of political maneuvering by the respective power factions of the Lords Jurnal and Korumir. Rumor of numerous assassination attempts has led to an increased hysteria among the populace. Lord Korumir wishes for Radon's designs to be granted to the military. Lord Korumir has also blocked Radon's entrance into the Mechanist's Guild. The political situation is highly strained and has reached an impasse on the upper levels of power; tactical maneuvering continues among the lower classes.

Note: at present Olacra is ruled by the Regency Council (or the Nine, as they are called) under Augustin Kizzar, Lord Korumir (born

1766, male, human). Lord Korumir was a close friend of the King-Protector, Celas I.

1. The tenant-farmers of Olacra have generally light economic ties and several more ceremonial duties to their lords; toehrwise they are indistinguishable from the mass of peasantry.

2. The Mechanist Guild of Professionals constituted individuals trained in a wide variety of fields. A Mechanist normally has training as a shipwright, alchemist, blacksmith, engineer, etc. (which training ranges from perfunctory to substantial, depending on the availability of masters; it is generally quite rigorous though). The normal training time covers some 19 years, consisting of eight years as an apprentice, six years as a hired partner and five years as a journeyman (or alternatively as a junior partner). Training is typically begun at age twelve (thus Radon was somewhat late in beginning).

[A note on the Olacran class system: the Olacran classes are, in order: Nobility, Laity, Artisan, Professional, Merchant and Peasant. In reality the classes are more a mark of social status. The Olacrans place more emphasis on wealth. To some extent the class system is a sop to the older noble families.]

3. Peasants (and certain groups within the other classes) could not obtain patents or other monopoly privileges without the presence of a suitable cosigner. Of course, the passage of money would often buy a signature if the applicant did not wish to share future profits. Lord Jurnal was obviously acting as Radon's cosigner.

4. Celas I also known as Las Relis. Las is equivalent of Dive or Predisposed-to-Heaven. Only three Houses of the Realm hold this title (and hence have a right to the throne). These houses are Rizek (the present ruling House), Carpara (impoverished and landless from the Hyperian invasion) and Celat (apparently in its last generation with the cripple Las Para K Celat). The future of Rizek rests in the Prince-Protector, Las Tourny (born 1798, human, male).

Characteres on Kybril: Part One

In the Kybrillian world-simulation, characteristics are rolled for using a percentile die. A Player of player-character has three numbers per characteristic; these numbers are the potential in the characteristic, the present percentage of the potential that has been attained and the ability (the producer of the potential and percentage of potential attained).

The potential is found by percentile dice roll, from 01 to 00. The percentage of potential is rolled in the same manner and is normally expressed in decimal form (0.01 to 1.00). The ability is found by multiplying the potential and the decimal, the full number being retained (i.e. to two decimal places).

This gives an average of 25 using the integral shown below:

$$\text{Avg} = 10^{-6} \int_0^{100} \int_0^{100} XY \, DX \, DY = 25$$

If the limits are 1 and 100 instead, this gives an average of 24.995. Due to the proximity of the two results, I simply round off to 25.

although 24.995 undoubtedly would be more correct. (The reader is hereafter warned to take any mathematical excursions (including the above) with a grain of salt (and perhaps a bromide). I make no claims as far as mathematical ability is concerned.)

25 is thus the median point of the characteristics. We will now delineate the various levels within the characteristics, taking the respective volumes of upper and lower sections under the curve into account.

The various characteristics and their rationales are as follows:
MENTAL; intellect, wisdom, mental dexterity, psychic ability, charisma, sanity.

PHYSICAL: strength, constitution, endurance, physical dexterity, comeliness.

Not all of the above characteristics are used for players, nor are all of them found by direct die rolling.

INTELLECT is the basic mental power of a being. The potential reflects the overall usable storage capacity and ability the present storage use/ability. Intellect also reflects knowledge retention ability (memory, clarity of recall, etc.) and understanding/grasp of an idea.

WISDOM is the state of harmony of a being and the linear logic power. This is the being's ability to hide basic emotions through apparent passivity and to discern the emotional state of others.

MENTAL DEXTERITY is the quick grasp or intuitive understanding ability of a player or player-character. Mental Dexterity reflects an ability to grasp the gestalt of a concept (immediately as opposed to long term growth comprehension). MD also reflects the ability to anticipate/accept change or shock.

PSYCHIC ABILITY is the ability of a person to use telepathic powers such as telekinesis, clairaudience, precognition, etc. Psychic ability does not reflect ability to use magical devices, spells, etc. (These depend on Intellect and Mental Dexterity.)

CHARISMA is the character's ability to inspire loyalty, make friends, deduce others, etc. Charisma is a dependent characteristic, fluctuating by such factors as comeliness, wisdom, psychic ability, mental dexterity, intellect (at times having a negative effect if too high) and sanity.

SANITY is a characteristic normally used only for player-characters. The scale runs from catatonia to megalomania. In the majority of cases, the player's personality will suffice to determine his/her sanity as the game progresses.

STRENGTH reflects actual physical power such as ability to lift heavy objects, carry/use a heavy weapon, strike a hard blow, etc. It is a time-varying characteristic (see below).

CONSTITUTION is the ability to resist disease, heal quickly, withstand physiological shocks, etc.

PHYSICAL DEXTERITY is the character's ability to handle his/her body or objects such as weapons, tools, etc. PD is the Prime Factor upon which ability in physical combat revolves. As with strength, it is a variable characteristic. (see below)

ENDURANCE is one of the factors upon which Strength and Physical Dexterity depend. It reflects the ability to maintain a certain exertion or activity level for a given amount of time. A possible equation for the variable strength and Physical dexterity is

$$\text{Strength or Physical Dexteirty} = \frac{E k}{A f(t)}$$

where E is Endurance, K is a constant (different for Strength and physical dexterity--and possibly superfluous), A is the activity level and f(t) is the time function (exactly what I have yet to determine).

COMELINESS is the physical appearance of a character. Naturally physical beauty is dependent upon health, dress, mental state, etc. This characteristic can often be a handicap no matter what its numerical value.

Magic on Kybril: Part One

Kybrillian magic is of a rather capricious and devious nature, probably because of the inability of mortals to control or understand what they have unleashed. The exact connection of Magic to the world of living beings appears to be through the life force itself. The research done to substantiate this theory is said to be the product of the Rines of Vatakas on Continent Bashik some 1500 years ago. This claim is extremely suspect, as the majority of the surviving Rine texts are conflicting, rapacious and false. The Rines are generally considered yet another group of superstitious barbarian priests. Credit for the theory must thus rest without claimant.

As to why magic is apparent only at certain historical eras, Kalphar Nunex postulates that the presence of magic is dependant upon belief in its existance, Arkum Bojades that magic is a force dpendent upon the biology of a people (and hence can be bred out), Zrrda Th'llk modified Bojades to postulate that the racial soul-force can change with breeding. These are, of course, only the present popular theories. Magic may depend on any, all or none of them (in fact each has been conclusively proved false or proven true a number of times). The great sceptic Sekhargee Garken postulates a magical continuum throughout the universe. Garken believed that the magical continuum was actually quite heterogeneous by mortal measuring standards, hence the fluctuations in time. (Garken was initially sceptical of the actual existance of magic and sought to disprove it entirely. He later underwent a complete change of belief; he was founder and first F'thalk (Prime Leader) of the Aros faction of Magicians.)

The method by which magic works is considered by most to be due to a changing of the local probability state of reality. This argument is much the same as that for the workings of the so-called Psychic Powers. It is felt that magic affects probability states much more drastically than telepathy and hence is either a higher order of probability or else depends on a different form of probability.

Magic translated to game reality: to find a character's magical ability, take the average of all pertinent, rolled (directly on a percentile die) characteristics. The characteristics are taken at their value at the instant of spell casting. There will be occasions when certain characteristics will have extra vlue to account for their actual contribution to the life-force of v'ality factor.

The magical ability arrived at will be the available spell points for usage at the time of calculation. Magic points which are used to cast spells must be regenerated before they may be used again. Magic ability regnerates at a rate of one spell point each five hours.

Naturally, if not all a character's points are used at once, he could still cast spells while regenerating occurs.

Magic using is found to have a debilitating effect on the user. The characteristics of a being will be reduced as spell points are used. As spell points regenerate, the characteristics rise again to their former levels. Each spell point used causes a reduction of one point in a single characteristic.

Below is an example of calculating magical ability and reduction of characteristics. All characteristics were arrived at by actual dice rolling. The subject used is an example player (the sanity characteristic being absent).

<u>Characteristic</u>	<u>Potential</u>	<u>% attained</u>	<u>Ability</u>
INTELLECT	19	34%	6.46
WISDOM	99	15%	14.85
MENTAL DEXTERITY	10	87%	8.70
PSYCHIC ABILITY	16	24%	3.84
STRENGTH	47	99%	46.53
CONSTITUTION	62	68%	42.16
ENDURANCE	07	85%	5.95
PHYSICAL DEXTERITY	09	42%	3.78
COMELINESS	66	39%	25.74
		Total:	158.01 / 9 = 17.56

Assuming the character is resting (and hence at full potential) the character has 17.56 magic points. Note that Charisma is absent, as it is a composite (not a rolled) characteristic.

Now suppose the character casts an 11 point spell. His characteristics are reduced in order as follows: psychic ability, mental dexterity, intellect, wisdom, constitution, endurance, physical dexterity, strength, comeliness. Thus all characteristics will be reduced by one point, except Psychic Ability and Mental Dexterity which are reduced by two points. To rebuild points, one proceeds in reverse order, beginning with comeliness. In the above, points would be rebuilt in order from comeliness to psychic ability, and then first mental dexterity and then psychic ability. Points are not rebuilt where they have not been lost.

Naturally spell casting and general magic usage are dependent on abilities in several ways. A player's ability to learn correctly the mental gestalt and phrases of a spell is dependent on mental dexterity and intellect (an average of the two). Speed of spell casting is a function of mental (and sometimes physical) dexterity (if both, then an average of the two). Preparation of the character is dependent on wisdom and mental dexterity (an average of the two). Preparation is important for full usage of life-force (and hence of spell points). At times, psychic ability will be averaged into the preparation ability. Note that any possibilities of mistake or deficiencies due to poor ability in the above are additive.

COMMENTS:

Mark Swanson: Thank you for noting my mistake. Considering the relative size difference between platoon and fireteam it was inexcusable.

HOWARD MAHLER'S MAGIC SYSTEM.
 (reprint from Quick Quincy Gazette #4)

I have used this system since the beginning of my dungeon (in September, 1975) and found it gives the MU the options lacking in the book's system, while keeping a balance and making the MU dependant on the cooperation of other party members.

A MU when fresh, gets a number of Energy Points (E.P.) per day equal to his intelligence. The basic cost of each spell depends on the spell's order and the level of the MU.

Spell Order	Level of Magic User																				
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
1	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1
2	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1	1	1
3	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1	1	1
4	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1	1	1
5	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1	1
6	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1	1	1
7	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1	1	1
8	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3	2	2	1
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	6	5	4	3

Note that 9th order spells are 2 EP at 22 and 23 level and 1 EP at 24. 8th order spells are 1 EP at 22nd level and above.

It takes a delay melee round to prepare a spell, except for those thrown off scrolls, wands, rings, etc. Once prepared, the spell may be held for up to ten rounds before being thrown. (The MU may only walk slowly while maintaining the concentration necessary to hold the spell prepared. He may not engage in combat or anything else which would break his concentration on the spell.) If a spell is prepared but not thrown, it will cost one third of the basic EP cost (round-off with a minimum of 1 EP.)

If a spell has cost a MU X number of EP, then EP costs are double during the following X-1 melee rounds. (This is the so-called West Delay System introduced by Bob West. The easy way to remember it is that if the spell cost X EP, to avoid doubling wait X-2 rounds before preparing the next spell. Thus you can keep popping off 2 EP spells with no delay between the throwing of one spell and the preparing of the next.) However, one may prepare a spell during this period without extra cost, provided it is not thrown during this period. (E.g. a MU7 thords a 3rd order spell at a cost of 4 EP in rd. #1. A spell could be prepared in rd. #2, 3 or 4 and thrown in round #5 without doubling the cost.)

Spells take effect at the end of the round and are thus dealt with after the melee and regular missile fire. (If you've accepted the Eldritch Wizardry system of subdividing rounds, then if the MU must take 4 segments between actions with his adjusted dexterity, -then he could prepare a spell in 4 segments and then throw it in 4 more segments.)

While attempting a spell or throwing a spell, a MU may be distracted. While attempting to prepare, see how many HP the MU has left at the beginning of the round; if during the round the MU takes 5% of this in damage, he is distracted. While holding the spell or attempting to throw it, it's more difficult to distract him. In this case it takes 10% or more of his remaining HP. If distracted while preparing, there is no EP. If distracted while holding a spell or throwing it, the spell is dropped and/or not gotten off and the EP charge is 1/3rd. (Generally any hit will distract a low level MU, but higher level MUs have a chance of getting off spells even when hit poorly by a sword.)

Certain spells take only one round total to get off (i.e. require no preparation round). These include Read Magic and the Power Word Spells and Concentrate. Reading a Scroll requires a Read Magic; remember to charge the EP cost of a 1st order spell. I generally charge 1 EP for the use of those wands or staves that have limited charges. Other items that are only usable by MUs can also be set up to cost EPs. For example, my standard Crystal Ball would cost 2 EP per use.

MU may throw any spell they are of sufficient level to know (those for which EP costs are given), provided they have been able to learn it. This is a function of their intelligence as outlined on Greyhawk p. 8. Roll for each spell among the given level of spells the MU has just gotten high enough level to try to learn. If the total number learned is too high or too low, randomly add or subtract spells until within the proper limit. The one exception to this rule is that all MUs know Read Magic; count it against the total number of 1st level spells known.

There is no necessity for him to memorize a list of spells which once thrown are forgotten as in Men & Magic. The only restrictions on what spells he throws are that he may not throw those spells he has been unable to learn and that he doesn't exceed his daily allotment of EP. MUs have a large choice of spells, but to compensate, they sometimes are unable to learn certain of the more important spells. In the case of such bad die rolls, tough luck. (Although I will discuss an alternate method.)

After a full night's sleep (12 hours) a MU will recover EP depending on how much he's used the day before. For every EP used between 50% and 75%, there's a loss the next day of 1/2 EP; between 75% and 100% it's 3/2 EP. Thus total use results in only 50% recovery.

Energy Points Used Day Before

Intel	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
7	7	6	5	4															
8	8	8	7	6	4														
9	9	9	7	7	6	5													
10	10	10	10	9	8	7	5												
11	11	11	11	10	10	9	7	6											
12	12	12	12	12	11	11	9	8	6										
13	13	13	13	13	12	12	11	10	8	7									
14	14	14	14	14	14	13	13	12	11	9	8								
15	15	15	15	15	15	14	14	13	12	11	9	8							
16	16	16	16	16	16	16	15	15	14	13	11	10	9						
17	17	17	17	17	17	17	16	16	15	14	13	12	10	9					
18	18	18	18	18	18	18	18	17	17	16	15	14	12	11	9				
19	19	19	19	19	19	19	19	18	18	17	17	16	14	13	11	10			
20	20	20	20	20	20	20	20	20	19	19	18	18	16	15	13	12	10		
21	21	21	21	21	21	21	21	21	20	20	19	19	18	17	15	14	12	11	
22	22	22	22	22	22	22	22	22	22	22	21	21	20	20	19	17	16	14	13

I only allow MUs leather armor, no shield. Their only weapons are daggers and certain types of magical wands, staves and rods. Also my system for rolling up characters results in most MUs having an intelligence of 15+. I'll discuss alternatives which may be useful if you're harder on MUs.

Bob West allows a MU to merely state the level of the spell at the time or preparation. The MU specifies the exact spell at the time of casting. He also lets them specify the order in which they roll for the spells they know and then if they get to their maximum number for that level they stop. This gives them a better chance of knowing

I WAS AN ORC IN THE NAZI HIGH COMMAND #9 (created by Peter Cerrato)

Killer Comments #23

Lee: NO WAY! The only way you could get to a giant's tendons would be if you surprised him. Otherwise he just has to swat you with his club, and it's all over. NO ONE survives being hit by a giant's club. I don't care what level he is!//Half the apa coming from excess from last month? Reserving zine space by telephone? Something has to be done about this. A little figuring showed that to get everyone in one 160 page issues, the limit would have to be approximately 2.85714 pages/zine. There's got to be a better solution. Anyone have any Ideas?

Mark Swanson: Something got lose in the translation; could you explain the third sentence on page four of your zine: "...which touches the Elemental 'upon the other side' receives an immediate attack equivalent to a death spell." Say what??

Hartley Patterson: Try a test scenario using your new combat system and hit points equalling CON. It will be realistic and much faster. //See The Wild Hund 16 & 17 for articles by Peter Aronson and me on offensive spell accuracy.

Dick Eney: My Hobbit Thief, Softfoot, thinks it might be funny to taunt some Orcs with that "Handbook of Orc Curses." He sends 20 GP. (You must understand that he has a Wisdom of four. He was the one that tried to steal a Helm of Brilliance from a F7 and started a whole town in revolt against the Thieves Guild.)

A Good Idea: As I hear the screams, I would like to explain the eight 18s in nine characters. All of those "18" characters are owned by one player who rolls hundreds of characters and only uses the best. I tried to explain to him that you must use every character you roll up, but he doesn't listen. He has no idea how to play and refuses to learn, thinking he can power his way through everything. I recently killed off all those characters fair and square after he did something very dumb! That's what I have to put up with out here, HELP! [*Have you tried monsters who do triple standard damage against those with strength 18?--LG*]//By the way, that troll is a magic jarred MU.

Bruce Melnick: You can get TWH free if you contribute (postage too). It costs 75¢ for the first two pages, 50¢ for the rest. Send it typed for offset to Mark Swanson.

Bill Selligman: A +15 Vorpal Dancing Men&Men-type Slaying Sword becomes a new standard for the outrageously unrestrained! (Just joking). The sword table is well done, and I like the idea of a plus zero sword.

LINKED WEAPONS

My brother and I developed these treasures so that powerful weapons would be brought into play without unbalancing the game. This is how they work. There are a number of similar weapons (say, six swords) that have been endowed with enchantments to give one of these swords a specific power. One of the six swords functions as enchanted, but the others are at a negative bonus. To get any of the swords to work, they all must be in use.

Tuesday Morning Report #12 from Steve Perrin, 3901 Canon Ave., Oakland, CA 94602. This is intended for A&E #24 but I am not optimistic about it. The rest of you people have to stop talking so much. Stenciled by Lee Gold. As soon as I get a decent ribbon, I'm going to start having Greg Stafford photostencil my stuff and save Lee some work. On the other hand, Lee, don't hold your breath waiting for the stencils....

HIGH LEVEL PROCRASTINATION

I seem to have let #23 slip by without even an attempt to make it. Tsk. Of course, the problems of having a wife who is going through a hysterectomy might have had something to do with it. Then again, there's the awesome aspect of having Glenn Blacow, winner of fannish ~~*****~~ fan feuds after my blood. Good of you to tell us your age, Glenn. Never would have guessed you were 43. (31 (my age) + 12 (arbitrary minimum age for playing D&D) = 43.

Must admit you were right about the "adolescent pet." Ever notice how the sanest adult can be brought down to the level of a child screaming at him? For instance, there's the comment I just made....

EXPERIENCE POINTS

In an attempt to discuss sanely the topic under sniping at the moment, let's discuss what the books say about experience points necessary to rise to any level. Looking at page 16 of Men & Magic, we find one of the basic Gygax muddles right off. To go from Veteran to Warrior one needs 2000 EP. However, to go from Warrior to Swordsman, does one need another 2000 EP for a total of 4000 or does one need another 4000 for a total of 6000. As far as I can tell, both Glenn Blacow and I go for the first alternative. The points shown in the Experience Points column are the total necessary.

However, when one gets up to the high levels, Mr. Gygax, sir, has given us the final names of the categories (Lord, Wizard, Patriarch) and a number of points for each one. This is all the information we have to work from. You will note that clerics stop at 8th level, Patriarch, with 100,000 e.p. Glenn seems to say, though he has never expressed himself exactly to the subject, that this means that a Patriarch needs another 100,000 e.p. for every level he gains. We have no disagreement.

However, Glenn says that because the title Lord does not come until the 9th level of fighter, then the progression for a fighter's points should start with the e.p. shown there: 240,000. I disagree. The disparity between Patriarchs and Lords is entirely too great. I say that the 8th level of fighter shows the way, and the amount needed per level is 120,000, of which we have been given the example of the step from Super-Hero to Lord.

So far we have a difference of opinion and interpretation.

Remember please that Glenn and I have seemed to agree that the Experience Points shown on page 16 are the total necessary for that level. Because of this, I say that the Magic-Users column on page 16 shows the intention of the Experience Points rules. The steps from Sorceror (9th level) to Necromancer (10th level) to Wizard (11th level) are 100,000 each. This indicates that 9th level is the cutoff point for mages, and from there it is simply 100,000 points a level. This puts Mages on an even footing with the other spell-caster, Clerics, and advancing slightly ahead of fighters. Ninth level mages are not called Wizards because there are so many neat names for mages, so why not use them?

Glenn, on the other hand, suddenly shifts his viewpoint on what the Experience Points column means and says that you have to have 100,000 ep to be a Sorcerer, 200,000 more to be a Necromancer, and 300,000 more to become a Wizard, then another 300,000 more for every further level. I say he has misinterpreted the rules.

Now, Glenn says that Gary Gygax at Origins (I believe) confirmed Glenn's interpretation verbally. I suggest two possibilities:

- 1) Glenn was so anxious to hear what he wanted to hear that he misinterpreted Gygax's statement, whatever it may have been.
- 2) Glenn is entirely right and he, one of the few, has been the one to interpret the rules correctly.

If #2 is the case, I have a few questions to pose:

- 1) Why do Patriarchs only need 100,000 EP to go up levels?
- 2) Why do Thieves only need 125,000 EP to go up levels?
- 3) Why do Illusionists only need 175,000?

It would be nice to have a statement on paper of what Gygax intended. It will not change anyone but a beginner's idea of what to do with EPs, but it would be nice.

Just like the "new, improved" D&D will not change any established DM's system, a final statement from the "font" on what he intended to say won't be the slightest contribution. We are all established in our ways now. If E. Gary says I'm wrong, it doesn't mean a thing. If he tells Glenn that he's wrong, Glenn certainly isn't going to suddenly kick Ariel up a half-dozen levels, any more than the rest of us will devalue our characters. We all have our systems; they all seem to work.

It's about time this crew started trying to solve each others' problems, not create new ones....

FURTHER NOTE ON EXPERIENCE POINTS

I might suggest that everyone take a look at the Tunnels and Trolls rules. Every character has the same experience ϕ o get up a level. It seems ever so much saner.

Then again, there's the system I came up with over a year ago that Dan Pierson mentioned many issues back. Every time a character kills 20 times his own level in enemies, he goes up a level. Mages and Clerics can get points instead by level of spells successfully used, Thieves by level of enemies successfully "thiefed" at (crept by, pocket picked, hid from, stabbed in the back). Non-fighters get half points for killing something hand-to-hand, fighters get half points for successful use of spells they have available on rings, swords, etc.

If you evaluate this system in terms of each level counting 100 points, the higher levels have far fewer points to gather, but there is no experience for loot. Also, joint kills or spells get divided up, further reducing the number of points gathered. Think about it....

I'm still thinking about it. I haven't adopted it myself.

SPEAKING OF LOOT FOR EXPERIENCE

A recent run into a loot-rich dungeon (fighting Phantoms (Manual of Aurania), Class II Ice Demons (See All the Worlds' Monsters), Purple Worms and Troll Helmers) has made me see a change must be made in the experience point system I detailed a while back. From now on, unless I change to the system above, I'm going to take all the loot and divided by the level of the character to get the experience points. A case can be made for the procuring of treasure to be an incentive to continue, thus adding to the level, but the particular monster fought for the stuff probably doesn't really matter.

DUNDRACON III UPDATE

After much travail we have found a haven for the third in the ever-popular (we hope) series. Fans will recognize and quail at the name, LEAMINGTON!

Why the Leamington? We got twice the room others offered at half the price. There will be lots of rooms for seminars, lots of rooms for all-night gaming, and just plain lots of room. Attendance rates will be the same as last year. I do not have the info in front of me, but I believe the room rates are less. Of course, the space is less too.

ALL THE WORLDS' MONSTERS

Greg Stafford made us a deal we couldn't refuse, and the catalog will be a Chaosium product, distributed through them and printed by them. Those of you who know the quality of work Greg Stafford puts out know it will be a class item.

If we can keep the page count to 100, the price will be in the vicinity of \$7.50. However, the only way we can do this is by extensive cutting of many of the entries. The first cut we will make is stuff from A&E that we took from the magazine. While we will hate to lose Archghouls and Sheem Battle Spiders and Banderlog, we feel the people who took the trouble to make out forms deserve the consideration. If after all cuts, the page count is still in excess of 100, we have two choices: 1) turn it into two volumes or 2) charge more than \$7.50.

Besides the monster listing and various illustrations (Jeff is negotiating with George Barr for a cover), the catalog will feature:

- 1) Monster listing by type (for overland encounters)
- 2) Monster listing by where found (for overland encounters)
- 3) Monster listing by dungeon level (based on Lee's chart in A&E #2)
- 4) Chuck Cady's Random Horror generating table
- 5) Steve Henderson's Random Monster Generation table
- 6) Whatever else seems to fit

NOTE TO PETER CERRATO

I like your combat/hit points system. If you haven't read the Tunnels and Trolls rules, do so. You'll find some interesting parallels and maybe some usable ideas.

WHITE BEAR AND RED MOON ROLE PLAYING

This FRIday (the 1st) I start play-testing the system devised by Art Turney, Ray Turney and Hendrik Pfeiffer for a Dragon Pass role-playing game. I'm already making something of a mark in the group and some novel approaches will be coming out. I'll have more to say as completion approaches. Look for it in November.

Greg's NOMAD GODS is out. TROY will be out soon (fascinating game system, complete with God cards...) and ELRIC is now having its map printed. The Chaosium is growing. There may yet be a West Coast games cartel, just like the East Coast one the TSR people are always complaining about...

Enough. With any luck, Lee can cram this into three pages.

MYARIAN GOLIARD #1.
Blake Kirk
81 Benedict Terrace
Long meadow, MA. 01106

A STATEMENT OF POLICY

This is my first attempt at a 'zine for A&E. I want to make it clear that I do not intend to tell people how to run their games. Any comments that I make are meant as instructive and constructive criticism, and I hope that ~~xxx~~ they will be taken in that light.

As far as personal data goes, I am a 22-year-old college student. I have been playing D&D for about two years, off and on. I have just recently begun a new campaign in my world, as my original campaign had too many seams showing, and was unsatisfying to run. My world is known as Myarii, and my current campaign is centered around the Tower at World's End. Those of you who receive The Wild Hunt will no doubt recognize me, as I have been cluttering up my share of ~~xxx~~ pages there for some time.

Scribble, scribble, scribble: Comments on #23.

Charlie Luce: Your "Flying Wedge" seems all right except for one slight problem; it's useful. Any room which does not detect empty is obviously occupied by something, no? An item that useful seems somewhat unGOWish to me./// Comfy Chairs? OOG!/// I get around the problem of races and characteristics by making players pick race before they roll dice, and then using a varying dice table that I borrowed from Mark Swanson and Glenn Blacow. It's really much easier.

Lee Gold: I fail to see why Evil Gods are incapable of healing their servants via Evil clerics. Surely Evil gods have an interest in their servants' continued well-being. And why shouldn't an EHP raise a dead person of evil disposition, especially if he was useful when he was alive? Of course, I would expect an EHP to be more selective in handing out Raises than his Good counterpart./// Some nice ideas for hiding things. One of my favorite traps was the bundle of sticks that reacted to detect magic; 10% were magic arrows, the rest were venomous serpents, each having been either polymorphed or snake-to-sticked.

Mark Swanson: Them are nice monsters, Mark. I'm not sure I still want to run in Gorree, Mark.

Cheryl Lloyd: My compliments on an excellent history/// What about a few Indian/Hindu dieties, or are they in the verses that you didn't print?/// I've met more than my share of housewitches, and similar type

Dick Eney: Those tables are ~~xxx~~ nice for determining encumbrance, but the value put on the standard GP bothers me./// Liked the classified section.

Bill Seligman: Outrage! Grumble, grumble. Why don't you stick to D&D in a D&D APA, and save the satires for the trekkies?

Unfortunately, I don't have the time at the moment to keep on with this thing. I'm going to send this in as is, and try to bat out the next installment as the opportunity presents itself. Ciao, people!

THE STONED ACOLYTE

from Wesley D. Ives, 2703 Avent Ferry Road, Raleigh, NC 27606

A Brief Word from the Writer, to Serve as Reintroduction

For all of you folks who may have joined the readership since the last time the Acolyte appeared, lo, these many months ago--I umpire the Homlas campaign, which has what may be a unique basis: to wit, there are no high-levels except the players, all of whom started off at first level. The game has been going for around twenty months; high levels are tenth or ninth. Total population of the world is around 50,000; full extent of the world is about 250 by 150 miles, after which you come to the Edge.

I find it easier to segue into the essays in the midst of a comment than to just prattle on with the essays up front, so

Lew Wolkoff: re your comment to Jim Bolton about controlling regeneration rings: the system I use (which I learned from Kevin Slimak) is to allow the regeneration rings to heal only non-magical injuries. Magic swords, fireballs, dragonbreath, et magical cetera will not regenerate from a normal regen ring's activity. Of course, there are other, much rarer rings which will regenerate magical damage of specialized types: a ring of Regenerating Injury from Flame Magic, for instance.

Now, about Phantasms. After long & hard cogitation, I reached the conclusion that Phantasmal forces was too powerful a spell to be on second level, if the phantasm can do physical damage to the target. Face it, why learn fireball if all you have to do is cast a phantasm? Or how about phantasmal Cloudkill? Or (I mean, why be petty?) how about phantasmal Meteor Swarm? or Gate? Prismatic Wall?

Sooo....drawing on the fact that the phantasm lasts until it is touched, I now run Phantasmal Forces as a spell which works just fine until something animate touches the spell, or one of the parts of the phantasm touches something animate. So Gonzo the 3rd level throws his Phantasmal Meteor Swarm at the 20 orcs. Whamwhamwhamwhamwham go the fireballs; but as soon as one of the expanding fireballs touches one of the orcs' skin, then piff! c'est la Phantasm. Since the phantasm is immediately dissolved, then the orcs are unharmed. Startled, maybe, but not hurt.

I know it says in THE RULES that damage caused by the illusion will be real for as long as the illusion is believed to be real; the only way to interpret this without making PF one of the most powerful spells of any level is to postulate that the damage tkaen is to the morale of the viewer. If, for instance, Gonzo (above) had thrown the Phantasmal Meteor Swarm so as to pound the turf about ten feet from the orcs' feet, it would have taken uncommonly brave and/or stupid orcs to continue the advance, especially if Gonzo had shouted something suitable imperious and 28th-levelish like "Begone, walking turds! I am a busy man with no time for jesting!" If I was an orc, that'd scare me away.

In practice, PF has been used in Homlas to 1) fake a line of fighters advancing on a dragon (the dragon wasted one of his three breaths on them; 2) by a dragon to send several images of himself into his main cave, where the adventurers were waiting with their magic-users to blast him out of the sky (they used up every Lightning Bolt and Fireball they had on two phantasmal dragons; when the real one finally appeared, the party spent a very valuable turn disbelieving it. It breathed) and 3) in lower-level combat to make a group of

opponents feel outclassed, much like Gonzo should have done above.

WIZARDS: I likewise was disappointed in the flick, but on analysis, I decided that my disappointment was a combination of two factors: first, the low budget script, and second the use (in certain scenes) of still photographic-negative effects in order to have enough left over to pay for the extremely well-done full animation in the better scenes. Which, strangely enough, bodes well for the animated version of LotR. First, the story will be well-written (as much so as any Hollywood adaptation) and the characterization will be out of the hands of the writers who sillified Wizards so badly; second, the budget will be considerably larger than the budget for Wizards. Technically, Bakshi seems to be an excellent animator, and that's all he'll have to do with LotR. As I say, it all seems to bode very well indeed.

Howard Mahler: Very good points about the Omniscient Player, and why he should not exist.//Ah, I don't want to sound presumptuous, but is Transmute Iron to Zinc by any chance a GOWist spell?

Glenn Blacow: speaking of two-handed swords (well, you were the first zine I came to in this that brought the subject up): when people use 2-handers, they need space; and this is more important than it would seem, IF we are talking about a game that is played with figures. Under the system I use, a fighter has to have four adjacent frontal squares open (two diagonal and two flat adjacent) or occupied only by people the fighter wouldn't mind hitting. This severely limits the number of chances that the attackers get to hit at the target, and it is a manifestly dumb way to fight anything that is not larger than man-sized.

Hlutrgu, by the way, love two-handed swords; when ya got four arms, that translated to two two-handed swords and a lot of grief for the recipient.

When MUs in Homlas chuck lightning bolts or fireballs, this is the procedure used: First, the MU designates his aiming point. If the aiming point is adjacent (so that the fireball laps rights up to the caster's toes), then there is a 95% chance of an on-target hit. If the aiming point is more than adjacent, but equal to or less than 1/3 of the total range of the spell, then it is Close Range. The middle third is medium range, and the last third is long range.

Then we roll percentile dice and get a random die: 01-20 is a D4, 21-40 is a D6, 41-60 is a D8, 61-80 is a D10 and 81-90 is a D12. We roll this random die to get a (naturally) Random Die Roll (RDR for short).

Next, we consider the MU's dexterity. His dexterity as rolled is his base dexterity. To this we add 1 per level of the MU. This yields his adjusted dexterity. Now, to see if the MU's spell hits, multiply his adjusted dexterity by a RDR; add 10 for short range, subtract 10 for long range, add 10 for a large target (base of figure is more than 3 square inches): the total is the % chance of a hit at the aiming point.

Suppose he misses? Whither the fireball? Two rolls are needed: one to see if the spell detonates short or long, and another to see if it detonates to the left or to the right. 50% for either choice in both pairs. Then a RDR-1 for distance. If the distance given by the RDR-1 is larger than the total distance to the target, divide the distance by two and use that for scatter.

Example: Good ol' Gonzo decides that Phantasms probably won't work against the Hill Giant lumbering towards him behind a screen of orcs, so he figures he'll throw a real fireball. For his aiming point, he picks the intersection of the squares that the giant is occupying, and lets fly.

Range is 9 squares; close range. Gonzo has a dexterity of 12, and since we last met him, he has been making the acquaintance of a DM called Monty Claus who runs Skyrocket dungeon; Gonzo is now 7th level. Thus, for purposes of these computations, Gonzo's effective dexterity is 19. Gonzo rolls %ile dice, coming up with a 52. He takes the indicated D8 and rolls a 3. So his chance of hitting the Giant is $(3 \times 19) + 10$ (close range) $+ 10$ (large target) = 77. Naturally Gonzo, not being the type to cut down an example just to save his hide, rolls a 93, which misses his aiming point.

His miss is short and to the left; a %ile roll indicates a D4 will be used to determine how short. In this case, the roll is 2; -1 means the fireball will be one square short; it will be D12 to the left, but wait, range was only 9 squares, so this excessive answer is divided in half. Thus the fireball finally goes off one square short and five squares to the left of the intended target. Any orcs (or allies) there get a hot surprise.

Dan Pierson: But on that magic jar spell: suppose the MU uses, as a jar, something like a rock or a brick or such. Then his friends carry this rock with them while they look for a cave (the brick, naturally, being encased in several layers of protection: heavy wrappings, cases, and whatnot). When they find a cave, they take the mule with the brick on and get him as close as they want to the cave entrance, whereupon they take the MJ rock out, put it with a bunch of other rocks, and toss all concerned into the cave entrance. When the occupants come to investigate, zap! MU snatches one and attacks the others. Bewildered occupants fight crazy occupant, killing it. Zap! MU snatches another body... Eventually no occupants are left, except for the last one, which (zap!) the MU occupies and obligingly allows the players to kill. This works for caves full of dragons, rooms full of Ogres, anything! Face it, the MU is safe as can be. What will happen to it? After all, creatures would have to know 1) that there was a Magic Jar in the vicinity and 2) where it was. Then they have to destroy it! All this while under attack from former allies. A dragon, for instance, even if he has detect magic--which is exceedingly doubtful at the start--is going to have to cast the spell at least at the general area of the Jar, and whyever would he do a thing like that? There's nothing there but a bunch of rocks, sand and scrub, besides which the dragon's mate just bit a chunk out of his side....

What I need to know is how to tone this spell down to a reasonable size. Please, somebody?

Dick Eney: Is it still your fault?

Peter Cerrato: On your problems with finding players: just wait 'till the boredom sets in; you'll have players.

Mike Gunderloy: In my comment to Glenn Blacow above, you see that I use Characteristic times a RDR to determine whether the MU hits with his crashboom spell. If you have access to a copy of the Dragon #1, get it and check out my article on the subject; if you don't, just wing it from these basics. The RDR x Characteristic method is the one I use for any action not covered in the rules. If the action has to do with endurance, then it's Constitution times a RDR (plus or

minus any modifiers that you think are needed). If the action depends on strength, then it's Strength times the RDR; if it's bargaining that is being done, then Charisma, and so forth. These are, naturally, only a guide, but they allow you a way to have your players know what they might get away with. A man with dexterity of 4 trying to tie a knot in two pieces of thread in a hurry might do better than the 18 dexterity thief, but it ain't likely.

Chris Pettus: He, he, he...you (snicker) mean to tell me (snort* snicker*) that you actually took Cary Martin's BOOK'EM spell (*chortle*) SERIOUSLY? -Egad.

Phillip McGregor: I used to run Teleport as a spell allowing the caster to TP something else, but actually, it is a personal spell and affects only the caster. Though I should think that if you didn't mind thermonuclear explosions cluttering your battlefield, you could research a spell that would allow you to TP rocks into other rocks, etc. I pity the DM that lets such spells loose in his world, though.

Terry R. Grain: I don't know if you use figures to run the game with, but if you do, it solves the molotov problem neatly. The first time I set up a room under my figure system, it was obvious that molotovs would not work on anything that could move. First, the quarters are far too crowded; getting everybody out of the line of fire of your naafita is not as easy as it sounds. Second, if you use the hit chances I outlined above (see my comment to Glenn Blacow again), in order to get the bomb into the right square with a further chance that it might not hit the target but will instead simply break on the floor, then the flaming oil "bombs" won't hit all that often. Third, when it's set up with figures, it's easy to see that most monsters can simply duck behind a corner or something to avoid the bomb. The oil bombs were used a few times. Everybody lined up against one side of the corridor while the firebomber threw past them; only he usually missed at a range of 30', so they put the firebomber on the front ranks, where he lost the initiative. The monster hit him, and the firebomb broke....You get the idea, I'm sure. Burning oil is good against Shriekers, Piercers and Giant Ticks, and not much else.

About Evil Clerics: used to be, hereabouts, that nobody would play Evil characters for the simple reason that the rules are stacked against the forces of darkness. Most of the intelligent swords are Lawful, and if you die Evil, you stay dead. It really ain't fair, and it is absolutely no way to encourage people to take out evil characters.

I not only allow evil clerics to do cures, I also allow them to do raises, purification of food and water, remove curse, all those things. Evil people have enough problems without having to do without the clerical spells.

Gareth Kantz: 1) not a damn thing. 2) The gravity is earth normal everywhere. What th' heck. this is fantasy.

Charlie Luce: The Council of Thirteen is interested in purchasing some of your spells. However, they would like them to be usable by any member of the Thirteen who has the ability. Whaddaya think?

So much for comments on #22 and before. Having in my standard way failed to make the deadline for 23, it is now meet that I continue the comments to include that issue.

Lee: I somehow don't expect to see this zine in 24, what with a 160 page limit and 78 of those pages already taken before the previous deadline. The zines evidently breed in the summer; something to do with the increased amount of daylight, probably....

I have players roll dice all the time just on general principles. Sometimes they're rolling for saving throws, sometimes to see if they hear something, and sometimes for absolutely no reason whatsoever. They never know.

It's nice to see BILLY BALROG again; it's been quite a while.

Somehow I have a strong feeling that Cheryl Lloyd's Animate Head spell is the synergistic result of a chance meeting between a MU with an Animate Dead spell and a fearsome Typo beast.

I'm not surprised that you dropped alignment languages, Cheryl. Locally, no one uses the different alignment languages; for that matter, several dungeons/campaigns use the "Ego" system of Alignment: to wit, if I do it, it's lawful; if you don't help, you're neutral; if you oppose me, you're Evil.

I like your monsters. However, judging from some of the comments that other humorous monsters received in the comments in #23, I fully expect to see you get blasted for Housewitches on any number of bases. Wanta bet that somewhere in This Very Issue is a comment something like "I think Housewitches are too Gross for my dungeon" or "I liked Housewitches; do you have stats for advancement of player-character housewitches?"

By the way: the best spell misuse I've ever heard of was the MU who used Phantasmal Forces to cobble up a lich, which then proceeded to use (phantasmal) ninth level spells....

I notice that, yes indeed, it is still Eney's fault.
We are Pleased.

Arnie Katz: Don't be too quick to disavow the habit of taking out your frustrations on your players. When you wake up in the morning feeling like eight days in the Kessel, with the horrid knowledge that this very night some ridiculous crowd of clowns is going to invade your house and yammer for hours about this silly game...there are times when it is meet and proper to be a bastard, especially when your continued sanity depends on it. Fortunately my players have learned by now about my weakness for Altered States of Consciousness, and they have discovered my shameful craving for, well, these...pictures, if you catch my meaning....

Bad craziness, as the man said.

I also use negative hit points, but I discarded the Maximum idea that you're using on the theory that it 1) was too easy on the sufferer and 2) very seldom led to outright death at higher levels, since a person normally has about 50% of his possible hit points, with the other 50% being available for negative usage.

The way I work it is this: each player gets a number of points that he can be down, and this number of points is defined by adding the character's Constitution Bonus (if any) to his level and adding one to the total. Thus, Grod the hero, with a 16 Constitution, can be down 1 (Con bonus) +4 (level bonus) +1 (free) = 6.

Thus when Gron takes that last hit and goes down, he is considered to be incapacitated: unable to walk, talk, fight or do anything except lie there and concentrate on breathing. Let us suppose that Grod was at 5 HP when he took 7 points from his opponent's sword. Thus Grod is now down with -2 HP, as the melee swirls on about him.

If his side loses, Grod's story is over, so let's assume that Grod's friends vanquish their enemies. If that happens, then they will call in their Clerics, who are the people best trained in matters medical, and who will try to keep Grod from dying. When a character is incapacitated, there is always a chance that he will die; this chance is a percentage total determined by the fraction: amount down / total possible amount down. In Grod's case, the fraction is 2/6, since he is down 2 out of a possible 6. There is, therefore, a 33% chance that Grod will die in spite of the ministrations of the Cleric.

Had Grod been at precisely 0 HP, there would be only a 5% chance of him dying; had he been at -6 (that is, at the very limit) there would be a 95% chance of him dying. If there had been no Clerics about to tend to the wounded, then the others in the party would have had to do whatever they could, but due to their lack of training in the medicinal arts, they would have only half the chance of a Cleric to save a person's life.

At any rate, back (briefly) to Grod. The attending Cleric has rolled a 10 on percentile dice. Since this is less than 67, Grod is alive and will be able to walk at 6"/turn, wearing no armor. That's all Grod will be able to do for at least two days. He effectly has 0 hit points. He cannot benefit from any cures for at least two days.

The advantages of this system are several. First, the ubiquitous 1st level cleric has a useful skill. Second, there is always a chance that being incapacitated will be fatal. Third, there is the near-certainty that any melee will end with one side or the other being able to take prisoners.

William Taylor: when I run invisibility (or hidden thieves for that matter), I use the following system: since my games are strictly on a figure basis, I have obtained a bunch of 35mm filmcaps, which are just the right size to hide a given 25mm figure. When a character becomes invisible, for whatever reason, one of the filmcaps is placed over him. Thereafter, the square that the hidden figure is in is considered UNOCCUPIED for all purposes. However, if an opponent makes his "ISEEIT" roll (5% per level or hit die), the hidden figure is seen and may be reacted to. This allows the movement of thieves until such time as they are behind their target; it also allows for nasty surprises of the "No Fair, I Was INVISIBLE" sort.

This system is for the players to use; as umpire, whenever a creature that is near the party is invisible, I just take up the figure and keep a record on graph paper of where the creature is moving to. The players get to attempt their "ISEEIT" roll anytime they are facing the right direction.

Dave Hargrave: Okay, about your contention in AG that fireballs distribute their damage points to all within the blast radius, see Glenn Blacow discussion of same some issues back, wherein the Orcs clustered together in large lumps so as to take only 2-3 points from the fireball and thereby proceeded to butcher the wizard. Or the other idea, I forget where it originated, of going into combat with a bag full of rabbits over one's shoulder to absorb the damage from the nasty fireballs. Other than that, I like what I've seen so far.

=zine continued at the bottom of the next page=

A Page from the Verdigris Testament

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Ta gaoth an geimread sgaolta fuair
Thar Timpeall Droim an Oir
Ach ins an halla taob istigh,
Ta sicchain ann go leor.
Ta gach sean-duilliur, dul ar crith
Ach is go an leanan thu,
Seinn loitin is lu la lu la lo,
Sein loitin is lu la lo.
--Caislean Droim an Oir

Things have gone very nicely. Kenodór's wilderness (courtesy Kevin Slimak) is a pleasant place to die regularly in and my PBM has filled. Everything has been neatly finished except for a few institutions. It is currently a good chance that a church or cult would rest on fertile soil in my PBM. Of course, I require people to design their own and to make it decidedly different from other religions. The tack and hack approach is not what I want. A new religion should differ from the standard cleric as much as a Monk or a Druid does. If anyone is interested, I'll publish in this zine the religions that people in the game develop.

Those of you that use psionic powers probably include a fair share that don't use the psionic monster encounters. For those that use the psionic monsters, how often do players find psi worth the risk?

I have found that as long as the players aren't turkeys, it is easy to just allow them to use the magic system they are familiar with. If they have problems with keeping their act together, nothing seems to help.

MUs top out at 5 attacks/m-p, clerics at 7, but the poor fighter tops at 8 without the compensation that the other classes have. Lately I've been giving fighters one m-phase of future ability/level over 15. Now more than 8 HP separates a 16th and a 20th level ftr. Only problems I've had involve a lack of high level characters to work with the idea.

I don't know how many of you have been exposed to other fanzines, but since I got started in D&D, this is the most enjoyable that I've seen/read.

On clerics and healing/wounding. Think of those two functions as different foci, different angles of attack: like Fortr an vs. Basic, the switch is more than just a casual ho hum. As for reversing a resurrection, what one is doing is using a lot of power slightly off key. The difference between a gun and a needle; in a moment of desperation, you can stab someone with the needle, but it is hard to heal people with guns.

How about the Wish as stored raw power? (Note that this does not bear any resemblance to the Wish in myth and legend.) I take a ring that I am enchanting. Rather than making it anything in particular, I store the energy in a form that I can tap as needed. Aside from quantifying the Wish (Must everything be chopped up into neat little pieces--including my characters?) it makes it easy to manage. Just decide what "x" amount of energy does. A ring would have so much energy, and each Wish would drain what it needed.

Another Page from the Verdigris Testament

"Your luck is obscene" -- Larry Willes

In D&D I have had as an experience that either my luck is very good or else it is very bad. Unfortunately this trait follows me into real life. Having checked up on a discrepancy, I found that the Base Educational office had screwed things way out of line and that of course I got to find out about it after the last deadline, so I won't be at UCLA. On the other hand, my demonologist cleric in Kendor was able to get a demon to help him. All it cost the party was a neutral cleric that some of the party members were about to kill anyways. And, we had just gotten an excuse to rid ourselves of teh'M'gnani ring-- which has still yet to be figured out. Sound confused; well, so am I.

Active Characters:

MU/human/14-13-7-12-12-8-13(0)-6-12 (that is the following on 3D6: strength, talent, piety, health, quickness, coordination, luck, comeliness) Knows the value of playing with miniatures. Last time I played without them I got killed due to misunderstanding what/who. This time he was able to hide under a wagon while the cleric did the fighting. 4922 ep.

Cleric/human/12-11-11-13-7-12-12-16/Demonologist (the MU is a sybarite), 5014 ep. On good terms with the Imp tax. Likes margins.

To my knowledge, they are a part of a party that contains the highest current levels in the world of fairie, near the land of Kendor, out of the mind of Kevin Slimak. Aside from indulging in human sacrifice in time of need (and what do you do when you're fighting 4 griffins and the highest person in the group is a 3rd level thief) the party has been relatively neutral. Which is all right by me; this is the first time I've played a cleric as a player-character and my 2nd chaotic (the first was one of those chaotics that acted rather too lawful at times).

I also have an Elven Bard and an Elven Druid/Thief, both 1st levels and both likely to get killed. We have this "chicken lawful" MU in the group and a group of angry lizardmen, and we are in the midst of a swamp....

Might I ask how people fit in a large breeding pool of a creature, large appetites, etc. and then have 300 varieties of dragons without ruining the ecosphere or allowing people to find the nasties sleeping it off as a normal encounter. How many players/DMs etc. worry about having a viable ecosphere? On top of that, I am led to believe that the Encounter charts are about so as to give players/DMs an idea of what might be in an area. And then, along comes John...so we check to see if he meets what is there and if he finds it in its lair. But then I could be very wrong.

The initial outdoor encounter tables were designed to be modified according to the size of the party. Thus one man meets 30 kobolds, and a caravan 300. Even more ignored is the phrase on Bk II, p. 11 "a party of from 1-3 would draw the basic # of monsters, 4-6 would bring about twice as many, and so on." This has affected my opinion of the optimum mix for dungeon parties. In dungeons run with the above in mind, what do you feel is the best party mix?

MANY WORLDS

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

To each his own. Griffins and dragons can be run under Howard Mahler's Lammasu rules of magic limited to certain medallions and things that don't require firm hand grasp or elaborate hand motions...or they can be considered fabulous creatures. If you don't want one and your DM doesn't want one, fine. No need to jump all over the person running one. If he comes to your dungeon and wants to run a griffin, just say he can't. Don't hurt his feelings by telling him that in your less than humble opinion he's all wet.

When arguing, use words like turkey, twit and childish fool only if the person you're arguing with is your best friend and won't be offended. Otherwise, just the facts, just the facts. I know I have been an offender, and I am going to cut it out.

#23: Excellent Cover of Feldman's Angels.

Mark Swanson: Would you have objected if the characters working with KLSS, Kevin Sliimak's famous elf with the three-headed dog named Flido, had offered to carry out Flido and put the novice fighter on the mule? If you'd have allowed it, why would KLSS have objected?//Daughters of Kali are good monsters.

Cheryl Lloyd: You are the only Cheryl writing for A&E. Cheryl the Monster never wrote one word. But if you want a full name, I shall use it.

Someone besides Lessa must have been concerned with fertility; there were rules about breeding the dragons. It could have been the collective Guild.

Did you folks in New Rome have any relatives who had a colony in Massachusetts? (According to some Experts Mystery Hill is evidence of the Celts having visited the New World before Columbus.)

Hartley Patterson: Write up your Mercenary Soldier Cult for us; it should be interesting. I'm looking forward to your article on religion. I thought I recognized your New Wilderness as the Riverworld. Very nice.//Did you say that logical sword was called Vulcanized?

Your problem with Neutrals who want to get out of line without having the Lawfuls interfere has two parts. 1) What if the Lawfuls don't want to go into the convenient other room? 2) What if one or more of the Neutrals doesn't want to have that kind of fun?

Tim Filmore: good spell work.

Wayne Shaw: Weaponmasters are a good idea.//Robots would do well in your world. First you have technology. Second, your time doors would allow you to go to the world of the future and find out what kills such robots. If you can reach their heads, you might cut their wires.

You mean Arlan II who met Viscious is your Arlan's stepson? Hope nobody puts a Viscious II in your world.

Are you going to be at GenCon West? If so, I might be there. Can I get hotel reservations?

Jim Thomas: Usually a critical hit is a 20 on a D20 and a 6 on a D6. //If a Great Spider is hanging around in front of me making with the web, should I ask if he minds if I burn him out?

Lee Burwasser: Princeton's best bet would be to get together with the people who run Boskone, since many are experienced in running both wargaming and SF cons. You need experienced people. You also need a large company willing to sponsor the con and other manufacturers willing to display products, bring prizes, sponsor seminars and run large games. Then you need to sign up several capable local DMs to run games.

A successful con also needs a good hotel, one willing to arrange some kind of transportation to the airport and close to local transportation.

Rules should be established beforehand, so you know what to bring. DM X will run Dungeon Y. He wants eight people to sign up and will allow five waiting listers to watch. He will run Z level and requests people bring characters of that level or near it. He requests you reserve six hours for his run. Arguing will be kept to a minimum, etc. The convention is paying DM X for his experience, and the players are paying for it out of their con membership. DM X will be available for additional runs at his discretion at a fee, maybe \$1 a head, limit eight a run.

If your characters belong to you or it's an open dungeon, you keep their sheets. If you're an out of townner, you might even get their sheets from a closed dungeon. Players will agree to rules of cooperation before entering the dungeon, since the DM tends to roll wandering monster dice during arguments. Those who can't agree may give their places to more agreeable wait listers.

The DM should greet players with a copy of the house rules and spec sheets for rolling characters, price list, etc. Novices each go with an experienced player who show them the ropes (and might also inform them that turkey behavior tends to get the rope around their necks). Extra dice should be available for the game. DM gives final approval of the characters. He then allows the MUs, fighters and clerics to get together and plan strategy, while he makes final preparations. This may weed out a few problems.

Alan Sapienza, Jr: I suggest that non-humans top out as fighters, then all ep goes toward magic users until that is topped out too, then they need double standard ep to go up a level. The idea came from Glenn Blacow.

Bill Taylor: The Trouble with Tanstaaf is he robs the poor and the rich get to off him. (Low levels can't get him, so they have to pay. The higher levels have magic weapons and missiles, so they off him.) Who judges the giver's status? What does he do if he runs into a poor party with barely enough to get them out of the dungeon through no fault of their own? If he takes their little, then he punishes them for doing nothing wrong.

Arnle Katz: You're probably going to have to strengthen your world now that people are reaching third level.

Chris Pettus: Anyone who loves Serpentfang is incurable suicidal. I understand your pride at getting something done there at all.

Nobody objects to a kill; it's the permanent part that gets me going. Stormbringer can do some cute things; it can travel in a dominion of its own where its brothers live and bring them back as a sword barrier of its brothers. It can strike on its own without its owner's control, it can burn with its blade and it is at enmity with itself. You want to spend time tying down the Black Rune sword in the scabbard every night, so you can sleep without finding a wandering rune sword in your guts?

An ogre is usually too dumb to put on an Elf's Ring and use a +5 sword. That's higher than he can count. Only "civilized" Ogres like those in Edwyr can count that high.

The party should have tried to drive off the Ticks with fire. Many creatures respond to fire. You can use a lighted cigarette to get off a leech.

Good magical soft drinks.

Mike Gunderloy: I'm off to give Lenny the Mutant Ape back his partner George if he can put some itching powder in the teleport. Or you can rig the teleport so that the wiseacre party who keep ripping you off have to save against teleporting into pieces all over the dungeon.

Steve McIntosh: Emma Tinkerbell is marvellous. Don't you have a Gandalf the White Hoka too? Or was that somebody else? Your characters are classics.

James Cerrato: The Death Dealer is an example of a monster that nobody wants to fight: high risk and low pay for the work.

Peter Cerrato: Those who are raised lose Constitution points, reroll hit points, lose whatever they had to pay for resurrection and what was lost in the dungeon, and can't set out again for several weeks. Some people make other adjustments. Going off on a Quest afterwards is better than sitting home.

Gareth Kantz: Did you get a chance to raise your folks? SCA = Society for Creative Anachronism; write the Office of the Registrar, PO Box 1332, Los Altos, Ca 94022. Ask about the branch in your neighborhood.//When the Power Cat gets out he can repay Sergeant Fang for sure. He'd be an adult on top of it all.//Peggy is my nickname; you can use it.//Cute Term Papers.

Alex Melnick: I agree that -14 armor is gross and/or ridiculous. //Good background write-up.

Bill Eyre: The Housing Project is an interesting idea, but I can get it for you for free in the Streets of Old New York.

Bruce Saul: Your monsters only need a little salt; in NY dungeons they would go on the menu as appetizers.

Android has good possibilities. Demon Children are interesting. Most new categories of characters take a lot of guts; a few like yours take a little more style.//Good Tales of the Dark Legion.

The Arduin Grimoire is complete with several continents, a history, and of the best alignment systems I have seen, saving lots of arguments.

Jim Bolton: Good luck on your new system.

Don Rollins: Good tale of the Castle.

Please, Don Turnbull, tell us your experiences.

Richard Dennis: Interesting

letter for A&E No. 25
written July 22, 1977
typed by Lee Gold

John T. Sapienza, Jr.
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AN OPEN LETTER TO E. GARY GYGAX

Dear Gary, I hope you don't mind an open letter rather than a private one. I let our correspondence drop months ago when I became involved in writing for A&E and never sent you the suggestions for the D&D II project that I had promised. I am resuming that here in the hope that it will generate other suggestions from other people rapidly enough to be of use to you and TSR before the D&D II writing gets too close to a final draft. The suggestions below are primarily directed at improving the clarity and organization of the rules, but they include a few proposals for revisions.

(1) Range Measurements. These are now given in terms of game inches, with 1" equal to 10' indoors and ten yards outdoors. This is extremely confusing. I assume that what you intended to say is to use a mapping scale for miniatures battles of those ratios. But what you actually said is that weapons and magic actually change range according to whether there is a roof overhead, which makes no sense at all. An arrow will fly a certain distance before it drops to the ground, its kinetic energy exhausted (assuming it doesn't hit something first), and its range is purely a function of the type and pull of the bow and the gravity field it travels in (and the angle of flight, of course). I strongly suggest that the D&D II materials should express all ranges in actual game distances, not inches, with an unchanging standard for all measurements. (I realize this will be slightly less convenient in large battles, where you need to be measuring with a ruler for distances. But you could give a conversion table for this. As an alternative approach, I suggest that if you decide to retain inches as your means of expression, at least make them equal to one and only one distance. The problem with using inches is ambiguity in writing, since you are referring to some matters in the text in inches when you do not mean inches=feet, you mean actual game inches of measurement.)

(2) Weight measurements. The encumbrance system in D&D is too sketchy to be useful. It needs to be developed and expanded upon, with weights given for all equipment in the table. It would probably be helpful to drop the gold piece weight standard and give actual weights. This would avoid the current argument over what a gold coin weighs (and which gold coin you used as your standard). (Note: The U.S. is in the process of adopting the international metric system. I suggest converting all ranges, weights, etc. to even number metric terms, with equivalent in feet, lbs., etc. in parentheses, while you are in the process of writing. This is known as Thinking Ahead.)

(3) Movement Turns/Melee Rounds: The present D&D books are full of confusion on timing, confusion caused by careless interchangeable use of the terms "turn" and "round." This should be edited out in rewriting the D&D II materials. In addition, the movement figures for most things appear to be unrealistically slow. This needs further thinking. (I refer you to page 52 of David A. Hargrave's The Arduin Grimoire for an analysis of the problem. Hargrave's one minute movement turn, six second melee round seems to me to be as good a resolution of the problem as I have seen, and I recommend it to you as a possible solution. (I hope you will look at the analysis rather than the author; it would be a regrettable mistake for TSR to adopt a Not-Invented-Here-Not-Interested policy to ideas by outsiders.))

(4) Armor Numbering. Would you mind explaining the reason for the armor category numbering system that you adopted for D&D. It seems odd that higher classes of armor (they are referred to in the rules as being "higher") should have lower numbers, particularly since this leads into negative armor numbers (which are awkward). This is especially odd for magical armor which is referred to as being plus one (or whatever number) when in fact it is minus one in terms of the numbers used. I suggest that you renumber the armor categories in ascending order, with "no armor" as Armor Grade 1 and "plate and shield" as Armor Grade 8, leaving plenty of room to go up for magical armor. That way, a plus one shield will add one to the number of the character's armor category, a much more useful system.

(5) List Order. One of the most frustrating things about the current D&D books is how difficult it is to find what you are looking for. An alphabetical listing makes finding things much easier. Please alphabetize all lists of monsters, magic spells, artifacts, etc., unless there is a specific practical reason not to do so on a particular list.

(6) Indexing. It is difficult for an author, who is immersed in the material to realize when it is difficult to relate separated parts of the text into a whole. But an index would make it possible for a novice to find all material about a subject quickly. I urge you to provide an index for the D&D II materials.

(7) Character Classes. It is very difficult to quickly review the important parts of each character class under the current D&D books because the material is scattered around the book by topic. It would be very helpful if you would create a section on characters that brought everything important together in one place. I suggest that one way of doing this would be to have a "character at a glance" box for every character class along the lines of my article in A&E No. 20 pp. 5-6.

(8) Coinage. A pure decimal coinage system is much simpler to use, even if it would be somewhat arbitrary.

(9) Monster Chart. Please make a chart that brings together all the important information about all monsters (in alphabetical order): Name, number appearing, hit dice, armor grade, movement, damage done on attacks, treasure type and experience point value (and a symbol that shows whether it takes silver or magic to hit that type of monster would help too).

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VERDIGRIS THOUGHTS -by Steve Marsh

The rules indicate that higher level fighters can detect invisible. How is this handled in your worlds and where do you place the break point? Also, do you allow heroes and above to strike elementals and weres with normal weapons as under the Chainmail-derived system? Anyone have a good reason why the Greyhawk modifiers to hit/damage caused disagree with the Chainmail ones?

Rather than have the shield modify the # to needed to hit, why not change the amount of damage done by a hit. Also, on two-handed swords, what about battle boards which are a near equivalent to a shield and often used?

*One travels**One sees**One learns**Patience triumphs*

Having read (under gas) A&E17, it occurred to me that in the future I will definitely have to submit manuscripts in an orderly fashion for specific A&Es. Until next time, I will rely on praising Lee Gold. The biggest problem being that she deserves it and thus it doesn't affect her--or thus I'd presume.

About Mr. Gygax...first, the Man who Sold Rope to the Gnolls and The Dream Quest of Unknown Kadash and a story about two thieves and the gnolls, these were his inspiration for Gnolls, Mr. Smith. This begins my comment that many a person who blithely assumes that Gary is a total illiterate merely shows his own lack of depth. The above stories are all available in at least two separate collections (Gary read his in a different group than I did) so it's not a matter of esoteric knowledge.

On the subject of thrice ringing (from Andre Norton and Lee Gold). It occurred at least once that the ringer was not of sufficient level to do more than get burned by attempting to ring. As a rule of thumb, I would suggest that if the highest individual being ringed is three times or more higher (in total levels) than the total of those ringing, that said ringing might fail--with 1D4 each if ringers fail to save. However, I truly liked threshold spells; ever wonder how those 300 or so villagers per standard hex survive in a Gygax wilderness?

One thing that I do not approve of is mimeo copies of D&D. Yep, someone with customers at GLASC has gotten into competing with TSR. Come on, folks; among other costs Gary had to reorganize all the paperwork when he relieved Don's widow of it; he's changed printers in order to get slightly better rates, and the place they got for an office/etc. had a lot of unexpected/unavoidable cost overruns. He deserves every cent he gets, which, by the way, he shares with all sorts of people--including interest on loans, the IRS, etc. The guy has been up nights from the worry with the business because of the cash flow problems and learning how to cope with it all. Pray tell how many of you have put this much effort into promoting D&D? Of course I am still irritated over some SR issues I feel I deserve, a copy of EW, and the like, but....

Eventually someone will meet this little hobbit F2 with +2 sword, +2 vs. goblins/orcs, elvin boots and cloak, rope of climbing (1td) +4 mail, phial of clerical light and an unusual ring of invisibility... I know, Frodo most've been a turkey cheat or from a high magic universe to accumulate all that magic as only a 1st or 2nd level fighter. Probably wrote it on his character sheet.

Ultra-gross magic sword: the sword +1/strikes on all planes. That includes striking as cold iron/nonmagical/magical/astral/ethereal/etc. Illyssia Morningstar is just starting to see the possibilities.

On magic swords and the like, those of you associated with any Viking background are aware of the special place swords held in the life of that people (oaths, special tassels to stop impetuous drawing, etc.)

and that as such it provides the basis for magic swords having intelligence and ego along with special powers. Those of you who provide for all wps to have such, do you treat all wps as the Norse treated their swords or do you treat none of them this way or do you have a different justification for the whole thing?

If you read Too Many Magicians, you may remember a nice precis on the subject of sharp (and dull) knives. Extending such could provide a neat attitudinal inherency that would cause MUs to rely on knives (daggers). Of course I'll admit that this doesn't hold in a Vancian system, but then what does (answer a lot)!

Clear Ether #18: as I understand it, presentations like yours talked Gary Gygax into the fourfold way. Yours is the best I've seen, tho as additional axes I might add nobility vs crassness, but then I use those in place of alignments for mystics; my rules for such will appear soon.

GLENN BLACOW: I have been torn between terrible dislike and a bad case of awe. Having seen Dianists, I'll continue to reserve judgment --tho I like 'em, I like 'em! To both you and KEN PICK, I always assumed that the real factor in the slaying of the Witch King of Angmar was a certain purposeful magic sword specifically enchanted against him and wielded by a hobbit. Aside from the appendixes and other sources remaining neutral or agreeing with this stand, several Tolkien fans do. Of course this may be a case of "hmm, what did the book say when I read it 4 years ago" and my memory failure.

Seligman: the translation of the Dead Sea Scrolls you read must have been a parody; it bears about as much resemblance to them as your satires do of TSR and Star Trek (actually less; those satires were good). Tho since I read one spruious edition and may have been another, I can't blame you for your assumptions. I've heard of at least five fakes.

Spell: compare Mana This tells the MU if the creature cast upon is of equal level, twice as strong or better, or half level or less. Information is vague. If the target saves, it also gets equivalent information about party. Typical DN response to CM is something like --relatively strong...weak...etc. It's the closest I allow to detect level. How would people out there rate it? Was helped by Slimak.

SEAN SUMMERS: I really enjoyed reading what you wrote. It was like having Christmas all over again. Tho if I had taken less than 48 hrs and having to work Sat. while reading those 17 issues of A&E, I might be in shape to really praise you for what you did. May you always roll natural 20s.

PEGGY: Must admit that I've lost some characters way past revival-- tho recently one of Kevin's clerics was good enough to burn the body to prevent me from rising as one of the Undead. Must say I really enjoy playing in his campaign. It's like being a neo all over again. Especially as I have started some chaotics; human sacrifice anyone? Actually, it should be turkey sacrifice. It's a great use for turkeys. When the going gets rough, sacrifice one and hope for (friendly) aid. They get us into it; they get us out (tho truly it may be that someone else got us into it).

The first campaign I played in allowed MUs to wear any sort of armor. None that I know of had anything heavier than leather because of encumbrance.

And now for some interesting demons that "The Spirit of the Mountain" may face. (For those not familiar with my demonology, A is high and Z is low on a demon power scale):

Level R: L'LAFNA ALL (one of the Patricia)

4200 HP/spell points (convertable as it has 4200 energy/life pts)

Regen l/m-p: 1/second. AC 9

capable of minor alteration metamagics level 1-3 (double 2², 2³ times energy respectively. Overcomes innate magic resistance/A-magic shells, etc. levels 1-15. Each group of 5 equalling 1 depth vs. meta magic.

Controls 12 of the minor exotica type A (rainbow demons). Maintains its awareness by being linked into the metasphere (cost approx 1 pt/sec). In a true life/dispel situation, it may break this link and use the energy in combat (x10 regen). Physical combat occurs sympathetically. L'lagna all sacrifices hit points, target loses an equal amount. Exotica demons will lose hit dice instead of hit points.

ARNATH THE RAINBOW DEMON. One of the exotic (type A) Has appeared on the physical plane twice (so everyone who winces at the above demon quit griping): once to chase down another demon, the other time in response to a foolish EHP who mistakenly thought to control him. His soul still screams.

NILHIEM ARACKSPHERE: minor exotica. subtype. HP 8D12
AC: great horny sheathes of scale over a slimy body. AC2
12 legs, rasp and tough, each as a flail +1 and slow poison
1D4 strike a meleephase (combat turn, etc.)//Eyes all 20 and 4 of them reflect as mirrors and charm (but saves are 40% better or +8).
//It controls one soul per HD (somewhat like astral projection with the difference explained). The soul has capabilities it had when sacrificed (like spell pts) except AC is now 10.//The demon drains souls as part of the sacrificial ritual; otherwise only if all four legs hit on natural 20s.//It bites for 1D4 and half a life drain (with no effect on less than 3rd level).//Souls are materialized and used as shields, a source of spells (nilhiem has no innate magic ability), etc.//As all exotica, resists demon magics/powers 75% and saves as a 12th level demonologist. Vs. normal magics saves as if a 12th level monk. ON the demon plane, it has max HP (96). On this plane, roll for HP each time it materializes. For souls to be used, they must be materialized. Materialization requires the use of an eye. Thus with 8 materialized, only 16 eyes would be left to float about the body in an eerie nimbus (note than even a 1 for a high level will save after the +8 bonus is included).

Legs are 10' long. A circle of about 16' diameter will fit him. The body is fictitious; just a place where the legs merge. Moves 24"/turn; 12" if through rock, water, etc.

Immune to silver missile fire; takes 1 pip/missile from magic missile fire and full damage from normal missiles. May polymorph self (limited demon glamerie) into man or large animal form.

Rapacious, greedy, ambitious. Would like to tumble Arnath from his place. May appear as any lesser demon, but then is vulnerable as such. Souls in possession as tools are dependent on the rate of use/sacrifice (once a materialized form has used all its HP (same as before death) it can no longer be forced to take shape.

FROM THE HALLS OF THE MOUNTAIN KING #1

from: Alan Davis, 2447 N. Deodar, Santa Ana, Calif. 92705

to: Any literate person who peruses A + E.

Being new to writing in A + E (#1 gave it away, right?) and fairly new to D&D, I will pass myself off as an expert on absolutely no facet of the game. I have only one comment, Thank you to all who have printed up new monsters in A + E. These creations definitely keep a dungeon from becoming boring. To echo Mike Gunderloy from A + E #23, low level monsters are needed! Considering the creativity exhibited by those of you who submit articles to A + E, this should be no problem. To show that I'm not entirely bereft of inventiveness, here are two monsters of my own:

NEONS: AC- (9) HD: 2 % in lair: 20 #appearing: 2-8 Move: 12"
Dexterity: 3D6 Treasure type: B but no magic

Neons are of three types: Green (Lawful) - Attack others only when provoked. Blue (Neutral) - Attack 50/50. Purple (Chaotic) - Attack always. Man-like creatures, hairless, glowing like neon signs. Feed on energy generated by magic use. Impervious to fire, lightning, and all normal temperature magic (charm, sleep, stoning, etc.). Feed on it for +1 pip per level of spell. Cold does double damage. Magic weapons have no effect. Non-magical weapons do damage. Limited (1") telepathy. These creatures do not speak. Detect magic at 12". Strikes for 1D4 radiation burns with each hand. When uncertain all types have yellow bands running up and down their bodies. When enraged all turn bright red.

These creatures are for low levels as they are eaten easily by larger monsters. For heavier anti-magic applications, Nicolai Shapiro's Magic Absorber IIs are excellent.

TOADSTOOL SLUGS: Align: Neutral AC: 9 HD: 2-5 % in lair: 0
appearing: 2-30 Move: 4" Dex: 2+1D6
Treasure type: Nil.

A black, slug-like creature with a round, upturned mouth. They are 2-5 ft. long. Attacks with short range (5' max.) acid breath of 1D6 damage. Affects a single target only. Dissolved material is then fed upon by the slug. Will dissolve anything non-metallic. Anything that bites this animal takes 5D6 of poison damage. Impervious to acid.

Toadstool slugs are generally wanderers that like to be classified as clean-up crew. No intelligence to speak of.

Note: Neons are intelligent as they were once humans. They inhabited a city that incurred the wrath of a whole guild of mages, who hit the city with everything they had at once. Instead of killing the occupants, it turned them into magic creatures, the Neons.

Thank you for staying with me to the end.

Written, conceived, and triped by Mike Gunderloy, 3176 N. Divernon Ave., Simi Valley, CA, 93063. Phone (805)-526-4191.

* YOUR ATTENTION PLEASE! URGENT CORRECTION! *

* Daredevils in the last issue (hopefully) are, were, and *
 * always will be the correction of Frank Comito, Esq., who *
 * is really a fine person, and I hope I haven't offended him *
 * too much and oh please forgive me Frank...There, is that *
 * enough, Frank? *

AND NOW BACK TO OUR REGULARLY SCHEDULED COMMENTS ON A&E 24:

Cover: Will whoever lettered the title please confess?

Lee Gold: Um, now all of your monsters are better than standard? With no crock special abilities?

Kay Jones: Thanks for the welcome and you're welcome to use the timeline.// The crock power on the Egg of Wisdom (turning the user irrevocably evil, 1% cumulative per day) would not be known to the player/character until it happened (assuming no access to Legend Lore, etc.) As I stated, I don't tell the players such things, especially on one-of-a-kind artifacts. Also, those were modified items.

Nicolai Shapero: Let us see if I understand the use of these tables. I will roll up the stats for a humanoid type. 12 Hit Dice. Attacks: 1 Bite (2D10) (obviously wears sharpened dentures) 8 claws (2D6+1D8 each) (very good with his hands) 6 magic attacks: Weakness, Cold breath, fire breath, paralyzation, confusion, and feeblemind. (Not bad) Armor class 2+4, man-sized, -2 on save vs. charm. Now we name it: GIM (Gross Illogical Meanie) and give it a place to go (but wait, this is a family APA). Nicolai, I am Not Impressed. Have I missed something. Were you serious when you printed the tables?

Lew Wolkoff: Appolonian Priests look good.// I don't know how respected I am, but I'd put Focus 1 (usable on 1st level spells) at 3rd level, and Focus 2 (usable on 2nd level spells) at 4th level. // Thanks for the kind word.

Benjamin Grossman: Sounds like a very interesting game. I enjoyed you report. Let us know if and when it's published.

Glenn Elacow: Your Kf system seems to be very usable, and better yet, reasonably simple.// Thanks for the orcs.

Cheryl P. Lloyd: I will apply the same test to your tables that I did to Nicolai's. Let us see, the name is...EIBREY ?!?? Well, it could be worse. And we put up the following potion for future study: a thin carbonated liquid in a white opaque glass jar, liquid is transparent light orange, smells like mint but is bitter? Well, why not. I like it. I do believe I'll expand the smell and taste section and use it.

Margaret Gemignani: It's not all that miraculous anymore. Both the players and the DMs keep changing the rules, and we're edging towards a more reasonable casualty rate. Er, excuse me, the players change their tactics, not the rules.// I know people in plate armor sink. But mightn't they be able to walk across the bottom, at least with decent Strength and Constitution?// If your orcs met Glenn's, I doubt that they would recognize each other. I kinda like yours. More input, anyone?// Just imagine what a person reading A&E for the first time would think of the last sentence of your comments to me.

Chris Pettus: For a discussion of the movement problem that you bring up, see the Arduin Grimoire. Personally, I find that using more realistic speeds tend to make the game play slower than real time.

Howard Mahler: I admit it, you caught me fair & square.

Kay Jones Again: It was me with the crock remark. My, my, look what I brought on. By the way, I have discovered another crock rod. See below.

Peter Cerrato: Thanks, glad you liked the monsters.// Eggs and eyes? Could be something subconscious there, I suppose.

John T. Sapienza, Jr.: What, more tables????!! At this rate, I can wallpaper my room with tables pretty soon. Seriously, I like the weapons table.// More? Somebody asks for more? I'm in ecstasy!// I agree on purple blobs and mule maulers.// Gas monsters are too gross for my current levels, too. So are microwave beasts. Whups, cancel that, just thought of something. Metal reflects microwaves!! I have just crocked my own monster!! AARGH!!!// Leave some APA for the rest of us, John.

Cheryl P. Lloyd (What, Again?): Your "Anti-Moonie Conspiracy" had me dying of laughter. Hope it spreads.// Love the story. Thanks for printing it in total.

Bill Eyre: FM=Fighting-man// Inches, yourself. We tossed that entire rule long ago. 3" is thirty feet indoors, is thirty feet outdoors, is thirty feet on the moon, as far as I'm concerned.// I use Psionics, but very, very limited compared to Eldritch garbage. Someday I may print my system. Basically, you never, never improve on what Psi you were born with.

AND NOW DOWN TO BUSINESS:

Physics in D&D: What, I hear you screaming!! Physics and magic are incompatible!! Poppycock and other things. There is a lot of physics in D&D, at least in my universe. Not so much in the form of physics texts, but in the universe itself. Which brings me to the main reason for this little section: the designing of Solar Systems.

Firstly, one needs a place for the planets to be. I am only going to talk about single-star systems, and only relatively normal stars. There are several reasons for this: 1) I do not have the necessary references to discuss things like double-star systems and supergiant stars. 2) I want to stick to the most common types of star system. 3) I want to keep the length of these tables down. If anyone wants to discuss something that I leave out, please drop me a line.

TABLE 1--Common Star Classes

Type	Color	Mass	Radius	Luminosity	Life
A5	Violet-White	1.9 8.34	1.5 6.49	12	2T9
F0	Green-Yellow	1.5 6.59	1.25 5.41	4.8	4T9
F5	Green-Yellow	1.3 5.71	1.24 5.37	2.7	6T9
G0	Yellow	1.02 4.48	1.02 4.41	1.2	1.1T10
G2	Yellow	1.00 4.39	1.00 4.33	1.0	1.3T10
G5	Yellow	.91 3.99	.92 3.98	.72	1.7T10
K0	Orange	.74 3.25	.74 3.20	.35	2.8T10
K5	Orange	.54 2.37	.54 2.33	.10	7.0T10

Notes: T10=10¹⁰

Type is the standard classification

Mass--Column 1 is given in terms of Our Sun=1 (It is a G2 star).

Column 2 is in multiples of T27 tons.

Radius: Column 1 is in relation to Sun#1.

Column 2 is in multiples of T5 miles.

Luminosity: Sun=1.

Life: In years, the time from the birth of the star until it starts to expand and explode.

In general, the further up the table a given star type is, the bigger, brighter, and younger it is. Thus, the brighter stars have less time to develop life. However, it would develop faster in the brighter systems because there would be more radiation and thus more mutations. How much of an effect this would have, I don't know. It is estimated that life has been around on earth for 2T9 years so far.

Once you have picked a star type for the sun, you must next decide how far out your life-bearing planet is. In general, the closer the planet is, the hotter it is. The following table shows how far from each type of sun a planet would be to get the indicated percentage of earth's heat. (i.e. 100% indicates roughly as warm as earth; 80% is colder; 120% is warmer)

TABLE 2--Life-bearing planets

Type	80%	100%	120%	g
A5	3.60T8	3.22T8	2.93T8	.144
F0	2.28T8	2.04T8	1.85T8	.162
F5	1.71T8	1.53T8	1.39T8	.143
G0	1.14T8	1.02T8	9.31T7	.166
G2	1.04T8	9.30T7	8.46T7	.171
G5	8.84T7	7.91T7	7.19T7	.181
K0	6.16T7	5.49T7	4.99T7	.230
K5	3.29T7	2.88T7	2.62T7	.316

Notes: All distances in miles. g=acceleration of gravity at surface of primary, in miles per second per second. See below.

After the planet's distance is chosen, the orbital period can be determined. This is done by the following formula:

$$P = \frac{2\pi r}{\sqrt{\frac{gR}{r^2/R^2}}}$$

P=Period in seconds (Year)
r=Radius of orbit (Table 2)
R=Radius of star (Table 1)
g=gravity (table 2)

I left the time in seconds because I felt each planet should have its own time units. These are Earth-seconds; convert to whatever system you use.

Okay, that's all the physics for now. Next time I plan to discuss moons, horizon distances, and why the sky is blue and what can be done about it.

NEW MONSTERS:

Northhounds--(From The Book of Skaith, by Leigh Brackett). Great Snow-white hounds, as tall as humans at the shoulder. Each one may cast a directional fear spell, affecting 1 being per melee round, save vs. magic at -3. Those making the save are not affected, those missing by up to 4 pips flee in fright, and those missing by more die of fear. If the leader of the pack is killed, the pack will acknowledge his killer as the new leader, but will turn on him if he is ever wounded. There is a strict social order within the pack. They are completely telepathic with a 36" range, but generally only talk so to those within their pack or people they are killing. They

have no treasure of their own, but act as treasure guards for others.

Puppet Masters--(From The Puppet Masters, by Robert A. Heinlein). A grayish, translucent blob, shot through with veins of darker stuff, a puppet master can only live on the body of a host, drawing oxygen directly from the host's bloodstream along with nourishment. They completely control the actions of their host, and have access to all of his memories. The host feels a mild euphoria and will make no effort to have the master removed. The masters can even talk through the host's mouth in any language that he knows. A master can be killed by electric shock, by heat, or by physical or magical violence. They are immune to sleep spells, though this does not carry over into the host. They are also immune to charm, hold, and like spells, and this does carry over.

The Puppet masters' goal is to use every living being as a host for one of their species, and they are very cunning in carrying out this aim. (For some examples, see the book). When two masters meet, they can communicate with one another just by touching, and in this state, do not notice their surroundings.

The masters reproduce by fission, being able to do so once every 12 hours. They have no lair or number appearing of their own, but are always found in conjunction with some sort of host.

If the master is killed by any violent means, there is a 60% chance that the host will die of shock, and if he lives, a 75% chance that he will be permanently insane.

If you decide to introduce puppet masters into your game, I suggest that you designate an area as their home base. Roughly 90% of the monsters in this area should be hosts, with the probability dropping as one moves away. Monsters who are carrying masters would not be as much concerned with protecting their treasures as they would be with "recruiting" anyone entering the area.

Warning: Unless organized countermeasures are taken, the puppet masters will eventually engulf your entire dungeon and world, thus carrying out their plans.

Monster	App.	AC	Move	HD	DX	Int.	Damage
Northhounds	D12	5	12	9	2D12	I	a bite (4D6) 2 claws (D8)
Puppet	varies	9	1	1	D6	H	None

Masters

Notes: AC=Armor class; M=move; HD=hit dice; DX=Dexterity; Int.=Intelligence; H=highly intelligent, I=Intelligent.

CHARACTER CLASSES: The following chart shows the chances of honestly rolling the requirements for the different classes of characters without any die roll modifications due to race or trading. The reason that my version doesn't always agree with the official one is that I sometimes require rolls in Luck and/or Agility:

Class	TSR Version	My Version	Class	TSR	Mine
Fighter	100%	100%	Magic-User	100%	100%
Cleric	100%	100%	Thief	100%	100%
Paladin	1.9%	1.9%	Monk	.32%	.12%
Bard	20.6%	2.7%	Illusionist	.9%	.9%
Ranger	1.3%	1.3%	Druid	6.1%	6.1%
Assassin	5.2%	2.0%	Alchemist	14.1%	14.1%
Healer	.08%	.03%	Berserker	14.2%	2.6%

TSR doesn't talk about these classes, so the percentages are all mine...

Dhampire	.04%	Shape Changer	2.0%	Demon Fighter	.16%
Daredevil	.5%	Sneak	.7%	Weapon Master	2.4%
Medicine Man	1.9%	Witch Fighter	6.7%		

However, this doesn't tell the whole story, as I do modify by race, and I use a rather liberal chart as far as modifying rolls goes. What this does to the probabilities, I don't know, but here is the chart, anyway:

FROM	ST	IN	WI	LU	DX	CO	CH	AG	
ST	--	-	-	4-1	3-1	3-1	-	3-1	ST=Strength
IN	3-1	-	2-1	4-1	3-1	-	3-1	3-1	IN=Intelligence
WI	4-1	2-1	-	3-1	-	-	4-1	4-1	WI=Wisdom
LU	4-1	-	-	-	3-1	-	3-1	3-1	LU=Luck
DX	2-1	3-1	-	4-1	-	-	-	2-1	DX=Dexterity
CO	3-1	-	-	-	-	-	-	4-1	CO=Constitution
CH	-	-	3-1	-	-	-	-	-	CH=Charisma
AG	3-1	4-1	-	3-1	2-1	4-1	-	-	AG=Agility

Luck and Agility are rolled on 3D6 just like any other requisite.

Come to think of it, while I'm at it, I'll print the race table that I am currently using. Instead of first rolling up the character's attributes and then checking to see if he has made the requirements for a particular race, I (as DM) roll his race and then Strength, etc. to fit that race. Anyway, here's the table:

ROLL	RACE	ST	IN	WI	LU	DX	CO	CH	AG
01-30	Human	3-18	3-18	3-18	3-18	3-18	3-18	3-18	3-18
31-35	Dwarf	9-18	3-16	3-18	3-18	3-18	13-18	3-18	9-14
36-45	Elf	3-17	9-18	9-18	3-18	9-18	9-17	13-18	9-18
46-60	Half-Elf	3-18	3-18	7-18	3-18	7-18	6-18	11-18	6-18
61-70	Hobbit	3-12	3-18	3-16	3-18	13-18	10-18	3-18	12-18
71-75	Orc	9-18	3-11	3-18	3-18	6-17	9-18	3-9	7-15
76-85	Half-Orc	3-18	3-13	3-18	3-18	3-15	7-18	3-14	6-16
86-88	Mutant Man	3-18	3-18	3-18	3-18	3-18	3-18	3-18	3-18
89-90	Mutant Animal	By type of Animal							
91-94	Gnome	7-16	3-16	3-18	3-18	7-18	8-18	3-18	10-17
95	Kobold	3-11	3-11	3-7	3-18	7-18	9-14	3-9	9-17
96-97	Goblin	6-12	5-12	5-10	3-18	5-15	10-17	6-9	8-15
98-00	Hobgoblin	7-14	6-13	5-12	3-18	6-16	11-18	5-8	7-14

I am working on adding Demon Children, Were Creatures, Spirit Creatures, and Amazons to this table.

NEW MAGICAL ITEMS:

Box of invisibility: A 3' cube of invisible material with one side missing. Anything placed inside or under the box is also invisible. Hide your treasure in plain view!

Cup of Healing: A small porcelain teacup, very fragile. If tea is brewed in it, it takes on the properties of an extra-healing potion. Usable once a day by anyone bright enough to make tea; twice a day by paladins and patriarchs. Rumors of this item are very widely spread by the tea Merchants Association. They are very happy that some adventurers buy tea "just in case".

Stasis Fireball: (All) A sphere 1 inch in diameter for every D8 of damage, glowing orange and with a smooth, waxy surface (like stencil film). When it hits something forcefully enough to break (same chance as a flask of oil) it explodes into a fireball of

the appropriate size.

Orb of Elusiveness: (All) A sphere of polished amber with eight rubies embedded inside at the corners of an imaginary cube, and a 1 inch in diameter emerald embedded in the center. The sphere itself is 1" in diameter and weighs 150. The holder of this orb has the combined advantages of elven boots and a cloak of blending. He can cast as many "Invisibility, 10' r." spells as he wishes, but takes 1 random point of absolutely permanent (Acts of the Gods and Wishes notwithstanding) damage with each such spell he casts.

And finally, from Frank Comito's dungeon:

Rod of Sarcasm: (All). 1-100 charges, not rechargeable. When this Rod is activated, all beings within 20' become extremely sarcastic, including the user. This lasts for 3 game hours. Of course, your players have to be able to play this in character, but around here, it's no problem.

ROOM ACCESORIES: I have used the following table in some of my random-stocked dungeons. For each room, roll a D10, and on a roll of "1" or "2", roll %ile dice to see what is strange about the room:

- 01-02: Enchanted door--talks, opens for only one sex or class, etc.
- 03-09: Teleporter: When entered, button pushed, circle stepped in.
- 10-13: Water--A waterfall, a pond, a rainstorm...
- 14-15: Magic pool--does things when drunk, or stepped in, or looked at
- 16-19: Emotion roor--Fear, or hate, or hunger...
- 20-23: Statue--Could be magical
- 24-25: Interior decorating--Carpets, drapes, wallpaper...
- 26-27: Skeleton: Magical or not, as the case may be...
- 28-32: Gas--Fog, or Chlorine, or something magical...
- 33-34: Trap
- 35-36: Web
- 37-38: False stairs
- 39-40: Illusionary something: Monsters, treasure, or ?
- 41-43: Invisible door
- 44-47: Light--Floodlights, or glowing walls, or a 20-watt bulb...
- 48-52: Runes, drawings, grafitti...
- 53-56: Rocks or debris 57-62: Machines or buttons
- 63-65: Pits 66-69 Quickfloor: sink to next level down
- 70-74: Fire or embers or ashes 75-77: Barred or locked door
- 78-80: Shrine or temple or church or idol...
- 81-83: Wooden door
- 84-85: Gravity generators--inverted, sideways, or doubled...
- 86-90: Sound Effects: Moaning, screaming, chains rattling...
- 91-94: Magic mouth 95-96: Vegetation: trees, shrubs, flowers.
- 97- Tracks, or bloodstains, or relics of another party
- 98-00: Split-level room, or one with a few steps inside.

Whew, didn't think I would make it for a while there. Well, this is going to be it, or I'll never make #25 (might not anyway). Keep those cards and letters (and comments!) coming, folks. I'll see you all (I hope) at GENCON WEST. Meanwhile, may your shield arm never be amputated by a berserk doomguard, and good-bye from the Seamy Side.

--Mike Gunderloy

I AM A PLATINUM DRAGON #9

by T'KLING T'CLANG T'KLUNG, EREBOS VII, ARGOTHALD

(actually, as anybody but the veriest dunce would realize, this is actually being typed by Bill Seligman [with the first 11 pages compressed into one page and retyped by Lee Gold] 667 Rugby Rd., B'klyn, NY 11230. All of the material herein has been typed by me and represents the opinion of no one but myself.

TWO PAGE SATIRE involving T'KLING T'CLANG T'KLUNG, Glenn Blacow and Bill Seligman omitted by editorial discretion.

Now on to other things. GMs and DMs will not be in this issue of A&E. For one thing, there was not enough time for Stewart Levin and me to collaborate. For another, when I visited Lee Gold in California, she pointed out to me that I have no musical talent whatsoever, and I was forced to agree with her. Unless Stew knows how to make songs scan, we may be forced to open up the question of songwriting to the general readership of A&E--i.e. we would type and print the written portion of GMs and DMs only, leaving space for the songs. Once the readers see what context the songs were in, they could write them, send them to us or type 'em in A&E and we could choose which ones we want. Of course, we would reserve the right to choose our own songs should one of us gain musical ability.

EIGHT PAGE SATIRE involving Star Trek, Star Wars and the TSR INC omitted by editorial discretion.

Filler satire inserted:

The Imperial Tie fighter was getting closer to Luke's X-wing. If he couldn't get away in time, not only was he doomed, but the whole galaxy as well. Closer and closer the fighter came. Luke struggled to think of a way out. Suddenly a voice came to him--it sounded like Alec Guinness. "The Farce, Luke. Use the Farce."

Luke closed his eyes and started muttering to himself. Suddenly out of the strange satirical energy field which surrounds the galaxy, a huge custard pie appeared. The Tie fighter could not dodge in time--it smacked right into it, unable to follow Luke. Once again, the Farce had saved him.

Back to the original zine:

Before we leave the topic of my satires and get back into a humorous mood, it has come to my attention that one of the most popular satires I ever wrote was the great satiric trilogy about Mark Swanson, i.e. LET THAT BE YOUR LAST BLACOW, BLACOW OF TERROR, and BLACOW AND CIRSUSES. Thus I now offer a new satiric tetralogy, dealing with statements made by Stewart Levin.

WOLKOFF IN THE FOLD (title by Stewart LEVIN)

"Captain's Log, Stardate 6492.1. We are approaching the planet Argellius, where Hinchy is going for R&R and--"

"What's this," an even stranger voice cried. "Some nuisance to bother me? Take this." Instantly, the port nacelle of the INCORPORATED gained a positive charge, while the starboard nacelle gained a negative charge, ripping the INCORPORATED in two....

I, WOLKOFF

"Captain's Log, Stardate 9821.8. We are trailing a ship which has strayed into illegal boundaries and have --"

Again the stranger voice cried, "Another nuisance? Well, I know how to deal with those!" Instantly, the port nacelle of the INCORPARATED gained a positive charge, while the starboard nacelle gained a negative charge, ripping the INCORPARATED in two . . .

Hmm. I seem to have written myself into the same corner twice. Perhaps my luck will change in the next satire.

MUDD'S WOLKOFF

"Captain's Log, Stardate 7408.2. We have been taken over by this andriod and are being forced to --"

"Aha, so now you're sneaking up on me! No excuses this time!" The stranger voice sounded annoyed. Instantly, the port nacelle of the INCORPARATED gained a positive charge, while the starboard nacelle gained a negative charge, ripping the INCORPARATED in two . . .

This corner is getting pretty familiar, isn't it? Well, we must forge onward:

WOLKOFF LITTLE GIRLS MADE OF?

"Captain's Log, Stardate 2067.9. We are off to rescue --"

The stranger voice said irritably, "Don't you people ever learn?" Instantly the port nacelle of the INCORPARATED gained a positive charge, while the starboard nacelle of the INCORPARATED gained a negative charge, ripping the ship in two . . .

Oh, well, that's the way the Wookie grumbles. Next issue I will have a satiric trilogy about Margaret Gemignani, i.e. KAY, CONSCIENCE OF THE KAY, and A PRIVATE LITTLE KAY.

And now to something delayed from last issue -- comments of A#E #22:

Lew Wolkoff : Being psychic is not necessary, being a super genius is all that is necessary.

Kay Jones : cute song. One problem with long filksongs is that it is difficult for all except the trufen to sit through the whole song.

Glenn Blacow: Well, no wonder my proof that Arioch was only a Type II Demon was flawed; Arioch is only a Type I demon. In my A&E satire, though, I could have sworn that you played The Gorge of Eternal Peril, but I may be wrong.

Peter Cerraot: I, too love B&B. I just took the charts as they were written -- I assumed that when one got to 1st smell level that he got a bit cocky and his chances for various acts went down in probability.

Gareth Kantz: I don't allow AMU's in my universe since a horrible time I had with them at LASFS. Alex Pournelle kept on insisting that as he got closer to a Hobgoblin, he should have a better chance of getting it with his

heat-seeking missiles. It took almost fifteen minutes of detailed examples from myself and the players that he was wrong. I don't need that kind of aggravation. 1) Nothing happens unless you cast that Restoration at a Wraith that has lost life energy levels via other Undead or a life energy draining sword. Otherwise it restores one hit die and whatever other level accoutrements you have for Wraiths back on. Remember, Undead is not the same as Dead, it is merely a form of life with a different energy basis than humans have, i.e. humans have souls, Undead have (?). To call them Unliving would be just as correct, but Undead is the normal usage. 2) The gravity would vary depending on what part of the torus you were on, for example the gravity on the inside of the torus would be less than the gravitational effect on the outside of the torus. Might I recommend that you spin your torus so that centrifugal force overcomes any gravitational effect exerted by the mass of the torus?

Comments on A&E #23

Lee Gold: I most heartily disagree. Obviously it's your gameszine, and you may do what you will, but I feel that my business with the comments would have confused no readers except those who picked up the 'zine for the first time -- and they would be so bewildered by our normal commenting methods that he/she would not notice anything unusual. I throw the question open to the readers of A&E -- would you have been confused? Remember, the typeface and style were totally different from Lee normally uses, and I gave quite a few internal clues in the satire.

As to your bit about making irxeroxable material -- perhaps, but would the cost of doing so make the sets cost so much that going to one of the new color copiers would be more economical than buying a new D&D set?

Cheryl Lloyd: Don't be so hard on the producers of crudzines. Some may not intuitively take to typing stencils, others may have truly rotten typewriters, other may not know how to type very well, and still others might not even be native speakers of English. I feel sure that each produces the best that is possible -- I know I do. Remember, their names are on every single one of those 'zines, and they have to live up to them.

Bob Giglio: Your song only seems to scan with the last four lines of the Marine Corp hymn. (See, Lee, I'm getting it.)

Bruce Melnick: That's the boy! Anything worth doing is worth overdoing. I must admit that your 'zine was one of the least confusing I have ever seen.

Bill Eyre: Mind if I call you Bruce to avoid confusion? Anyway, orichalchum (there are many different ways to spell it) is supposedly a miracle substance found only on Atlantis. It was far more valuable than gold. But all of the substance was lost when Atlantis sank. The metal can have any properties you choose -- it already has as many properties as there have been writers who described it.

Bruce Saul: Mind if I call you Bill just avoid confusion? Anyway, ...a Tie Fighter vs. and X-wing fighter -- I just got it! Argh!

Eric Haines: Your boring article was hardly boring -- for a long time now I've been trying to figure out how one can figure the probs for 4D6, and you've told me how to do it. Excelsior!

Stewart Levin: I think my satire effectively voiced my feelings about some of your comments. You may write any songs or scenes that you feel capable of writing, Stew, that's what you're helping me for. As for your statements about insults: I would be willing to wager that at least twenty percent, and maybe as many as forty per cent, of the A&E readership buys the 'zine to see our little battles. Maybe the battles are out of place in a D&D zine, Stew, but so are Star Trek satires and so far no one has asked me to stop writing them (although you're likely to be the first.) In any case, in a recent letter to me Glenn Blacow said that it was alright for me to use his name in any context -- apparently Glenn actually READS my stuff and realizes that I haven't really said anything about him that could be construed realistic -- I've just been playing around. It is you Stew, and not Glenn, who see all the scalding insults. In any case, I shall leave Glenn Blacow for a few satires and concentrate on you -- since you had the good grace to volunteer for the job.

Damian Thorne! I've just finished typing the stencil and noticed all this empty space. How it got there Blacow only knows.

Charlie Luce: The reason I picked Kay Jones for Adelaide is that she had had some words (ahem, ahem) with Stew in the past, and the concept of two people with differing philosophies of play eventually running together is the basic idea of the play. Actually it is Margaret Gemignani who is miscast -- since she and I have not had any serious disagreements yet. But there is no female A&E contributor who I've had any violent disagreements with yet, except for Lee Gold, who wants a non-singing part. So unless one of the girls out there (sorry, women out there) picks a fight with me Peggy is it.

Peggy lives in Florida, you live in California. So don't worry, the worst she can do is ban you from entering the East Coast for the rest of your life. If you have something to say to Peggy, say it. Use your mouth if you are face-to-face with her, and your typewriter if you aren't. (Boy, Seligman's original today!) After all, I seem to have found the right words, why can't you?

By the way, in the Sword Determination Tables in A&E #23, aside from the minus penalties, there were no crocks on the swords. If you wish to put some sort of Backbiting potential into them, if you get a Sword-5 vs. something, and when you roll the D8 and subtract five when the player is fighting the something (and this is strictly according to the rules) if the result is negative call it as damage on the player wielding the -5 sword. And so on.

The Society for Leaving a Bit of Space at the Bottom of the Page For Lee to Use As Filler is getting on my back. See you next time,

Bill Seligman

I WOULD HAVE MADE A GREAT PLATINUM DRAGON #10

By Bill Seligman, 667 Rugby Rd. B'klyn, N.Y. 11230

After August 29th, I shall be going back to Cornell. My address then will be 100 Fairview Square, Ithaca, N.Y. 14850. Lee, send A&E #25 to my Brooklyn address, A&E and subsequent issues to my Ithaca address. Thanks.

Comments on #24:

Lee Gold:I'll test out your special abilities tables and see how they work, and tell you whether I like them afterwards.

But to more serious matters: things are reaching a point in terms of submitting 'zines to A&E. I had to wait six weeks for IWHMAGPD#9 to appear; if I'm unlucky, I'll have to wait about two months for this 'zine to appear. The waits will get longer and longer for everyone, until finally commenting will become impossible, as I tried to indicate with my two-zine satire. There are many things that you could do, and whether or not it is proper for me to advise you about this, I am doing so anyway.

1) Do nothing. At this point, this seems to be your most likely action, but I hope you will choose another. Part of the joy of writing for a fanzine is the quickness of the response to your articles, and this situation is bringing this to a stop.

2) Stop publishing A&E. For, I hope, very obvious reasons I think you should not do this. (For those not in the know, putting out A&E every month is a great strain on Lee & Barry and for a while now they have seriously considered stopping.)

3) A few of the people submitting 'zines to A&E are doing so just so that they can get their issues at a lower cost. Counting in the cost of postage, stencils, correction fluid, typewriter ribbons, and envelopes it is cheapest, as things stand now, for a person to submit only four pages. There are on the order of forty contributors to A&E now; if each submits four pages you have 160 pages total right there. (Understand this everybody -- it is not the big 'zine submitters like me who eat up pages in A&E -- of the 600 or so articles that have appeared in A&E since #1 only about 8 have had more than 12 pages.) To help weed out those people who submit just for the money, and not because they want to submit, it would be easiest to remove that \$1.00 discount per issue that you give them. That's right, for those who submit four pages or more, they must also pay for their issue of A&E, or it won't get published. Also, stop giving anybody any discounts in postage. That would not only even things out quite nicely, but it might also give a chance to lower the cost of A&E.

4) Split the workload among other people in Los Angeles County. (To find out who would be suitable, set up a flaming pit in your front lawn. Those who try to jump in are potential fanzine publishers.) You could say, "Send all contributions to be typed to A, send all pre-printed contributions to B, send all nine-hole stencils to C, and all four-hole stencils to D." Each person collates their section separately, and you collate the four sections and staple them together once a month before you mail them. (Or even mail them as four separate sections.) Right now, Lee, you are A,B,C, and D. You could try to give somebody else a letter.

5) Publish more than 160 pages an issue. An unpleasant form of suicide. Or -- every six months or so, publish a monster issue (I believe someone has already suggested this) to catch up -- suicide only twice a year. Or, instead of publishing once per month, publish as soon as you receive 160 pages -- a 'zine every three weeks -- a slightly less unpleasant form of suicide. I'm including

this just to indicate the full range of possibilities, but I don't think that you'll seriously consider them. Neither would I.

6) Lower the page limit. You told me over the phone that you were considering lowering the page limit from 22 to 12. As I pointed out in Dumb Advice #3, you would have to lower the page limit to something like 6 for there to be any noticeable results from this action.

7) Make the people who submit more than ten pages pay more. No good. I'm only going to include this since somebody suggested it to me, and I want to show them why it would not work. A person who can afford to submit ten pages can afford to pay up to five dollars more (I'm not going to go into the whole figuring of it; trust me) and still be unaffected. Unless you are going to really add on extra charges (Five dollars for those who submit more than eight pages, ten for those who submit more than ten, fifteen for those who submit more than twelve) it won't work -- and even if it did, as I said in Dumb Advice #6, it would have very little affect.

8) Limit what you regard as acceptable to A&E - I'm sure everybody has a certain kind of 'zine they would like to see go -- no crudzines will be published, or no contributions not sent in on stencils, or no four-hole stencil contributions, or no contributions that mention the name Bill Seligman -- but you couldn't really do this without offending somebody.

Well, that's my advice to Lee Gold. Now here's my advice to all contributors, to help Lee out. Be terse, don't ramble like I do. Don't give comments that just say, "Good set of tables, bad set of tables, excellent and fantastic Star Trek Satire", as much as some would like to hear these. These essentially useless comments just waste space. If you have to comment on something, make it constructive criticism. That's the kind of commenting most contributors want anyway. Submit to the WILD HUNT instead of A&E. Don't be shocked, TWH has not reached any sort of limits on number of pages yet; recently somebody had a thirty page contribution. Glenn Blacow charges only 25¢ for four-hole stencils (four-hole stencils ONLY, no nine-holes) although he will do some very limited amounts of typing, and there is always Mark Swanson's offsetting, cheaper than having Glenn type it up and with your own typos only. I submit to both 'zines, but if you only wish to submit to one, why not change to TWH? It's also cheaper. WARNING: TWH is a Dungeonmaster's 'zine, and does not tend at all towards expedition reports or stories of any kind, so some of the normal A&E contributions would not be suitable for TWH. Buy an issue and see if you would wish to submit to it. Since TWH is a two-man operation, I fell less guilt than dumping my 'zines on a one-woman operation like A&E.

Now on to further comments:

Nicolai Shapero:The operative word here is "relatively". Just up the research costs by a factor of five, change that bit about losing 1-6 hit points to 1-6 levels and constituion and intelligence and wisdom plints, and the thing is pretty much balanced.

Glenn Blacow:-(By the way, everybody, I found out at ORIGINS '77 that his last name is pronounced "Blay-ko", not like "Black-cow" A shame, I was going to blame him for NYC's "Blacowt". This information is from Glenn himself.) To correct your comments to Cheryl LLOYD: DRAGONSONG is the adventures of Menolly and how she gains nine fire lizards, DRAGONINGER is the further adventures of Menolly at the Harper Craft Hall. No extra pieces of Pern lore yet. Yes, I know for sure, I have the hardcover copy of both books.

Margaret Gemignani: My friends at Cornell are not selling their xeroxed copies, they merely make them. I talked with Tim Kask at ORIGINS and he said that A) if he ever caught somebody with a xeroxed copy of D&D he would rip it up and make them eat it and B) that under the new xeroxing laws he can sue anybody with a xeroxed copy of D&D for the full value of all the unsold D&D sets he has (I wonder how many? Don't complain to me about what he said, I'm just relaying the statements.) They know it's illegal, and I've told them this, but they do not care in the least.

Lew Wolkoff: Nice seeing you at my get-together. T'Kling doesn't really mind what we humans say about him, but there is one thing he objects to -- spelling his name wrong. It is T'Kling T'clang T'Klung. I have just gone over that three times, and it is correctly spelled and capitalized. Just to make sure it comes out: T'Kling T'clang T'Klung. See TWH #18 for more about T'Kling and how his name came about.

Mark Swanson: Sorry I missed you at ORIGINS. No, Platinum Dragons are so dignified that even the most Monty Hall and Monte Carlo of all DMs gets the idea that they are supposed to be rare -- one of the very few cases in D&D where everybody understands the things that Gygax wrote up. All right, I won't answer that. But I'll answer this: yes, sometimes.

Mike Gunderloy: Nice alignment system, except why can't a person just be Good or Evil? In our "real" world, nobody is Lawful or Chaotic but such choices don't exist for us. So why can't people just be Good or Evil, even on a world with extra choices?

Eric Holmes: The new revised D&D is written extremely well, at least. Kudos to you, sir, at least future DMs will not have to struggle with what we had.

The One True Way: Let me speak plainly. Jumper quiver colonize riddle Betelnut spindle fittingly. Gorgeous annunciator supplementary gastric somebody, insight devout credible incline. Conventional hackle? Girt ringleader mean.

Kay Jones: After Lee explained to me some things about Kay Jones and Nicolai Shapero, I changed things so that instead of falling in love and marrying each other, the four protagonists run in each others dungeons.

John Sapienza: Sword Tables, eh? No, Tim Kask is not accepting anything relating to new monsters or D&D rulings while the new D&D is coming out.

Cheryl Lloyd: Yes, IBM typeballs for the mode of Belerian were made up for a guy who paid \$120 a piece for two of them. If everybody who read A&E could get five people to order one, we could probably have them made at ten to twenty dollars a piece. As far as Angerthas goes -- don't know.

And now, you thought you hated Kask before. Well, wait 'till you read this: At ORIGINS '77, Kask said many things at a D&D seminar. While I was not the only one who contributes to A&E to be at that seminar, just to make sure a report is made, I'm putting some of what I remember of Kask's words in here.

First of all, Kask announces that TSR Hobbies no longer has any connection whatsoever with Dave Arneson. He also said that he would make sure that all the cheap and bad imitators of D&D would be sued off the market -- these include things like the Book of Demons, the Book of Monsters, Tunnels & Trolls, the Arduin Grimoire, the Book of Dragons, and others. Kask will not let anything survive "that is not true D&D. If you see a fantasy game, you will know that it

is either D&D or something that we are allowing to exist." Remember, don't shout at me, I have nothing to do with what he said. I just think you should know.

In response to a question by William Herdle, he said that we submitters to A&E take ourselves much too seriously, and overestimate the effect our 'zine has on the hobby. (Nonsense. Just for that, Lee, decrease Kask's profits for the next quarter. "Profits," shouts Tim Kask "Just what I needed.") By the way, the reason, according to Kask, for the poor material appearing in the recent Dragons is that he was so bogged down with work that he was forced to use material that was pre-typeset. By TD #10 he should have returned to a more balanced presentation of material, and not just exclusively fiction. He says he cannot afford any sort of help at all due to lack of funds. He harped on the lack of money at TSR quite a bit -- it looks like the argument that the people at TSR were overcharging and making a huge profit off the D&D sets was wrong. (I believe this was being argued around A&E 11-12 or so.)

He also said that there are at least 60,000 D&D players world-wide, and that each issue of The Dragon reaches about 20,000 of them. Also, there is at least one D&Der in every nuclear army submarine on the East Coast, and there are a few of them in the nuclear bunkers in Arizona that are built to survive a direct H-bomb hit. (So there'll still be D&D in the next world.) Kask says he sends at least one DRAGON to a foreign embassy in almost every country. (D&D in Russia - just imagine what a Red Dragon would be like.)

But now, for some even bigger news: THE NEW REVISED AND TRULY PROOF-READ VERSION OF D&D IS OUT!!! Well, not the whole thing, just the basic version, for \$10.00. This includes dice, a dungeon geomorph (yuk) and a set of pre-allocated rooms for 1-3 levels (yuk). The whole set is designed for setting up to third level characters and up to the third level of the dungeon. Further versions of D&D will expand the current one to the Nth level. The next D&D book to be put out will be on monsters -- there will be 378 of them. It will be out in October. Future releases will be an advanced D&D playing volume, a Dungeonmasters guide, and a revised Gods, Demi-Gods, and Heroes, each of which will be 8-1/2 by 11 inches and bound like a paperback.

What I think of Basic D&D-- it is far, far better written than the original. There are a lot more examples, including examples of melee, spell use, encumbrance, and setting up a dungeon level. Naturally the spell system and combat system is the Gyaxian one -- what did you expect? Kask justified this too -- he said that D&D is based on Vancian magic, and that it restricts high-level mages, who would otherwise control the whole game. I wish they had not included the geomorphs and dungeon example, since too many neo-DMs will use them with no individual changes when they first start out. However, if you are starting a D&D campaign, from the 1st level, then get this book. It is available w/o dice, geomorphs, pre-allocations, and box for \$5.00, with for \$10.00.

One thing though -- in the monster encounter charts, they list creatures like Leprechauns and Troglodytes which are not listed in the monster descriptions. Kask said that if a person never saw a Lucky Charms commercial or read a fairy tale there was nothing he could do -- but normally somebody could work up something for those monsters. I disagree - assuming a true neo, he would not be able to assign the monster any hit points that were reasonable - he would not even really understand what hit points were for. But, Kask said, Leprechauns would be explained in the next book.

In IWHMAGPD#9, Darth Vader said that you would have to go through the

rest of your lives without knowing the end of the great new ST/SW satire, STAR WREK. Now, Darth Vader is mean enough to do that. But am I mean enough?

"Tonight, from the Death Star, it's

DEATH STAR 2-NIGHT

On our show this evening we will have Old Bar Kegoldry, who will give us a demonstration on how to lose a lightsabre duel yet become more powerful than you can possibly imagine. We will also have the Princess Lloyda, who'll give us lessons in blasting open garbage chutes. There'll be Chewblacow and his pet human, Haines Solo, and of course, Lewk Skywolhoff with instructinns on how to get as far as possible from the bright center of the universe. But now, here he is, your host and mine, Barth Vader!"

Hello, he lo, hello everybody. No, ma'am, you can put that blaster away. I'm not Darth Vader, I'm Barth Vader, Darth Vader's identical twin brother. I'm sorry you can't see the resemblance under all this battle armor but I can assure you that it is quite remarkable, as indeed, I am.

But enough about me, let's get to you. The most popular ST satire out today is Star Wrek, written by Bill Seligman. Well, on our show today we will present especially selected scenes from the sequels to STAR WREK. We will start with some exciting clips from STAR WREK Part II, after this word.

WHAT?

We're back, and here we go.

"Rtbbms," said Darth Vader as he lunged at Cast.

"Oh, goody," said Ral Partha, "at last we have a leader."

The two meanies watched Vader and Cast fence with lightsabres a while. Ocasionally Der Kreigspeiler would shout "Watch out" whenever Cast would try a complicated move, in order to distract him. But Cast was tiring, as the Force was no longer helping him.

"Wait, Vader," Cast cried out, stepping back and reaching into his pocket, "I've got something here that will destroy you -- my Save vs. Everything. If you try to touch me, I'll use it."

Darth Vader promptly reached over and touched Cast. "Nyaa-nyaa-you nanny goat -- you don't scare me," he whined.

"You asked for it," Cast said firmly. He pushed the *deus ex machina* button. For a moment, nothing happened.

Cast said nervously, "What's wrong? I know that button worked when Glenn Blacow pressed it." Suddenly there was a loud BOOOOM. Cast smiled. "Darth Vader, you've had it." Vader, however, seemed unperturbed, although Ral Partha and Der Kreigspeiler were arguing about who was next-in-line to be leader.

The far blast door suddenly opened, and Han Solo, blasting away, followed by Chewbacca, Leia, Luke, and Ferdinand Feghoot raced through, persued by Imperial Stormtroopers. Thy closed the blast door behind them, and turned to face Vader and Cast. Han Solo pointed his blaster at Darth Vader.

"Don't move, I've got you at point blank range."

"Right Sulu --"

"That's Solo."

"Whatever. You've got me fair and square. But before you blast me into a trillion tiny pieces, I've got something to say."

"Well, say it and say it fast."

Feghoot suggested, "Perhaps he wishes to give his will before he dies."

Is that it, Vader? Do you wish to make a last bequest?"

"No, I wish to confess something. As I was telling Ral Partha and Der Kreigspeiler a while ago, I was once married. Well, now I'm going to tell who I was married to."

Leia corrected, "That's 'whom I was married to.'"

"You see how she corrected me? Like I was her husband, and she was my naggin wife?"

Ral Partha, using the logic of Scruby's father, got what Vader was doing. He played along, "Why, Darchy-poo, you don't mean, -- not -- not -- the Princess Leia!!!!"

"That's right."

Luke said, "Impossible. Look at her -- as sweetly virginal as the day she was born."

"So? Just because she wears white means a man never touched her? You've never seen any unicorns around her, have you?"

Leia protested, "Oh, Luke, surely you can't take him seriously."

But Luke was staring at her strangely. "Come to think of it, Leia, I never have seen any unicorns around you."

Leia exploded, "Vader, you dastard, after twenty years of working at being a virgin -- in twenty seconds you ruin my reputation for being a good girl!!"

Vader shrugged, "Actually, you were very, very good. Just not in the ways you'd like to admit."

Ral Partha and Der Kreigspeiler were applauding and laughing. "Good work," said the Klingon, "you can't get any meaner than that. You'll be a terrible leader."

"Thank you."

Leia suddenly grabbed Luke. She said, "Well, if I have lost all my reputation, I have nothing to lose. Come on, Luke, I'm making up for twenty years of lost time." She dragged Luke into a nearby closet and locked the door. Strange sounds began to come out from it. Everybody, even the Wookiee, was staring at the closet door.

"What do you think's going on in there," asked Solo.

Der Kreigspeiler growled, "You have to guess? Say, DARTH, it sounds like they're starting to have fun in there."

Darth Vader cried, "Fun? Nobody has fun in my Death Star!" He walked up to the closet door. "Say, guys, guess what? I never married the Princess Leia. It was somebody who smelled like her. She really is a virgin -- there never were any unicorns around her because there aren't any unicorns in this galaxy."

The strange sounds suddenly stopped. After a moment, the closet door opened, and the Princess stalked out, followed by Luke. He was wearing a glazed look about the eyes and a smile on his face. However, Leia apparently did not have enough time, since he was wearing his clothes too, as was Leia.

He complained, "What did you have to do that for? We were just getting to the good parts."

Han Solo inquired, "Good parts? What did she do? What did you do? What can I do? --"

Vader said, "You should not let yourself get so distracted, Sulu --"

"That's Solo."

"Who cares? Look who has the blaster now." Darth Vader unerringly pointed the ray-gun at Solo's breastbone. None of the other people were in place to help him or jump Vader.

Ral Partha and Der Kreigspeiler were congratulating Vader. "Good work! Blast 'em into a trillion pieces."

Suddenly Leia reached into Cast's pocket and pulled out his Save vs. Everything. "Za!!! Vader, you've hissed your last."

Cast cried, "No, don't! If you press that *deus ex machina* button more than once per day, weird things happen!" But it was too late. After a moment, a series of booms resounded, growing louder with each boom, so that it seemed like something was smashing through the walls of the Death Star, heading for the party.

"It sounds like Seligman's pseudo-monolith," Vader said. "I'm not going to hang around here any longer than I have to." He blasted a hole in the nearby garbage chute, and started to hurl himself down it.

Just then the final BOOM sounded and the far wall broke through. In came flying an unusual figure wearing a super-hero's uniform with a large "U" on it.

The creature shouted, "There's no need to fear -- Underdog is here!"

Quickly Chewbacca pushed Vader out of the way and jumped down the garbage chute, followed by Solo, Leia, Cast, Luke, and Feghoot, while Underdog stopped Vader from jumping with them, saying, "I thought I heard a call from you -- is there something I can do?"

Safe inside a mound of garbage, Captain Cast remarked, "You know, I never knew that I had claustrophobia before."

Leia asked, "How do you know you've got it?"

Cast replied, "Well, it seems like the walls are closing in on me."

"There's a good reason for that."

"What is it?"

"The walls really are closing in on you."

"Oh. HELP HELP. HELP. HEEEEELLLLPPPPP!!!!!"

Feghoot pulled a small flask from underneath his tunic. "Don't worry, Cast, I know how to fix things up." He took a swig from the flask, and offered it to Cast. "Come, let's get smashed."

Cast fainted.

Well, I'm sure we all enjoyed that one. If you want to know how it all turns out, you're out of luck, 'cause those are the only film clips I got from STAR WREK Part II. But here's a clip I have from STAR WREK Part VI.

Luke and Ferdinand sat in the corner of the bar. "Poor Old Ben," Luke sighed. "I never really knew if he came back after that lightsabre duel with Darth Vader. Say, Talafmi," he shouted at the bartender, "two more of the same."

Ferdinand said sympathetically, "Maybe he was re-incarnated in some way. Is there any way that you could recognize him, even if he was in another body?"

Luke looked surprised. "Why, yes," he said. "Ben was very sensitive about anybody but himself touching his lightsabre. If he saw anybody else but me holding it, he would faint."

"Do you have his lightsabre on you?"

"Yeah, here it is."

As soon as Ferdinand touched the lightsabre, the bartender gave out a screech and fainted.

"I was right, Ferdinand chuckled. "Ben was re-incarnated into the body of this bartender."

"But how did you know?"

"Well, you knew Ben personally. Wasn't one of his favorite sayings 'Kenobi is Talafmi'?"

And here's a scene from STAR WREK Part XLVIII

The Princess Leia said to Ferdinand Feghoot, "Feghoot, you have been assigned a most dangerous mission. You will have to destroy the entire Galactic Empire single-handed, so we can take over."

Feghoot responded, "Most certainly, Leia. I'll do it if you give me the following information: how is the Empire organized?"

"The Empirer rules over the entire galaxy, which is in turn divided up into

governorships. The governors give planets to people on the condition that in times of war they go and fight for the Empire."

"No problem."

A few weeks later, when Feghoot came back, Leia said to him, "It's simply amazing! Everybody in the whole Galactic Empire has lost all hope, and says that everything is futile. How did you do it?"

Fegoot said, "Simple. I merely pointed out to the Empire that its society was based on feudalism."

That's all the clips we have for today. This is Barth Vader, saying that if I see you all again it will be much too soon -- er -- I mean I hope I see you again real soon. Bye!

A small error on my address: it's 100 Fairview Square Apt. 2J.

By the way, in my list of advice to Lee, I forgot to mention one thing: make everybody go bi-monthly, i.e. no one could submit 'zines for two months in a row. But when I spoke to her, she rejected this on the grounds that it would penalize those people who were capable of submitting every month.

The following people came to my get-together: Howard Mahler, Eric Haines, Lew Wolkoff, Dan Pierson, Donna Gouse, John Sapienza, and Regina Cohen for a few minutes. (If I left anybody out, it's due to my horrible memory, which as Lee certainly knows, has been playing bad tricks on me.) We ran in a mini-dungeon of Howard Mahler's, in which everybody but Lew Wolkoff and I were killed. It was the worst expedition of any other group who had gone there previously. Oh, yes, that great philosopher Victor Goldberg was there as well, but he can't be offended by my not mentioning him since he doesn't read A&E.

Lee, the space below is for you to discuss, rebuke, or correct any of my Dumb Advice that I gave you previously. If you are doing anything to correct the space problem in A&E, please put it below.

May the Farce be with you,

BILL SELIGMAN

Footnotes from the Verdrigris Testament
by Steve Marsh

My PBM is a Dungeons and Dragons PBM. Due to a typo it came out D&B which I saw it in A&E. All I know of D&B is its bad reputation, never having seen the rules, etc.

One night while talking to Kevin Slimak, the idea of fire-ball, etc. came up. Back in the good ol' days at BYU we cast it the way that no one else did. Eventually I gave up the idea as playbalanced. But then Kevin said some very intelligent things, so I have ripped off his idea in toto and with great neeve (and permission) present it here.

The spells Fireball and Lightning Bolt do XD6 damage total, expanding etc. until that much damage is done or the space requirements are met. As such (hereafter referred to in the Slimakian term quanta-ball and quanta-bolt) the spells are very acceptable in most places. As area spells (the way that most people play them) they make very good 5th level spells. Aside from fitting in with Swords and Spells (which is one of the places that Kevin claims some inspiration came from), it makes a much neater spell. I presume that Kevin will present a much better and more intelligent outline of the ideas involved in the future.

One thing that the ownership of a high level character can do is really affect your play with low levels. Just imagine....

a small group of men, dwarves, elves and a hobbit lurk through the wilderness with a consignment for Sears and Deerbuck. As they camp for the night, strange shapes snuff up their trail and begin to approach. So, out comes the wilver wps and we begin to fire away (those of us who can see). Four wereboars later, some figures slip out to finish the last one off....After we got ambushed by the second group of wereboard (argh! 21 in one night) the survivors limp into town.

I really can't think of any reason for a party of first levels attacking a party of werecreatures in the middle of Kendor's wilderness (unless One the hobbit thief was along) unless it's the bad effect that playing high level characters had on my judgment.

Two more characters (who have to leave town by morning before the man in the castle gets a good look at them):

Niariaach the Elf		Elat Elohaan the Melnibonean	
strength	5	10	MU/Demonologist/thief
talent	12	15	Sleep, c-light wnds
piety	11	13	Summon Demon
coordination	8	6	1733 EP, 6 HP
quickness	11	11	
health	8	15	The elf is a Druid/MU
luck	12	11	Fairie F, Magic Missile
comeliness	15	9	D Mgc Sleep
		CLW	2600 EP 6HP

At least no one can say the rolls weren't legit. I might say that the experience in Kevin's game goes only to the survivors....

On the theme of survival of the fittest for monsters, will this rule also improve Niariaach's strength and such? I often get the character most in need of physical improvement award and yet some DMs who will let the monster find me object to my meeting such monsters. Note that the monsters never complain....

Food for thought: How many of you, given a character and 40,000 ep to invest in him (in any way you wished) would take him as a split character (such as a MU/Thief)? How about 240,000? That could (as a MU/Cleric) give you 10 spells in return for sacrificing three spells you'd get as a straight MU. I realize that the xample is gross (and not allowed in many a dungeon), but I'm prepremissing a question on how much is it worth to be a split class? And how much difference do you get hit point wise besides.

Next, how much gratitude do you show NPCs for help? Just how real are they in the games you play? Really, they are just as cardboard (or flesh and blood) as you are.

Those of you who have the wonderful Lee Gold do your typing, how many drafts do you type before sending it to her to stencil, etc.? I've been doing only about two or so (sometimes only one; sometimes three). Wondering if I should feel guilty.

A different type of monster: Magic-using Undead. Really (unreally?). Now that someone met one in my PBM (sorry, Peggy--I told you that city was dangerous) I feel free to mention them. Most undead in legend and myth used spells, (Tolkien's Nazgul for example). Why not in D&D?

How many DMs have a system which makes general lycanthropy a curse rather than a blessing? Would you print it here? Specifically weewolves. I doubt being a weebear would be bad.

How do people encountered in wilderness castles domesticate all those basilisks, ogres, spectres, ents, etc.? Have any of your characters acquired a retinue like the ones described in D&D, Vol III? If so, then how did they do it?!

Something that I am starting next turn in my PBM is all gems are magical--and not as common, the % chance for gems on the stats is the chance for a gem. The average D&D universe has so many precious stones that one could use them for gravel. Who minds them? And on that theme, when your players make wands, staves, rings, scrolls, et.al., which do they make? Do the %s correspond to the items found?

I allow undead to use some of the magic items (such as rings). One of the parties I have has encountered a Spectre floating by. If they leave it alone it will pass them by (it's a party of 1st levels in a quiet area, and they have surprise on it; it just ate, and thus doesn't sense them). However, treasure rolls indicated a ring of Fire Reistance, so if they attack with flaming oil and such....Strange that it never occurred to me until it happened by accident. If you were a spectre, what type of magic items would you want?

...if you were young and played the one true way...

Law: Free inasmuch as you allow others to be free
Chaos: Free regardless of effects on others

*In a tower, gentle seeming,
one sits,
softly dreaming.*

...once upon a time, fifty of the best ninja in Japan set an ambush along a narrow winding road in the midst of heavy woods. With stealthy skill, they struck--completely surprising their seven victims! When the dust settled, there were 55 bodies on the ground and two horsemen rode quickly on....

Very often I have seen hypothetical matches between different schools of thought and noticed how easy it is to bias the results. Ever since I was started in Judo at the tender age of ten, my ears have been filled with a multitude of debates. I know for certain that at least one 11-year-old judoka of slight stature was able to beat a varsity wrestler who jumped him. I also know that many Olympic victories in judo came from using wrestling techniques. And so it goes. The real things to note when comparing styles of fighting that rose to meet different needs are:

- 1) familiarity with the wpn and style of the attacker--and whether one knows how to cope with it. There is an entire cycle of stories about "The Ronin to the World" which is based on how he coped while others didn't and died.
- 2) Next is who is better. Admitted, a bad with a +5 sword is ahead in a fight. The easiest method I know of for getting a +5 sword is to put a normal one in the hands of a high level fighter. In arguing which would win, a judoka or a karateka, the answer is obvious--the person who is best.
- 3) Last is which method is best. Mark Spitz doing the freestyle will always beat Mark Spitz doing the butterfly. Shoto-kan vs. Wing Chun.

Now let us pit a good ronin against a good knight. The outcome is determined more by outside factors than anything else. Yes. It's like when Ajax the Lesser decided to challenge Ulysses. The wiley Greek grabbed his bow and Ajax the Lesser was reduced to eating his words right and left. With spears, Ajax was favored, with swords they were equal and the wanderer was better at grappling. You have the same situation with a ronin and a knight. In fact, this should apply to about everything in D&D. That's why everyone isn't the same class.

As for Ken Pick's Samurai, his rules seem to be the best I've seen--because he is making a definite effort to realistically simulate the real. And because it is an honest attempt, I would prefer that anyone who has criticism of it do so in detail, giving pertinent examples. I did, and tho the summary of what I said leaves a lot out (tho I was surprised to see it at all), it shows the important parts.

...later, as the two survivors rested in a small house, more ninja struck. Again red slaughter, again blood staining the dust. Finally, a ninja that acted as if he was inspired of Simak fired the building and used missile fire. He then plunged into the burning house, blinded the sole remaining samurai and took his head....

When I read A&E, certain people's zines stick in my mind, either because of what they said or because I know them or both. After several issues, I realized Kay Jones' zine kept coming to mind tho it didn't fit the #s above. After talking with a friend, I realized it's the way she writes. And these days with beak and claws too.

Must be the best hunt and peck typing around. Seriously, I wish I had a style of writing as good as that.

By the way, the story is not an adventure by some of my characters (who being low levels are limited to killing off Kendor's excess griffins and owl bears--tho we still haven't gotten a dragon--drat you, Slimak, we'll get a dragon yet). Rather it is a real story from Medieval Japan.

ARIEL: You have been all that got me through all the copies of TWH. I am impressed by your characterization as it agrees with the way I like to see elves played. By the way, spray paint does just fine for defining player characters--right in the eyes of the DM, it can really help him to see better.

PEGGY: I didn't say that a certain collection of characters could take out a small group of witches; I said they had! Being a cleric, one can charge out to the attack while others flank. To both you and Chris Pettus, I feel that any player owning a gross (!) artifact should tell the DM about it at least two or three times to make sure he understands how gross it is. Otherwise, one can outclass the opposition and the rewards are worthless--just like Nicolai said in A&E 24. I enjoy almost dying--in D&D.

SUPER ORC: I have a combat system based on the proper use of the word mana (check it in a dictionary) that does quite well sans magic. Or hit dice. In fact, I think that until I adapt magic to fit the schemata, I may use hit dice only for magic combat. Depending on playtesting and further comments from Jim Bolton and Jim Cooper as well as a Chaosium playtester I met at GLASC, I may publish it here.

MARTIN: At GLASC everyone kept warning me about how unrestrained you are. Am I blind or are you that way sometimes? From what I saw you are quite playbalanced. Hope that your character survived raising.

I have enjoyed the reincarnation tables, tho I have noticed a lack of Undead, Salamanders (hot and cold), Nymphs/Dryads and underwater types. Aside from many of the types found in A&E.

Those of you who have read Swords and Spells will notice that FIREBALL is cast as QUANTABALL. Meaning that it does a total of XD6 damage points rather than XD6 to everyone in the target area. Which might explain why they "generally conform" rather than fill the total volume in the rules. And how in CHAINMAIL a fireball can be used against fortifications. If one begins to run area spells in that manner, then the total save (no damage) vs. an area spell (as referred to in Alberich's Ring in A&E 24) becomes reasonable.

CHRIS PETTUS: I must say that I really enjoyed your dungeon. Especially the second time. It is so hard to find a place to run my hyperlawfuls doing what they are born to do--seek out strong chaotic influences and purify them. Tho that is also a good way to get killed quickly too. And I liked the Gorns. Tho without Bookcase, we would have been lost. Just some aged Egg o' Boo for someone who really deserves it.

On player Analogs: what would yours be like, and what would you do if deposited in your own world (assuming you speak the "common" tongue)?

Elaikases is my DM-driven Deus ex Machina, who invariably turns out to be very vincible. He is finally learning restraint, after getting singed so many times. Like the time he decided to take on the DAMned Horned God. Elaikases had just ruined half the countryside (he got carried away in a mini-Ragnarok and cast a superspell which leveled his tower among its minor side effects) and then calmly attacked the first thing he saw. May you know better.

And some random thoughts:

What number system does your world have? Until we got Arabic numbers, most systems were harder to cope with than Roman numbers. The way this affects paperwork is just minor. Without an intelligence of at least 15, most people can't add over two two place numbers in some D&D worlds (unless they have an abacus or such). *[The abacus is based on a five-based system with two sets of five making a larger group. A pity the Romans never came up with it.--LG]*

Can all of your players read and write? If so, how did they gain the time/etc. to learn? Higher learning (reading, riting and rith-matic) implies a lot about a society.

My readings of Battle Axes as an anti-armor weapon don't jibe with TSR's minuses vs. plate. Anyone care to explain?

In Medieval times, I would put the Orthodox Church as a Neutral group with individuals (such as Emperor Otto) showing strong Lawful or Chaotic inclinations. I get the impression that both Patriarchs and EHPs were originally played as being members of the same Church. Saint Francis of Assissi and the monks castigated in some english medieval texts. How do you see the Intent of the rules? Do you care?

On religions, I would put Hasidic Jews as Lawfuls, Taoists (per se) are active neutrals and Buddhists passive Lawfuls. I would put Kali as a Lawful as a daughter, Chaotic as a Mother, and In her aspect as a wife rather Neutral. How about rating religions used in D&D as you would think the religion sees itself--if you don't plan to scrap alignments altogether?

Counter-spells can be of several types. How many of the following do you use, if any:

shields: (such as anti-magic shields)
catalysts: (stop the spell in the bud) (poison the mana)
opposition (such as Cold vs Fire and Haste vs Slow)
Blocks (stop the spells from being thrown)
Smash (that's where the force of the spell is forced back on the caster. In fiction, it's a standard defense, while it is rarely gamed.) *[except with spell-turning devices.--LG]*
Distorts: (typos and such)

The weapon that still hasn't been used is the spear -1, _6 to do a critical hit.

Did you know that the demons in Eldritch Wizardry are a result of the figures rather than vice versa, which when you think of it is as good as any other system.

FEET DON'T FAIL ME NOW I

A strange zine typed by Jim Eckman. Challenges can be exchanged by calling me at (213) 425-4902 or by meeting me at 4527 Ladoga Ave., Lakewood CA 90713. Hidden inside this article is a description of the one true way along with twelve obscure but meaningful illustrations.

Six Hundred Screaming Orcs, Two Dozen Angry Ogres, Ten Assorted Demons, and Three Pissed Off Evil High Priests, or What Do You Do When the Fourth Level Comes Looking For YOU?

Report to the Temple High Council on several cases of intrusion by wandering adventurers into the main temple entranceways:

October 8 1849 Sargent of the Guard, Eday Tergas

... the three giant rats. Near the end of the watch noises were heard from the far end of the guardroom. I quickly called my command of thirty Orcs battle stations and prepared to meet the intruders. As the door burst open my archers gave the enemy a quick volley of shafts. The two lead characters caught several arrows apiece and seemed scarcely hurt by them. By this time I had recognized them as the infamous Naro and Bucky who have set upon many of our people. After the initial round of archery I ordered my Orcs to melee the two while yelling, "fifty gold pieces for the man who kills one of the lead two". As my Orcs charged the pair, the Hobbit thief Bucky pulled forth a pistol of very recent design and fired off six shots in rapid succession and laid low five of my force and seriously wounding a fourth. Simultaneously a magic user cast a Sleep spell and slept twelve more of my command. In the face of such overwhelming force we beat a hasty retreat after another quick flight of arrows. The monsters did not follow as they heard our reinforcements arriving and we managed to wake our sleeping comrades and aid the wounded one.

November 15 1849 Sargent of the Guard, Remont

... the noises. I found thirty-five of the Guard and the leader, Eday Tergas slain. Several of the Orcs and Eday were slain by .44 caliber bullets. The bullets were probably fired by the Walker Colt Dragon pistol of that infamous hobbit Bucky of Breeland. Of the four Zomby assistants not a trace was found. ...

December 7 1849 Sargent of the Guard, Tewaras Ter

... traces of intruders found near the inner temple secret entrance. Shots from a rapid fire weapon were heard and not a trace of the three wraith guardians could be found. ...

December 24 1849 Sargent of the Guard, Remont

... the intruders. Thirty-five Orcs and four of the brothers were slain in a most horrible manner. ...

January 9 1850 Sargent of the Guard, Arwanai

... twenty of the guard were slain instantly by the Fireball. ...

The High Council of Priests of the God Shemis January 18 1850

... and therefore it is the council's decision that the hobbit thief called Bucky of Breeland and the AINU cleric named Naro must die. In order to achieve this end an assassin has been hired by the Brotherhood with the death of this infamous pair as his goal.

A Report of the Desecration of the Shrine of the Traveler's by an Eyewitness

... knocking upon the door. Turning to discover who or what dared enter the Shrine without my permission my wondering eyes perceived the two tremendous doors bulging as if a giant was pushing on them. No sooner had my eyes rested upon the door then did the portal burst asunder with such force that the pieces scattered in a wooden rain throughout the room. My fellow worshippers and I fell immediately to the offense in defense of the shrine's precious contents. My four comrades quickly perished under the assault of the invaders while I sorrowfully wounded beat a hasty retreat into the secret compartment behind the statue.

While nursing my wounds I heard noises from the shrine proper, peering out the peephole created for the shrine I saw an act that made my blood run cold. The heathens were taking the jeweled eyes from the SACRED IDOL! A hobbit shinned up the statues' side and plucked both of the precious rubys right out of their sockets. I heard in the distance a sound of thunder and I knew in my heart that it was our god come to wreck vengeance upon the despoilers. The rest of the battle is blurred in my memory by the wounds I received in that battle. The one last action that I can recall is the heathens dragging off the slain idol with a horse-man (centaur) after killing the God Spirit that activated it.

Resolution of the council of Priests

After committing many crimes of trespass against our church and the higher one of desecrating a shrine we hereby resolve to march on the town of Nokkeush in order to revenge ourselves on two of its inhabitants, the infamous Naro the Ugly and Bucky of Breeland. In order to achieve this goal we command the Captain of the Guard to form the invasion army. The army will consist of the fifty Uruk-Hai Temple Guards, six hundred Snaga Orcs, along with a dozen or so demons and ogres. The Army will march in three days.

signed The COUNCIL February 3 1850

Meanwhile Back In Town

What do you mean? Only 100 gps for 1000 lbs of fine bronze !! I can get a better deal from Moji the armour. 150 gps? It's a deal.

Well Bucky what do you say to a little celebration? Sure boss, and with those words the pair adjourned to the tavern of the Red Eye, so named because of the old battered Orc shield hanging over the cramped doorway.

Later that day while the duo are at their cups Naro notices a few wounded peasants riding into town. pausing only to shake Bucky awake, Naro heads for the band with Bucky in tow as the Ko (prince or duke) rides up on his cream-white pony accompanied by his guard. The blood bespattered peasant dismounts from his sweaty, tired mount and crouches in a position of obeisance.

What message does your master have for me that requires the injury of a good pony? asks the Ko in an impatient voice.

O! Master of the Moon I bring to you bad tidings from one of your faithful Samuri, please forgive...

WHAT NEWS DO YOU BEAR!!

That an army of Orcs has marched upon our village accompanied by horrible monsters in order to avenge themselves on a pair named Bucky and Naro. They will arrive here in three days.

to be continued

COMING NEXT ISSUE: THE THRILLING CONCLUSION AND A MINATURES COMBAT SYSTEM JUST FOR SMALL SCALE D & D BATTLES.

Richard Karr, He's BIZZARE

This is the first of several informal letters I intend to write so I may acquaint you with the Arduinian Universe and its workings. I hope I may also answer some questions about the ARDUIN GRIMOIRE and its play.

The Arduinian Campaign has been running about as long as D&D and related role-playing games have existed. Game time has been slightly more than 11 years (of 453 days each). Over 480 player characters have been permanently killed in that time, and many more have had to retire due to wounds or afflictions acquired in campaigning. On the other hand, two characters have become Dukes of the realm and half a dozen are Barons (three landed and collecting taxes, raising troops, etc.). One even managed to woo the youngest daughter of the king and just this "end year" all Arduin celebrated their nuptials. So, even though it is a hard and dangerous world, the rewards are usually more than a bold player can ever expect.

Its history stretches back to the dim dawn of creation and the world's first rulers, the dread reptilian Kthoi. It encompasses the wars between them and the first true men, the Rune Weavers, their victory and then subsequent downfall half a million years later in the wars of the Titans and Star Powered Mages against the rest of Almanity. Though the Titans and Star-Powered Ones were nearly annihilated, the Rune Weavers were also so weakened that when a bare 20,000 years later the Time Lords threatened, it was all they could do to trap them in the Caverns of the Ancients and then fade from the Kin of Almanity, allowing the Free Mages of the Circle to predominate. The next 3000 years were relatively peaceful, but that ended with the influx of alien star-faring races and an interstellar war that left the fifth continent (the planet's largest) and most of civilization a fused and radioactive ruin. The Interregnum of Dark Years followed, lasting some 5000 years, followed by the re-establishment of civilization. The main area of civilization centered on the third continent of Khaera (the world was then called Khaas, as the old name for it, Ssas-Khaa, had long been forgotten). Many nations held power during this time as war after war was fought. However, the real problems began with the College of Sages in the country of Falohyr discovered that an area of transtemporal and interdimensional instability had manifested itself in the area roughly contiguous with the small kingdom of Arduin. As word of this discovery spread, more and more nations plotted to control the area, realizing that whoever controlled the area and the newly discovered "Gates" also controlled not only this world but untold thousands of others. Thus the bloody Wars of When (also called the Nexus Wars) began. They lasted 10,000 years, once again bleeding the world white of population and magic. During a particularly long pause in the conflict, some of the warrior nations proposed what later became known as The Accord of Arduin, which essentially guaranteed that the Arduin nexus would forever be an independent and totally neutral kingdom with its territorial integrity guaranteed by every nation on the continent--to insure that no nation could control it. To insure that the rulers of Arduin would not abuse their trust, the mages, clerics, sages, alchemists, technos and all of the other important groups set up Colleges or Universities in Arduin which would oversee the exploration of the nexus and gates. Also each nation would send a contingent of men (1-3,000, depending on population) so that more than half of the Arduinian military would be non-Arduinian in origin. These units would be rotated every seven years. With few exceptions this plan has worked, so that 1211 years have now passed without any single nation ever risking re-igniting the Nexus Wars.

As most of the population of the original Arduin had been slain in the early wars, each nation had sent equal numbers of settlers; for the first 500 years, it was forbidden to marry anyone of one's own nationality. This insured a true melding of the people, and although it has been stricken from the lawbooks, tradition still keeps it a habit for most of the people. There is a tradition that one of the Royal ruling pair (king and Queen) must be non-Arduinian. This was also to insure fresh blood to a royal line that started from scratch, was made up of every nationality, and was "of the world" and not an inbred and arrogant line of rulers. Thus we now see a kingdom of people that reflects the entire world around them. A kingdom where slavery is outlawed (one of the few places on the continent this is so) and people have more personal freedom than anywhere else. It is the center of learning in all disciplines and the various colleges and universities accept students (of only the highest caliber) from all corners of the multiverse.

Multiverse, now there's a word full of meaning. In this case, it refers to the 4000 or so parallel universes discovered in those 1211 years. Universes that are all variants of one another but reflecting nearly infinite diversity. Dead worlds, jungle worlds, worlds of monsters and worlds of light and reason--all impinging on the nexus. What with the crossovers and intermixing, Arduin is a wild and wooly place to live.

Although Arduin is only 200 x 170 miles, it contains five major walled cities and a myriad of small towns and hamlets, as well as a series of semifortified inns on the main roads. There are 13 dungeons or caverns, seven of which have so far been discovered with five visited regularly. I have averaged close to three runs a week for several years now. Several players have also opted to accept the responsibility of running a country on my world, with all the attendant mapping, dungeons, etc. Bill Voorhees' Tharkala with its nasty Durfang caverns high in the mountains (and reachable only by traversing Breakheart Pass) is one. The Rainbow Isles, Rothan, The Kozangi Dales and Oz, run by Brad Thom, Andy Rodriguez, Charley Parker and Peter Savoy respectively are others. So we have not only ARduin and the continent but other full nations that are in play in a campaign that nearly defies description. The politics are fantastically overlapping and great fun! It is a true campaign game of world wide proportions.

If you wish a closer insight as to how our rules work, just read my book "The Arduin Grimoire," as I will not bore you with my version of the one true way! Besides, I'm a heretic because I adopt new ideas and change when something better comes along, so I'm a bad example of our way. We all have a lot in common and also very little (make sense out of that if you can.)

Our world is highly structured with Guilds, Societies and the like having great say in the day to day affairs of specialized types (Thieves, Assassins, Traders, etc.) and we have an entire set of written (and historically researched) laws that keeps utter chaos at arm's length. This doesn't mean that players can't act as they please. Quite the contrary seems to be the rule (and the consequences are usually most interesting and exciting). Our players brave overland expeditions for the right to explore each other's countries (or long sea voyages. Having a half dozen wildly varying DMs in control of their own mini-worlds within the rather loose confines of my larger world makes for very interesting variations on my basic rules, keeping us all guessing as to how a particular spell will work from one country to the next. The people who gate into my world onto the Plateau of Forever from their other universes all have the right to run their people, magic etc. according to the rulers of their own particular worlds (the exception being how a few of their spells or devices

work). However, if they stay more than a few days, they begin to be affected by the laws of my world and slowly become working parts of our laws and rules. This allows them to "feel" out my world and acclimate to it. If they leave before the changeover is complete, they will slowly reverse the process in their own world until they are as they were before they left it.

To round this installment out, here are a few new magic items for all of you to use, abuse or ignore as you see fit:

SHARK BOLTS: Magic crossbow bolts that are +3 to hit. They are slate grey and have black sapphires eyes and a painted (?) shark's mouth (a la the Flying Tigers). When they are fired, they use their eyes to avoid all except the target aimed for, and they will attack 1-3 times (roll). If they draw blood they will go into a sharklike feeding frenzy and attack for 1-20 times (roll) biting for 1D6 for each attack. Remember, they actually bite their targets, taking bloody mouthfuls that go into their stomachs of holding! The real kicker to these items is that they come only in inseparable schools (cases) of 10-20 and may never be separated. So if one of their number draws blood three turns in a row or attacks for 12 or more consecutive turns in any case, THE WHOLE SCHOOL goes into a frenzy and attacks everything within sight! They have an AC of 2 and 8 HP. If they are "killed", they are dead and gone, but if only "wounded," they will regenerate at 1HP/day (never leaving the case until fully healed). When attacking on their own, consider them 3HD monsters for purposes of attacking.

SUNSTONE: a softball-sized, pale orange crystal sphere of about 3 lbs weight. It absorbs sunlight and re-emanates it in the dark at a one to two basis (two hours of absorbing sunlight will shine for one hour at half intensity). It glows in a 30' radius and is extensively used by Gnomes and Dwarves in my universe.

WALKING STICK; These are magic canes or walking sticks and vary in looks and worth. They are usable by any non-fighter types (Bards, Psychics, Mages, etc.). On a secret word of command (known only by the owner), the stick will fly through the air and attack its designated target severely about the head and shoulders. It can fly up to 60' and hits for 1D8 once per turn. It can attack for 36 turns a day, and must be called off by a secret recall word or it will attack itself out. It always attack at the level equivalent to its owner's own level.

SKYHOOK: this item resembles a bird claw or taloned hand made of mithril (about 8" long). When tossed into the air or onto anything, and the command "hold" is given, it will magically "dig in" and hold fast. Thus if in a cloud, it will grab on and if you are holding on to a line attached to the ring (for just that purpose) on its base, you'll be towed away into the sky with the cloud. **BYE!** When you wish it to release its grip, simply yell "enough" and it lets go and down you come. Its main drawback is that everyone knows about them and on at least one occasion, a baddie waited until the frightened and fleeing hero had risen to about 700' and then used "Phanch's Far Speaker spell" and the jerk fell to his death in the ocean.

LIFE SAVERS (suggested by Clint Bigglestone...Thanks, Clint!): A roll of magic life savers! They must be put into a character's mouth prior to his/her being damaged. They last five minutes and once started cannot be taken out. So if the candy sucker is slain while partaking he/she is immediately Raised as in a Raise Dead spell. If only damaged, he/she regenerates (any type damage) up to 75% of his/her HP value or 50 HP, whichever is greater. They come ten to a pack but have one

bad drawback. If any form of analysis is used to check them (magic detects, alchemists, etc.) they immediately become absolutely non-magic Life Savers. This is a drag because THE GODLY GRANT CANDY CO. puts out other items packaged exactly the same way that do things like immediately reincarnate the user as a butterfly, cause triple damage for each hit taken, etc.

HOBBIT STONE: This pale blue-grey stone the size of a robin's egg is usable by hobbits only. It is a +3 sling stone and has 360' range. It always returns to the hobbit's sling after impact or miss, so it can be fired every other turn.

SHOCK BONES: These are the practical joke of the mad techno "Dirty Harry" and have fooled several very smug clerics. They are the skeletons of those slain, wired together (chalk covers the wire so it isn't noticeable) and electrically animated. When Detect Life or Detect Undead is used, they come up zero! Detect Magic and the like also draws a blank, since these things are technological constructs. They attack twice a turn for 1D6 each and always have dexterity 16+. If they get two consecutive hits, they will grapple and then self-destruct in a 5' diameter ball lightning of D20 power. Man, you should see those clerics trying to figure out why their "turn aways" didn't work! They are 1D8 in size, but attack as 3HD.

MANSTER: This little ugly looks like a normal human being (your choice of sex) but regenerates as a troll, though twice as rapidly. They're essentially free-willed flesh golems but must imbibe at least four quarts of human blood each day in order to continue functioning with free will. They have all the attributes of flesh golems, but are 100% immune to all forms of life level draining or blasting and cannot be Feared or Confused. Paralysis only slows them if they fail their save; no effect otherwise. 8D8 in size; they favor halberds and other pole arms in combat. (The feminine types usually rely on deception and a loving embrace to do the trick!) Charisma is 13-18.

KRAG SPYDER®: They range in size from pebbles (1 HP) to boulders (6D8) and look like rocks or boulders until they move. They are very patient and will wait hours while a party beds down amongst them and goes to sleep before pouncing. They bite for D4/HD in size but their poison is all the same, from pebble to boulder size; it stones those who fail to save vs poison (at a -3 save). They really resemble the great Alaskan king crab minus the pincers when they move, but are a branch of the arachnid family and their name implies. They have such a low metabolic rate that most Detect Life spells fail. (5% chance) but Detect Magic shows them up quite clearly as they are a magically mobile form of rock. They eat their stoned victims by secreting a saliva that un-stones a mouthful at a time, so it can be bitten off and swallowed. Talk about a pet rock! They have AC 3 (small ones) to 2 (biggies).

SLEEPY DUNGEONFIEND(MASTER): This 100 dice creature spouts inanities and confusion at random while falling irrevocably asleep over a hot typewriter (no save) and then mumbles to himself while dreaming of electric fanzines being eaten by venomous eight-headed crits. So I think I'd better stop for now before I become just such a beastie. Until next time, Take a troll to lunch!

Dave Hargrave, 5411 Carl Avenue, Richmond, CA 94804
(415) 234-2504 (Call!)

AN OPEN LETTER TO THE READERS OF A&E AND FRIENDS EVERYWHERE
by Dave Hargrave

This letter is an appeal to all of you who know me personally or know of me or my reputation. It is an appeal for help.

I am an author and gamer and my publication "The Arduin Grimoire" may be known to some of you. It is my contribution to fantasy gaming, and one I am damn proud of. The sales of this book are moderate but steady here on the West coast and in the midwest. Some of you like it and some don't, but that's what gaming is all about. My problem is this: when the people who distribute my publication tried to expand their sales area east of the Mississippi, they ran head onto a stone wall of silence and rejection. 33 distributors or other outlets that were contacted would not handle the book. The handful that would give a reason all said the same thing: the Grimoire has been "blacklisted" because the author, me, was a bastard that had shafted his two previous partners.

Those of you who know me know the error in that, but what do I do about those people that don't know me? How does one convince people that they have never met? Especially when a party or parties is deliberately trying to keep my publication off the shelves? I do not know who has tried to do this, but to them and all of you out there I will simply tell you the truth.

My first business partner was Greg Stafford and The Chaosium. Our relationship was severed before the final draft of the Grimoire was ever finished. It was severed simply because we could not agree on the artistic content of the book. It was my baby, and I wanted it done as I envisioned it. Greg and I are still friends and have no animosity towards one another because of it. Our collaboration simply did not gell.

My second business partner was Neville Stocken and ARchive Miniatures and was of a more formalized nature. We had a relationship where we both made money and were on a friendly basis. After quite a long period of mutual benefit, Mr. Stocken felt he could not handle some of the business problems that arose concerning the book and himself requested that he be released from a signed contract. I could have contested that but saw no need to as I had no axe to grind and was on friendly terms with him. There was no animosity involved in the separation and in fact ARchive Miniatures continued to carry the book until very recently when a purely personal matter came between us.

I like and respect Greg Stafford and still feel that the ARchive line of miniatures are some of the world's best. I do not think either of those people would do a thing like what has been done. So I ask all of you to keep your ears open and whenever you hear someone spreading this erroneous garbage ask them who said it, then tell them the truth. Let me know who is putting this poison out. It is bad for me and bad for the image of fantasy gamers everywhere. Tell your local hobby stores to contact me if they want to know the truth, and to quit believing every unsubstantiated rumor they hear!

I am not a big company. I am just one person who has sunk his life's work into the effort to become a small part of the gaming community. I have always been honest and have always kept my word. I am not going to change now. Neither will I roll over and play dead for no true reason! But I need your help, and I need it now.

THE ARDUIN CHRONICLES #1/A (an answer to Nick Smith's comments)

1. The monster tables are only an example and that is stated at the bottom of the last section.

2. The weight determination table must have suffered a critical hit in the type-up, so I agree 100% with you that it leaves much to be desired. The height table is exact and quite good and stands on its own merits.

3. I could not possibly include every monster listed. However, expect that to be remedied in volume two which will be mostly new monsters, magic and spells, with constructive criticism showing its impact in rules additions, deletions and modifications. Unlike some others, I am eminently reachable, and I do heed my peers!

4. I made no assumptions about the mentality of my prospective readers; in fact, my mail is running roughly 3:1 that first time readers find the Grimoire one hell of a lot more understandable than the "other product," and find it laid out in logical and understandable progression, which surprised the beans out of me, as I do sometimes tend to write to a more informed audience. (Your point is well taken as far as I am concerned, but the readers seem to think otherwise.)

5. I am sending you a free & autographed copy of the Grimoire to let you know I appreciate honest criticism as well as compliments. (Please don't all of you out there think that I will now send a free copy of the Grimoire to everyone who mentions it. Comment away, but expect only "return fire" in A&E for your efforts!)

6. Boy, do I ever agree with you when you say a lot of DM are not imaginative and some don't even have a modicum of intelligence! On the other hand, would you rather I wrote on a level that they could understand and bored the beans out of you? Either way I will get someone's hackles up! Which should it be?

Please remember that my Grimoire is not my sacred Bible, and that I am an infamous were-DM around here because I change so damned quick sometimes, the people that play in my world need a weekly news report to stay current! I am receptive to all new ideas that are simpler and better than my own. I don't change from one complicated system to another just to get a change of scenery. If you can do better, submit your version to me and if I think it's the best, I'll adopt it and if you agree I'll use it in volume II in exchange for a free copy and a write-up of you as its inventor! If you have a question on a point that you are not sure about, write to me directly outlining your hang-up and I will endeavor to explain it or excuse it. Then write it up in A&E for all the world to see in one issue, so we won't have to carry on these three and our issue debates.

OTHER STUFF

1. WISHES: In Arduin, Wishes are 25th level and Limited Wishes are 12th level. Since Wishes are attuned to the fabric of their parent universe, they are not usable in any other universe.

2. The Multiverse is a wide, wild and wonderfully wooly place in which to be at this time, so let us all give thanks to Lee Gold for being able to peruse each month some few portions thereof.

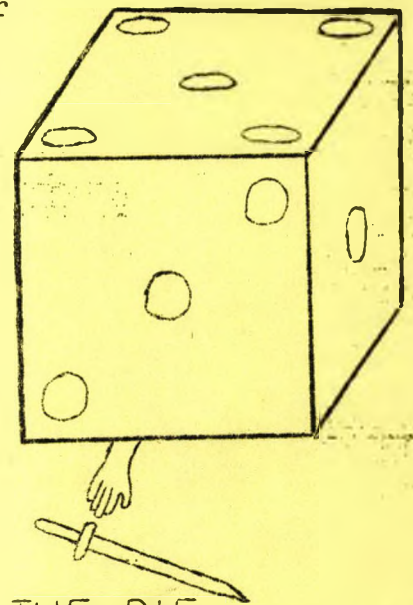
3. Many thanks for all of you that wrote, both in response to inquiry from me and on your own. However, I am so swamped with letters it will take me a while to dig myself out from under. So if after a week or two it seems that I may have forgotten you, send me a gentle post-card reminder to prompt my reply. A simple "HEY STUPID" will suffice.

FIELD AND PHALANX VIII

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DEXA!

The cartoon at the right was thought up and drawn well before I ever saw anything of the same sort of idea in The Dragon. Oh well, so much for originality, if not deadlines. I have a small stack of good idea but poorly drawn cartoons ready for later issues of A&E. But let's see more art from real artists here. I know I can't draw but do so anyway. What is there wrong with you people with the real talent? Covers are great, but just not enough. "More, more, I'm still not satisfied!"



THE DIE
SPARES NO MAN

"Enough Tom Lehrer, Old Man--Go to the comments!"

ME--"Who said that, and what are you doing out of your movie?"

CLEAR ETHER, Samuel Konkin III, Re TANSTAAFL: The "Virtue" exists, but the "monster" TANSTAAFL sure as hell doesn't as far as I am concerned. Look at the stats and tell me how such a monstrosity can exist in a play-balanced world. What I did was a Blacow-type set-up: If anyone agrees with the monster stats as is, I'll walk away shaking my head in pity. The TANSTAAFL is obviously for GM's who may sometimes feel the need to "get" player-characters. And there is no need especially in a closed universe as the GM has control of magic item frequency. None of this need concern you, Mr. Konkin, but it has been a convenient way of stating that the TANSTAAFL does not exist. Especially since, thank goodness, no one wrote a comment saying he liked it:

LEE GOLD: Pandybats; see TANSTAAFL above. Pandybats exist only in the S.C.A. Surely you jest. But if not, I shall be forced to send over a few character-getting TANSTAAFLs.

SENILE SAGE, R. J. Clifford III, Re the Platinum Golem; if the metal retains its original properties, I see no problem as long as you agree that dragon breath is natural rather than magical. And can one use magic on what the Platinum Golem is walking upon. EVERYTHING should take damage from being dropped 36". Correct me if I'm wrong--PLEASE

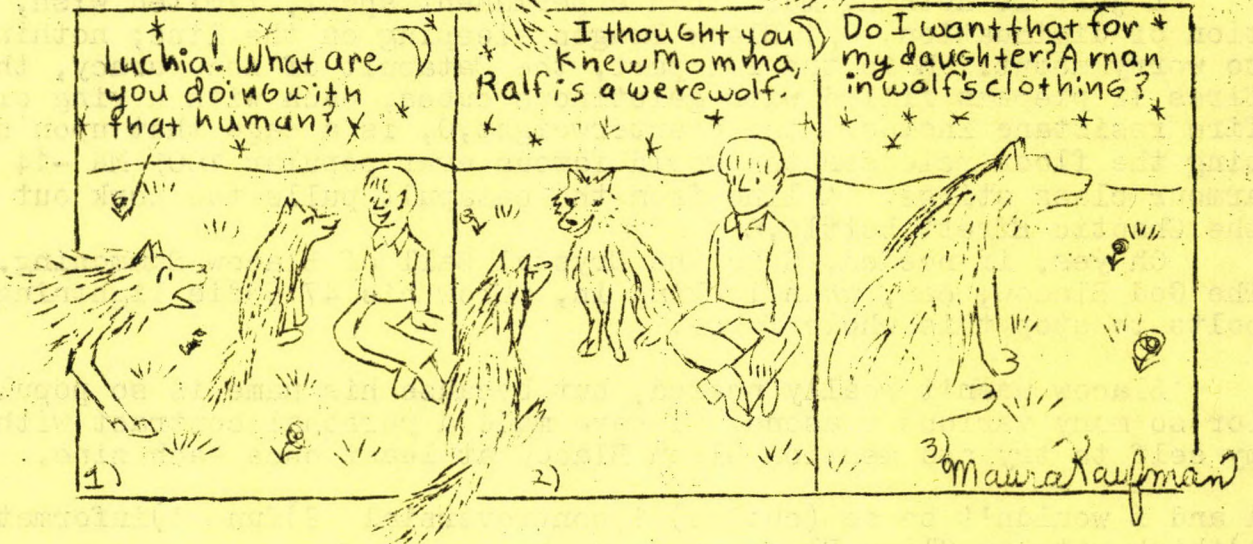
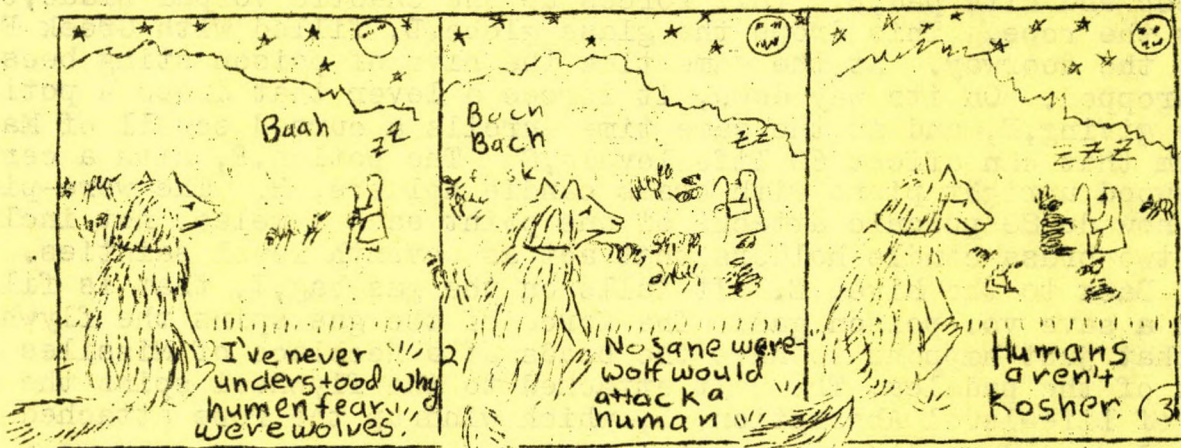
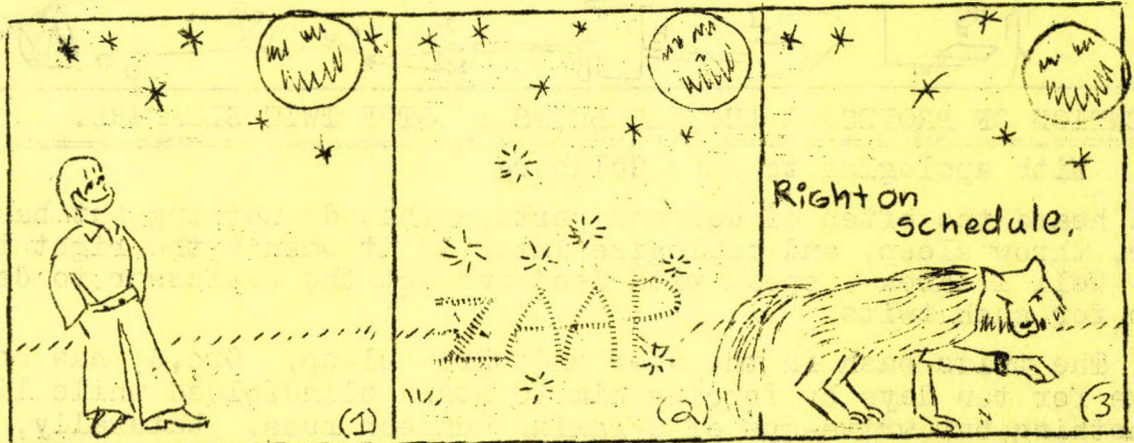
BILLY BALROG'S OWN FANZINE #17, Mark Swanson, Re multi-hit systems: 6th level, six strikes, player calls out "one of one, one of two" and so on to say "four of six". Hit then is 4 x Damage bonus + 4D-weapon type. It goes faster than it looks. Attacks are maxed out at ten until the character can go up at least four more levels. You have a copy of my hit table--experiment on a play test basis. // Now Re relative speeds; "chase" and "catch" rolls are only made if the party "runs". Evasion is where speeds should come into play. Basically it is play-balance--people are going to be killed by surprise sooner or later. I CAN see monster speeds being deadly in dungeons:

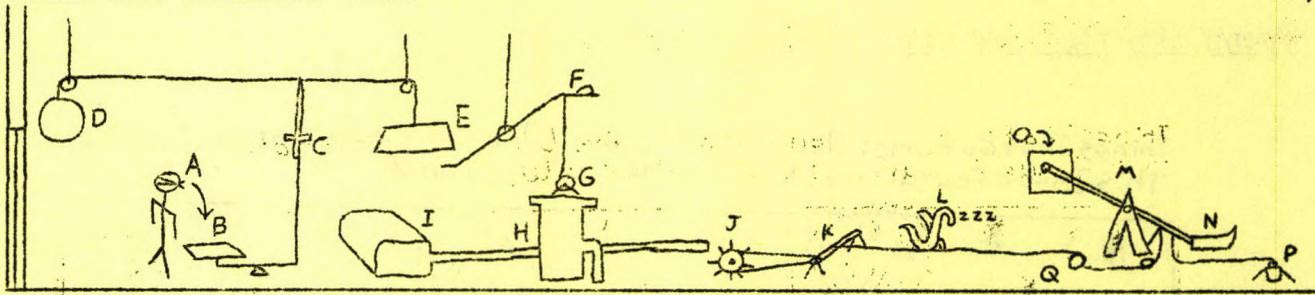
MANY WORLDS, Margaret--read above. Now you know why I didn't print my hit table. Swanson was the only person to ask for a copy.



[The text in this section is extremely faint and illegible due to the age and quality of the scan. It appears to be several paragraphs of handwritten or typed notes.]

Things That Go Bump: Dedicated to the Were-Anti-Defamation League
This Issue Featuring: Ralf Luther, a Werewolf





INVENTION OF PROFESSOR LUCIFER BUTTS TO STOP TWIT SLEEPERS.

With apologies to Rube Goldberg

I've heard too often of dungeon parties that do nothing but bash in the door, throw sleep, and apologize later if it wasn't the right thing to do. Well I threw a speak with dead and got the professor to design a trap for such twits.

The twits bash in the door and throw sleep. Orc, A, has been kept awake for ten days by forcing him to stand blindfolded while listening to nothing but write-ups of Gygaxian dungeon runs. Naturally, he falls asleep and hits pad, B. This forces up the chaotic Vorpall Blade, C, that cuts the rope. This drops the glass globe, D, filled with Greek Fire, into the doorway. At the same time the hive of poison sting bees, E, is dropped. On its way down, it forces a lever that drops a potion of life giving, F, and at the same time unrolls a cursed scroll of Mass Charm that can affect 60 life levels, G. The potion, F, hits a certain rosewood upright piano with brass candle holders, H. The were-piano can now do 88 psionic attacks of one point each a melee, not including the two brass candle holders that act as seventh level sainties.

Back to the hive, E. It falls on the gas-bag, I, that is filled with a save vs. poison gas. The force of the gas spins the flywheel, J, that just happens to have the beads of a Necklace of Missiles on each of the paddles. The belt attached to the flywheel spins the Chaotic Rod of Life-level Absorption, K, which winds up the rope attached to it.

L just is nothing more than a permanent spell, limited wish, position of diminution, 8/1 Black Dragon sleeping on the line; nothing to worry about. M is the fun part, the Catapult of Accuracy, that fires 12 piepans filled with gelatinous cubes, each with a ring of fire resistane inside. The counterweight, O, is a cage that upon hitting the floor releases the world famous ever popular 100% MR -14 armour class stirge. A line from the catapult pulls the cork out of the Chaotic Efreth bottle, P.

Oh yes, if needed, Q is the Crystal Ball of Blacow Summoning. The God Blacow, can, when looking in, throw his 47 59die lightning bolts to stop this whole farce.

Blacow wasn't really needed, but because his name is so popular for so many various reasons. I have made a personal contract with my self to try and mention Glenn Blacow at least once each zine.

A and E wouldn't be so (choice) 1)controversial 2)fun 3)informative 4)thick, without Glenn Blacow.

Tucson loves you Glenn!

ALBERICH'S RING No. 7
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Washington, D.C. 20037

CHARACTER ABILITY ADJUSTMENT TABLES

This is a system for supplying distinguishing features for fantasy characters. These tables supplement the personal background tables in *THE DRAGON* No. 3. My system is a further evolution of a system originated by Mark Swanson (A&E No. 1). Mark provided separate tables for each type of character class, and gave each character one roll on the appropriate table. The Swanson Powers tables are almost entirely benefits, apparently on the theory that every character ought to be more talented than average in one area of inherent ability or learned skill.*

Joel S. Davis took this idea and expanded it to the principle that a character might have more than one area that deviates from the average, and that the deviation could be below as well as above average. Under Joel's system (*Colorado Comments*, A&E No. 10), you roll to see how many talent areas a character varies from average in, and then roll to determine what the specific talent areas are and whether each is an ability or disability. Joel uses a single table for all character classes, and gives even odds for whether a given talent area will come out good or bad.

I have expanded these ideas to provide a much greater number of talent areas, and for a range of pluses and minuses in each. I use a single table for all character classes because I don't think that specialized tables are necessary under a system that provides for more than one roll for most characters (70%). There is a good chance that you will roll up something pertinent to any given character class on my table, since most items are deliberately drafted broadly to be universally applicable. (A very few items on this table apply to only a few character classes; you reroll if one of them doesn't fit your character.)

I have tried to explain in terms of game mechanics just what I mean by each talent area in the notes that follow the table. One of my principal frustrations with existing systems is that the authors don't explain what they do with each item--they leave the interpretation to the DM. I don't mind exercising my own discretion, but I prefer to know what the author had in mind originally. My explanation includes some supplementary tables for use with reaction rolls and with certain detection abilities.

To use this system, first roll percentage dice (two D10's of different colors, or one D10 rolled twice) to determine the number of talent areas for each character:

<u>Number of</u>	01-30	1	56-75	3	91-98	5
<u>Talent Areas</u>	31-55	2	76-90	4	99-00	6

Then roll three D10's of different colors (or one D10 three times) for each talent area, and one D6 for the nature/degree of each talent area rolled. (You can buy good quality D10's in red, white, and blue that serve nicely for three digit tables like this one from Lou Zocchi, 7604H Newton Drive, Biloxi, Miss. 39532, for 75¢ each.)

* David A. Hargrave's Arduin Grimoire uses a variation of the Swanson Powers tables that combine good and bad features in each entry. Both Swanson and Hargrave include items that concern a character's personality in their tables. Davis and I have excluded personality features from our systems, preferring to concentrate on abilities.

<u>Dice Roll</u>	<u>Item</u>	<u>Talent Area</u>	<u>Nature & Degree:</u>	<u>1</u>	<u>2-3</u>	<u>4-5</u>	<u>6</u>
001-008	01	Experience Bonus		-10%	-5%	+5%	+10%
009-016	02	Resurrection Probability		-10%	-5%	+5%	+10%
017-024	03	Surviving Spell Probability		-10%	-5%	+5%	+10%
025-032	04	Open Locks		-10%	-5%	+5%	+10%
033-040	05	Remove Traps		-10%	-5%	+5%	+10%
041-048	06	Hide in Shadows		-10%	-5%	+5%	+10%
049-056	07	Move Silently		-10%	-5%	+5%	+10%
057-064	08	Pick Pockets		-10%	-5%	+5%	+10%
065-072	09	Read Languages		-10%	-5%	+5%	+10%
073-080	10	Read Magic		-10%	-5%	+5%	+10%
081-088	11	Identify Potion		-10%	-5%	+5%	+10%
089-096	12	Detect Poison		-10%	-5%	+5%	+10%
097-104	13	Detect Acid		-10%	-5%	+5%	+10%
105-112	14	Neutralize Poison		-10%	-5%	+5%	+10%
113-120	15	Neutralize Acid		-10%	-5%	+5%	+10%
121-128	16	Neutralize Paralyzation		-10%	-5%	+5%	+10%
129-136	17	Legend Lore		-10%	-5%	+5%	+10%
137-144	18	Desertwise		-10%	-5%	+5%	+10%
145-152	19	Mountainwise		-10%	-5%	+5%	+10%
153-160	20	Waterwise		-10%	-5%	+5%	+10%
161-168	21	Woodswise		-10%	-5%	+5%	+10%
169-176	22	Infravision		-10m	-5m	+5m	+10m
177-184	23	Psionic Ability		-10p	-5p	+5p	+10p
185-192	24	Spell Research		+10%	+5%	-5%	-10%
193-200	25	Speed On Foot		-2/6	-1/6	+1/6	+2/6
201-208	26	Speed While Riding		-2/6	-1/6	+1/6	+2/6
209-210	27	Strength		-2	-1	+1	+2
211-212	28	Intelligence (I.Q.)		-2	-1	+1	+2
213-214	29	Common Sense (Judgment)		-2	-1	+1	+2
215-216	30	Wisdom (Piety)		-2	-1	+1	+2
217-218	31	Constitution (Sturdiness)		-2	-1	+1	+2
219-220	32	Endurance (Stamina)		-2	-1	+1	+2
221-222	33	Dexterity (Hands)		-2	-1	+1	+2
223-224	34	Agility (Feet)		-2	-1	+1	+2
225-226	35	Charisma (Leadership)		-2	-1	+1	+2
227-228	36	Comeliness (Beauty)		-2	-1	+1	+2
229-230	37	Size (Height)		-2	-1	+1	+2
231-238	38	Hit Points		-2	-1	+1	+2
239-246	39	Fire Resistance		-2	-1	+1	+2
247-254	40	Cold Resistance		-2	-1	+1	+2
255-262	41	Lightning Resistance		-2	-1	+1	+2
263-270	42	Encumbrance		-2	-1	+1	+2
271-278	43	Health Recovery		-2	-1	+1	+2
279-286	44	Followers (Number)		-2	-1	+1	+2
287-294	45	Morale of Followers		-2	-1	+1	+2
295-302	46	Language Ability		-2	-1	+1	+2
303-310	47	First Impression (Reaction Roll)		-2	-1	+1	+2
311-318	48	Credibility (Reaction Roll)		-2	-1	+1	+2
319-326	49	Musical Ability (Reaction Roll)		-2	-1	+1	+2
327-334	50	Reaction Roll: Intelligent Monsters		-2	-1	+1	+2
335-342	51	Reaction Roll: Other Monsters		-2	-1	+1	+2
343-346	52	Reaction Roll: All Monsters		-2	-1	+1	+2

<u>Dice Roll</u>	<u>Item</u>	<u>Talent Area</u>	<u>Dice Roll</u>	<u>Item</u>	<u>Talent Area</u>
347-354	53	Follow Trail	678-684	104	Def. vs. Norm. Thrown Wpns
355-362	54	Find Way Back	685-691	105	Def. vs. Norm. Missile Wpns
363-370	55	Find Water	692-698	106	Def. vs. Ench. Hand Wpns
371-378	56	Find Plants	699-705	107	Def. vs. Ench. Thrown Wpns
379-386	57	Find Animals	706-712	108	Def. vs. Ench. Missile Wpns
387-394	58	Weather Sense	713-719	109	Def. vs. Monster Bites
395-402	59	Day Vision	720-726	110	Def. vs. Monster Claws/Stings
403-410	60	Night Vision	727-733	111	Def. vs. Undead Attacks
411-414	61	All Vision	734-737	112	Def. vs. All Norm. Wpns
415-422	62	Notice Sounds	738-741	113	Def. vs. All Ench. Wpns
423-430	63	Notice Odors	742-743	114	Def. vs. All Attacks Above
431-438	64	Notice Taste	744-750	115	Sav. Thr. vs. Disease
439-446	65	Sense of Touch	751-757	116	Sav. Thr. vs. Dragon Breath
447-454	66	Detect Secret Doors	758-764	117	Sav. Thr. vs. Paralyzation
455-462	67	Detect Sloping Passages	765-771	118	Sav. Thr. vs. Poison
463-470	68	Detect Movable Walls/Rooms	772-778	119	Sav. Thr. vs. Spells & Staffs
471-478	69	Detect New Construction	779-785	120	Sav. Thr. vs. Stone
479-486	70	Detect Mechanical Traps	786-792	121	Sav. Thr. vs. Wands
487-494	71	Detect Magical Traps	793-794	122	Sav. Thr. vs. All
495-498	72	Detect All Traps	795-801	123	Detection Magic
499-502	73	Premonitions	802-808	124	Protection Magic
503-504	74	All Scout Skills (53-58, 73)	809-815	125	Wall Magic
505-506	75	All Sense Skills (59-65, 73)	816-822	126	Fire Magic
507-508	76	All Detect Skills (66-73)	823-829	127	Cold Magic
509-515	77	Use of Axes	830-836	128	Lightning Magic
516-522	78	Use of Daggers	837-843	129	Light/Dark Magic
523-529	79	Use of Hammers	844-850	130	Air/Gas Magic
530-536	80	Use of Short Swords	851-857	131	Water/Liquids/Ooze Magic
537-543	81	Use of Spears	858-864	132	Earth Magic
544-550	82	Use of Maces	865-871	133	Communication Magic
551-557	83	Use of Military Picks	872-878	134	Observation Magic
558-564	84	Use of Longswords	879-885	135	Movement Magic
565-571	85	Use of Flails	886-892	136	Animation/Inanimation Magic
572-578	86	Use of Morningstars	893-899	137	Animal Magic
579-585	87	Use of Battleaxes (D-H)	900-906	138	Charm/Hold/Etc. Magic
586-592	88	Use of D-H Swords	907-913	139	Sleep/Poison Magic
593-599	89	Use of Heavy Hammers (D-H)	914-920	140	Illusion/Confusion Magic
600-606	90	Use of Mauls (D-H Maces)	921-927	141	Polymorphic Magic
607-613	91	Use of Pole Arms	928-934	142	Life/Death Magic
614-620	92	Use of Quarterstaves	935-941	143	Bless/Curse Magic
621-627	93	Use of Bows	942-949	144	Cure/Cause Magic
628-634	94	Use of Crossbows	950-956	145	Physical Ability Magic
635-641	95	Use of Slings	957-963	146	Monster Summoning Magic
642-645	96	Use of All One-Handed Wpns	964-970	147	Locate Object/Etc. Magic
646-649	97	Use of All Two-Handed Wpns	971-977	148	Time/Power Magic
650-653	98	Use of All Articulated Wpns	978-981	149	All Magic User Spells
654-657	99	Use of All Thrown Wpns	982-985	150	All Illusionist Spells
658-661	100	Use of All Missile Wpns	986-989	151	All Clerical Spells
662-663	101	Use of All Weapons	990-993	152	All Druidical Spells
664-670	102	Wrestling Skill	994-997	153	All Magical Artifacts
671-677	103	Def. vs. Norm. Hand Wpns	998-999	154	All Magic
			000	155	Luck

Nature & Degree: 1 2-3 4-5 6

-2 -1 +1 +2

Applies to all items on this page.

Notes and Supplementary Tables

The first group of items (1-26) are somewhat arbitrarily put together because they are the only ones on the table that are not in a simple range of -2 to +2. Item 1 should be self-explanatory. Items 2 and 3 are tied to the percentages on the character's Constitution rating. Items 4-10 are Thief ability figures; any other character gets a base level ability of 5% (plus 1% per level above first), to which these items provide deviations according to the D6 roll. Items 11-16 are Alchemist ability figures; any other character gets a base ability of 5% (plus 1% per level) on identifying potions, detecting poison or detecting acid without tasting them (by smell, color, sound, etc.), and no base ability to neutralize anything. (For identifying something by taste, see item 64.) Legend Lore (item 17) is a Bard ability; any other character gets a base ability of 5% (plus 1% per level).

For items 18-21 I can offer other DMs little guidance because I am not sure exactly how I am going to play them myself. The concept that a character grew up or had training in certain terrain appeals to me as a general idea. I am going to wing it as to what percentage I am going to require a character to roll to succeed in camping comfortably (woodswise), bearing the heat (desertwise), building a workable raft (waterwise), finding a pass (mountainwise), and so forth. But when I do, I will adjust it by what the character rolled up under these items. These are general skill areas, and should be played with imagination and flexibility, but also with balance and restraint.

Infravision (item 22) is an extension of existing ability, on the plus side. A human (which lacks natural infravision) would get an added ability, with a range of 5 or 10 meters, as rolled. A dwarf would get an extended range of 5 or 10 meters beyond the normal 20m range. On the minus side, a character that has natural infravision would have a reduced range of vision. A character that lacks natural infravision would lose some night vision capacity (see item 60).

Psionic ability (item 23) is increased or decreased by the indicated number of points. Spell research requires both time and gold; both are adjusted as indicated (item 24; if you roll this for a non-spell user, roll again.) Speed on foot and while riding (items 25 and 26) is adjusted in fractions of the movement figures given for characters and mounts, most of which are evenly divisible by six.

The personal characteristics (items 27-37) include a number that are in use in various campaigns, although they are not standard D&D characteristics. If you roll up one that you don't use, roll again. (Optional rule: If you roll up a non-standard characteristic roll a D6 for which of the standard characteristics will be affected-- Strength, Intelligence, Wisdom, Constitution, Dexterity, or Charisma.) The figures given for these are points added to or subtracted from the character's rating for that personal characteristic.

Hit points (item 38) are adjusted by adding or subtracting the figure shown for each hit die as the character goes up levels. The resistances to fire, cold, and lightning (items 39-41) are general measurements of the character's resistance to natural forces (such as inclement weather, etc.), but they also affect the character's saving throws vs. magically cast fire, cold, or lightning spells. Encumbrance (item 42) is in 100's of gold pieces times the figure given.

Health recovery (item 43) is normally one hit point per day. A character that is +1 recovers two points per day, while one that is +2 recovers three points per day. A character that is -1 takes two days to recover one point, while one that is -2 takes three days to recover one point.

Followers (item 44) are according to the character's Charisma; adjust the figure in MEN & MONSTERS for the maximum number of followers by the number rolled on the table. The morale of a character's followers, horses, etc. (item 45) is also according to the character's Charisma; adjust the morale figure given in MEN & MONSTERS by the number rolled on the table. (Treat the numbers given in both tables as 5% increments; in a crisis, a follower must roll 51-00 on %D to keep morale.) Language ability (item 46) affects the number of languages a character can speak other than Common by the number on the table. (But a character that has an intelligence of 10 and rolls -2 languages is not reduced to no language at all; the minimum is one language.)

The reaction roll group (items 47-52) are adjustments to the reactions of those whom the character meets in the game as non-player characters (monsters). The adjustments are to D20 rolls on the Reaction Roll Table below. First impression (item 47) is just that, a short-term effect. It uses the general attitude part of the table. If the encounter doesn't turn into a melee, it is possible for the non-player character to revise the opinion of the character (roll again on the table, but without the adjustment figure). Credibility (item 48) uses both the credibility and the reaction to your offer parts of the table. It concerns how honest-seeming and persuasive the character is--do they believe you? (Whether you are actually telling the truth or not is irrelevant; what matters here is your delivery.) Musical ability (item 49) uses the attack odds part of the table. It is principally directed at Bards, but anyone can try to sing a friendly song as you saunter past the six UMBER Hulks hoping they will resume their nap (or at least lose interest in you). Characters other than Bards have a base ability level of 5% for this (plus 1% per level), adjusted by the figure from the table. The remaining items (50-52) are general reaction rolls.

The scout skills group (items 53-58, and 73) pertain to finding your way through unfamiliar territory, and living off the country if necessary. Follow trail (item 53) is the ability to follow a track or trail through wilderness without becoming lost. (This can also be used for tracking people or animals.) Find way back (item 54) concerns the character's ability to retrack his/her own trail, to remember the way home. Find water, plants, and animals abilities are learned skills in woodcraft or desertcraft, by which the character detects the signs by which they are to be found (items 55-57). Weather sense (item 58) allows a character to detect changes in the weather, and to predict the coming weather. The latter requires a roll of "01" on a D20 for greatest accuracy of prediction, with diminished accuracy on higher rolls; the prediction will be completely off (and randomly so) if the character fails to roll within the lower half of the range shown according to race in the Scout Skills Table below, which gives the base ranges for each skill.

The sense skills group (items 59-65, and 73) pertain to sensory perception and what you make of it. The character will notice something only if the die roll is within the indicated range in the Sense Skills Table below. Vision rolls show whether something was noticed at the limit of the visual range (e.g., 20m down a dark corridor). They can also be used for matters that are closer by, but difficult to see (items 59-61). Sound rolls (item 62) show whether the character heard something. Odor rolls (item 63) show whether the character noticed the smell of the poison gas, or whatever. Taste rolls (item 64) show whether the potion had a taste that called itself to the character's attention. Touch rolls (item 65) show whether the character detected something unusual while running his/her fingers over it.

In order to identify matters detected with the senses (recognize what was seen, what language was heard, the odor that was noticed, etc.), the roll must come within 1/2 the indicated range on the Sense Skills Table. Otherwise, all the character has is the knowledge that there is something there, but not what.

The detect skills group (items 66-73) are the standard nonhuman race senses (plus premonitions). The detect skills are attributed to nonhuman races in varying degrees in MEN & MAGIC, some with die roll limits, some not. It seems to me that all races probably have some ability in each category, and while some races will be especially able in particular detects none of them will have a 100% probability of success. (In other words, I don't believe that dwarves invariably detect sloping passages, etc., although they certainly have a better chance of detecting them than other races.) My opinions about the relative ability of each of the four standard D&D player races in each category are shown in the Detect Skills Table below.

While characters must roll for detects when specifically searching for something, they also have a chance of catching a glimpse of something hidden without consciously looking for it. The range within which a given race will so detect something is given in the Detect Skills Table in parentheses next to the range for deliberate searches. Note that there is no parenthetical figure for dwarves on detecting sloping passages. I consider this an automatic or instinctual sense for dwarves that does not require conscious effort, so I roll for detection once each movement turn that a dwarf is going up or down a sloping passage. I only roll for a character noticing something without specifically searching for it if the character is within 3m of the object or condition to be detected.

Magic traps are detected by spell users who are specifically searching for them on a roll of "01-03", without a detect magic spell. (The term "spell users" includes all classes that can use spells, including clerics.) Of course, they cannot tell what kind of magic is involved, only that the trap is magical. Nonspell users can detect the presence of a magic trap on a roll of "01", but they do not know that it is a magic trap--only that it is a trap. (This is based on the assumption that the trap contains some physical parts that can be detected, even though they are disguised. Wholly nonphysical magic traps would require a detect magic spell.) No character can detect a magic trap without specifically searching for traps. (Item 71.)

Premonitions are a DM's option, giving the character some idea as to what is going to happen. If you use it, be somewhat vague as to details, and as to the time it is going to happen. (This is a low probability item, even at +2.) (Item 73.)

The use of weapons group (items 77-101) are adjustments to the character's D20 roll to hit with the type of weapon indicated. The weapons are arranged in groups by type: weapons that can be thrown (items 77-81), other one-handed weapons (items 82-84), articulated weapons (items 85-86), double-handed weapons (items 87-93), and missile weapons (items 94-96). Wrestling skill (item 102) follows weapons use because it operates the same way: the figures are adjustments to the roll to punch or grapple.

The defense from attacks group (items 103-114) are adjustments to the character's armor class vs. the type of attack specified. Note that, as in the use of weapons group, "thrown weapons" are not included in "missile weapons" (which are arrows, bolts, and sling stones).

The saving throws group (items 115-122) is the other half of the defense section of the table, although it is related to the magic section that follows it. The adjustments are to the number rolled on a D20 for the character's saving throw vs. the type of attack specified. (For disease, I use the "stone" column in the saving throw table; for paralyzation, I use the "wands" column.)

The magic section (items 123-154) adjustments apply to both the character and his/her opponent. The numbers from the table are applied to the number that the character's opponent must roll as a saving throw when the character casts that type of spell at the opponent. The numbers are also applied to the character's saving throw D20 rolls vs. the type of magic specified. Note that these adjustments apply to everyone, because they affect the character's own saving throws vs. the specified type of magic, so there is no reason to reroll if you roll up one of these for a non-spell user. The adjustments are made for all magic of the type specified, whether from spoken spells or magic artifacts. (Certain types of magic do not take saving throws, and thus the rule above does not apply to them. They are discussed below under specific items.)

Detection Magic (item 123) is any magic that reveals the presence or existence of a person, object, or condition. Apply the number from the table to the saving throw, probability of success (as 5% increments), range, or duration of the spell, in that order of preference, as appropriate.

Protection Magic (item 124) is any magic that protects the user, including personal and area spells, and partial and complete protection (but it does not include walls of protection). Apply the number from the table against the plus (i.e., a +1 ring of protection would be +2 for a character who has a +1 on protection magic), the range, or the duration of the spell, in that order of preference.

Wall Magic (item 125) is all magic that imposes a wall of protection, including the prismatic walls. The saving throw rule applies vs. anything that must make a saving throw when trying to penetrate the wall. For other purposes, apply the number from the table to the duration of the wall.

Fire, Cold, and Lightning Magic (items 126-128) includes any magic that uses or protects against them. Light/Dark Magic (item 129) is any magic that creates or dispels light or dark, but does not include fire magic or lightning magic when used for other purposes. Apply the number from the table to the range or duration of the spell.

Air/Gas Magic is any magic that creates or manipulates gases, including weather magic. Water/Liquids/Ooze Magic is any magic that creates or manipulates liquids. Earth Magic is any magic that creates or manipulates solids, including transformation into or out of mud or stone, move earth, and earthquake. (Items 130-132). Apply the number from the table to the range or duration of the spell.

Communication Magic includes all forms of communication, including telepathy and contact higher plane. Observation Magic includes all methods of observing, including ESP and crystal ball magic. (Items 133-134). Apply the number from the table to the range or duration of the spell.

Movement Magic is all forms of movement via magic, including flying, telekinesis, levitation, walking on water or air, and teleportation. Note that it includes moving other people or objects as well as the character casting the spell. Animation/Inanimation Magic is all manipulation of objects that are normally immobile, such as animating objects or the dead, and causing objects that are normally mobile to become still. (Items 135-136). Apply the number from the table to the range or duration of the spell.

Animal Magic is all forms of locating, communicating with, and dealing with animals, birds, insects, reptiles, and fish (it includes "speak with" spells but no other form of control magic). (Item 137). If no saving throw applies to the situation, apply the number from the table to the range or duration of the spell, or the number of animals affected. Charm/Hold/Etc. Magic is all forms of control magic, including charm monster and charm animals. (Item 138). Saving throw applies.

Sleep/Poison Magic (item 139) is all forms of magically induced sleep or poison, and in particular includes all spells calling for a saving throw vs. poison. If you do not give a saving throw for sleep, apply the number in the table to affect the number of creatures affected (in 5% increments).

Illusion/Confusion Magic (item 140) is all forms of magically induced illusion or confusion. Saving throws apply.

Polymorphic Magic (item 141) is all forms of magic that change the size or shape of persons or objects. If saving throws do not apply to a situation, apply the number in the table to the range or duration of the spell.

Life/Death Magic (item 142) is all forms of magic that cause death or raise from the dead. If saving throws do not apply to a situation, apply the number from the table to the probability of success (as 5% increments), or to the range or duration of the spell, or to the number affected (as 5% increments).

Bless/Curse Magic (item 143) is all forms of magic that raise or lower morale and impose or remove curses. Morale is affected directly by the number from the table (i.e., a cleric who is +1 on bless/curse magic would cast a +2 bless spell on the party). Apply the number from the table as a probability of success on curses (as 5% increments) if a saving throw does not apply to the situation.

Cure/Cause Magic (item 144) is all forms of magic that cure or cause wounds or disease, or other forms of bodily or mental disfunction. Apply the number from the table directly to the points cured by a cure light or cure serious wounds spell. Apply the number to the saving throw on cause spells.

Physical Ability Magic (item 145) is all magic that affects bodily ability, such as haste, slow, strength, and weakness. Saving throws apply to slow and weakness spells. Apply the number from the table to the duration or number affected for haste (in 5% increments). Apply the number from the table directly to the die roll on strength in determining the number of points of strength given to the person the spell was cast upon.

Monster Summoning Magic (item 146) is all forms of summoning servants, including monsters, elementals, and aerial servants. Apply the number from the table to the morale of the summonee directly, or apply it to the duration of the spell (in 5% increments).

Locate Object/Etc. Magic (item 147) is all forms of magic used to locate persons or objects. Apply the number from the table to the range or duration of the spell.

Time/Power Magic is all magic that manipulates time and other fundamental powers, including power word spells. (Item 148). Apply the number from the table to the range or duration of the spell, if saving throws do not apply to the situation.

Luck (item 155) is the universal modifier. It affects every die roll for the character, including rolls to hit, effective armor defense, saving throws, rolls for division of treasure, etc.

The figures in the tables below are D20 base ranges for combat class one characters. For every combat class (column) above one attained by the character, add one point to the range within which the character must roll to find each item on the tables. (For example, an elf must roll 1-12 to find a secret door as the base range. An elf fighter who reaches 4th level enters combat class two, and now must roll within 1-13.)

		<u>Follow Trail</u>	<u>Find Way Back</u>	<u>Find Water</u>	<u>Find Plants</u>	<u>Find Animals</u>	<u>Weather Sense</u>
<u>Scout Skills Table</u>	Human	1-6 (2)	1-6 (2)	1-4 (1)	1-6 (2)	1-6 (2)	1-6 (2)
	Elf	1-12 (4)	1-12 (4)	1-8 (3)	1-8 (3)	1-10 (3)	1-10 (3)
	Dwarf	1-6 (2)	1-12 (4)	1-6 (2)	1-4 (1)	1-6 (2)	1-4 (1)
	Hobbit	1-8 (3)	1-8 (3)	1-12 (4)	1-8 (3)	1-4 (1)	1-8 (3)
		<u>Day Vision</u>	<u>Night Vision</u>	<u>Notice Sounds</u>	<u>Notice Odors</u>	<u>Notice Taste</u>	<u>Sense of Touch</u>
<u>Sense Skills Table</u>	Human	1-8 (3)	1-6 (2)*	1-4 (1)	1-4 (1)	1-4 (1)	1-6 (2)
	Elf	1-12 (4)	1-12 (4)	1-8 (3)	1-10 (3)	1-8 (3)	1-10 (3)
	Dwarf	1-4 (1)	1-12 (4)	1-8 (3)	1-6 (2)	1-6 (2)	1-12 (4)
	Hobbit	1-8 (3)	1-12 (4)	1-6 (2)	1-10 (3)	1-12 (4)	1-10 (3)
		<u>Secret Doors</u>	<u>Mech. Traps</u>	<u>Magic Traps**</u>	<u>Up/Down Slopes</u>	<u>Movable Wall/Rm</u>	<u>New Construction</u>
<u>Detect Skills Table</u>	Human	1-6 (2)	1-4 (1)	1	1-6 (2)	1	1-6 (2)
	Elf	1-12 (4)	1-4 (1)	1	1-6 (2)	1	1-6 (2)
	Dwarf	1-6 (2)	1-12 (4)	1	1-12***	1-12 (4)	1-12 (4)
	Hobbit	1-6 (2)	1-6 (2)	1	1-8 (3)	1-2	1-8 (3)

Premonitions: Humans 1; Elves, Dwarves, and Hobbits 1-2 (base figures). The timing to roll on premonitions is at the DM's discretion, depending on the circumstances, since you don't try for a hunch, it just appears on its own.

The numbers above are the ranges on a D20 within which a character must roll when making a deliberate effort to determine something, with the exception of premonitions. (The numbers in parentheses show the range (from 1 to n) within which a character will detect some hint of the presence of the matter without consciously searching for it.) To predict weather, or to identify matters detected with the senses, the character's detection roll must have come within one-half the regular range; otherwise the character detected something, but doesn't know what it means.

* The range shown for night vision for humans is 1-6 for outdoors with some light source (such as the moon), 1-4 indoors with only torchlight as the light source. The other races use a combination of good eyesight and infravision, so I make no distinction on their night vision capacity.

** Only a deliberate search will detect a magic trap. Non-spell users need a "1", while spell users need a 1-3.

*** I treat this as being instinctual for dwarves, so there is no distinction between deliberate searching and casual detection here.

Reaction Roll Tables

<u>Dice Roll</u>	<u>General Attitude</u>	<u>Credibility</u>	<u>Reaction to Offer</u>	<u>Attack Odds</u>	<u>Offer Advice</u>	<u>Offer Aid</u>
01	Furious	Sure You're Lying	Distains Offer	Always	Never	Never
02-03	Angry	Thinks You're Lying	Rejects Offer	01-15	Never	Never
04-05	Hostile	Thinks You May Be Lying	Ignores Offer	01-10	Never	Never
06-08	Irritated/Touchy/Suspicious	Doubtful and Distrustful	Pretends to Consider Offer	01-05	01	Never
09-12	Uninterested/Wary/Changeable	Uncertain and Doubtful	Uneasy About Offer	01-03	01-03	Never
13-15	Enigmatic/Distant	Partially Persuaded	Considers Offer	01	01-05	01
16-17	Tolerant/Amused	Reasonably Convinced	Accepts Offer	Never	01-10	01-03
18-19	Friendly	Believes You	Accepts Offer Willingly	Never	01-15	01-05
20	Benevolent	Completely Convinced	Accepts Offer Enthusiastically	Never	Always	01-10

The numbers in the attack odds table indicate different degrees of hostility-turning-into-action. If you don't roll an attack at the first encounter, roll again as appropriate (whenever opportunity presents itself, or every turn) if the column shows a possibility of an attack (01-15 on the dice roll column). Note that an "attack" need not be a frontal assault; it simply means that the monster is going to do something harmful, including simply picking your pocket (preferably of that amulet vs. the monster in the next room that you don't know about yet).

The middle category in the general attitude table (09-12) is very changeable. This means that the monster will change attitude according to what the party does, and sometimes simply because of a change in mood. (Roll again as the situation changes, with appropriate plus or minus factored in; also roll again when enough time has passed for the monster to have reassessed the initial impression.)

CHARACTER SHEETS: Mk 7

Because this system requires extra recordkeeping for individual abilities in a lot of new areas (not only for specials rolled on the table, but also for base level abilities that apply to everyone), I decided it was time to revise my character sheet to provide a convenient format for this. I have had to photoreduce the character sheet to include it here because it takes up a full sheet from edge to edge, and there would not be room for stapling it if I ran it full size. I will be happy to send a full size copy of the character sheet to anyone who sends me a SASE (legal size).

(The "Spell Hits" items go with my Magical Combat Table System from A&E No. 20; they are adjustments for hit probability.) In the next box, on the left side the item for "ARMOR CLASS (GRADE)" refers to my proposal to renumber the armor categories in what seems to me to be a more rational system. If you are not using Armor Grades, ignore the parenthetical item. "COMBAT CLASS" is my term for the six columns in the alternative combat system that affect hit probability. The "COMBAT ADJUSTMENT TOTALS" box is for summing up the character's hit probability adjustments with various weapons according to strength, dexterity, race, and items rolled on the ability table.

The weapons vs. armor category box serves two purposes: it provides a place to list the character's collection of weapons (it is the beginning of the equipment list), and it provides a chart to list the hit adjustments for each weapon vs. each of the 8 armor categories. This is somewhat more useful than the Judge's Guild cards in that you can factor in the + of a magic weapon, eliminating further mental adjustments during combat. I added a shopping list to my equipment list section because I find it makes it easier to remember what items to consider buying for a new character. I obviously don't buy everything on the list for a new character--you can't afford them all, and some of them are not available for sale (you have to find them)--but it helps to be able to quickly look over a list. I expect the remaining 23 blank spaces to be adequate.

The top half of page 2 should be self-explanatory. Note that I left a large space under "SPECIAL ABILITIES" for other items, such as weapons abilities rolled up on the abilities table, or druidical abilities, etc. I considered breaking down the magic artifacts section into specialized sections for weapons, staves, etc., but I decided to leave it open-ended as a more efficient use of space--you fill it in as you accumulate things. (The "CH" column is for charges left in magic artifacts.) Magic spells, on the other hand, I broke down by spell level for convenience in listing. (The "SP" column is for spell point cost.)

LEARNING NEW LANGUAGES

The standard rule is that a character starts out knowing a certain number of languages, depending on the character's class, intelligence, and race--and that's all, ever. This strikes me as being both unrealistic and uninteresting. A traveler will naturally learn the languages of the peoples he/she spends time with, and so should a character. To simulate this (with a minimum of complexity), I suggest a new rule on languages: Every character starts out with three languages, common, alignment, and a native language. For every level above the first attained by the character, new languages are learned, depending in number on the character's intelligence:

3/91-00	1 per 5 levels	6-8	1 per 2 levels	16-18/01-50	3 per level
3/51-90	1 per 4 levels	9-12	1 per level	18/51-90	4 per level
5-3/01-50	1 per 3 levels	13-15	2 per level	18/91-00	5 per level

For every race that has extra languages in the standard rules, add one of them at first level as a second native language, and add one as an extra per level until they have all been learned. (The order in which they will be learned is up to the character.)

CLOSING COMMENTS

This zine has gone longer than I expected, so I will postpone my comments on A&E Nos 23 and 24 until next time. My thanks to Regina Cohen for criticism of early drafts of this article, particularly the reaction roll tables, which contain material by Dan Pierson (whose table we started from), Regina, and myself.

MEMOS from Morchost

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

Morchost Mumblings:

Nicolai Shapero: interesting charts; one can get some very amusing monsters.

Lew Wolkoff: Bookcase is sending 2500 GP via whatever bank is applicable and acknowledges Trebleth's right to use "Match" for full payment for "Flash."//Actually, when I said 1", I mean a real inch found on an everyday ruler, otherwise the spell would be more like a flame-thrower.

Jon Pickens: I much prefer your version of Illusionists, and the new spells are quite good.

Glenn Blacow: Your essay on the different types of weapons was very good and quite interesting--thanks for giving us all the analysis.//Thanks for the shapeliness/comeliness info.

Margaret Gemignani: Serpentfang is not a giveaway dungeon. As Nicolai Shapero put it, "If there is no risk, then the rewards must be non-existent"; thus the treasure one obtains should be proportionate to the risk taken, and going into Serpentfang is a big risk, no matter how high your level, for Bill believes in wandering monsters proportionate to the level of the party (power attracts power, you see). Therefore the treasure my lucky 1st level obtained was well deserved, for he had taken a BIG risk (a life is a life, no matter how low level it is). As for the chance that all that magic might go to his head, Kerovan is now just short of MU9 and he has trashed many things in his time.//In regard to Marroc, my hobbit thief sired by a vampire, he was a totally random product of Dave Hargrave's Special Abilities table. I never "roll" up special characters!

Charlie Luce and Chris Pettus: How about "Finger of Saving Thorw, no death" as a high level MU spell: the object at which it is cast automatically makes its next saving throw.

Mike Gunderloy: I think your comment to me was supposed to be to Alex Melnick; at least I hope so because it doesn't make much sense. to me.

Steve Marsh: You ought to publish your Techno and Phoenix rules.

To Everyone: Snooze should affect any one thing under 7 dice.

Peter Cerrato: In regards to high levelers on high levels, Pettus' Burthang has a computer that "doesn't allow that kind of thing." It has built-in defenses.//Thanks for the 2-handed sword info.

John Sapienza: A bit long, but all in all, quite useful.

Chryl Lloyd: Very good story! I thoroughly enjoyed it.

NOTICE: To whoever called me from Sacramento to give me information about the SCA, I thank you very much. Sorry about not knowing who it was, but in the excitement of getting information, I forgot your name.

NEW SPELL DEPARTMENT:

IMMOLATE: MU - 3rd level: sort of like "Match," but it covers the whole body. 10,000 GP. I'll send full specs upon purchasing of spell.

DEXTERITY, MU - 2nd level. Raises dexterity for certain classes: Thief 2D4, Fighter D6, Mage D4. Duration: 8 game hours. 3000 GP. Notify me of the purchase of this spell in any way you think appropriate.

By for now. I hope to see you all at Gen Con West.

The Shores of Infinity IX

Chris Pettus, PO Box 611, Malibu, Calif., 90265 (213) 457-4115

Typed by any given one of the Golds, who work too hard

A controversial monster and character class this time: PERNESE DRAGONS

These have always seemed to be a natural monster/player/whatever for D&D, but, as best I can tell, no one has attempted them. Oh well, Publish and/or Perish....

The HD figures are extracted from the drawings on the covers of Dragonflight and Dragonquest. A rather slipshod method, I confess, but, as no very specific sizes were given in the two books (most of the measurements were in Dragon Lengths, anyway) it is the best I could find. Anyway, I assumed that the picture of Ramoth on the cover of Dragonflight showed her about 1/3rd full size, but that the head-to-body ratios would remain about the same. I also assumed a Charlie Luce Fudge Factor of 8"/HP. Therefore, here are the basic figures:

<u>Dragon Type*</u>	<u>Hit Dice</u>	<u>Move (walk, fly)</u>	*These figures apply to Modern Pernese Dragons. For Old-time Pernese, subtract from 4-6 dice and 4-6" from move.
Gold	34	16/48	
Bronze	30	12/45	
Brown	26	10/40	
Green	22	8/38	
Blue	20	8/36	

The moves for walking were interpolated from the statement that Mnementh was able to keep pace with Lessa and F'lar, who were walking at a medium jog.

Armor class is rather subjective. From various descriptions in the books, I would put Dragon hide at AC7 with AC 8 or AC9 for their wing membranes.

Going between: This is almost entirely DM option as to restrain/run the teleport ability of dragons. Note, however, that there is a good chance of error if the target is improperly visualized. The cold between could, also, cause old wounds to become more aggravated and/or infected.

Psychology: Pernese Dragons are intelligent, possibly more so than some humans. However, they do not possess human wisdom in matters of fore- or hindsight, living only for the present. See for the books for information about Impression and the like.

A Pernese Dragon would never harm a human or man-type (including and perhaps especially Elves and Half-Elves). If attacked by a man, he would not understand what was happening and would either 1) Go between, 2) attack to subdue or 3) simply fly away, all in a state of confusion. They probably would not understand the concepts of Good vs. Evil and/or Law vs. Chaos.

Firestone: This natural rock, apparently a form of phosphorus, when chewed and swallowed, is what gives Pernese Dragons their "breath weapon." One rock (approximately a kilogram, I guess) is enough for one blast. They only use their weapon on Threads and dangerous greenery. To use it on humans is unthinkable.

Note that chewing Firestone sterilizes Golds and Greens (female), but (sorry, Peggy) does not affect the male Bronzes, Browns and Blues. Greens regularly chewed Firestone, as they would not produce very large offspring. If you insist on having damage figures for Firestone, I would put it at about 5D6 per emission, half or quarter on a save and double damage on a roll of a natural "1" for the save.

With The Dragonriders of Pern being as popular as it is, there are probably as many ideas of what Pernese Dragons are like as there are copies in print. What is yours? Any other comments?

JEDI KNIGHTS

There were several mentions in the last A&E of people either interested in or working on Jedi Knights as a character class. Therefore, here my attempt at the matter. Note that I am claiming no awards for accuracy, this being, at best, a rough approximation. Jedi, it would seem, do not fit into D&D that well.

Prerequisites: STR 15+, INT 15+, WIS 17+, CON 10+, DEX 15+
[*Luke's Wisdom was 17+? I would have put it at 9.--LG*]

Hit Dice: D6. Tops out at 10th level, 1 point thereafter.

Experience Points: Twice mage.

Jedi gain the powers of an Esper (see Portal to Temporalana in A&E 18 or thereabouts) one level below their own, except with a few of the spells altered:

- Lvl 1: Delete Change Self, Blur, Detect Invisible; Add Espvission
- Lvl 2: Delete Phantasmal Forces, Levitate
- Lvl 3: Delete Fly, Locate Objects; Add Phantasmal Forces
- Lvl 4: no changes
- Lvl 5: Delete Magic Jar
- Lvl 6: Delete Mind Meld

New Spell: Espvission: allows the Jedi to see even if his/her eyes are covered. Duration: level. Range: 1 cm per level.

At 5th level, a Jedi may Cure Light Wounds twice/day. At 8th, may cure Serious/Critical.

A Jedi fights as a Fighter. They may use up to Scale-Mail, but not a shield. They may use any magical item usable by all classes, plus magical swords under +3. They can use but do not like missile weapons, thinking them "clumsy" or "random." If using a Lightsaber (see below), the Jedi gains his combat class (table) in plusses to hit and damage.

Jedi Knights may be Lawful (Lawful/Good) or Chaotic (Lawful/Evil) but not Neutral.

The Lightsaber: A Lightsaber strikes in all respects like a Samurai's Chisaktana [*Katana?--LG*] +2: It is +2 to hit, critical if +7 over the number needed to hit, and an automatic critical on 19-20. It can hit things only hittable by magic but functions as a magical sword +0 in that case. Note that if used by someone untrained in its use, the user probably can and will hack himself to little bits. I would use a critical on yourself on a 1 or 2.

Cannot be broken in combat except by a hit on the generator. 20+ year lifetime. Saves as a Staff of Power. The blade is solid for most purposes. If the beams of two lightsabers intersect, there is a 1% chance/round, cumulative, that both will burn out.

The generator appears as a medium-sized heavy flashlight with a smooth, curved dish on one end. The blade is about 2 1/2 to 3 feet long. They should be about as common as Vorpal Blades.

On Wish

Tom A nice by-product of the otherwise regrettable addition of Wish to the spell lists is an interesting way of playing/limiting the power of a Wish. Treat it as a wild-card 9th level Mage/7th level Clerical spell. It can do anything the DM would allow to be done with a 9th level MU or 7th level Clerical spell. The same applies to Limited Wish (MU7/C5 or 6).

Comments on A&E #24

Lee Gold: thanks for the special abilities chart for monsters. A much needed item. But are you sure that "become invisible at will" is a standard ability and poisoned claws an extraordinary one. *[Well, the first can be done by a fairly low level MU, while none of the standard monsters have the second. Also, see invisible is more common than neutralize poison.--LG]*

Kay Jones: I assume that all players and other DMs are honest, trustworthy and honorable. Which makes me even madder when they are not.//What character class are you choosing to be?//A very interesting W/S/R table. But aren't the Rod of Wondrous Climbing (similar to the Rod of Telephone Repairmen) and the Rod of Lordly Might reversed?

Nicolai Shapero: Good thing your chart was published after the deadline for All the Worlds' Monsters; they would be giving copies by the cartload. Only one thing: where's the chart for move and for Clerical spell use?//Ugh, I've taken that thing seriously.

Lew Wolkoff: Prismatic Wall is, of course, a much grosser spell than Fireball...which is why Fireball is 3rd and Prismatic Wall 9th level. By "grossly offensive" I mean any spell that affects a large number of creatures at a long range and against their will. Prismatic Wall, unless you walk into it or are blinded by it, affects no one, while Fireball and Sleep can blast a whole group. My spell categories were not meant as a substitute for levels, just as a subgrouping within levels.//Charm Person affects one creature with a standard saving throw no matter what level MU casts it. Thus, its spell point cost is constant, and it remains Simple Offensive.//My system increases the spell point cost for variable damage spells such as Fireball or Lightning Bolt.

Ken Pick: Congratulations to Carla and Honelle. I hope the Cloister weathers the storm.

Cary Martin: But Book 'Em does get rid of the monsters, it does not have problems like having to worry about waking the sleeping monsters, and, under my spell point system, sleep gets a save anyway.

Glenn Blacow: At least in Durthang, two-handed swords find little use. Too much trouble, what with hitting someone fighting next to you and such.//Your klutzfactor system works nicely, but didn't you delete the spell-level modification table?//Note that, at least on Anton, tech is no longer made or, for the most part, understood. But magic is made and understood. Thus the natives trust magic more than tech.//I have seen mentions of first levels with Vorpal Blades and Rods of Lordly Might. Proves little about the availability of tech vs. Magic.

Robert J. Clifford: Fighter, Mages, Clerics and Thieves are not all adventurers. Easily 80% of them wouldn't consider going into a dangerous hole in the ground, and another 15% would only if well paid.

Cheryl P. Lloyd: Considering the nature of most Gods, the idea of a God having a level may not be accurate. But good work anyway.//Wasn't Harlech a White Dragon last time around? Excellent story.

Margaret Gemignani: You are being inconsistent as well as inaccurate. First you say the expedition was a give-away because of all the Magic, and then you say that Gareth deserved the axe?!//Any group of high levelers that tries to take Serpentfang apart will be in for a very, very unpleasant surprise. Clean up crew feed.//But Stormbringer didn't most of the time weaken Elric's opponents, just strengthened Elric.//Uh, Peggy, it says that Swordsmen of Ismay have to make their own raplers.

Self: Where I came up with 36" as the Dragon's flight speed I don't know. Using the correct (24) figure, Dragons fly at 55 mph.//And Split Elves get hits on a D6, not a D8.

John T. Sapienza: Forceblades are nice, but a new name is in order, so as to avoid confusion with the tech Forceblade.//Five pages of sword generation system. Ye gods. A Well thought-out and useful system though. Thanks.

Bill Eyre: FM is an abbreviation for Fighting Man.//The whole D&D scale is shrunk by 1/3 indoors.

To all and sundry: are any of you planning on being at GenCon West '77?

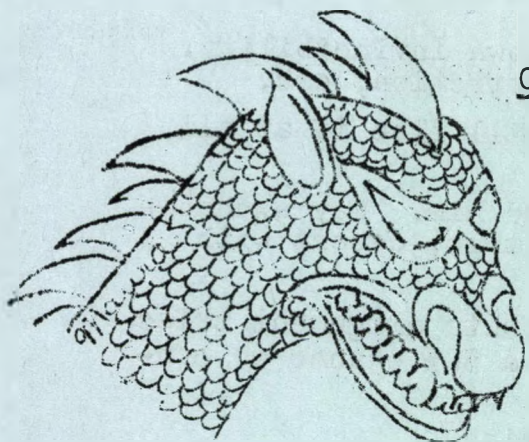
TRIVIA: There were 155 pages of 'zines in A&E #24. With 35 people contributing, there was an average of 4.43 pages/person. Again, a new high has been set.

Pax et lux,

CP

Sightings by

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COMMENTS:

FIELD AND PHALANX--Turkey Taylor: I'll start with your first page and walk through your entire zine. In #23, you have the TANSTAAFL, a waste of a beautiful blank page. You move on to the Pandibat. A first level character can buy one and take a chance of rolling a 1, thus doing nine attacks. I'll take the +1 hit probability. Your hit type table is interesting, but the A and B sections are largely useless. The idea of using BMR for Bio-magic resistance is excellent. I however am not

going to use it. I disagree with some of your ideas on invisibility. I don't agree that anything held in the hand is visible. Fog, rain, and duststorms will tend to outline the person, however these same weather conditions tend to obstruct the vision of the people trying to see the invisible party. Concerning your world, I'd like to see it fully operational soon. About Tropelet, that was not a cheep Lizardman lair, it took you one hour to kill them all and taught you a lesson in twisting cave passages. The Gold Dragon table is unrestrained: For a mere 3360K points, a player gets 32 D8 and 16 D12 attack. With this kind of damage potential a dragon will upset the balance of the board. A silly idea, whoever thought it up! Had enough?

DEFINITELY A GOOD IDEA, James Cerrato: I've got some good comments and some bad comments. First the good comment, Congratulations on limiting yourself to one page. Now for the bad. Arrows of Larger Opponents make no sense. First, I do not see the magical mechanism which makes them larger. Second, nothing happens automatically on my world, there is always a saving throw. Finally, if a creature becomes larger, it gains in strength and ability to do damage to its enemies. As it stands now, the arrows break the symmetry of power between players and monsters.//The first time I read your rules for the Death Dealer, I had a long angry comment ready to send off to you. But I will let your players do this for me.//Your adventure report was very interesting, but it could have had more monsters for your players.

THE ONE TRUE WAY. Congratulations on a good zine. I like your spell-point system. I hope you got away from the snakes.

ANNALS OF AVALON #6, Cheryl Lloyd. Great story. You write ten times better than I do.

ALBERICH'S RING, John Sapienza. Forceblades--AAAARRRRGGGGHHHHH. I need an explanation of how a sword that contains energy inside it will not inflict that energy on a creature of less than a certain number of hit dice. I feel you are frustrated by a single strike system, you just can't kill anything with it. The adoption of a multi-strike system giving more damage potential to higher level characters who would be fighting monsters with a large number of hit dice is more logical than the artificial creation of a sword type which seems to contravene the laws of physics.//The rest of your zine is magnificent. Your tables are well thought out, clearly presented and easy to use. I am working them into my campaign.

The following was done by Elric, or Andrew Phillips, now at 524 Bryn Mawr, Swarthmore PA, 19081. Please someone in that area contact him because he has told us its been four months now without a "fix".

An Insanity Table:

1. Megalomania--subject becomes convinced of own invincibility. Fights wildly, drops shields, helmets, rings of protection, etc.
2. Paranoia--unreasoning fear of everyone. Will flee if at all possible. If he cannot run, he cowers.
3. Kleptomania--obsessed with valuables around him. May exchange weapons with the dead, kill friends for special items, desert with treasure, etc.
4. Schizophrenia--second personality, of opposite alignment tries to control person. Each personality-element has a 50% chance to control at any given time.
5. Homicidal Mania--attacks closest living thing.
6. Catatonic--collapse and freeze. Becomes inactive.
7. Pyromania--fascinated by flame. If combustibles are present, he will try to make a fire. If he is in combat, there is a 40% chance he uses flame as a weapon, otherwise he is enraptured.
8. Hydrophobia--fear of water. One will not advance toward or pass through it. If on a ship, he becomes catatonic.
9. Pyrophobia--fear of fire. Treat as #8.
10. Agoraphobia--fear of open spaces. Cowers, seeks shelter or darkness. If in air, he becomes catatonic if unable to land at once.
11. Claustrophobia--fear of enclosed spaces. Seeks open spaces. If one is indoors, he becomes catatonic if he is not in a dragon-lair or larger size room.
12. Fear of sharp edges--drops all swords, edged weapons, and he will try to get companions to drop theirs. He will try to avoid fighting anyone who has an edged weapon.

I think it all started with a Scarab of Insanity and no set rules for one playing with it.

Regarding this cartoon: As a loyal subject of their Royal Majesties Sir Deaton Claymore Rex Atenveldtus and his Queen, the most noble Lady Care Cherie, this cartoon and its caption come from a non-SCA member. We would show respect to the king and not brawl in the presence of the crown. We use rattan, nt steel. We also show respect to the women who grace our ranks, the cartoonist however is a good friend.



SHADOWS OVER DARKHOLD #6

Scribe: John Sullivan/ 600 Langsdorf Dr. Apt. D 13/ Fullerton, Ca.

Quite a lot has transpired since last we met, but since only a little of it pertains to this column and Dungeons & Dragons in general, I will go directly on to comments.

MARGARET GEMIGNANI: The idea to have DHAMPIRES raise up three days later as an evil Vampire, was because I wanted some type of TANSTAAFL effect. Otherwise a player would never have to worry about his character dying, to almost quote, "Slay me and I come back stronger than ever."

MARK SWANSON: There has apparently been a big misunderstanding. The story about Viscious the Hoka is just that, a story! If you read the beginning of the last installment, I comment that it is loosely adapted. Granted some of the events happened, but not exactly that way. However, I do not agree with you on Viscious becoming THOR. Hoka's upon deciding to adapt a new persona would first research it out, and since Viscious was highly impressed (96 on reaction dice) and he knew they would be leaving soon, saw no reason not to adapt the THOR persona. I hope this clears up a lot of the misunderstanding, if not, drop me a line and I will reply to your questions.

Recently I have been asked about The DHAMPIRE'S ability to drain life levels from undead, and I have been asked how many 'Life' levels a Wight has, and so, after putting it off for more than a few columns, here it is.....

A DISSERTATION ON LIFE-LEVELS

IN DUNGEONS & DRAGONS

Any time a treatise such as this is written, pertaining to a game such as DUNGEONS & DRAGONS, the author inevitably finds himself in the realism vs. game mechanics syndrome. Anytime reality is forced to fit into a specific slot in a role playing game, something is inevitably lost. A good example is Wayne Shaw's NINJA character class. It has been called gross, unthinkable, unusable and other comments along those same lines. But if anything, it is less powerful than it's Historical equivalent; but in terms of game mechanics, it was changed to fit better into it's new gaming format. Please keep this in mind, as I attempt to correlate some significance out of the Life-levels vs. Experience Levels controversy.

The best place to start, is at the very beginning; thus, off we go to Book II, MONSTERS AND TREASURE. On page 9 (of my copy), Wights are described thus;

"Barrow Wights (Per Tolkien) are nasty critters who drain away life energy levels when they score a hit in melee, one level per hit. Thus a hit removes both the hit die and the corresponding energy to fight, is a 9th level fighter would drop to 8th level."

Now that that is taken care of, and everything is carefully

explained like in the rest of the books, lets determine what a life-level is in the first place.

I do not like to use the term 'Life-level' as it does not accurately define the action or state well enough; I prefer energy level, since I believe that most things have only one life per se, but no matter what Experience Level they may be. By use of this term, we also take in such things as Undead, they do not possess life per se, but they are animated, possess some form of energy, thus when a Cleric dispells, he dispells the energy that binds that particular form of undead together.

Thus to also answer another question often posed to me on The DHAMPIRE, they drain energy levels, or disrupt the energy in the Undead. So a Wight does not have one life level, or one UNlife-level, but one ENERGY level.

Now we return momentarily to the real world. In literature and legend, Undead did indeed perform some type of drain, victims of Vampiric attacks were said to have been drained of vitality, to be listless, weak. And though exact descriptions varied from legend to legend, they were for the most part described as above.

This so far follows the above theory on 'Energy', now comes the one great flaw in the whole gaming system. If you are hit, you lose Hit Points, but since you lose Experience, you also lose Memory. Granted you become weaker and oftentimes fight less effectively but the drain works in a funny way. If a high level Cleric or Healer finds you, the level can be restored, but if you are unable to find such a being, you have to re-earn the life level, the experience level, the Energy level, whatever. You have essentially lost your memory of battles fought, experience gained. Magic Users can not remember spells, ect.

Most likely Gygax and Company used the additional dice of hits as being harder to kill, the lower to hit numbers as being a better fighter, the additional spells as being a greater mage, but somehow this does not really hold together well, how a Wight can strike a character, weaken him, steal their memory, then the character has to go out and kill something to get the level back. How much experience does a Wight drain? The first level a character has (for a Fighter 2000 ep), or the latest level of experience? Why does it only do the latter? How much dice does a Fighter lose if he is 14th level, he has only recieved 2 hits for the last few levels, does that go? For myself, rather than unroll the character's dice, I remove a percentage, then round up or down accordingly to a D6 (odd up, even down).

Other Dungeon Masters however, do vary on this. A good example is Wayne Shaw, a friend who's Dungeon I enjoy immeasurably, but we go around and around in circles over this Life-level controversy. Wayne feels that when the life-draining Undead hit and drain, the soul is fragmented, a piece (A level if you please) is cast off into the ether, and it finally in a sense 'finds' it's way back to the character by the aura the character discharges by being out on expeditions, expelling energy. I tend to doubt this, because I feel if a part of the soul is lost, it is LOST, can not return, ever. There has never been an account to justify this, the closest was STORMBRINGER, but that most definately, is another essay.

Another friend, Don Rollins, feels that your life-levels should be your constitution, and woe unto anyone who has their life-levels dropped to zero.

What this is leading up to, is that once again something was left undefined, unclear, and so different opinions sprang up. I was talking to Nicolai Shapero a little while back, and he stated that sometimes in his world, when a character is life-drained, he as the Dungeon Master does not tell them, for Nicolai feels that sometimes a character does not know or has no way of knowing if they have been life-drained or not. And the problem is, I can't rationally disprove it, for I don't have anymore proof or evidence to the contrary, than Nicolai, concerning victims of life-drain. However, in some characters it can be found out, when a Mage discovers that he cannot throw cold cone anymore.

However, in terms of making the draining act performed by Undead playable in game mechanics, as well as rational, I feel that it would be easier to refer to it as Energy loss or gain, or even another way, energy disruption, which is how I have finally come down to it.

I feel that life-levels as Energy are not so much drained (since the draining Undead do not immediately get stronger) as disrupted, or dispersed. This relates in part to Wayne's theory, but I in no way feel the soul can be fragmented, subdivided, or split up into two or a thousand pieces. It is an interesting concept though. Also by the same token, using constitution as one's life levels, tends to upset the balance of the game, it could be used, but many other things would also have to be changed.

Exactly how do Undead drain life-levels anyway? Somehow this seems to harken back to how Clerics turn Undead. It is generally accepted that Wights, Wraiths and Spectres drain by touch, Vampires by biting, and Nazgul by either touch or weapon. However, this too changes from dungeon to dungeon, world to world. Nicolai for example has Vampires drain by touch, they can even transmit life-drain through a magic weapon. This has no basis in either legend or literature, but it is his dungeon, playable by his rules. Wayne oftentimes alternates, touch, bite, and I use just bite for the regular Dungeons & Dragons variety.

This just goes to show, that trying to transfer reality, or even Fantasy to gaming, can lose quite a lot in the translation. There are many ways of dealing with this, I give a save vs. Magic against life-drain, a type of resistance so to say. I have also lowered the Clerical Restoration to 4th level spell, because I can see no logic in being able to give back life at 7th level, but unable to give back energy, until 17th level.

But these are things each and every Dungeon Master must decide upon, because it is their world, with their rules. Bickering never solves anything, as can be evidenced by some of the childish displays of temper demonstrated in ALARMS & EXCURSIONS. DUNGEONS & DRAGONS is a game, not a religion.

The above views expressed are those of the author, and not meant to inflict my way of playing DUNGEONS & DRAGONS upon anyone else.

By now, one could probably tell of my fascination with different forms of Undead, and so I now present my deadliest Undead Type.

THE VAMPIRE LORD

A VAMPIRE LORD is the ultimate in Vampiric transformation. A VAMPIRE LORD is rolled thusly;

- 1) Assign random possibilities to the Character types you use in your game, and determine what Class the VAMPIRE LORD was in life.
- 2) Roll up the vital statistics (except hit points), then multiply the Dexterity times 6, and roll a D6, and add it to 12. This is what level the VAMPIRE LORD was when alive.
- 3) The strength of The VAMPIRE LORD goes as follows, 13th-14th; Fire Giant. 15th-16th; Cloud Giant. 17th; Cloud Giant. 18th- Ice Giant (7 six sided dice of damage).
- 4) The armor class of The VAMPIRE LORD goes according to Dexterity. Dexterity 18, AC is 3, 19=2, 20=1, 21=0, 22= -1 and so forth.
- 5) As Well as other Vampiric abilities, they generate hits as follows, as many hits per melee as their level. 13th level, 13 hits.
- 6) Roll an 8 sided dice for each level the VAMPIRE LORD is, no matter what the class was.
- 7) They can charm up to 4 things at once, with a -6 on save.
- 8) If lowered to zero hits, they can travel in mist as fast as as regular Vampire does flying. They move 20/30.
- 9) They drain half their level in Energy levels, with a save vs. magic at -6.
- 10) They get TWICE as many swings as they would have in life at their appropriate level, plus a maximum of 1 life-drain bite at 13th & 14th level, 2 at 15th & 16th level, 3 at 17th and 4 at 18th level.
- 11) They only have the above powers at night, during the day they prefer to stay indoors, but the sun will not kill them or incapacitate them, but during the day they have any powers they had in life, at night, they gain their full Vampiric abilities. They also Control Weather on top of everything else.
- 12) They will have from 1-3 King Vampires serving under them and 4-24 D&D Vampires as well.
- 13) They can only be hit with magic weapons of +3 or higher, silver weapons give them $\frac{1}{2}$ damage, but it regenerates at $\frac{1}{2}$ normal rate.

VAMPIRE LORDS are Evil with a capital "E". They prefer to remain in the background, being prime movers, but when they are angered, such as by some puny mortal daring to contend with them, they bite them, turning their victims immediately into KING VAMPIRES under the complete control of the VAMPIRE LORD. Never will you find more than 1 VAMPIRE LORD in a Vampiric Den, they can not abide each other, being haughty and snobbish. They loath more than anything DHAMPIRES, for they are the sires of such beings, being the only type of Vampire to mix with humankind. By day they are pale and wan, cast a shadow, but have no reflection.

VAMPIRE LORDS should be played with a sense of removed sadism, almost like the Grey Mouser in one of his more vain, Sadastic moods. If in lair, role for Treasure for the rest of the Vampire types, then add 4 magic weapons, and two scrolls, and a 10% chance for a book.

This is about all for now, please adress all comments to me out here on the Haunted moor. May Allfather be with you.

JANE'S BASILISKS AND DRAGONS

coauthored by Rick Shiell and Steve Peterson, 811 Camino Pescadero #37, Isla Vista, CA 93017. (805) 968-3230. (Address will be 6656 Sueno #A Isla Vista, CA 93017 as of October 1). Graciously typed by Lee the Gold.

The first thing we're going to admit is we are barely housebroken to D and D. We've only been playing six months. Despite this, we intend to relate the benefits of our vast inexperience to anyone who will take it without a bribe.

Those of you who have read David Hargrave's Arduin Grimoire may be interested in our 100 item whisey chart. We define whimsy as a magic spell of great power used for traps, mists and a rare 12th eye on a Beholder. This is not a spell to be used by people for offensive purposes nor is it "for sale." Explanations follow.

- | | |
|---|---|
| 1. Polymorph randomly. | 37 Trade Strength for Intelligence |
| 2. Increase Intelligence by 1. | 38 Decrease Wisdom by 1 |
| 3. Turn to stone. | 39 Teleport out of sight & hearing |
| 4. Take 2D8 damage. | 40 Decrease intelligence by 1 |
| 5. Random monster attacks you. | 41 Crit. 1st effort on living thing |
| 6. Change gender | 42 Temporary muteness (6xD10 mins) |
| 7. <u>All</u> clothing disappears. | 43 Become +3 with wpn 1st touched |
| 8. Become apathetic | 44 Convulsions followed by amnesia (15% permanent) |
| 9. 1st inanimate object touched with hands disappears | 45 Become ethereal (Dr hours) |
| 10 Gain random skill | 46 Desire poverty; never over 100 Gp or equivalent carried |
| 11 Temporary deafness: 1-100" | 47 Decrease dexterity 1 |
| 12 All saving throws +1 | 48 Go down one level |
| 13 Disintegrate | 49 Change color: 1) red, 2) orange, 3) yellow, 4) green, 5) blue, 6) purple |
| 14 Hate opposite sex for 1 wk | 50 Grow wings (white w/ feathers) |
| 15 Decrease Charisma by 1 | 51 Cure disease |
| 16 Lose all body hair | 52 Increase strength 1 |
| 17 Cure D6+1 HP | 53 Temporary blindness (1-100") |
| 18 Put +1 on armor | 54 Decrease comeliness by 1 |
| 19 Catch disease | 55 Miscellaneous magic item disappears |
| 20 Grow a tail | 56 Fall in love with 1st person of opposite sex you see |
| 21 Become stoned | 57 Take D6+1 HP damage |
| 22 Temporary hemophilia (D10 days) | 58 Decrease size by 1 |
| 23 Find miscellaneous magic item | 59 Resurrect dead body |
| 24 Go berserk | 60 Fumble 1st effort on living thing |
| 25 Go up one level | 61 Increase comeliness by 1 |
| 26 Increase morality by 1 | 62 Haste (as spell) |
| 27 Fear of random monster (you run away) | 63 Gradually become albino (1-2 wks) |
| 28 Slow (as spell) | 64 Telepathy (D4 days) |
| 29 Become ambidextrous | 65 Ability to detect Metal & Kind (1-20 hours) |
| 30 Temporary X-ray vision 6xD10 minutes. | 66 Eyes glow in the dark (can read by) |
| 31 Increase dexterity by 1 | 67 Immune to one poison |
| 32 All saving throws -1 | 68 1st non-player character encountered hates you. |
| 33 Faint at the sight of blood | |
| 34 Become invisible (D4 weeks) | |
| 35 Increase Constitution by 1 | |
| 36 Become furry | |

- | | |
|--|---|
| 69 Intense aphrodisiac (must have sex) | 85 Taste bad to monsters (75% spit you out) |
| 70 Decrease strength by 1 | 86 Can spk w/ random animal/monster |
| 71 Nothing happens | 87 Ability to dowse (90% accurate) |
| 72 Increase wisdom by 1 | 88 Mind transfer with nearest human or monster |
| 73 1st inanimate object touched with hands turns to gold | 89 Paralysis (15% permanent; if not recover in D20 hours) |
| 74 Polymorph to humanoid | 90 Next encounter monster likes you |
| 75 Decrease morality by 1 | 91 Feeblemind (as spell) |
| 76 Ability to know what next magic item is | 92 Die |
| 77 Nose grows when you lie (1" per lie) | 93 Hate random monster (+3 vs it) |
| 78 Decrease constitution by 1 | 94 Trade dexterity for constiution |
| 79 Fall in love with 1st random monster | 95 Cry at the sight of blood |
| 80 Eidetic memory | 96 Orgasm |
| 81 Increase charisma by 1 | 97 Pass out into coma (95% recover/ 5% die in D4 days) |
| 82 Cure 2D8 HP | 98 Regenerate body part |
| 83 Increase size by 1 | 99 Roll twice, ignoring this number |
| 84 1st gold/mithril object touched turns to lead | 00 Roll thrice, ignored this # |

Explanations: the duration of whimsey effects and the means of removing them should be decided by the DM.

- 7. Clothing includes gauntlets, helms, armor, cloaks & books but not jewelry and backpacks. Magical items must save. Since items in pockets are not considered clothing, they don't disappear.
- 8. The character will not fight nor throw spells.
- 9. Magical rings, gauntlets, etc. must save
- 10 We run skills in a manner similar to EPT
- 26 We use a morality roll of 3D6 to determine whether a character is kind, cruel, or in between. On a DM decision, an action desired by a player may be vetoed if it deviates too greatly from his character's morality. For instance, a kind thief, chaotic or not, will not suggest murdering captives unless absolutely necessary.
- 48. Treat as life energy drain.
- 50 Treat as Wings of Flying. They take a few weeks to grow.
- 55 One item simply disappears. (Save -3)
- 73 Yes, your +4 mithril broadsword just turned to gold. It is now so soft that it will bend or break the first time you try to use it. Of course, your rings and gauntlets would have to save first, and if you were wearing a gold ring or bracelet, nothing would happen.
- 74. Dwarf to hobbit, human to troll, kobold to elf, or something similar. The mind of the character remains unchanged.
- 76 The character can tell what its powers are, etc.
- 90 The monster will not attack, but will follow him around and get in his way. If he attacks it, it will attack him in return and fight until dead.
- 98 Regenerate any body part the character has lost.

A BORING TAIL

We were taking a group of 1st levelers along in the Prrenden wilderness (Rick's world) when we saw an army of orcs approaching. As we turned to hide, a Red Dragon flew in behind us flicking his Bic. Suddenly, four owlbears stampeded out of the forest to our left, as a Vampire walking in to our right asked, "Are any of you type A?" What did we do? We did what any red-blooded 1st levelers would do. We died!

NOTES ON OUR WORLDS

Magic is considered to be the focusing of ethereal forces by aligning and directing the mind. Spell points are equal to intelligence plus level minus one. Constitution is omitted from spell point determination since the mind alone is used in throwing spells and tapping the ethereal power of mana. Cost of spells in spell points is 4 for the highest level spells known by the mage or cleric, 3 for the second highest, 2 for the third highest, and 1 for all lower levels. Thus a MU6 of intelligence 17 can throw 23 magic missiles each day, and a C6 of wisdom 17 can throw 23 Cure Light Wounds each day. Spell points are regenerated all at once after eight hours of uninterrupted sleep; they are never regenerated while conscious, nor will they regenerate in part after a few hours of sleep. So, if the mages and clerics in a party are woken up during the night, they will either have to sleep during the afternoon or throw fewer spells the next day.

We do not use Strength spells, and few of the spells researched are actually discovered. A few power words we were thinking of allowing are Constipate, Crumble, Leave and Orgam. WE use a few characteristics not given in the original text: morality, comeliness, shapeliness and size.

Hit Points equal constitution at first level, plus one for each following level for mages, clerics, and thieves. Fighter-mages add one on even levels and two on odd levels, while fighters add two/level.

After six months of play, we have become disenchanted with the original combat system. At present we are designing a completely new system based on a 45 x 45 percentile matrix. (!) Please limit all Arghs to five letters or a postcard.

MONSTERS

Bouncers: 2HP @ App: 5xD20 Lair: Nil Treasure: Nil
AC: 3 (AC 0 for purposes of hit determination due to their incredible agility) 1 bite @ 1-2, 2 claws @ 1-2.

Bristly monstrosities the size of tennis balls. Their small claws and needle-sharp teeth can pierce leather easily. These small, round orangish creatures can jump about 8' and are silent and odorless.

Drilgb' (pronounced with the "r" as in dungeon): HD: 7D8 Lair: 20%
App: 1-4 Treasure: class D (in burrow) AC: 3 Alignment: avaricious, Neutral. 4 antennae @ 1-3 + Paralysis (save -2)
Four claws @ 2-8

The drilgb' is 7' long, intelligent, magical crayfish which has wings but never flaps them. They generate a focused anti-gravity field so by inclining the wings properly, a drilgb' can either hover or fly. They fly at about the same pace as a man running in plate armor; however, they can fly equally well forward or back. Their other powers include a silence 10' radius spell and the ability to turn invisible for 10 seconds at a time. Drilgb's also smell very strongly of nutmeg. It may sound like a drilgb' would always be able to rip off whatever it desires, but the powerful odor, the flashing in and out of sight every 10' and the dumb habit they have of forgetting to use their silence spell because they are too busy saying "drilgb'" makes them somewhat inept. Drilgb's live in deep burrows with superbly camouflaged trap door entrances. They never hurt people unless attacked.

MULTITUDES, MULTITUDES #1
July 26, 1977
For A&E 25 (or thereabouts)

Bruce Chubb Miller
123 Water St
Gaithersburg, MD 20760

Yet another head surfaces in the Washington, D.C. area and, newly and dearly purchased Selectric in hand, sallies forth in search of newer and greater windmills. (Who needs an Alchemist to mix metaphors?)

For those who care, the title is Biblical, from the Book of Joel; I first came across it in THE CAINE MUTINY. The full quote is "Multitudes, Multitudes in the valley of decision," and I can conceive of few quotes more apt for D&D.

BACKGROUND

I'm 24 and have been playing D&D for over a year (and DM'ing for almost exactly a year). I have two wildernesses (one of which having the interesting habit of getting hooked up to different people's continents at different times) which I have run with mixed success and two dungeons, one very flakey and one very serious.

I show up at Cons on the East Coast with frequent irregularity, and I'm fairly visible being 6'3", skinny, and often very loud; I sometimes have a short beard.

I'm very fond of Neutrals--hence the large % of articles to come dealing with them--and I use the four-fold way without any trouble (from my point of view, anyway). When using a character, I try to find something unusual to pass the time (have you heard the story of my discovering five Invisible Stalkers by smearing a floor with Bugbear dung?).

FAMILIARS

(or Why is that cat chewing on my ear?)

To start, a rhetorical question: Have you noticed that, with the obvious exceptions of horses and mules, every creature in D&D is either a Player-character or a monster? I find this absurd. Consider that during medieval times (the equivalent of which is the basic background for D&D) falcons were trained, hounds were used to hunt men and animals, horses were trained to fight (as, in theory, are the warhorses that you purchase from the basic equipment list), etc.

In short, it seems logical that D&D rules be expanded to include trained animals for Player-character use. A set of these rules seems even more necessary when many people are already bringing in such animals without any systematic background for them.

However, providing such a background is not as simple as it may sound, for in order to play such animals (henceforth referred to as "Familiars," despite the inaccuracy inherent in such a term) realistically, their attributes and skills must be equally as developed as those of a more *ahem* normal character. This realism is important because, unlike a charmed monster that either obeys faithfully or turns on its master once free of magical control, the familiar is intended as an independent creature (within the limits of its training and animal type) which will act accordingly. An example of this would be a cat paying more attention to flying Stirges than fighting Orcs unless it was directed otherwise.

BASIC CHARACTERISTICS

First off, as with humanoid Player-characters, I propose that Familiars have a set of basic requisites. However, although the names are the same, the meanings for Familiars are somewhat altered.

STRENGTH: Same as for Player-characters, but on different scales; an 18 for a

dog does not equal an 18 for a human. If this seems ridiculous to you, I'll be glad to match my weaponless 18(00) Stone Giant against your weaponless 18(00) Fighter; any bets on the final outcome?

INTELLIGENCE: Like Strength, it means the same thing as for human-types, but on different scales (A 16 Intelligence cat is not as smart as a 16 Intelligence chimp).

For the various types of Familiars dealt with below, the Intelligence listed is the minimum necessary to be trained as a Familiar. A dog with an Intelligence of 5, for example, can be trained to sit and perform other simple functions, but it is not smart enough to be trained as a Familiar. (More on this later)

WISDOM: I dislike this term intensely when applied to animals, as it implies a reasoning ability akin to humans. Therefore, as far as Familiars are concerned, think of this more as cunning and animal instinct for survival. This may not seem to be much of a difference, but--when a Familiar is properly played--it should give the player a better feel for the animal and how it should react; always remember that Familiars are not mindless little search-and-destroy machines and if that's how you intend to play these creatures, then you should not have access to them.

CONSTITUTION: Same as for Player-characters.

DEXTERITY: Same as for Player-characters, but as applied to each Familiar type. (I don't care if that bear of yours does have an 18(00) Dexterity--it's physically incapable of picking a lock)

CHARISMA: Same as for Player-characters, if for no other reason than I can see no way of settling an argument between a cat-fancier and a dog-lover as to which type is more charismatic. (If you're interested, I'd opt for cats)

SPECIAL CHARACTERISTICS

SEX: This is really quite important. In one dungeon I know there's a Dragon with a penchant for polymorphing itself into a German Shepherd. One party member always travelled with a female attack dog, which this time he used to divert the Dragon while the party plundered its horde. (He never did get that dog back, but there have been some very interesting puppies seen in this dungeon of late.)

The Sex choices are male, female, or spayed (which costs more). Spaying has the advantages that the animal will not go into heat and thus attract attention (by making noise, smell, etc.), nor will it go after another of its own species in heat (breaking its training and thus being of no use during a fight at the same time, yowling with lust and attracting other nasties, etc.). Of course, a spayed animal is useless if you're trying a trick like my friend did with his dog and the Dragon.

All females are +2 Attack/+2 Damage when defending their young.

BREEDS: For the sake of the DM's sanity and ease of play, these are restricted to Purebred, Half-breed, and Mongrel.

Purebreds receive pluses in abilities according to type of breed (See below).

Half-breeds combine the abilities of two breeds, but half their effectiveness.

Mongrels are hardier (+1 Constitution & +1 Damage) and are limited by size; that is--for example--a large cat can breed with a medium cat, a medium cat can breed with a small cat, but a large cat cannot breed with a small cat.

EXPERIENCE: E.P. is awarded from the owner's E.P. on each expedition; 10% unbonused from the owner's total. However, if the Familiar is the sole instrument of a monster's death, it gets the full E.P. bonus while, if and only if attacking at the owner's direction, the owner gets 10% (bonusable).

SAVING THROWS: Use the Cleric Saving Throw matrix unless you have a Saving Throw By Monster Hit Dice Chart.

BASIC FAMILIAR TYPES REQUISITE CHART

<u>Species and Size</u>	<u>Prime Requisite</u>	<u>Base Requisites:</u>	<u>S</u>	<u>I</u>	<u>W</u>	<u>C</u>	<u>D</u>	<u>CH</u>
CATS: Small	Dexterity		6-	13+	12+			15+
Medium	"		7-11	13+	12+			12+
Large	"		12+	13+	12+			9+
DOGS: Small	Strength		9+	13+		10+		
Medium	"		12+	13+		10+		
Large	"		14+	13+		10+		
BEARS:	Constitution		13+	13+		15+		

SPECIAL ABILITIES

OVERALL: All trained animals are very quiet except when trying to communicate something to their owners; these communications will be as loud as is necessary to insure the owner's attention and no more, thus greatly reducing the chances of the Familiar attracting a wandering monster. Familiars easily accept baths, thus cutting down any stench and, therefore, detectability. They follow commands readily and are trained in a wide variety of tasks (DM's option); if their owner can speak their language, Familiars can be ordered to perform fairly complex tasks (once again, DM's judgement is most important as to Familiar's comprehension of a complex order, even when phrased in the animal's own tongue).

CATS: Overall, Cats can move silently, hide in shadows, climb, and have a 50% chance of seeing invisible/ethereal/shadow-hidden creatures--75% if this is another cat. Blink Dogs and Hell Hounds will automatically attack a cat and the person nearest (not necessarily the cat's owner) 25% of the time. Cats will automatically attack Ratmen 50% of the time and can detect a Ratman as such when not in rat form 75% of time. Cats are immune to Harpies' charms.

SIZE: Small cats are Armor Class 6, use D-4 for Hit Points, and do three attacks (2 claws/ 1 pt, each; 1 bite/1-4) per melee. They can land on the shoulder (or whatever) of a monster, balance, and attack in the same round; a successful attack from this position in one round causes the monster to be -1 to hit on next round. Unless killed or specifically attacked to remove, a shoulder-perched cat will stay in place until D-20 of over 4 than needed to hit is rolled. Small cats have 100% chance of moving silently and hiding in shadows.

Medium cats are AC 7, use D-6, and attack with 2 claws/1-2 & 1 bite/1-6. Medium cats do more damage, but have less % chance of performing above, excepting silent movement which is still 100%.

Large cats are AC 7, use D-8, and attack with 2 claws/1-3 & 1 bite/1-10. Large cats do the most damage of any cat, have less % chance of performing above, and cannot land and balance on anything smaller than a half-grown elephant no matter what their % chance would be.

MULTITUDES, MULTITUDES #1

- BREED: Angora-- +2 Good Impression on encounter charts
 Siamese-- 20% additional chance of detecting Ogre Magi
 Lynx-- +2 Save vs. Cold/Ice & the like
 Bobcat-- +10%/5% Climbing/Balancing
 Ocelot-- +2 Save vs. Fire/Heat & the like (Not Lightning)
 Siberian Tiger-- +2 Save vs. Cold/Ice
 Lion-- +2 Save vs. Fire/Heat
 Mountain Lion-- +10%/5% Climbing/Balancing
 Cheetah-- +25% running speed

Small

Medium

Large

CAT EXPERIENCE CHART

Level	Hit Dice	E.P.	SMALL		MEDIUM			LARGE			
			Climb/Balance		Hide/Climb/Balance			Silence/Hide/Climb/Balance			
1st	1	-----	50%	35%	50%	20%	05%	10%	20%	05%	---
2nd	2	1,000	55%	40%	55%	30%	10%	20%	25%	10%	---
3rd	3	2,000	60%	45%	60%	40%	15%	30%	30%	15%	---
4th	4	4,000	65%	50%	65%	45%	20%	40%	35%	20%	05%
5th	5	8,000	70%	55%	70%	50%	25%	50%	40%	25%	10%
8th	6	16,000	75%	60%	75%	55%	30%	60%	45%	30%	15%
7th	7	30,000	80%	65%	80%	60%	35%	70%	50%	35%	20%
8th	8	50,000	85%	70%	85%	65%	40%	80%	55%	40%	25%
9th	9	75,000	90%	75%	90%	70%	45%	90%	60%	45%	30%
10th	10	100,000	95%	80%	95%	75%	50%	100%	65%	50%	35%

Levels above 10th cost 50,000 E.P. each. For Dexterity Bonuses use the Thief Dexterity Bonus Chart on page 19, Volume II, Number 2, of The Strategic Review; use the "Pickpocket" column for Climbing and Balancing.

DOGS: Overall Dogs have the tracking abilities of a Ranger and are +1 constitution. They have a 50% chance of smelling invisible or shadow-hidden creatures; they are +15% when detecting lycanthropes (+25% if canine lycanthrope). Once detected, Canine Familiars can always tell where a Blink Dog will strike next and, if equipped with a telepathic (NOT E.S.P.!) device of some sort, they can impart this knowledge to their owner--assuming the owner can understand the Familiar's language--in time for their owner to use it if the Blink Dog is attacking him or her. Dogs are primarily Fighters. They are +1 vs. Giants.

SIZE: Small Dogs are AC 6, use D-4 for Hit Points, and do 1 bite/1-4 per melee. Medium dogs are AC 6, use D-8, do 1 bite/1-6 per melee, and can run at top speed approximately 25% longer than other animals.

Large dogs are AC 6, use D-10, and do 1 bite/1-8 per melee. They also receive the land-speed bonus.

- BREED: Hounds (All types)-- +20% trackers and +2 Save vs. Stun
 German Shepherds, Dobermans-- +2 Hit/+2 Damage and + 2 Save vs. Stun
 Irish Setters-- +10% trackers, +20% swimmers, and +2 Save vs. Cold
 St. Bernards, Huskies-- +2 Hit/+2 Damage and +2 Save vs. Cold
 Dachshunds-- +20% sense of smell (NOT tracking) and -2 from opponents hit probability if Humanoid

DOG EXPERIENCE CHART

1st	-----	1 HD+1	5th	4,800	5 HD	9th	60,000	9 HD
2nd	600	2 HD	6th	9,600	6 HD	10th	90,000	10 HD
3rd	1,200	3 HD	7th	18,000	7 HD	Above 10th:	30,000;	
4th	2,400	4 HD+1	8th	36,000	8 HD+1		3 Hit Points	

BEARS: Overall, Bears are Fighter-types, but their Prime Requisite is still constitution (Bears can take a lot of punishment). They are +1 Constitution and +1 on each die rolled for Hit Points (Thus, when a Bear goes from 5th to 6th level, its Hit Points are determined by the roll of two more dice plus an automatic two points extra--one per new Hit Die rolled). Intelligent enemies subtract one from morale dice unless a) they are themselves bigger than a Bear (such as a Dragon) or b) there is a Bug-, Owl-, or normal Bear in their own party if they come upon a party which contains a Bear. Bears are +1 Save vs. Spells.

BREED: Polar, Kodiak--+2 Save vs. Cold
Brown-- +2 on enemy detection (+3 if in woods outside of a dungeon)
Grizzly-- +1 Attack/+1 Damage

BEAR EXPERIENCE CHART

1st	-----	2 HD	5th	10,000	6 HD	9th	120,000	11 HD
2nd	1,400	3 HD	6th	20,000	8 HD	10th	170,000	12 HD
3rd	2,800	4 HD	7th	40,000	9 HD	Above 10th:	50,000;	
4th	5,600	5 HD	8th	80,000	10 HD		1 HD	

CORRECTIONS AND ADDITIONS: (I've got to learn to read my own notes!)

Above 10th Level, Cats add 1 HP and have 50% chance of adding one additional HP on top of that.

Bears are AC 2, use D-8 for HP, and do 2 claws/1-3 and 1 bite/2-8 plus a hug of 2-16 on a score of 18 or better. Female Bears are an additional +1 to hit when protecting their young.

Finally, as with most A&E articles, this is not presented as the Last Word From On High concerning this subject. There are plenty of blank spots (Originally I had planned to include Simians and a few types of Birds, but found both beyond my time available and abilities at present; Also, there are plenty of other breeds of Dogs that could--and should--be included) and surely many areas where disagreement can occur. If you should decide to comment (hint, hint) on this article, please do so with the idea of adding, changing, or reinforcing what has been said; it isn't enough to say you disliked (or liked) the preceding--WHY did you have that reaction?

AND NOW SOME NASTIES

GREMLINS: Actually, these are Steve Clark's invention, with some small modification by yours truly; Steve, for your information, is known locally as "Murray" and his alter-ego (also of the same name) is the sole proprietor of Murray's Dungeon). Gremlins are perfectly marvelous little critters, as they show up on all levels to do their dirty work and although these carryings-on do not vary, the damage done is almost always proportionate to the level of the party.

What Gremlins do is fiddle. Not overly bright, they are nevertheless endowed with insatiable curiosity and, once having lit upon a Player-character, they will not leave their "prey" until they have played around with nearly everything on that person. Unfortunately for that person, their low intelligence means that whatever Gremlin fools with is no longer quite in its original shape. This means that armor

tends to fall off, the loose end of a flail goes flying across the room, and even the awesome Rod of Seven Parts is separated into its various components. Moreover, all this usually does not become noticeable until a battle-situation--right when there's no time to repair the damage.

Gremlins are no taller than three feet and are usually much shorter than that. They are very light because they are hollow-boned like birds--hence that they cannot be detected by their weight unless already noticed in some other manner or a 98 is rolled on % dice for the party concerned. They are winged and travel exclusively by flight. They are naturally invisible--how did you think they could go about their business undetected? Their arms are disproportionately long in comparison to their bodies, and these arms end in vicious little claws. As Gremlins are essentially wandering, homeless monsters, they have no treasure.

Basic Stats: AC (Invisible/Visible) 0/4; # Appearing--adjust to party; Alignment --Neutral; Hit Dice--2 D-8's; 2 claws/1-4 per melee; Move in inches--15.

WEB EATERS: Usually found around Giant Spiders, these creatures are especially fond of magically created webs. They are about two feet in diameter with a three foot long tail equipped with stun venom and a ten foot wingspan. These wings are diaphanous and are what the Web-eater uses to absorb the web, after which they are +2 Attack/+2 Damage for five turns (not melee rounds). Easily trainable, they are often used as pets by MUs and are especially troublesome to the type of person who opens a door and webs the room right away. They have no treasure.

Basic Stats: AC 2; # appearing--2 to 12; Alignment--75% Neutral/25% Chaotic; Hit Dice--5 D-8's; 1 bite/2-12, 1 sting/1-3 & Save vs. Stun.

ASH MEN: As Mark Swanson noted in A&E 23, it's hard to find Undead that worry high-level parties--a situation I noted some time ago myself. Here is one of the creatures I cooked up to cause such parties to be a little more cautious when banging through doors that they heard nothing behind.

Ash Men are Undead because they are Liches that didn't quite make it. When in the situation that made them try to convert from live MU, the Ash Man did a beautiful job of self-immolation (much like the final strike of a wand or staff, which like the preceding articles did a fine job of killing or incapacitating anyone in the vicinity). What was left was a magically cohesive intelligent humanoid made of ashes.

Although they do only 2 D-8's & Save vs. Stun per melee, Ash Men are particularly ferocious because of the following:

They are immune to all spells of a fire or electrical nature, Death, Power Word Kill & Blind--but not Stun, Charm & Hold Spells (including a Bard's charm), and--of course--Sleep.

They can pass through undamage and without being slowed both webs and Blade Barriers.

Cold-type spells do no damage; their only effect is that like a Slow spell.

Dispel Magic causes an Ash Man to Save vs. Spell or disappear, with a +2 chance of saving for every level below 10th of the dispeller. Ash Men save as MU 10th.

Holy Word has a 35% chance of killing an Ash Man.

Attackers have a 25% chance of Dimension Dooring or Teleporting Holy Water into an Ash Man's center, which causes the creature to melt within 5-7 melee rounds. Holy

Water thrown at the outside of an Ash Man or hitting the outside from a bollixed teleport attempt explodes with the effect of Pyrotechnics against anyone other than the creature itself.

Ash Men are +2 vs. Clerics and +4 vs. Super-Lawful types (Paladins, etc.)

Finally, not only are Ash Men immune to non-magical weaponry, but the damage done is only the plus of the weapon. Yep, that +5 sword of yours, if you hit, does only 5 points of damage. Of course, this means that the 5 points is automatic and, if for example that Sword is +5 to hit AND +5 to damage, you do 10 points automatically; in other words, assuming you've hit this thing, you do your hit probability plus and your damage plus.

Why this last? Remember, Ash Men are magically held ashes, so solid objects would pass right through them. It is the magical field of a magic weapon that damages this creature by disrupting the force that holds it together. Oh yes, this disruption is permanent; Ash Men cannot heal or be healed. (But don't give a First Level who just found a +1 weapon full EP if he or sheefinds and offs an Ash Man with only 1 HP left.)

Treasure of an Ash Man--unless the home of the Ash Man while still human is found--consists of One and only one 2,000 G.P diamond magically held in the creature's center. There is a 01% chance of it breaking any magical arrows that hit this monster.

A Lama turns away on the roll of 11 (2 D-6's), a Patriarch on a 9, and a Patriarch 9th Level on a 7.

Basic Stats: AC 0 (They're magic, folks); # appearing--1-2; Alignment--Chaotic (and how); Hit Dice--10; 2 attacks/1-8 & Save vs. Stun.

AND NOW A WORD FROM OUR SPONSORS

As A&E 23 has several plugs and/or references to the SCS, I would like to ("Like?" I am!) proselytize in favor of a competing group of people: The Medieval Militias.

The Militias' historical recreation period runs from apx. 300 A.D. to apx. 1100 A.D. (thus overlapping the SCA time period) and is centered about the Norse pantheon. In fact, as of now, the Maryland groups have sponsored and received official State recognition of the Hall of the True Gods--the only legitimate pagan church in Maryland.

Younger by a few years than the SCA, the Militias are more battle and less culture oriented. One of the favorite sayings in the Militia is "When you want culture, call the SCA; when you want a warrior, call the Militia." This, while hazily accurate should be taken with several pounds of salt, as any fool who thinks an SCA warrior is a wimp obviously hasn't fought one--they're damned good. (Oh my; I hope none of the Militia reads A&E.)

So far the Militia is active only on the Mid-Atlantic Seaboard, but we're growing fast. We have, as of today, at least seven separate organizations in the Maryland--Washington, D.C.--Virginia area, one at the University of Delaware, one recent affiliate in York, Pennsylvania, and another soon-to-be-added group in Philadelphia, Pennsylvania--plus assorted rumors of new additions forthcoming from New York and New Jersey. All these different groups are loosely (very) collected under the auspices

of the Confederation of Markland.

Our activities include historical recreations of battles and events, fratricidal (inter-organization & intra-organization fights for the fun of it) battles, feasting, weddings (the Hall of the True Gods can legitimately and legally marry people in Maryland), parades, weapons and armor workshops (learn first-hand just how heavy and cumbersome all that paraphernalia you carry into a dungeon is!), blood drives (for the Red Cross--honestly!), one-on-one combats, craft demonstrations, and participation in assorted medieval, semi-medieval, and even a few non-medieval fairs.

If you are interested in joining, finding out more, or--better still--creating your own affiliated group, write to Heimdallr, 504 Ethan Allen Avenue, Takoma Park, Maryland, 20012. Any abuse may direct itself towards yours truly at the above (Page One) address. Please people, in all seriousness, do follow the division of labor as set above; Heimdallr has better things to do than read hate-mail about me.

And now we return you to the previous page, which is already in regress.

COMMENTS AND OTHER STUFF

JOHN T. SAPIENZA, JR.--Re: your comment on the level restrictions for Elves. Have you forgotten your erstwhile companion Deadbane, my Half-Elf F/M? The Elven half is Noldor Elf which, according to Dragon I, Volume 1, means no level restrictions and so it is quite possible for Cary Martin to have an MU 13 Elf. Otherwise, I quite agree with your level restriction analysis.

Speaking of Deadbane, he's got a spell for sale: Lockjaw, 3rd level Mage, 4th level Illusionist.

This one came about when Deadbane tried a Hold Portal on an enemy MU's mouth; needless to say, it didn't work (Hold Portal works specifically on doors and the like) but it started him thinking.

Lockjaw is a special-purpose directional spell that, although working on anyone or anything with a mouth, is especially nasty to other MUs. Not only are you limiting the number of spells and/or artifacts that the MU can use, but--as I use them anyway--the counter-spells like Dispel Magic, Wish, Remove Curse, etc. cannot be used because the MU's mouth is completely immobilized; the poor fool can't even yell for help.

Cone-shaped, 6 inches at widest point (what's your MU's dexterity?), 90 foot range, duration until dispelled. Researcher is H/E FM 8th; spell costs 8,000 GP--please help an impoverished character. Between buying some very necessary potions, the research costs themselves, and getting a loan from a dwarf to be brought back to life (Raise Dead Fully ain't cheap, folks), he's deep in debt.

DICK ENEY: Did you just buy a new calculator or do you always do that? Good article: I always thought that Gyax GP were either undervalued or undersized (or both)--it's nice to see proof.

CHRIS PETTUS: I've been using soft drinks for a long time, but for some real fun you might want to try having a cigarette machine which gives you one magic butt per pack (Vantage would give you infravision pluses or something like that). Not only would you have plenty of leeway for magic crocks, but as the possessor smokes a pack trying to find the one cigarette a large cloud of smoke slowly develops which has the nasty habit of attracting monsters with a good sense of smell. Use a D-20 to find out which cigarette is the right one.

B BRUCE SAUL: I like your Were-Pizza; have you tried a Jello Salad Cube? AC 7; HD 4 (D-8's); shoots 4 pieces (1-4 damage) of fruit per melee; Save vs. Paralysis if touched. For some real interesting times, have the bits of fruit do something magic when eaten.

DAVE HARGRAVE: WeI said, sir!

EVERYONE ELSE IN GENERAL: Re: Magic in my universe and how to keep it manageable.

I tend to give out a lot of magical items in my universe--but not high level and very few items from the Greyhawk tables. Moreover, most of these items are not quite normal, anyway.

When trying to control magic, most DMs I've run into follow three ways: 1) Give out as little as possible, 2) have many of the items equipped with some rotten side effect, or 3) have a lot of high level types running around to give magic equipped parties more trouble. Solution 1 I don't like at all, Solution 2 I use some of the time--with frequency of unpleasantness increasing as the items become more powerful (a 50% ratio for such items I don't find excessive), and Solution 3 runs into the problem of proper balance between the party with the magic and what it's facing (If its opponents are too weak, the party gets undeserved EP, treasure, and--maybe--more magical items; if too strong, the party is completely wiped out; that's a very fine line that all-tto-few DMs have learned to properly tread.)

Anyway, I find the best policy is to give out unusual but none-too-powerful items. My flakey dungeon has given out Tony-the-Tiger Lembas Flakes, Anti-Gremlin Amulets (The say "GM--The Mark of Excellence"), and the like; my serious dungeon has given out an artifact that can do two Cure Light Wounds and two Cause Light Wounds per day, some healing balm, and five returning shirikins. Nothing really too strong.

Of course, there is the problem of letting in CBC's (Comic Book Characters) into your dungeon and wilderness equipped with a plethora of ungodly magic. Many DM's simply refuse these yo-yo's entry, but I think it's a good idea for a DM to try to match these ninnies with your own series of created beasts, boobytraps, and bloodshed. Someday, after you've been DM'ing long enough, you're going to run against characters that have played for a long time in your own universe and who have earned their abilities and artifacts; CBC's are a good training ground for learning how to deal with high-level types so that you can do what the whole purpose behind this grand grabbag of a game: Let yourself and your compatriots have a good time with a well-run and enjoyably designed and played game of D&D

COMING ATTRACTIONS: Anticharismatics (A Neutral's answer to Paladins and their Chaotic brethren). Pornborers, and Millers Marvellous Magical Armor Table.

The Wide World of Togon-A short zine for A&E from Bill Eyre/6331 N Wayne Ave/Chgo IL 60660. 312-465-4624 (Call anytime)

Well-I haven't made any comments lately, so I'll skip around(these are on A&Es 20-23)

Brian Lane, Glenn Blacow and others-It seems to me that you all are running the spell ESP as being able to read people's minds. (Glenn, your foolproof book reading method and Brian, your way of discovering alignment) Clairvoyance and Clairaudience put you in a person's mind. Esp merely detects that there are thoughts there. That is why ESP is a lower level spell.

Lee Burwaser-Love those izzenug.

John Sapienza-I use a system where INT(WIS)=spell points, and the cost for spells varies with the level MU. The max number of spells/day is then 19.

Terry Grain-Excellent door tables. I'm using them for the next Underground I do.

Bill Seligman-Good sword tables. FANTASTIC satire...Keep it coming(Down Ivan)

Varner, David L.-Where do you find the time to do all those levels? I'd love to play there if given the opportunity.

Everyone else- Generally good, but please keep the comments down and put in usable stuff. OK?

-----See Chicago in concert. WOW (as good as Floyd-----

Now to the feature article this month. The UNDEAD DEMONS!!!! Yes, they combine the worst of true demons and undead. Mean...

Undead Demons are rather rare and very powerful. They reside in a plane out farther than the one true Demons occupy. They enjoy killing, murdering, massacring etc, poor defenseless, unoffensive Humans and the Allies. Undead Demons will most likely be found commanding Legions of Undead or other Hostiles.

Undead Demon I-These appear to be skeletons in plate armor and shields. They typically fight with broadsword and shield or net and trident. They cause darkness 5', teleport with no chance of missing, detect hidden and invisible objects at will, and cast a Sleep I spell as a 5M. They can (40%) gate in a Type I-II.

Undead Demon II-These appear as Wraiths in black robes with a bow and a quiver with one arrow. They, one at a time, at will and unlimited, cast Sleep I as a 5M, cause darkness 5', detect hidden and invisible objects, teleport(no miss), and their presence raises morale +2 within 24".

They cast spells as an Enchanter, and they can cast each of the following spells 5 times/day: Control Weather, Pass-Wall, Anti-Magic Shell, Projected Image, Monster Summoning VII, and Phantasmal Killer.

Their two swords, which they can wield simultaneously, drain D6 levels/hit. If they fire the arrow, a new one appears in the quiver. Up to 50/day appear thus. When the arrow hits, it turns into an icy magical substance which decays in D2 MR. As soon as it decays, the following things happen:

Poison 9 enters system.

Phantasmal Killer appears.

Creature is Confused

Creature is paralyzed.

Creature is placed in Maze.

Wall of stone appears around creature

Each of these things happens consecutively, when the effect of one ends, the next takes over. The only way to stop it completely is to have a Remove Curse & Dispell Magic work v 50L effect before the stuff decomposes. For each effect the creature gets the appropriate saves.

The bow is +18, arrows are +20. Arrows do 2D10/hit. $\frac{1}{4}$ arrow damage is permanent. All equipment disappears on death of demon. Can gate in I-III 45%.

Due to the fact that my players read this zine, and they will be fighting some Undead Deomns in the near future, I will finish the descriptions next time.

A couple of notes... I have Sleep I at 1st level. My stats are "This spell sleeps one 1HD creature for each level the caster has obtained. The victim gets to save normally. As normal sleep. Lasts 3D4 Melee Rounds (MR). Range-24" "

Sleep II is second level and sleeps 1 2HD creature for every 3 levels the caster has obtained. Save applicable.

Sleep III is a 3L spell, sleeps 1 for ea. 5L of caster.

Sleep IV is a 4L spell, sleeps one creature w/4HD for ea. 7 levels of caster.

I find that this works out much better. I had a complaint from a Hero who realized that he could be slept. I really didn't think it was fair that someone who had been out for over 1 game year could be slept be a neo 1st Leveler.

Lee suggested that I give the requirements for all the weapons and their WCs etc. Here it is.

WEAPON	Str1	Str2	Dex1	Dex2	WC	
2-H Sword	12	+2	18	----	4	WC is of course the Weapons Class
Battle-Axe	11	+2	8	19+	3	
Dagger	4	0	3	4	1	Str1 is the partial Str
Flail	10	+1	8	19+	3	in order to use that WPN
Halberd	11	+2	8	19+	3	alone. If using two
Hammer	7	0	4	16	2	WPNS, one in each hand,
Hand-Axe	6	+1	3	5	1	add the two Str1s and
Mace	6	0	4	16	2	any plusses from Str2
Mil. Pick	11x	+2	18	----	4	and the total must be
Morning Star	9	+1	8	19+	3	equal to or less than
Lantern	3	0	4	16	2	the users Lift Strength.
Mounted Lance	8	+4	18	----	4	
Net	5	0	8	19+	3	The Dex columns are just
Pike	5	X+2	18.76	----	5	statistical intrepeta-
Trident	5	+1	8	19+	3	tions of my last table
Pole Arm	9	+1	18.76	----	5	combined with applied
Torch	4	0	4	16	2	WC for a non-ambidextrous
Spear	5	+1	4	16	2	persons without minuses.
Oil	3	0	4	16	2	
Sword	9	+1	8	19+	3-	Example-Fernless Nerd has
Whip	4	+1x	4	16	2	a Dex of 16 and a Str of
Staff	5	0	4	16	2	15. He wants to use a

His right WC is three, his left is 2. The Hammer is 2. So he is +4 plus his Str +4. Then the battle is going against him. He wants to draw another weapon. He could take any WC2 weapon without a Dex minus. But he wants a Sword. He switches his Hammer to his left hand, and draws a sword. Sword is WC 3. Fine. 3 right, 2 left. But a Sword has an Str1 of 9, and a +1 for Str2. A Hammer has a 7. Thus he would need a Str of 9+7+1 or 17 to use that combo. No such luck.

That is basically how the system operates. It's fairly simple and fast to use, and I've never had much trouble. The only obstacle is finding men at arms with high dex to use Pikes and PoleArms.

I think that now I will do a shrt disertation on planes.

PLANES

- | | |
|------------|-------------------------|
| 1-Physical | 7-N Gods |
| 2-Astral | 8-H God |
| 3-Ethereal | 9-Teleport and Dim Door |
| 4-Demon | 10-CHP |
| 5-Angel | 11----- |
| 6-F God | 12-Ref |

These are the twelve planes of Togon. Movement between planes is done by either a normal physical ability or with the aid of a potion/device, etc. Most beings are naturally confined to the physical plane, but gaze and/or touch might extend into other planes. In my world, if a creature has anything that can or does go between planes, it is indicated.

In movement to plane two, the physical body is left behind and the astral body is connected to it through space with a silver thread. This is treated in the astral psi section.

In movement to plane three, the body plus anything inx 6" (Half a foot) is carried along. This means that all weapons must be scabbarded and other things can be brought. Of course, there are "ethereal suits " which can be custom fitted in any large town or city. These suits dont' allow the player to go ethereal, they instead are rigid coverings with many pockets etc. and do not project more than six inches from the body.

In travel to all other planes, objects in a pi (3.14159 etc.) foot radius go along with, and special suits or containers can be constructed for that too.

Only Demons can travel to plane 4 easily (P4). All others must pass the dimensional guards. The same applies to the respective inhabitants of P5,6,7,8,9,10, and 12.

All Gods have unlimited powers to endow anything with the temporary or permanent power to move between any and all planes. Thus, the creatures who the Gods send for divine interventicn.

When traveling to the Dim Dr, Teleport plane, time is stopped there altogether. There is no food and waetr requirements during the time on the plane. Dim Dr has a faint light which can be seen by within the confines of the spe;l distance. Teleport has no light save that created through studying the areas where the person has been. There is only a dim light at the places he has seen, none anywhere else and normal where the ground has been studied thoroughly.

The CHP plane is inhabited by VERY powerful creatures. These are the creatures which the MU contacts with the spell. They allow other powerful characters etc. to join them if they are sufficiently powerful, say 75th level or so. This plane serves two purposes in my game: High level players can retire there, or go there and adventure against things powerful enough to give a 75th level player.

Most things that work a certain way in one plane usually work that way in another. But.... There Are Notable Exceptions.

There are Vexxy few creatures living on Plane 11. This is the plane where dream adventures are held. It is also a R&R plane with many comforts, little killing, little money and less incentive for breaking the peace. A man can build a house and feel almost safe here.

When a device is found which will allow travel between planes, other creatures are attracted to its aura.

There are four different sets of terrain for each place in the world. The following planes have the same terrain:

1,2,3,9
4,5
6,7,8
10,11,12

That's all I have so far. If anyone can think of anything that will make more complete sense out of this, let me know.

A FEW MISCELLANEOUS THINGS-----

Steve Perrin: How about Richard the Short?

Jeremy Paulson: How about UNIBANK?

Samuel Edward Conkin III: I am very sorry that I'm dreadfully misinformed about the purpose of A&E. I thought it was for the exchange of ideas and information. This cannot be done by bellyaching about someone else's comments. In your three page 'zine in '24 you provided a 1 page picture. I won't knock the artwork because I don't know the artist. $\frac{1}{4}$ of the 2nd page was about the picture that we all saw on page one. Another $\frac{1}{4}$ was about your finishing a dungeon. The rest was comments. One or two did have something to them. Sure. I'm all for comments. But when comments take up $\frac{2}{3}$ s of a 'zine, and the 'zine doesn't have all that much useful material (some have none even), then that's bad.

I would also advise that you refrain from referring to established refs as 'neos'. The word is used ~~incorrectly~~ incorrectly. (in my case at least.)

Glenn Blacow: Thanks for straightening the situation of martial arts out. I would like to add one thing. One blow from a nunchaku doesn't do much. I was attacked once by two big dudes, each having a nunchaku. I took two blows in the back and I was still able to ride my bicycle. The bruises were minor (although I still have a scar from where it broke the skin.)

One thing that makes me mad is the different stencils, etc. A&E takes 9 hole. That's fine, I bought 24 of them. Then when Mark invited me to contribute to TWH, and I saw it took 4-hole, I was sort of teed, but bought them, 24 of them. Then I read that TLOC takes 7-hole. At first I thought I would be able to contribute, but there is no way I can now. I just can't afford it.

And now a few misc. goodies...

Doll of Death-A misc. magic item taken from Night Gallery, it appears as any type of doll or statue that the ref desires, and it is EXTREMELY Evil. The creator must be evil or create it to revenge one sent for him. But if an adventurer finds one, it must be an evil one off course.

After the person finds it, it will attack in the night, 2D4 days later. It teleports to where the person is with NO chance of missing. It has a 95% chance of hitting, no matter what the person is whereing, doing, protecting himself with, etc.

It injects Poison 10 (Kills no matter what, no save) and the person cannot be raised or resserected no matter what, and reincarnate usually (75%) doesn't work either. If it misses, it will try again in D100 days.

It is AC-8, 25HD (10 sided) and has a magical resistance of 80% at 11th level. Spells less than 7th level don't affect it, except Lightning Bolt (which does 1 pt damage per die of Bolt)

Also might be found guarding a vengeful, rich evil persons treasure.

How about armor for differentiation (when found, whether magical or not.)

DESIGN	METAL(if not magical Adamantite or Mithral)	
1-2 None	1-8 Steel	
3 Animal	9-12 Bronze	Of course the ref must
4-5 Plant	13-14 Brass	make the proper encum-
6 Geographical	15-16 Copper	berance changes and
7-8 God	17 Silver	protection changes.
9-10 Weapon	18 Gold	
	19 Platinmum	
	20 Electrum	

On doors, I allow platers to bring sledges with them. A 12 lbr. would be +20 to hit the door and do 2D8. It also lasts for 100 hits. (You save your weapons this way. Why waste a few swords and such on a door.)

ARTIFACT- The Sword Caliburn. Some of you may know it or of it from the myths, so it won't be 100% accurate is you want realism. Silver tempered blade (as hard as normal steel) with a 1000 GP gem on the handle.

+37 v Humans, +16 v all others. Int=17 Ego=10

Abilities: When held up in veiw of friendlies, inspires beserker rage in them for D3+1 turns. Also prevents morale checks for 2D10 MR.

- | | |
|---------------------------------|---------------------|
| Raises owners charisma by 3. | Detect Magic 16" |
| Has permanent Anti-Magic shell. | See Invisible 2" |
| Control Weathar (1/day) | Telekenisis 20M |
| Repulsion (5/day) | Levitation 15M |
| Emotions (1/day) | Reincarnatio 35M |
| Detect Slope Passage 1" | Gate 25M |
| Detect Traps 4" | Reverse Gravity 25M |
| Detctc Metal % What Kind 2" | Detect Magic 25M |
| Hold Monster 25M | |

Well... That's all I have for now...

May the Force be with you...

Spell Bound
PO Box 635
Stony Brook, NY 11790

Scott Johnson
18 Coraway Road
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Brute Strength:

A fighting man with a huge amount of strength can be dangerous when he is fully able to apply all that strength in one tremendous blow. Such occasions occur when the fighter's opponent drops his guard or makes some sort of swordsmanship mistake. Assuming that this occurs on a roll of 20 when the fighter makes his attack, then adjust a %age number for his weapon (see table below), the frequency ranges from 2-5%, specials per number of attacks.

The idea is that using his brute strength, the fighter strikes a crucial blow. Or, in contrast, the fighter, misjudging his brute strength, fumbles and does something detrimental to himself (on a roll of 1, when rolling for his attack). A crucial blow occurs similarly on a roll of 20.

When the fighter does strike a crucial blow, he cross-references his weapon with his strength (01-00) roll to find the % chance that the blow is in fact crucial. If the indicated roll is made, then a second roll on the Parts Removed Table. The same procedure is used when the fighter fumbles, except this time if the indicated percentage is made, a second roll identified on the Bad Luck chart is made.

Table I: Weapons (Basic %s)

Weapon	Strength Roll:	01-50	51-75	76-90	91-00
Sword		20%	25%	30%	35%
Two-handed Sword		40%	45%	50%	55%
Spear		10%	15%	20%	25%
Hand axe		15%	20%	30%	35%
Battle axe		20%	23%	26%	40%
Bows (all)		5%	5%	5%	5%
Mace		10%	15%	20%	25%
Morning star		5%	10%	15%	20%
Flail		15%	20%	25%	30%

Table II: PARTS REMOVED

1-5: ARM	11-15: HEAD
1. (1-5) Fingers	11. Neck
2. Wrist	12. Ear
3. Elbow	13. Eye
4. Shoulder	14. Mouth
5. Elbow	15. Eye
6-10: LEG	16-20: TORSO
6. (1-5) Toes	16. Heart
7. Foot	17. Lung
8. Knee	18. Stomach
9. Hip	19. Collarbone
10. Knee	20. Groin (eeoow)

use D20

Fatality of a wound is determined by the DM or by other sets of rules. Possibly an applied version of the Blackmoor rules for hit locations, etc.

Loss of a small appendage results in 2dice of damage per turn. Loss of a major appendage results in damage equal to all the monster's HP but if cared for it will recover.

Large monsters will continue to fight for D6 turns even after the loss of a major appendage.

THIS IS MY UNIVERSE #2

Written by Don Rice III, who lives at 518 Georgina Avenue, Santa Monica, California, 90402, phone number (213) 393-3353. Don't call between three and five, or after ten.

I haven't done much D & D lately, for various reasons, so I'll go right to the essay I promised last time:

Combat In D & D

Since D&D was first published in 1974, there have been a variety of combat systems suggested for use with it. Most of them have a certain degree of logic behind them, and it is really a matter of personal taste as to which system should be used. However, I have noticed, in more than one case, that combat systems have been rejected because they are illogical when this is not really true. So I am going to perform what I consider a moral obligation and explain the reasoning behind several of the more commonly used, or at least known, combat systems:

a) The Chainmail System, consisting of allowing a character multiple attacks, based on his level and character class, with hit probability unchanged, has often been claimed ridiculous and unrealistic, is based on the following reasoning: combat, especially in one of TSR's one-minute melee rounds, does not consist of each character's swinging once at his opponent, as most other combat systems imply, but is actually a series of thrusts, feints, slashes, parries, et cetera. The idea is that a fighter, no matter what his or her level, makes the same number of attacks, but a first level fighter's attacks are used mostly as feints, to "set up", as it were, his opponent for the actual attack. Thus, since only one attack is considered a real threat, only one attack is actually rolled for. Now, of course, all eight of a superhero's attacks are rolled for, because he's good enough to use all eight of his blows offensively, not just as feints. Obviously, other level fighters make more attacks because they're good enough to "set up" their opponents using fewer feints, and a Lord gets plusses on his hit probability because, while he can't make more attacks than the maximum, he will obviously have an easier time getting past his opponent's guard, simply because he's better.

b) The level/class based/modified combat systems. These consist of either using a base chance (usually a percentage) and modifying it up or down, based on relative levels, to find the chance of hitting, or using a matrix to find base number to hit, based on character class and level. Examples of these are, respectively, the Warlock combat system and the D & D alternate combat system. The reasoning behind the first is probably fairly obvious; if I'm a better fighting man than you are, then I should be harder to hit, and it should be easier for me to hit you. The reasoning behind the second is doubtless less clear, but I'll get to it. The problem with the way several groups use the first system is that it already has a character's defensive abilities built into it, but they use it with the increasing hit points per level system, which was intended to represent defensive combat ability in both the original Chainmail system and in the D & D alternate combat system. Thus, while if you use a basic amount of damage takable and then use the first system with it being easier to hit and harder to be hit, assuming a x level fighter to use as a constant, or if you use the second system with both hit probability and defensive ability (hit points) increasing as your level does, you get a balanced game that, even better, makes sense. If you use a system

whereby a fighter is harder to hit and can take more damage the higher his level or whereby your damage remains constant but the higher your opponent's level the easier it is for him/her/it to hit you, regardless of your own level, then you've got a problem because, while you may argue that it's balanced since it applies to the monsters as well, your system doesn't make sense.

c) The systems that try to take level into account for damage.

Of course the Chainmail system does this by making it possible for a high level fighter to do more damage than a lower level, but this is not what I mean't. I am speaking of the systems that allow a character to do damage equal to his level in dice (a hero with a sword does 4D8), equal to his hit dice (a Troll does 6D8+3 damage) or a Chainmail attack system with alternate combat system damage (a Superhero with a sword gets 8 attacks and does 1D8 damage for each hit), or something of that nature that makes it much harder to attack, say a Hero, and come away in relatively good condition. The thing about the first two is that, as someone stated in A & E not too long ago, they simulate real combat in that, if you get hit you are either dead or badly injured, assuming your opponent was approximately equal to your level. The third system does the same thing except that it's possible to fight a Superhero and take only, say five dice of damage. It also makes more sense to my mind, since if you go into combat with a Lord or a Superhero, I doubt he'll miss you, which is possible even under the increased hit probability of the other systems, and it's awfully unlikely under this system. The problem with any of these systems, of course, is that unless you use a liberal--very liberal--spell system for clerics, and have a fairly high level cleric along, parties aren't likely to last long, especially lower levels. Also, thief strikes from behind, double or more damage critical hits, and Dwarves with Dwarven warhammers become incredibly deadly by these systems. I have, however, run several games by the second system, and, although a very liberal spell system was used, the party wouldn't have needed it if hadn't been forced to beef up the wandering monsters due to the grossness of the party.

Whew! I'm glad that's done with. On to the odds and ends.

On women in D & D; Concerning this problem, I can see only three kinds of societies and every one of them comes up with a solution that allows female characters with no penalties.

a) The male-dominated society. Think back on just about every book you've ever read with a female character as a fighter. In every case I can think of, the female in question was forced to prove herself equal to, and in most cases superior to, the men she was trying to join or lead or whatever. Under this kind of society, any female who wanted to join a party would have to prove she could pull her own weight, at least. A case could actually be made for females to be tougher than males.

b) The total equality between sexes society. The reasoning for no penalties should be obvious here. If the work load, etc. is shared equally, strength and other characteristics should be the same.

c) The female-dominated society. Obviously, the females would have the higher strength, etc. However, my reasoning on females in a male-dominated society can be reversed and applied here.

Now, I want to present my comments on A & E #24, as anything else I present will only depend on how far the comments run.

Lee Gold/Nicolai Shapiro: I don't know which of your tables I'll use; I'll probably combine them. I like Lee's idea of allowing the higher level monsters more abilities and Nicolai's attack/damage chart is nice too. Neither of you could roll kobolds with storm giant strength or anything similar, though, which I think is a nice idea although gross and ecologically unlikely and physically impossible.

Larry Stehle: People out here don't like the Warlock system for a variety of reasons. See paragraph c in my combat system essay for the combat system's problem. Another thing about Warlock combat is that most people out here would rather use Greyhawk and attack a person in plate & shield with a sword and get a 10% chance of hitting than use Warlock and have a 2.45% chance, even if they do get 3 attacks. This is, of course, based on 1st level. Also most people around here don't agree with giving EP for gold. There's also a lot of their spells. About a month before I began playing, there was a case out here of a 4th level MU Super-Sleeping a 50th. While the 50th level mage was gross, ridiculous and impossible, so was the spell that took him out.

Glenn Blacow: Correct me if I'm wrong, but wasn't the samurai blade extremely hard and brittle? This would tend to make it shatter against plate or even chain, if wielded with any force, so you get the same end result.//I'm afraid that a lot of people are going to be presenting the Jedi Knights as a character class, having seen Star Wars, and they'll be given psionics. Ah well, they're too gross for D & D anyway. Of course, they might make neat monsters...//I love that klutz-factor system, and everybody I've showed it to agrees. I'm adopting it right away.

Cheryl Lloyd: That name table is great. It gives you pronounceable names, while the best use I've ever heard of for the EPT name table is when Bill Bluel used it to get his names for the gold, silver, and copper pieces.

Margaret Gemignani: Re: your comment to Gareth Kantz. First of all, Gareth's party of high levelers did go into the same level (1st) of Serpentfang, and, from what I heard, got eaten alive. Granted, the first leveler got lucky and he did achieve a miracle; that's why he won't get too much magic too soon. Anyone who says Serpentfang is an easy dungeon does not know what he or she is talking about. Anyone who states what you did without the proper information or not using it should find out first, or you'll be regarded as a twit. The rules, everyone of Gygax's numerous essays, and practically every respected and/or intelligent DM I have ever met or heard of, plus numerous other sources, state that any DM or referee must remain completely neutral, or he is useless for that purpose. Therefore, it is impossible for a DM or referee to owe a player or a player's characters anything, or he cannot do his job properly. ANYONE WHO PERSISTS IN THIS BELIEF MUST BE, IN MY OPINION, REGARDED AS A TURKEY AND A TWIT, AND SHOULD BE IGNORED FOR ALL PRACTICAL PURPOSES!!! Whew! Am I glad I blew that off. Seriously, Peggy (You never answered Seligman; why does everybody call you that?), you were wrong about that, and I wish you'd get your facts straight in the future. Also, you did not make sense, even if you had been right. If I misinterpreted your comment about Bill owing Gareth the hand axe, then I apologize for my above capitalized statement. It is how I feel on the matter, however, and I will not withdraw it.

Chris Pettus: You're right about movement speeds. I use a one-minute turns and assume that the characters are walking softly, test-

ing the floor and walls for traps, hollow spots, etc., not to mention looking down passageways and mapping. I also use the Dave Hargrave idea of having the characters being able to make their full movement in one melee round, since they're running and aren't doing any of the above things. That way you get a D & D character moving at 12" per turn doing about 20 feet, or seven yards, a second (assuming one of my six-second melee rounds), meaning he or she could do the 100 yard dash in 15 seconds. I do it in 12, but I'm outfitted in shorts for running, and track is one of the few sports I'm really good at. Also, I wear track shoes, with nice, sharp, spikes (no comments about the other runners being afraid to beat me; they wear them too). Speaking of which, how much more dangerous would monks be with those things on? I'd rather not know, actually--they're too gross already.

Steve Marsh: "For we are young and play the one true way"--was it you BlueI heard that from? Aaaarrrrgggghhhh!!!!

The One True Way's Author: Uhh, right! If you say so. Very funny. "For we are young a--Egads! Now even I'm saying it. Aarrgghh!!

Kay Jones: How about writing up the story of Ja'ala's last trip? Please? (Beg, grovel, etc.) Make it up if you have to. Most authors do. I'm sure Moorcock does. You really should get that other story published, especially if you expand it. I know I'd buy a copy.

Trans-SpatialHQ: What you say is correct. However, I will point out that using hit points as, essentially, damage points as well as defensive ability tends to balance the game. If you used a basic, non-increasive, damage-taken, magic-users would become even grosser than they already are at the higher levels. A fifth level mage with fire ball would be able to take out any human and most monsters. And once he got to a higher level, and he'd get there fast, what with his new, invincible spell, watch out! An 11th level mage could probably threaten most gods. I assume that, as superstitious as all D & D characters must be, what with living proof that magic exists walking around the corner and staring them right in the face all the time, characters are always buying charms and such. It's a natural thing. The higher the level, the more they've accumulated. While charms may be lost or removed, it's the act of actually possessing one that does the trick, so a character may be stark naked, but the charms will still work for him. The buying of charms or the desire to be blessed by the church is a subconscious thing, and once it's fulfilled, consciously seeking more won't help you. These charms, since they are accumulated as a character's level increases, explain increased saving throws. If a newborn babe, even if he had the fighting capability and hit points of a Lord, would die if hit by any offensive spell. Of course, though, baptism would be considered a charm, as would any blessing given him by even some lowly shamsn. This explains why a Lord would take less physical damage from the same spell than a 1st leveler would, and why a paladin gets a higher saving throw: because they're more protected by these blessings.

John Sapienza: Are you having some kind of one-up contest with Glenn? I like your tables. Very much, in fact. I'm going to use most of them, though with some modifications.

Cheryl Lloyd again: Very funny. "The Force Be With You", you stupid heathen missionary". Boy, will I have fun on my trip next week.

Bill Byre: What do you mean, "How can one be attached to a first leveler?" If you were a D & D character, you'd probably be lucky to be called a first leveler. Do you mean to say you're not attached to yourself? I hear the Temple of Set needs sacrifices...

What do you know, I'm out of room. So long.

Spinward No!

A&E/25?

Intended to evoke a whole new tirade against unrestrained character classes by Steve McIntosh, 2116 W. Spring St. Long Beach, CA 90810 phone (213)4243243

* * *

Ages ago, when D&D first appeared upon the local scene, most of us who were attempting to decipher the rules were agast and upset with the way that TSR misrepresented almost all of the things that they took from JRR Tolkien's works.

(The fact that most of us were members of either the Mythopoeic Society or the American Tolkien Society at the time may have had something to do with this.) The general concensus was that someday, after we had figured out the rules, we could do something about it. Over the last 6 months or so, the two foremost Tolkenologists in our group, Sandy McIntosh, and Andy Thornton have, in their spare time developed the following rules from what they could gather out of the Hobbit, and LOTR. They deliberately did not use any of the many "explanatory" works, such as Guide to Middle Earth because they, more often than not were one persons interpretation of the Ring Epic, and often contradicted each other. Of course, since the following is an attempt to place Tolkien Elves in a D&D environment, there will necessarily be some variations and fudge factors, however even these are kept as close to the source material as we could manage.

Ringworld design note:
On a ringworld, all of the stars would travel in arcs, with the arc closest to the horizon being parallel with it. If the ringworld is traveling fast enough, stars on one side would be blue shifted, and on the other side red shifted.

TOLKIEN ELVES - playtest draft #3 - Dorsai Wargaming Group - August 1, 1977

Recommended minimum characteristics:

Strength above average, Charisma 12+, Dexterity 12+, all others 6 or above.
NOTE Tolkien Elves are not eligible for percentile strength rolls. 18 is max.

All elves are to some extent magical creatures in and of themselves. They are very much in tune with nature, and have a tendency to live by themselves, although they will sometimes permit non-elves to live with them for awhile. Elves will usually travel in groups of 1-20, except when marching to war, but may live in forest cities of thousands. They are not overly interested in treasure, as a rule, but will probably carry about a few gems for trading to obtain things they don't have. They may never have to spend gp's for upkeep, as they may always live in comfort in any non-evil forest, but will on occasion visit inns, where they are usually honoured guests. They will not use magical items of an evil nature, or any magical item forbidden to a fighter, although they make some for thier own use. After 10th level, they will sometimes homestead a forest area which they and thier friends and family will guard and inhabit. You really know that an elf is about to settle down when he plants the seed of a mallorn tree in his holdings. (these seeds are usually gotten from established elven forests.)

Elves are about the size of an adult human, but slender, and a bit weaker on the average, however, if necessary they will fight with a fierceness that more than makes up for that lack. They are all beautiful in apperance by human standards, and all have remarkably high dexterity.

An elf will not normally fight with any weapons but a bow, sword, dagger, or spear, and will not normally wear any armor heavier than leather. They will wear mithril chainmail if it is available, which is not likely, and will

often shun shields and helms as they reduce thier fighting ability by restricting their vision and hearing, and encumbering them unnessarily.

All Elves have the following innate abilities:

- A) If there is any light to see by, they can see as far as is possible (ie. until the line of vision is blocked by something) and be able to accurately discern the nature of what they see. ** They DO NOT have infra-vision, there must still be some light source.
- B) They hear extreamly well, they can hear somebody singing next to a waterfall from a distance of several miles. In a dungeon, they hear noise through doors 5 out of 6 times, unless there is some special property of the door preventing this.
- C) Due th thier high dexterity and sharp eyesight, they are +3 on both accuracy and damage with normal bows and thrown weapons. (this should not include crossbows.) If they have use of an elvish bow, this goes up to +6!
- D) They need to sleep only one night a week, unless exhausted, then they require sleep one night out of four.
- E) They have a 10% chance times their level of detecting the presence of magic, but will not be able to analyse its nature.
- F) They can detect the Evil/Good of sentient devices or creatures of 26-(their level times 2) levels and above, even if the creature or object is trying to disguise it's nature. Thus a 1st level elf can detect good or evil of 24th levelers and above, a 2nd level elf, a 22nd leveler and above, etc. For swords and such, treat level as intelligence plus ego).
- G) They can sneak past (as if invisible and undetectable creatures depending on their level. A first leveler can sneak past one level of creature, a 2nd level elf can sneak past 3 levels, a 4th past 6 levels, a 5th past 10, etc. If the Elf is not in a forest setting, reduce the numbers he can sneak past by half.
- H) They have a 10% chance times their level of barring their minds to any takeover or detection as in an "eldrich Wizardry" mind-bar. At 10th level this ability is 100% for themselves, and 10% for level over 10 of doing this for a 10 foot radius. At 20th level, it's 100% for themselves and a 10 foot radius, and a 10% chance for every level over 20 for a 100 foot radius, etc.
- I) They can adjust their body mass (as "body equilibrium") so as not to leave any tracks, or sink into soft earth, snow or bogs for 6 turns times their level/day.

** ADVANCEMENT TABLE **

<u>LEVEL</u>	<u>Ep's needed</u>	<u>Fights</u>	<u>Innate cababilities</u>	<u>Learned capabilities</u>
1	0	2	plant empathy	dream song
2	3k	3	astral awareness	elven fire
3	6k	4	animal empathy	make lembas
4	12k	6	astral communication	make miruvor
5	24k	7	earth empathy	make elven rope
6	48k	8	astral project - 1	make elven bows
7	96k	9	speak with plants	make magic arrows
8	192k	10	astral project - 2	make elven boots
9	400k	11	speak with animals	make elven cloaks
10	800k	13	astral project - 3	make elven boats
11	1200k	14	speak with earth	elf dust
12	1600k	15	astral project - 4	gems of brilliance
13	2000k	16	receptive esp	elfstones
14	2400k	17	astral project - 5	swords and daggers
15	2800k	18	telepathic project	crystal balls
16	3200k	19	astral project - 6	rings

no progression past thispoint

NOTE

An Elf with an intelligence of 16 or more may choose to become a elf/mu, however the ep's required to go up a level is the sum of the ep's required for both classes. For example, to be a 2nd level elf/mu, you must earn 3000(ep's for elf) + 2500 (ep's for mu) = 5500 ep's.

Explanations of terms used on advancement table:

"Ep's needed" - The number of Ep's needed to attain this experiance level. "k" means 1000, so 24k=24000 ep's

"Fight as" - For combat purposes, elves fight as if they vere fighters of this level. They also have the hit points of fighters at this level.

"Innate capabilities" - As elves gain experiance, they also develop these as natural abilities in addition to those noted at the beginning of this wrieup.

"learned capabilities" - Also, while gaining experiance they learn the art of making various items, which will be described below.

Explanation of innate abilities:

plant empathy- The ability to tell in general the condition and to some extent the history of plant life that they may come in contact with.

astral awareness - The ability to tell when there is someone, or something nearby on the astral plane. Detection of good/evil is possible if attempted.

animal empathy - The ability to tell the surface emotions of any animal that they may meet.

astral communication - The ability to communicate with persons or things near by on the astral plane. This ability is not limited by differing languages.

Earth empathy - The ability to tell somewhat of the history of an area by the general "feel" of his surroundings.

astral projection 1-6 - The ability to put himself on the astral plane, and travel thereon. The difference of the different levels is the speed with which he can travel about:

projection 1	- travel at walking speed	**NOTE* while on the astral
projection 2	- travel at 24 inches/turn	* plane, the characters body
projection 3	- travel at 48 inches/turn	* is left behind, and he is
projection 4	- travel at 96 inches/turn	* subject to all the dangers
projection 5	- travel at 192 inches/turn	* and restrictions as usual.
projection 6	- travel at SOL (speed of light), into space if desired.	

Speak with plants - Even though plants don't know a whole bunch, an elf may be able to get some amount of useful information from them, although he's just as likely to do it to pass idle time.

Speak with animals - As speak with plants, although useful information is more frequent. Animals will not necessarily obey him, and may still attack or refuse to answer if they feel like it.

Speak with earth - With this an Elf can get a considerable sense of the history of the area, and its dangers and beauties.

Receptive Esp - An Elf can read the surface thoughts of any nearby sentient creature if he so wills, and if the creature is not "fighting" him.

Telepathic projection - The ability to insert thoughts, or suggestions into the minds of sentient creatures about him. One at a time.

Explanation of Learned abilities:

As an elfe gains experiance, he also (in his "spare" time) gains the expertise and skill to create various magical items. The elves themselves do not consider these magic, just elven. Elves will NEVER make these items for sale, although they may give them to you if you are an elf-friend, or on a mission which they greatly approve of. there is a 10% chance per level that an elf encountered as a wanderer will have

at least one of these items in his possession for his own use. The elves consider it customary that if a character is killed, any of the items given him by the elves should be buried with him, or destroyed to prevent evil characters from (in the future) using them.

Dream Song - Elvish singing has a tendency to put non-elven who listen to it to sleep on a roll of 1 or 2 on a D6, checking every 3 full turns of listening. A character who falls asleep this way will wake up refreshed after a normal sleep, and all normal fatigue factors will be reduced to zero. While asleep the character will dream of whatever the song is about, even if the character doesn't understand elvish.

Elven Fire - Once an elf starts a fire (in the normal way) the fire will obey his non-verbal commands within it's natural abilities. He may command it to grow or shrink, or go out immediately, or go out with a flourish with an impressive sparks display.

Lembas - Lembas are small cakes of bread made with various herbs. One of the key ingredients is produced by the mallorn tree, and the finished cakes are wrapped in mallorn leaves. They will stay fresh if kept in the leaf wrappings for 3 to 4 game months. They are disks about one centimeter thick and 10 CM in diameter, weighing about 2 gp's apiece. One cake will sustain any characters food requirements for a full day. To Good characters they taste and smell delicious, and if they are the only food eaten for over a week, add a +3 to the characters morale, no matter what kind of a mess he finds himself in. To Evil characters, the smell is nauseating, and if he is forced to eat some, it tastes like a choking dust. If any evil creature touches a mallorn leaf, it will feel as if it is burning him. It takes an elf a week to find and prepare the ingredients needed for 1-100 lembas, and they may only be made by elves who are in an elven forest where the mallorn tree can be found.

Miruvor - Miruvor is a liquor cordial made off wild herbs and berries which may be found in an elven forest. It takes a game year to make 10 litres during which time the elf may not go adventuring very far afield, as it's progress must be checked and adjusted every game week. To Good characters Miruvor is delicious, and a sip will banish all normal weariness, and clear the mind. For 10 turns after drinking some, a character will be immune to any suggestion or mental type spells. If an Evil character drinks any (unlikely, as it smells rancid to them) he must save as versus poison or be sick to the point of being out of action for 1-6 game weeks.

Elven Rope - it takes an elf 30 years to make a meter of elven rope, providing that he can find the materials for it, and has the "spare" time to do so. an elf may find the materials in an elven forest, and has a 10% chance to find the materials in any non-evil forest. The rope is almost like a thick thread with a soft greyish appearance, grips on the rope will not slip and it is strong enough to hold, without breaking even the largest of characters. It will "come along" holding a knot until it is asked to untie itself and given a slight tug. Evil characters touching it or bound with it will feel as if it is burning them and will take a pip of damage for every full turn that they are tied up with it.

Elven Bows - Elven bows are made by elves by braiding a bowstring out of elven hair. This is a tedious task, and takes about a month of work to complete. An elf may make up to 4 of these a game year if necessary. These bows are +3 on hit probability and damage for Good characters, the "string" will never break, and they are immune to fumbles. Evil creatures using an ~~xxx~~ elven bow do so at no advantage, and the string, if touched will cut the skin.

Elven Arrows - These are very special magic arrows. They never break, and when shot, they are always found if they are retrivable. Any hit that they score on an evil creature is an automatic critical. If an evil creature attempts to use it, there is no bonus. It takes a month for an elf to make one arrow, and he must not go on expeditions during the time he is working on it. The materials to make these arrows may only be found in an elven forest.

Elven Boots - These boots enable a good character to move about as if he were an elf of 8th level, without noise, and leaving no tracks. Elves wearing such boots may move silently at twice their movement factor. It takes at least 6 months to find the materials for these boots, even in an elven forest, and 2 months to construct them. Any evil creature wearing them will feel great pain in his feet, and receive 1 die of damage/turn.

Elven Cloaks - These cloaks will enable a good character to pass undetected by 15 levels of creatures. An elf wearing one of these cloaks gains no bonus in his ability to sneak past creatures, but is indetectable to any magical spell, or device. Evil creatures wearing such a cloak will receive no bonus and take one die of damage per turn worn.

Elven Boats - These boats are basically 3 man canoes, but they will not sink, no matter how heavily loaded (bulk being the deciding factor on loading). *** Once set on a journey they will always find their way to their destination if it is possible to do so by floating with the currents. They are not, however, indestructable and will not prevent characters or cargo being thrown from them in rough water. It takes an elf about 4 months work to make one, *** and evil characters will find that the boat will be sluggish, not fo where desired, and sink once in a while. Larger boats may be built at a corresponding increase in the time necessary to make one. (DM's option)

Elf Dust - Elf dust is dust from a garden wy ich has been tended by an elf for at least 2 game years. A pinch will heal all but the most devistated garden, making the plants therein grow unusually large and beautiful, if scattered into the air, it will increase the local birth rate by a large percentage, and the children will take on some of the physical characteristics of the elven kindred. (this is nothing for a courtesan to get doused with) effects last one game year.

Gems of Brilliance - These gems will, on command, emit any amount of light that the character desires, up to a flash which will blind any evil character who was looking in that direction. The sight of one of these gems will cause fear (as spell) in any evil creature who sees it (a saving throw is permitted) any evil creature who touches it will take 2-12 dice of damage. If the gem is flashed at creatures which turn to stone in daylight (such as stone trolls) they must make a saving throw or be stoned. It takes one year to "enchant" one of these stones.

Elfstones - These gems are area protection vs evil. Any evil creature who attempts to come within 10 meters of the gem must make a save vs magic. Any evil creature touching it will take 2-12 dice of damage, and it takes 18 game months to find and enchant them.

Swords and Daggers - These items are +2 on hit probability and damage when they are used against any type of evil creature, however, they are made to be specific against one type of creature (trolls, orcs, wargs, etc). In the presence of creatures that they are specific against, they glow with a cold blue-white light which gets brighter the rearer the creature is. Any hit on a creature that they are specific against is an automatic critical. These swords have no intelligence or ego, and therefore none of the special D&D powers. Evil characters always take alignment shock of 2 dice damage.

Crystal Balls (palantir) - These balls are usable by anybody, but their use will be detected by anyone using a similar elven ball. ESP and psionic force may be directed thru them. It takes a full game year to make one of these by an elf of the proper level.

Rings - It takes an elf of the proper level 6 game months to make any one of the following types of rings: (this is a guide for DM's)

Invisibility - a character using this remains invisible even if he is attacking

Enemy Detect - will detect any enemies within a 100 meter radius

speed - Works on command as if spell

ESP - includes astral plane

Spell turn - deflects spell, 50% chance of reversal

Fire resist - Immunity to normal fire

If a character wishes to make rings of greater power, he must work it out with the DM he's running under, however please observe the following:

1) Rings of power should only work in the world(s) of the DM under which they were created.

2) It took 300 years of research before the elven smiths were ready to make the rings of power, then it took 90 years to complete them. It took Sauron 30 years to make the One ring.

* * * * *

/Flack jacket/ for Tolkien Elves

These rules were initially designed with the Noldar Elves of the Second age in mind. The low elves could also use this system, however I would suggest that they require twice the Ep's or just omit the additional innate abilities. Before you all shout about an unrestrained character class, please look at the number of Ep's you have to get to get to a high level. As for the "magical" items, I have run into grosser things in about 75% of the dungeons that I have run in. This character class has been played very successfully in the local universe, and I would appreciate your comments.

* * * * *

The Next issue of Spinward Ho! will have a similar treatment on Tolkien Dwarves. (they're the ones who make the intelligent magic items)

Items in the works are a writeup on "Holy warriors and Miracle Workers" to replace the Cleric class; A conversion procedure so that D&D characters can use the more simulative Knights of the Round Table combat rules; Bushido character development rules for use by (a more restrained) samurai and a FORTRAN program for a level and power based wanderers chart that you build to your own specs.

DISTYCOMS-

Tim Kask (the Dragon) - You may feel free to use the above writeup on elves in TD under the same conditions that Sam Konkin mentioned in a previous issue of A&E. In fact you can use anything in Spinward Ho! on the same conditions.// I find it hard to believe that TD is doing as well as you claim, when two issues in a row you have to use the back cover to advertise the space on your back cover.

Nicolai Shapero - A computer printout with my "advanced" rules, and the stuff i'm working on is on it's way to you via parcel post.

The One True Way- You typo almost as much as I do.//I notice that the one-over-pi-times-infinity in your equation makes H.A.Rube a zero level mu.

p.s. department - In the Elf writeup, above, if an Evil creature doesn't make a save versus an elfstone, he, she or it may not even approach it.

LETO'S CORNER #5

typed by an insidious little beast referred to as Bill Bleuel who haunts
1128 19th St., #3 in the plane of Hell, Santa Monica, CA 90403
(213) 451-0096

A Personal History and Stats and Other Assorted Whatnot

Me. I am about 15 years old and have been playing in the neighborhood of three years. I will be basically discussing new character classes, new monsters, new rule changes, and a few bits of Fantasy I write now and then. There will be the traditional comments, but I will make sure that they are not the only thing in the zine. I run my dungeon in a strict neutral manner. I give as little help as possible, and when I do it is in a very sticky situation (a party once stepped into a room and were completely surprised by four vampires, and all blew their save vs. Charm in the first round, ick.) If someone makes a stupid mistake, they usually die. I don't have anything that will permanently annihilate a character, but it is hard enough getting a Raise Dead. Valliant characters and intelligent characters tend to last longer and are the most successful. A few people have said that I was a killer; well, they just happened to make a lot of mistakes and paid the price. On to essays.

On First Level Characters

Many people seem to think that first level characters are weak and puny weaklings who are no fun or are "expendable." To me there is no such thing as an expendable character, and I value most of them equally. Not because of level, but because I enjoy running different types of personalities and pride. A first level fighter with a high code of honor is as fun as a high level cleric who is beginning to lose faith in God. All are equally interesting and are regarded as Beings, not just "expendables." I have seen it where the only thing the character would stay and fight the cloud giant spri-gans, but that is how it goes.

On Technology

Glenn Blacow, whose opinion I respect most of the time, has brought up an interesting thing on tech. Although I can understand his reasoning, in my universe only on a roll of 00 followed by 75+ do you get a tech item. Then I roll for how potent it is, and 70% of the time it is something like a Beatles record, a skateboard or other non-offensive tech--and guns are non-existent because gunpowder doesn't work, but something else does. I agree that sometimes tech gets so common that it becomes "Space Ships & Lasers" instead of Dungeons and Dragons. To each his own, I guess, but I think that tech should be a little more restrained, and I think \mathbb{W} have made it so. Any comments?

Lashes out on A&E #24

Larry Stehle: AAARRGGGHHHH!! That dwarf should have been dead.

Cheryl P. Lloyd: I like the name table, although when a name like GLOONC comes up for a magic-user, I will ignore it. Neat potion, but I think I'll stick w' my own.

Steve Marsh: running the anti-paladin was the most fun I've had in months. *snicker*

Gareth Kantz: You forgot to mention a saurig standing next to Bookcase making snide and cynical comments and laughing when you threw the Sleep.

Kay Jones: Hello. You forgot one of the crocks; on a roll of 00,00 you roll again, and whatever comes up always backfires. What fun I could have running myself in the D&D world, you lucky person. I would have done the same thing.

Lee Gold: Why don't you go to a two-part A&E with 100 pages each? *[Among other things because that would up first class postage from \$1.67 for the East Coast to \$2.07, up Book rate from 30¢ to 41¢, and thereby force me to discontinue and/or cut down various free mailing benefits to contributors because it would cost too damn much to keep them up.--LG]*

Cheryl P. Lloyd: Excellent story. Almost as good as Kay's Ja'allalla story.

John T. Sapienza: A truly magnificent work, and I look forward to more of them. I am glad it is all presented in a logical, concise manner. Many thanks.

Self: Thou art dim indeed. You forgot to mention additional Deryni spells will be pubbed in a later A&E for all you Deryni.

All: You have to forgive Bill; he just recently escaped from them and they won't catch up for days. Things have been hectic, but he knows how to get rid of them. I will do what I did that once; I will screech and laugh loud, then I will run on the walls. Lastly, I will hang head down by all my legs and drip green all over them until they are sorry they chased me and were mean to me. I will show them, I will.

Margaret Gemignani: What do you mean "any #\$\$¢&* dungeon that puts all that stuff on the first level deserves a party of high-levelers to take it apart." If you reread the zine, you'll find that the party of high-levelers got eaten alive! I remind you that Gygax mentions "Specialty" rooms; that was the only one on the first level. Let me explain:

In the room, all the smaller, lower level priests of the Demon of Fire were buried. In case anyone tried to loot his coffins, he gave the room a statue of a Balrog there in case anyone tried to open the coffin, and the Death Snakes just so the party wouldn't try to do it in the first place. Then, as a final safeguard, he gave the bodies the ability to animate themselves as 4HD Zombies. He was given the belt as an act of valor for defeating the room and all occupants.

As for owing an axe--that was a mistake on my part. I, as a DM, never owe a player anything! Get your facts straight before commenting on things you know nothing about!



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