

sept. 77



It's an ogre!

Average, I'd say.

How big?

Say 18 hits. Does an average of 5.5 hits per melee round

But what if it's an Ogre Magi??

ON THE SECOND LEVEL? Dont be a twit!!!

Lessee, Muriel does about 4.5 points damage per round. Gromel has 17 strength and...

Right!

18!

has a +3 Warhammer, so he does 10 hits per round. Marius only has a mace, and does but 3.5 hits...

But I'm only AC 4, and I've only got 7 hits!

You go in, or I bust your head!

and I'll throw Magic Missile, doing an average of 4.5 hits. That's 22.5 per round, and he averages only a quarter of that!

All set?

But he's on a better table!





## 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 400. 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.

UNPAID FOR MATERIAL WILL NOT BE RUN OFF NOR INCLUDED IN A&E

2. The Fanzine will cost as follows:
  - a. Contributors: less than four pages, postage only. (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.



DEADLINE FOR A&E #27: Tuesday, October 11th...or 160 pages, which-  
ever comes first. 16 pages maximum contribution from any single  
person or group. Held over for #27: a nine page Tales of the Red  
Wolf Inn from Glenn Blacow, and a zine by Margaret Gemignani.

BACK ISSUES: 1-13 now available in reprint. #14 will be available  
soon; the reprint of #14 will be \$1.50.

<u>Contents this issue</u>	<u>September 15, 1977</u>	<u>158</u>
Cover	Glenn Blacow	1
A Few Paragraphs from the Editor	Lee Gold	4
Tantivy	Lee Gold	3
Notes from the Realm Fantastic #13	Richard J. Schwall	1
Field and Phalanx IX	William Taylor	9
The Chaotic Vorpall Blade	Paul Waters	1
Write It Up, She Said #5	Lee Burwasser	8
Annals of Avalon #7	Cheryl P. Lloyd	4
Alberich's Ring #8	John T. Sapienza, Jr.	8
I Have an Egoism of Twenty! #4	Scott Rosenberg	2
A Smile Without a Cat	Rick Shiell	4
The Weakly Sage	Eric Haines	4
The last of the Lost Mask	Stewart Levin	7
Visions of A Vatch	Peter Cerrato	1
Babyl-On #9	Howard Mahler	5
Many Worlds	Margaret Gemignani	3
The Seamy Side #5	Mike Gunderloy	5
The Shores of Infinity XI	Chris Pettus	3
notes	Blacow, Marsh	
Ratiocinations from the Olive	Alex Melnick	1
The View from Seadie's See	Jeff Pimper	5
The Griffin's Quill #11	Charlie Luce	13
notes	Lalo, Blacow, Pick	
Letter	Richard C. Karr	1
notes	Gold	
The Tuesday Morning Report	Steve Perrin	4
notes	Jon Pickens	
Voice of the Mountains	Steve Marsh	9
The Suffield Story	Mark Guenette	1
The Arduin Chronicles	Dave Hargrave	6
Senile Sage	Robert J. Clifford	2
From the Halls of the Mountain King	Alan Davis	2
Earth's End #7	Jim Bolton	4
From the Other Side of the Circle #3	William B. Herdle	2
Zzot the Spectre's Notes	John Spencer	3
Spellbound	Scott Johnson	7
A Note on Copyrights...	Rick Schwall	2
note	Luce	
Kill Slavus the Clever!	Glenn Blacow	11
Memos from Morchost	Gareth Kantz	3
The Emerald City Flash	Jock Root	2
Billy Balrog's Own Fanzine #18	Mark Swanson	2
Pentagon Papers	Joel S. Davis	2
Tales Told...of Grestone	Keyword Cheves	2
MAGAZINES OF INTEREST TO A&E READERS - UPDATE		
Morningstar Mutterings - part two	Phillip McGregor	2

NOTE: If any A&Es you have gotten are defective (pages missing or blank  
on one side, please notify Lee Gold and you'll get replacement pages.

Some notes for would be contributors to A&E  
who are planning on stencilling 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 CRUDZINE 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.



TANTIVY  
by Lee Gold

One of the things that's bothered me for some years is the D&D Treasure Table. It's not too bad if you use only TSR monsters, though even there one fails to see why, for instance, Gnomes (type C) should have no chance of having Gold, while Dwarves (type F) should have 75% chance of 10-40 K GP. Or why the chance for gems and jewelry and the number held should usually be the same, when jewelry is so much more valuable.

Here's my own attempt at a more general table, suitable for deciding sorts of treasure held by hundreds of types of monsters. It's divided into six basic types: Humanoids, Animaloids, Enchanted Monsters, Undead, Nature Beings, Spiritual Beings.

**HUMANOIDS:** creatures with hands--and with standard protoplasm (woundable by all sorts of weapons, unable to regenerate). For example: humans, elves, dwarves, gnomes, centaurs, orcs, ogres, gnolls, etc.

**ANIMALOIDS:** creatures without hands but with standard protoplasm.

Examples: manticores, dragons, wyverns, purple worms, basilisks, etc.

**ENCHANTED MONSTERS:** beings not made of standard protoplasm. Typically not hittable by standard weaponry. Examples: gargoyles, lycanthropes, trolls, golems, etc.

**UNDEAD:** this includes the standard undead plus all other monsters that recruit you as a member of their group by killing you: e.g. Shadows.

**NATURE BEINGS:** beings who seem closely linked to Nature. Dryads, Ents, Storm Giants, Elementals, Salamanders, etc.

**SPIRITUAL BEINGS:** beings closely linked with the Powers of Law/Good or Chaos/Evil such as demons and angels, gods and devils.

Each type's treasure is modified by whether the individual set of monsters falls into one of three subtypes. Fighting Bands are led by a fighter, though there may be a few attendant spellusers. Spell-user groups are led by a spelluser (MU, Cleric, or some such type) though there may be a guard of fighters. Loners are typically found by themselves or in groups of four at the most. Beholders, Dragons, Ogre Magi, and Giants are typically loners.

In order to use the following table, roll %ile dice for each category of treasure. Subtract the leader's level from the throw. If the result equals or is below the %age given for a certain category of treasure, that sort of treasure is present. For example, given a humanoid fighting band led by a F9. You wish to see if gold is present. You roll a 38.  $38 - 9 = 29$  which is below 30, so there is gold.

In order to see how much treasure there is, check the leader's level again. Level 1-5: half standard treasure present  
6-10: standard treasure  
11-15: 1.5 x standard treasure  
16+: double standard treasure

NOTE: The Treasure Table itself (next page) is a combined effort by Barry and me. We argued over what seemed reasonable and vaguely in line with the standard TSR guidelines...and considered the first standard more important than the second. The Table is nonetheless still open to correction/criticism and I will be interested in nitpicks.

Type	CU/AG/AU*	Gems	Jewelry	Magic/Map
Humanoids	D12 30%	6D6 40%	D8 30%	3 40%
Animaloids	D6 20%	D20 30%	D6 20%	2 30%
Enchanted Monsters	2D8 35%	D12 30%	D12 30%	3 30%
Undead	D20 40%	5D6 40%	D20 50%	4 50%
Nature Beings	5D6 5%	D8x5 50%	D4 10%	2 20%
Spiritual Beings	D8 15%	D20 20%	D20 10%	D8 50%

\* roll three times, once for each sort of coins being present.  
Amounts are in thousands of coins.

### Modifications

#### Fighting Bands:

If copper or silver are present, double the amounts.  
If magic is present, one item must be a weapon or armor usable by leader.

#### Spellusers:

No copper or silver. Roll for them and if present convert to gems of equal value.  
Always one scroll. If magic is present, add a second scroll in addition to the magic. Thus if magic is present, humanoid spellusers would have three magic items plus two scrolls.

#### Loners:

No silver or copper. Roll for them and if present convert to gems of equal value.  
No gold. Roll for it and if present convert to jewelry of equal value.  
There is a 2% x level chance of having a Ring...and the same chance of having a Miscellaneous Magic item...in addition to whether there is any other magic present. Thus a loner Red Dragon of normal size would have 20% chance of a Ring, 20% chance of a Miscellaneous Magic item...in addition to the standard 30% chance of two magic items.

#### A few more Modifications:

#### Mining Types (like dwarves and gnomes):

1.5 standard amount of metal (copper, silver, gold) with half being in ore (weighs ten times as much per value as coins).  
1.5 standard amount of gems with half being uncut. Jeweler's fee is 20% value of gem...10 GP minimum.

#### Stupid Creatures: gargoyles, cavemen, etc.

Half standard amount of treasure. Half standard %age for magic.

#### Thieving Creatures: thieves, magpies, assassins, FAng leprochauns, etc.

1.5 x standard %age for gems, jewelry and magic.

I have been using in Alf instead of the TSR lair %ages, the rule of thumb that there is a 5% x leader's level chance of being in lair... and if not in lair, then a 5% x leader's level chance of holding 10% of lair coinage, gems and jewels and all useful magic.



What to name Your Elf: drawn from The Languages of Middle Earth by Ruth Noel...In the hopes of hearing more Tolkienish names in the future.

Orn = tree	alda = tree	an = long	falas = coast
uial = twilight	lome = shadow	are = sunlight	anga = iron
aeor = ocean	alph = swan	anor = sun	certhas = runes
dun = west	amarth = doom	anca = jaws	mar = home
-on = great (suffix)	ambar = world	cala = light	ost = for tress
aglar = glory	amon = hill	calma = lamp	anna = gift
aha = rage	din = star	ando = gate	annon = gate/door
harma = treasure	Sul = wind	ras = peak	annun = west
aire = holy	ampa = hook	duin = river	anto = mouth
tari = queen	amrun = east	ril = flame	ar = monarch

Luce: Why do you consider Ice storm to be 4th level and Fireball 3rd? Ice Storm is a far weaker spell, especially since it doesn't increase in damage with mage's level. Personally I'd put Fireball at 5th level and Lightning Bolt as well.

Bleuel: Deryni as Kathryn Kurtz drew them did NOT have higher than normal Strength, Intelligence or Wisdom, just special magic-using ability. I suspect in the D&D universe they would be just another set of MUs who could also fight, sort of like Elves.

Mahler: Recently I've been putting in a few scrolls with 10th level spells in Alf. (roll a D10 for Spell level and 10% of the spells are 10th.) A MU has level + INT chance of not being driven insane by such a spell. A non-insane MU has (INT - 12) x 1% chance of using the spell at desire. An insane one knows the spell, only that spell (having forgotten all others) and throws it continuously while alive and conscious. This is particularly interesting for REFLECT MAGIC SHELL.

Cerrato: If a Giant bends low enough to swat me while I'm hacking at his tendons, he'll probably also swat off his own foot. Anyway I'll probably do it while camouflaged or somesuch.

Gunderloy: Note that almost all characters are better than average too and--at least in this region, San Francisco, Boston, et al.--characters tend to keep mostly good magic and lose crocks. The idea is not to have to load up the monsters with similar magic items that can be used by the conquering players but to equalize them with magical properties.

Bruce Chubb Miller: Interesting data on animals. For some time now the Bayarea has been playing Mules as 2D6 for INT, WIS, 4D6 for STR, CON, 3D6 for DEX, CHA. I myself would assume that true Familiars as used by MUs would have near-human Intelligence and Wisdom.

Scott Johnson: Congratulations! You seem to have reinvented the Critical Hit and the Fumble...though at rather more frequent chances than most people currently give for them.

are = sunlight	cair = ship	coire = stirring	dol = hill
aron = forest	cala = light	cor = ring	dun = west
aze = sunlight	calma = lamp	craban = crow	dur = castle
barad = black	car = red	dacil = victor	eär = sea
baran = golden-brown	celeb = silver	dil = friend	el = star
bereth = queen/wife	cir = ravine	dir = gaze	elda = elf

NOTES FROM THE REALM FANTASTIC #13

copyright 1977 by Richard J. Schwall, 1710 Hillcrest Dr. #105,  
Newbury Park, California 91320. Typed by Lee Gold (with my sincere  
thanks)

Re: Combat Systems: It seems that most of the modified combat systems  
I have seen proposed for D&D are designed to provide added "realism,"  
usually at the expense of gamespeed. However, the "realism" is always  
an attempt to simulate medieval combat. Little or no thought is given  
to the fact that the world is more fantastical than medieval. Also,  
almost every sword-and-sorcery game which has appeared has involved  
the fantasy aspects grafted onto mechanics designed for a medieval  
wargame.

An example of this is the Greyhawk rule that daggers get a bonus  
against prone figures of AC 2-5 (p. 14). This was designed for use  
against men in metal armor with joints which are poorly armored.  
However, it is totally inappropriate for a dragon, whose AC 2 is  
ultra-thick lizard leather, possibly magically enchanted. Another  
example is the saving throw chart which varies for the three classes  
of men but has no provision for other creatures' saving throws. Most  
of the new, improved systems that have been prepared have the same  
problem in their fundamental structure.

This phenomenon finally presented more temptation than I could  
resist, and I proceeded to (attempt to) rewrite D&D from the ground up.  
My first premise was that no rigid rules system could possibly provide  
for all the variety of the constantly changing fantasy game environ-  
ment. Therefore, there are no rules! There are only guidelines for  
the referee *whose decree is law!* (This is obviously not for neophyte  
DMs.)

The guidelines proceed to describe a general activity results  
system usable for melee, magic (in place of saving throws), opening  
doors, magic wands, magic research, or virtually any other activity.  
They also give a reporting form for each activity or spell, which re-  
quests all the important parameters such as range, duration, prep time,  
learning difficulty, basic attack factor, etc.

I filled out the data for a few activities-- spells, magic items,  
and monsters--and prepared a scenario. This was then playtested with  
the help of Kevin Slimak, Jack Harness and some people from the UCLA  
computer club. I found the results quite enlightening.

In a brief summary of my conclusions about it, I can say that it  
works, but it is not worth the effort it would take to convert a large  
number of monsters, magic items and spells over to the new system.  
Also, I don't like the long setup time and the incompatibility with  
other local systems (which is silly, considering the local hotbed of  
D&D activity). I think I'll shelve this mess and go back to good ol'  
straight D&D. Grumble, gnash! AS I put this system away, I file it as  
"Chaos Bound." Maybe it will rise from the dead some day.

I wish to thank all those who helped playtest this thing. I am  
not going to print it unless demand gets disgustingly heavy.



FIELD AND PHALANX IX

or  
FIELD AND FEGHOOT #2

William Taylor  
3160 E. 4th St. #3  
Tucson AZ 85716  
(602) 795-5858

Ferdinand Feghoot just couldn't resist: he led another party into another dungeon. This time the party consisted of several experienced fighters, two mages, a cleric, and a druid. They were doing fine until they burst into this one room.

Nothing was inside except for a small bottle sitting on a table.

After the normal detects, the bottle was examined. It was made of dark glass and had a wax seal over a cork stopper. A cleric removed the wax and then sniffed the cork.

"Tea?"

It was tea, but when Ferdinand sniffed the cork, he recognized something at once. "This is the scent of a special blend of tea leaves that grow only on the island of Formosa, or Taiwan." (Naturally he had knowledge of such things.)

The cork was then removed.

Immediately on the back of each person there appeared a large, Agile, and rather noisy monkey. Tails wrapped around the person, the monkeys beat upon heads and helmets. The chatter was deafening.

"Spike and Wiz the door before something comes," shouted Ferdinand.

Without too much detail: Chatter-chatter, hack-hack, and thud-thud-thud on the outside of the door. Hacking didn't seem to do any good as the monkeys seemed to regenerate almost immediately. Then a cleric hit a monkey's head with his mace. The monkey turned to gas and fled back into the bottle.

"subdue strike the head!" The monkeys and their chatter disappeared quickly, but the pounding on the door lasted for over ten minutes.

"Just as I suspected," said Ferdinand, "the noise was meant to be more deadly than the monkeys themselves. A useful crock--I know just the person to give it to. Get that door open."

But passing through the door, all could go out except the fighter that carried the bottle. "A one room crock?" he asked.

"Not necessarily," said Ferdinand. "Perhaps all we have to do is a little thinking. There must be some valid reason for that tea scent."

It took a minute for Ferdinand to figure it out. He asked the Druid to turn into a bird and fly over the table for a while. They then took the bottle out.

Later, they all asked Ferdinand what the solution was.

"The facts were all there," he said, "and all I had to do was to sort them out. For you see, nobody should be able to take a Taiwan Tea Scent Monkey-back Bottle without first leaving a deposit!"

OCTAGRAM, Jim Thomas. Your Feghoot is D&D in totality whereas I have always had to work up a D&D story to surround the punchline, and in doing so have created various magic items. YOURS WAS BETTER. Besides being more D&D, it was more of an end line groan. GROAN! But I am not one to give up. I'll continue to write more Feghoots, even if I have to make up more magic items. For I believe in the American Ideal. I believe in the qualities of life, liberty, and the non-monopolization of humor in A&E by Bill Seligman!

LEE GOLD--Is there an unofficial F.F. of D&D contest as asked in #20?

---

\*Glenn Blacow of course--I made a contract remember.



ANNALS OF AVALON, Cheryl P. Lloyd. I have been using your name generation table that appeared in A&E #24, and have found that it works in a very satisfactory manner. But since this is one table that in no way can affect a player-character, I can cheat on the rolls. For some needed place names, I knew the number of syllables I had wanted in the first place. Then again the name that the table generated in two separate cases was almost exactly like that of a city already named. I have some examples of generated names later in this zine.// Again to #24, The Maiden and the Dragon was a very nice story.

THE STONED ACOLYTE, Wesley Ives, re Invisibility and "I see it" rolls; Yes, but there is a difference between chainmail and leather. Is there an "I hear it" roll or plus? I take it though that you agree with Men and Magic, p. 24's statement that a character cannot remain invisible and attack. How and when do your people turn visible?

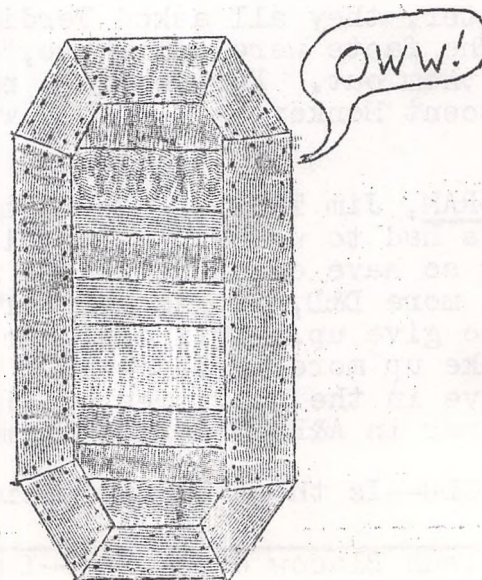
MANY WORLDS: Margaret, re TANSTAAFL: see past comment to Clear Ether!, because you are right. I do have one with play-balanced stats that is only a bother to higher level parties that refuse to play along with its ego. Low levels either run away or humble themselves before it-- and in such cases the TanstaafL will be satisfied with just a little booty or nothing if the reaction dice come out high. I'm not worried; it's only a one in 400 chance of encounter monster anyway.//Let's have more comments on how some of the monsters are "unrestrained."

I WOULD HAVE MADE A GREAT R-2 D-2 or any other name Bill Seligman wishes to go under. Well, you beat Bruce and Myself to it. There go out plans for Dice Wars with the neath Die, Obi-wan Glennblacow, Gy-2 Gax-2, Chewblacow (a Wolkoff) and Princess Lee Orgolda. Perhaps we can pool our ideas together. But get GMs and DMs out first. I have only seen STAR WARS eleven times so far, so I'm not ready to transcribe the script into D&D terms yet. Besides if Blacow plays the good guy, who is going to be Darth Vader?//Glad you liked my cartoon, Bruce, but to avoid confusion I'll look in a mirror and call you Bill. I had to put it in Bruce's zine because mine was filled and I didn't want to hold off such an Earth-Alderaan shattering puh for a later issue. I have another STAR WARS cartoon that I AM holding off for a later date.

GLENN BLACOW: now that Seligman has given me the correct way to pronounce your name, I'll have to start up a whole new routine of bad puns. Perhaps I'll do something on The Mikado as "Blay-ko" fits well with Ko-ko who just happens to be the Lord High Executioner, a roll that some people would deem fitting for you. I'll have to make up your little list and print it in A&E at a later date.

MORNINGSTAR MUTTERINGS: McGregor, re the Pandycat: a large black and white furred winged creature with....

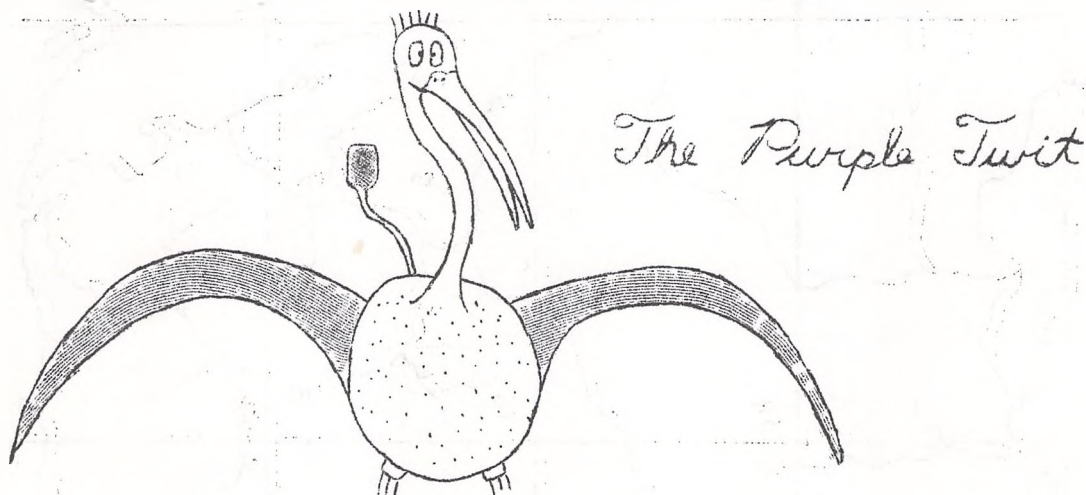
### THE GREAT SORE IN OAKEN SHIELD





In past issues of A&E, there has been much talk about the need if any for so many new random monsters, or of monsters that are just plain silly. Well every world is run at least a little bit different, thank goodness, and silly can at the same time be either instantly deadly to one, deadly to one in a roundabout manner, or be almost totally ignorable by a person. Such is the monster listed below.

For I had a 1 in 800 chance of encounter slot open on my animal flyer table, and a desire to make the monster non-deadly to the average party. Yet the monster had to have a purpose and fight something as well. After a while I thought to myself, "Dragons can have it easy just blowing things away with their breath weapons." And I looked back at A&E #23 at the monster hit type table and said, "I've finally got a reason for a Type IIIA, high BMR monster!".



THE PURPLE TWIT

Number appearing 1-3 (80%-1, 15%-2, 5%-3)

AC: 0 HD: 6D10 HT: IIIA BMR: 85% MR: 25% Move: 1/27

The Purple Twit is one of the very few animals in existence to be naturally neurotic, for from its moment of birth, he thinks that anything and everything is not really what it appears to be, but is in actual fact a polymorphed Golden Dragon. This is why he rarely is seen with other Purple Twits, as he may also think that they are in fact Polymorphed Gold Dragons.

Hits as 6HDmonster, 3 beaks (or one) 1-10 (3-30), 2 claws 1-4  
1 tail 1-3

If party decides to run, it will chase on a 1 only but catch on 1-3.

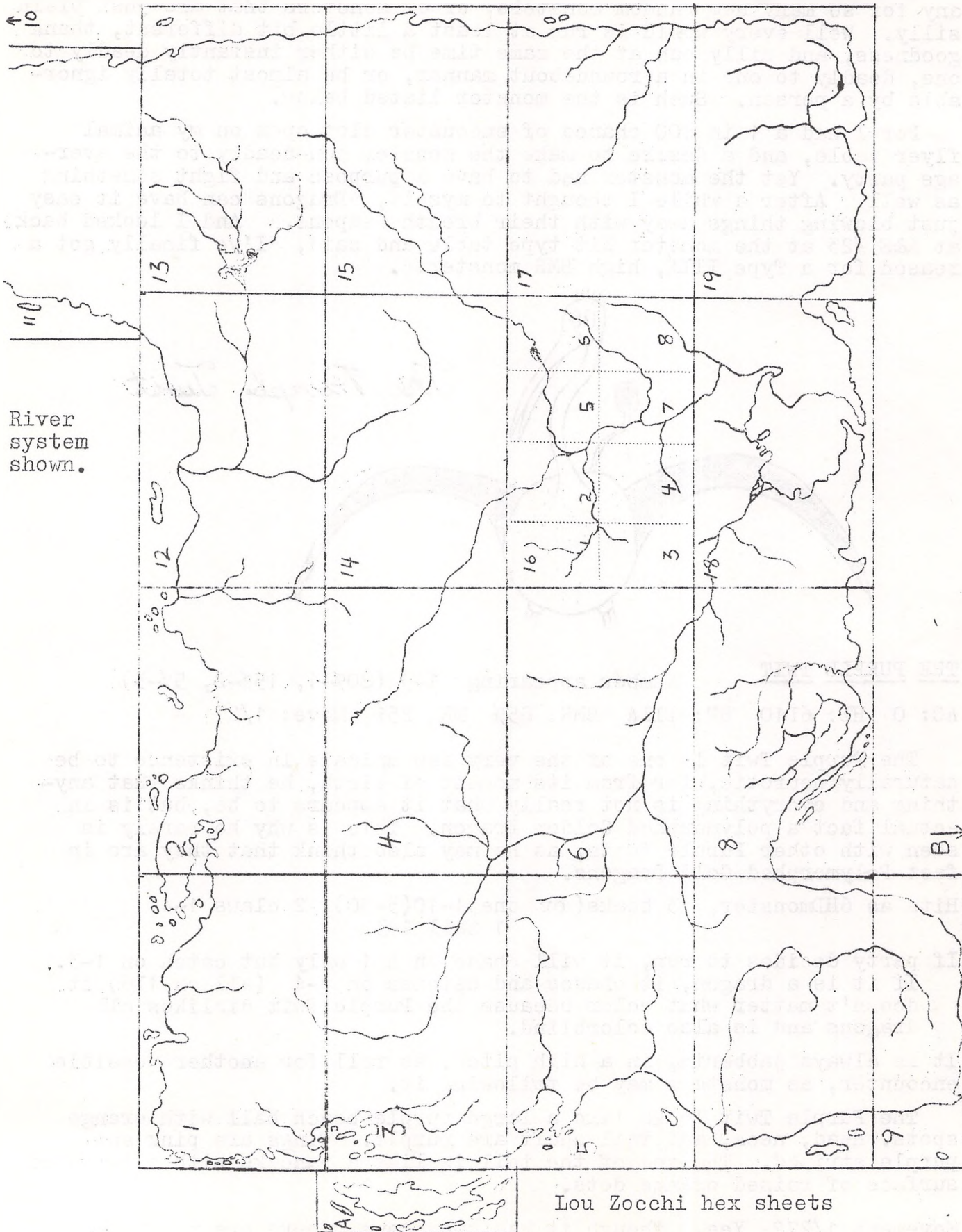
If it is a dragon, it chases and catches on 1-4 (all on 1D6). It doesn't matter what color because the Purple Twit dislikes all dragons and is also colorblind.

It is always jabbering in a high pitch, so roll for another possible encounter, as monsters may be following it.

The Purple Twit looks like a large purple beach ball with orange spots. Head, neck, and tail shaft are purple. Wings are pink and purple-striped. The end of the tail is like a pancake with a textured surface of raised orange dots.

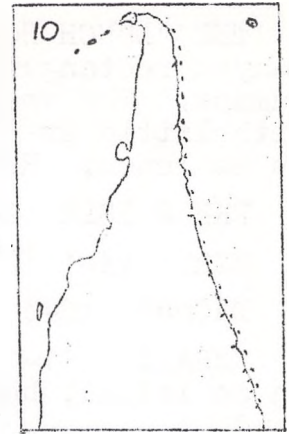
Movement 1/27? Yes. Though it has two claws, there are no legs.

World of DINKORDI, continent of PATAUSAF 886,000 square miles.





Everyone seemed to be commenting on my three-line mountain system. So I thought I'd show people just how important those impassable triple lines are. I have here a much better map than the one I did for #18 mainly because I've done so much more work on it in the past few months. Also because I spent the money for a set of styli. Maps are numbered and then sub-numbered as with map 16. This is so that I can tell players what map(s) I'm running that night, and also so that I can tell you a bit more of PATAUSAF, this time showing where everything is.



First, why 21,000 hexes? This way I can let people run up to eighteen characters without ever having to have them tripping over each other. (See my last zine for how two player characters can explode themselves.) And there is a specific area that certain classes are encouraged to start in, (map numbers):

Amazon-11,7 Barbarian-11 Dragon-10,16 Druid-1 Dwarf-1,17 Elf-3,15  
Evil/Chaotic-4 Fenerists-13 Hobbits-15 Monk-5,18 P. Diana-13

And certain areas of the continent reflect certain cultures:

Greek/Arab-18 Persian-19 Chinese-5 Scandinavian-(1,2) English-Celtic  
-1 Russia-12 French-German-2

Now for some detailed information as to what is out there:

PITH BANOR 6-5 Ruined city, area approx. 100 sq. miles. Like a one-level overland dungeon, Pith Banor stands in ruins as a mysterious clue to an ancient and almost totally forgotten civilization, the Dalinna. The Dalinna are known only to have been humanoid, and yet also believed to be not related to any humanoid race of the present. Like a dungeon, Pith Banor's population consists of non-humanoid monsters, though unlike dungeons, flyers abound. It is strongly not recommended that anyone below 5th level approach within two hexes of the city proper. Anyone without some form of impervious strike should stay away, or expect to be killed very quickly.

THE NARCAS 11-7,8 to 13-5,6 Totally flat plateau, elevation two miles, area 21,150 square miles. The Narcas is such a totally flat plateau and located in what should be geologically part of the Lamerki Mountains, that it is believed to have been an artificial creation, possibly by the Dalinna. It is devoid of large vegetation, so the Encounter range for non-surprise is from 4 to 48". And since it is triple line impassable all around, 90% of all men encounters and 80% L,N, 50% Chaotic Giant encounters are re-rolled as something else. Most intelligent races know better than to travel in this area without first having a damn good reason for being there.

THE LAMERKI MOUNTAINS From the top of map 10 to the middle of map 19, with only a few passes for players to cross through.

THE GREAT MOUNTAIN ROAD 13-4 to 13-8. From 10 to 17, the only other way to get a cart or some heavy cavalry through the mountains would to be a Dwarf Friend. This is the only way known above ground. The road is 64 hexes long and is kept guard by only nine forts. End cities, Eastern: Cedix Western: Blostoy.

FORT OF THE NAS 11-7 Working something like Harrison's DEATHWORLD III, you pay these people to get horses onto the Narcas.

THE "LUNCH BOX" 8-2,4,7. 7,000 square miles. A triple line box canyon rectangular in shape. There are a lot of big monsters and few humans. The weather is almost always bad and flash floods can happen with little or no notice. So if one goes into the box, he may wind up as lunch. Hence the name.

ERHON ISLE 2-5 Isle of the Dragon Riders(law)

BYRS 13-1 City of the Lake Men.

DACMUR 10-3 Tower of the Evil/Lawful Demons.

RASALID 11-1 Sometimes called the Northern Outpost, the city is on an island, but trades with the Amazons and Barbarians of the mainland.

THE GREAT AUCAR DESERT 18-6,8 + 19-1,2,3,4 A great expanse of nothing, so the chance of encountering anything goes down, but the chance of that something being bad goes up a bit.

KHAZID-ZARUM 17-1 The eastern Dwarven Halls.

VASORIN EMPIRE 19-7,8 This world's equivalent of the old Persian Empire. The castle of the king has twelve foot thick walls of concrete made with 20% mithril content besides having other special items in it. The castle sits on a Homestone, thus giving off a dispell magic for a radius of one mile.

And also there are things on the board that the locations to either remain a secret or have to be found first:

ISLE OF THE DRAGON KING

ISLE OF THE CLOUD DEMONS

THE BALROG LAIR

THE DIMENSIONAL FOREST

THE GRASS MENAGERIE

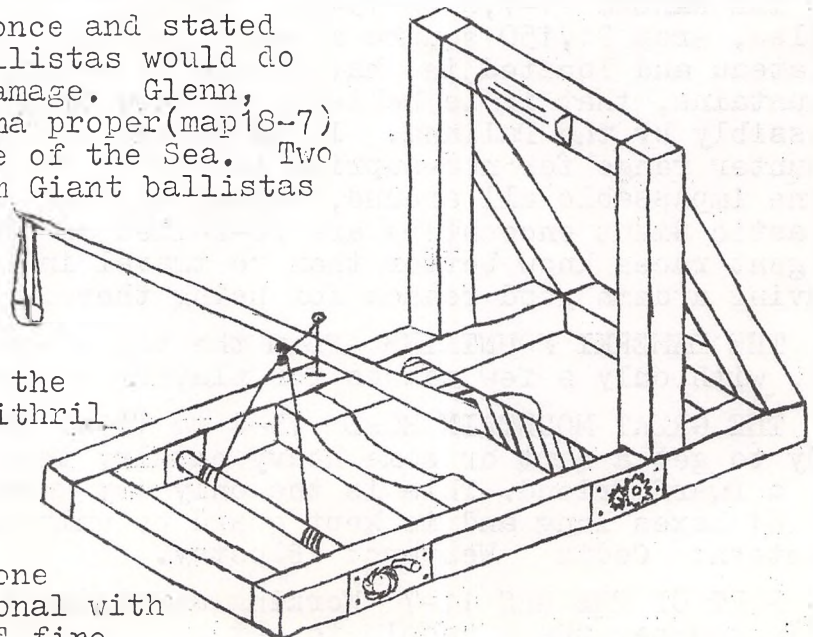
THE GLASS GOBLIN CRYSTAL PALACE

THE CITY OF DREAMS ETERNAL

THE GARDEN OF ANYWHERE

And of course, FRED NERKS HOME FOR UNWANTED LYCANTHROPES

Glenn Blacow wrote to me once and stated that Storm Giant heavy ballistas would do double range and triple damage. Glenn, just below the city of Osma proper(map 18-7) is the tower of The League of the Sea. Two five-ton super heavy Storm Giant ballistas are each mounted on two steel plates with Oil of Slipperyness between. It takes four Storm Giants 12 melees or two minutes just to load. The box of the ballista is made out of mithril plated entwood, with the ropes specially made by Elves. Taking all this into consideration, they have a range of at least one mile, Chainmail fire optional with 8 sided dice, but +1 third fire.





Then besides the places, there are the items. The things of importance or the magic of great power. Here's an example:

### THE QUEST FOR THE SELIGMAN SCROLLS

In a past time of far greater peace, there lived a story teller by the name of Seligman. In his tattered robes he would wander from city to city telling his stories on the streets so that all could listen no matter what his position was in life. Though he never wrote anything himself, in his latter years he aquired quite by accident a young and very small female hobbit with very bright blond hair. He immediatly nicknamed her "Flea-Gold".

It was Flea-Gold that wrote all of his stories. And though the stories themselves are well known today, only Flea-Gold, by her great skill and her close contact with Seligman, could capture on paper the true spirit of his stories. She wrote as if she had just met Seligman on the street. Seligman had style. Though he clothed himself in rags, he had one possession, a pipe made of solid platinum. And whenever he wanted to draw out the tension or build up the story, all he had to do was to just lean back and take a 'drag' on his pipe.

It was with this pipe that Flea-Gold wrote her Seligman stories. But years after Seligman died, she was still writing up the stories. Unfortunately, this writing was being done in Tyre (18-4) when the city was sacked in the first series of the Great Orc Wars.

The scrolls were not destroyed, for the Spirits of Above have said that they exist. But the Spirits are fickle and refuse to give out the location. So every now and then another person sets out on his own quest to find the Seligman scrolls, their value can only be estimated as being in the millions.

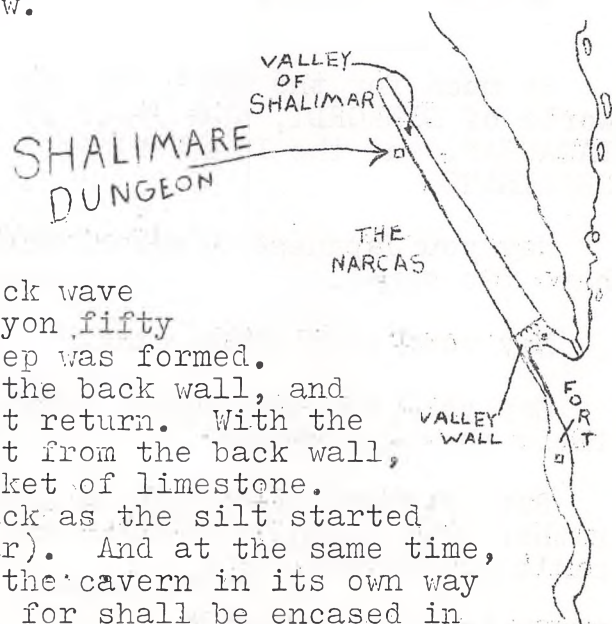
And then there is...

The Legendary +4 Spitting Sword, the powerful Salivas the Cleaver. It was lost when its owner charged into the dreaded Black Cow of Destruction, hurling themselves over the edge of the Narcas and into the Shalimar valley, nearly two miles below.

### SHALIMAR and SHALIMARE (11-8)

At some point in the distant past after the time of the Dalinna and before the time of The Coming of the Races, the Narcas split in what must have been a great cataclysm with a shock wave that rode the entire continent. A canyon fifty miles long and two and a half miles deep was formed. The sea rushed in and slammed against the back wall, and then started its almost equally violent return. With the sea's violent action, fifteen miles out from the back wall, a large cavern was carved out of a pocket of limestone.

The sea started its slow retreat back as the silt started to fill in and form the valley (Shalimar). And at the same time, someone, or something, was filling in the cavern in its own way (Shalimare). What Shalimare was built for shall be encased in mystery forever. Since the time of the Coming of the Races, and the first discovery of the Shalimare portal, there has never even been a



name given to the builder(s).

In the short hundred year span of the unexplainable introduction of the races of men, elves, hobbits, ents, and dwarves, and the even shorter Five Years of the Dark Races, strange things happened in a very small area of Patausaf. Along the narrow strip of land between the Eastern Sea and the Lamerki Mountains, life was little more than not being dead. Time and time again, wave upon wave of monsters migrated from the north and left paths of destruction as they moved south. As they moved south, some of the more daring of men and elves moved north, in ships that both hugged the coast and stayed clear of the land, for there was fear of both the sea and the monsters on the land.

The Shalimar canyon was discovered and found to be the source of the hoard of monsters. On the successive expedition, and at great cost of life, the Shalimare portal was found. In all of recorded history, never again did both the Races of Law and the Dark Races ever agree in such totality or work in such accord as with the building of the wall across the Shalimar valley.

The wall of today is now 30 yards thick and 120 yards tall. And some things still get out of the valley. It is constantly manned by an elite group of warriors, The Knights Against Darkness. The wall is manned in shifts with those off duty returning to the fort that is set off from the wall itself. Then twenty miles down the coast is a relief fort that is approachable by land only at low tide. Such is the wall complex now.

But in the time just after the first wall was completed, men soon lost their rational thinking process known as fear and began again to explore the valley, the portal, and finally the Shalimare Dungeon itself. And of the half-dead survivors that either staggered or were carried back to the wall, there originated the stories of the "Screaming Walls" and the "Silent Entrapers".

Such was the start of the Legends of SHALIMARE.

(As far as I know at present, Shalimare will not be operational for at least two years.)

The end for now.

So much for the mythos of the world of DINKORDI, the lands of PATAUSAF, and the Dungeon of SHALIMARE.

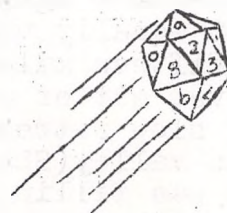
May your Japanese fighters always have two zeros.

May your ents never wine.

May your dwarves always make their shaving throws.

But if everything does go wrong rather than right, remember that it can't be helped. Because....

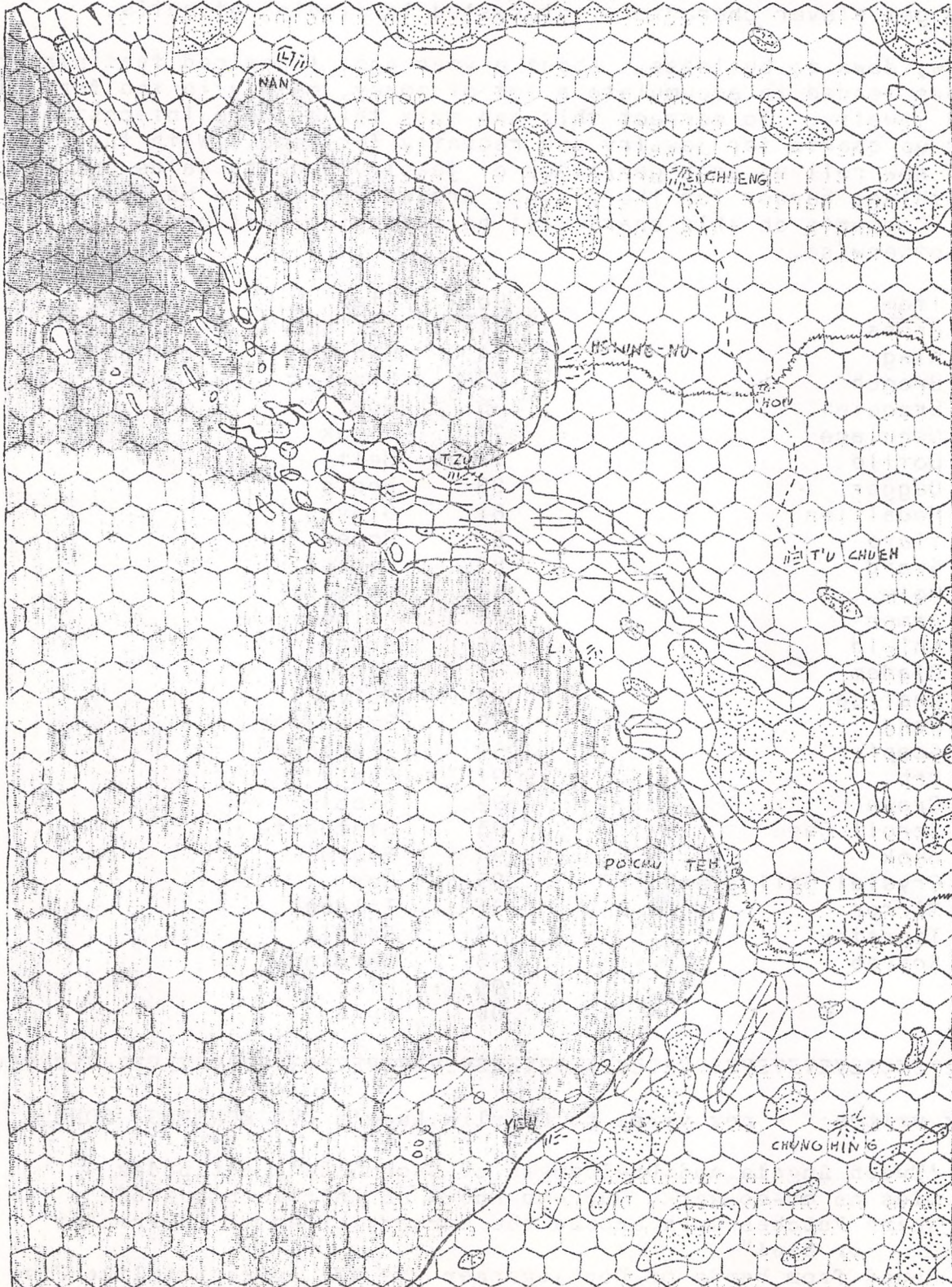
THE DIE SPARES NO MAN!





Below is a map of The Middle Country, (China), 5-1,2,3,4. In a very small way it shows the mountain line system, the cities, and in this case, canals and rivers.

Solid line is road, dotted line is canal, and wavy line is river.



If nothing else, at least this shows you what time people have when they are unemployed and out of school.



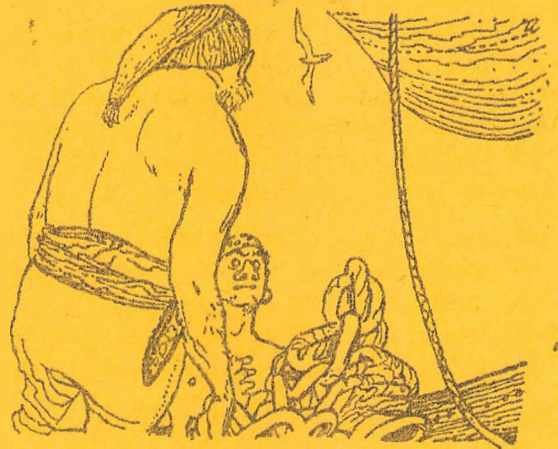




"Write it up", she said ... #5

#### VIKINGS AND TREASURE

Instead of night-gaunts, I'm going to continue along the trail blazed by Dick Eney lastish. (At any rate, the DEPTH PERCEPTION that was in the same A&E as the last WRITE IT UP. Is that perfectly clear?) Since my interests in things Norse have led me to acquire the Magnusson/Palsson translations of the *Laxdaela Saga* and the *Njal's Saga* -- with footnote -- I'm in possession of some economic data on Iceland during the reign of King Harald Greycloak of Norway (961 to 970) that applies to D&D.



There's an episode in the *Laxdaela Saga* that turns on one of the best sources of confusion in this system. Here is the note to Chapter 26 on page 106 of the Penguin edition:

By law, a man could bequeath to an illegitimate child a maximum of "twelve ounces" without the permission of the legitimate heirs. In this context, the "ounce" was assumed to be an ounce of silver; but Hoskuld tricks his sons by giving Olaf twelve ounces of gold -- eight times the value of silver.

In dealing with Icelandic economies, we have four sets of "ounces" and "marks": gold; unrefined silver; refined silver; and something called the legal ounce and mark, units of exchange rather than weight. I'll do what I can to help keep them all straight.

The relative worth of gold and silver is fairly straightforward. Refined silver is worth twice its weight of unrefined silver; gold is worth eight times its weight of refined silver. (I think we're all aware that the decimal relation of silver to gold in D&D is more useful than authentic; in my universes, I assume that currency silver is first refined and then deliberately alloyed so silver pieces stand up to circulation.)

But in medieval Iceland few things were reckoned in ounces, much less marks, of silver, let alone gold. A sword worth 4 ounces of gold and a bracelet worth 8, gifts from King Haakon the Good to Hoskuld, are, to quote a *Laxdaela* footnote again, "princely gifts indeed". Even silver is encountered mainly in figuring the compensation due for a killing. The most common unit of measure for everyday value was the "hundred".

Right away we have another good source of confusion. The "hundred" is actually a hundred and twenty: 120 ells of homespun woolen cloth, one of the principal exports of Iceland. And here we get into "legal ounces". Ounces of what, I have no idea; for all I know, it could refer to the weight of the cloth. An ounce *by weight* of unrefined silver is worth four legal ounces.

So let's stop and have a table.

1 ounce unrefined silver	=	4 legal ounces
1 ounce refined silver	=	8 legal ounces
1 ounce gold	=	64 legal ounces

Those of you who notice that the legal ounce is to the ounce of refined silver as that is to the ounce of gold, can do arithmetic.

We now get to the buying power of the metals.



A "hundred" was equivalent to twenty legal ounces; a single legal ounce was equivalent to six ells of this staple cloth. (There was a striped cloth of better quality that was only 5 ells to the legal ounce. When I ~~say~~ write "homespun", I mean the staple six-to-the-ounce unless I write different.) I don't know what the Icelandic ell was in modern measure, nor the customary width of an ell of cloth. Still, if the worth of 120 ells was a convenient standard, we have a vague idea right there.

We also have a little more data. A milch cow was worth two legal marks. A mark is eight ounces, whether in weight or unit of exchange. Six sheep were also worth two legal marks, or sixteen legal ounces. Referring to the conversion table, we see that one ounce of refined silver could buy three sheep (eight legal ounces), while one ounce of gold would buy twenty-four sheep or four milch cows.

We now return to that common unit of measure, the "hundred", equivalent to twenty legal ounces or two and a half legal marks. You could buy a milch cow and have four legal ounces left over, enough to buy three sheep. But since you presumably have sheep (how else would you weave woolen cloth?) you'd likely prefer their value in metal: one ounce of unrefined silver. Or just keep the twenty-four ells of cloth stored away.

I mentioned earlier King Haakon's gift, a sword worth four ounces of gold. That's equivalent to four marks of refined silver, or thirty-two legal marks, 12.8 "hundreds". With that sword, or its worth in monetary metal, you could buy sixteen milch cows, or ninety-six sheep, or 1536 ells of homespun. Or, if you bought four milch cows and eighteen sheep, you could buy fifteen ells of the good striped cloth and thirty ells of simple homespun and have seventeen ounces of refined silver left -- enough to start over again if someone killed all your animals and burned all your cloth, and still have two ounces of silver left.

What about a sword worth ten ounces of gold? Ten marks of refined silver. Eighty legal marks. Worth forty milch cows, or 240 sheep, or thirty-two hundreds: 3840 ells of homespun woolen cloth. Does anybody know what a herd of forty milch cows would cost today?

That 40-cow sword is what your average First Level fighter totes. (I'm not going to bother with Troy/Avoirdupois/Icelandic ounces. For this kind of roughout, an ounce is 1 oz. is the weight of a gold piece.) A quart of wine is worth four milch cows, or twenty-four sheep. A suit of leather armor, ordinary cowhide, is worth sixty milch cows. Or if it's sheepskin, it's worth 360 sheep -- hide, wool, mutton and all.

Tell me again about war and inflation, daddy.

But, you yelp, medieval Iceland was off at the corner of the known world, a nothing place. Of course metals brought more there!

Well, it wasn't so far in the hinterland that Icelanders didn't join the Varangian Guard in Constantinople, besides getting an monopoly on court poetry in Viking Scandinavia. Icelanders were merchants. Besides cloth, they exported hides, cheese, tallow, sulphur, and the northern falcons. While they were indeed half the Atlantic away from the center of European affairs, they had the ships and the seamanship to cross the Atlantic, as a perfectly normal thing. Iceland may not be the model for a city like Byzantium, or even like York, but neither was it an isolated backwater. For an average medieval-European economy, it's a fair model.

Clearly, inflation is rampant in all D&D universes. The combination of a monetary economy and the equivalent of tourist trade (with expeditioners as the luckless tourists) has driven prices waythehell up there.

Short of converting all prices in gold to prices in silver -- except magical gear,



of course -- and making that seventh 3D6 roll silver instead of gold as well, I can only suggest that said tourists get good quality for their metal. A dagger that costs as much as a herd of 72 sheep should not break when you drive it into normal wood.

I also suggest that ordinary wares, not for Expedition use, be around a tenth of the price. Like, a Cleric's eating knife, which doesn't get figured into Expedition equipment and can't be used as a weapon, should cost 3 silver pieces, not 3 gold; that's still 7 sheep, but at least it's not quite so ludicrous. The wine that you buy to celebrate after the Expedition should only cost as much as 38 ells of cloth, not 384.

One might also have inferior but still serviceable Expedition equipment, again at a tenth of the price. Weapons -2 to hit, perhaps, not from malign magic but from inferior workmanship. Or a sword that you have to spend a round straightening every time you score a hit; there was one like that in *Njal's Saga*. That way, the costly stuff would at least be the pick of the market.

\* \* \* \* \*

There is one minor point on which I disagree with Dick. I don't think gold would have to come in currency alloy. Silver, and of course copper, circulate as actual coins, but I think the gold piece would be for the most part currency of account. Those four cows or 24 sheep might cost "a gold piece" (rather than "a mark of refined silver"), but what actually changes hands would be a silver mark, or 10 silver pieces.

The exceptions would be Expeditioners who've just arrived. They carry gold -- more likely, gems -- the way settled surface folk carry silver. Knowing as they do how the sight of an Expeditioner drives up the prices. When they've settled in themselves, they write notes of hand for things costing more than a few gold pieces (either large stuff or Dungeon-effective) and pay daily expenses in silver.

Of course, in the Dungeon...

But who'd trust a Dungeon mint?

= = = = =

### Yet Another Critical Hit Table!

Since I mentioned it last time, I might as well publish the thing now. Please to note it's a first draft, not yet play-tested. You don't get that many chances to play-test Critical Hits.

Further note: If you don't roll location for ordinary hits, don't do it for Critical either. If you do roll location, you roll for Critical Hits (b) if the situation warrants it and (A) if the player has NOT called a target before rolling the attack. When I say "Altalun is swinging at the giant's leg nearest her" she doesn't hit the fingers of the opposite hand. Not on a natural 20.

Still Further note: the auxiliary table is another if-the-situation-warrants-it. I'll go into that further below. In any case, it can only apply to entries showing an asterisk.

Yet further note: there is a discussion of  $\frac{1}{4}$  effective at the end of the table, along with the rest of the explanations.

As with most existing systems, a natural 20 on an attack roll is followed by rolling a D6. A 6 on this D6 means that a Critical Hit has been scored and you roll percent dice to determine just what happened to the target.

<u>Percent</u>	<u>Result</u>
01 to 28	Full possible damage
29 to 30	Full possible damage, lose 1 round retrieving weapon
31 to 46	Double rolled damage
47 to 50	Double rolled damage, lose 1 round retrieving weapon
51 to 57	Temporarily incapacitate opponent; 1/2 effective for 1D4 rounds
58 to 63	Temp incapacitate, 1/2 effective 1D4+1 rounds
64 to 67	Temp incapacitate, ineffective 1D4+2 rounds
68 to 73	Permanently disable opponent, half effective
74 to 78	Permanently disable opponent, one-quarter effective
79 to 80	Permanently disable opponent, ineffective*
81 to 82	Perm disable, ineffective*, lose 1 round retrieving weapon
83 to 88	Slow kill in 1D4+2 rounds but can strike for next 2
89 to 93	Slow kill, 1D4+1 rounds and can strike in next
94 to 95	Slow kill, 1D4 rounds and cannot strike*
96 to 97	Slow kill, 1D4 rounds, cannot strike*, lose 1 round retrieving weapon
98 to 99	Immediate kill*, lose 1 round retrieving weapon
00	Immediate kill*

#### Expansions and Explanations:

Full Possible: don't bother rolling for damage; you did the most you could possibly do with that weapon in your current state.

Lose 1 round etc.: This applies only to melee, of course -- it means you either leave your weapon caught in the thing's skull or ribcage or whatever, or you spend a round pulling it out and can't strike again until you do.

Double rolled damage: Roll the weapon damage, then multiply by two, and then add bonuses --  $(4 \times 2) + 3$ , NOT  $(4 + 3) \times 2$ .

Half/one-quarter effective: (1) for physical, missile or melee attacks, divide damage as indicated; (2) for spells from head, the indicated chance of getting them off; (3) cannot read spells from scroll or book; (4) spells from physically present artifacts unaffected. (The *Book of Infinite Spells* and, e.g., spell pearls come under 2 above.)

#### Auxiliary Table

This is for when the Character is so messed up -- like brains spattered across the floor -- that even if he gets Raised he's going to run a good chance of some permanent loss in characteristics. Or when the Character is disabled in such a way that unless he gets Regeneration surgery or a Wish or something like that, he's going to go down.

Don't roll on this one just because it's here. Not all disabilities, for instance, have any likelihood of permanent impairment of remaining faculties. A one-armed man can still be Strength 18 or Dexterity 18 with the remaining arm and hand. Of course, if you like to be ~~add~~ severe, you can roll on this table to help you decide exactly what happened.

#### D20 Results

1-4	No loss of characteristics
5-12	All characteristics -1 for 1D4 weeks <u>after</u> Character otherwise recovered.
13-15	Loss of 1 point Intelligence and 1 point Dexterity
16-18	Loss of 1 point Strength and 1 point Constitution
19	Loss of 1D4 points Intelligence and 1D4 points Dexterity
20	Loss of 1D4 points Strength and 1D4 points Constitution

If the Character (or the Expedition, if it's that sort) can afford a Regeneration spell -- we peg it at Seventh Level -- the patient may come out of it with Intelligence and Dexterity intact, even on a 13-15 or a 19, but in such case will have



permanent, incurable amnesia; partial on a 13-15, total on a 19. Something similar can be worked out for the rest, in those universes where medical research is competent.

### MARKETPLACE

Vardis has a new spell advertised: Dexterity. Thieves up 2D4, Fighters up 1D6, Clerics up 1D4. Otherwise as Strength, and also a Second Level Magic-user spell. This is another of Banazir Tuk's mathoms; he seems to specialize in research. 4000 GP.

There seems to be a breakthrough into Trebleth's universe, in re Flash, last ish. /Translation: don't come to me, deal with Wolkoff./

Arakh has just completed Initiate Molt, a first-level Clerical spell. If anyone wants it, the price is only 1000 gold pieces. He hasn't tried it on mammals (Initiate Shed?) since his purpose in researching -- actually recovering -- it is to make sure an encounter with Web won't leave him flightless and/or cold until regular molting time. With this spell, he can start molting as soon as he gets back to safety. Caution: the molting process itself is unchanged. Arakh molts one pair of flight feathers at a time, but some other species will lose all their flight feathers at once, or whatever pattern of molt is normal for them.

Update: the Javelin Ring (it turns 1D6+1 missiles into 1D10+1) does indeed up Javelin (1D8+1) to 1D12+1 in Carnelian. Elsewhere may of course differ.

(Do not ask where the ring to test it came from. That story will be told when the protagonist is up to it.)

### Two Coppers' Worth

I say, good people. Let's all see whether any of us can come up with a good reason for separate titles for the lower levels. You know: Veteran/Warrior/Swordsman/etc. or Acolyte/Adept/Whatever. I strongly suspect that we shall be forced to admit defeat. Then we can dispose of them, and not spend valuable time dreaming up titles for the various exotics. I do fine without.

Rollins: I think you have a problem in communications. When most people that I know say "bad DM" they do NOT mean "closed universe". I've had a couple of good games in closed universes. I've also heard -- not complaints, because the players respected the DM -- but comments about a certain Monty Hall type dungeon that was too easy and gave out too much loot for too little danger. A bad DM is one who (1) does not keep the game balanced, (2) does not play by his own rules or (2.5) does not warn players of his major departures from the published rules, (3) does not warn players of what he likes in a game and therefore puts into his own, (4) all of the above, (5) something other than the above which constitutes unfairness in the sense of not giving the player a good workout with a chance of success.

Wolkoff: See Marketplace, thisish.

I distinguish between regeneration of hit points and regeneration of amputations. The latter take quite a bit longer. A Ring of Ogre Mage Regeneration (1 HP/round) is twice as likely as a Ring of Troll Regeneration (3HP/round).

Mahler: Your reserach comments are but the last straw, so don't take this personally, BUT: too damned many people are implicitly assuming that most players will cheat if given half a chance. If you think a player cheats, don't play with him. But if you think he's made an honest mistake, advise him; and if you simply differ with him, compromise. When my MU reserached Targetted Darkness, I thought it would be a Second-Level spell. A more experienced player pointed out that it would have to be Third Level, and I had my MU kick in more gold and spend more time. There's a spell that is First-level in some Universes and Second-level in others because varicus DMs rate it differently -- which means that a Second-level spell had only First-level expenses, but WHO CARES?!? We all know that nobody's trying to pull a fast one. My MU thought she would get 1D10-damage missiles from a



Second-level spell; a series of consultations among three DMs -- including myself, speaking and thinking as a DM -- finally had it that they were LD8. Hashing-out sessions are indeed necessary (and can get heavy on the decibels) but if you don't trust a player's intelligence or integrity to let them do it voluntarily, why are you playing with them?

On the selling of spells: (1) you can't force other Characters to buy; (2) if you put the price too high, they're going to research them out from under you; (3) the ones who can use the spells are just the ones who spend their gold on research, too; and (4) any halfway competent DM can figure reasons for nonplayer-researched non-standard spells not being available. And you also I advise, in all friendliness and concern, to watch your mouth.

The means of preventing wholesale borrowing are simple. A Character must charge half of the prize-rate as rental, even loaning something to one's lover or sworn brother. Bags of Holding (800 prize rate, 400 GP per Expedition rental) get loaned fairly frequently. A Ring of Spell Storing that holds four Third-Level spells (15,600 prize, 7,800 rental) doesn't get loaned at all. This reduces borrowing, even in open universes.

Information: now you are getting insulting. Whoever gives the players the monsters' hit points, except as an occasional slip? And Characters should know what damage they do. You'd know if you'd done a bit of a cut or a sword's full damage on something, and you'd know whether you missed or connected but did no damage. Again: if you don't trust players to play honestly, why do you play? Masochistic?

"Molotov cocktails" using standard oil (no, not EXXON...never mind) do not explode. They're oil flasks with wicks stuck in them to make fast-burning oil slicks.

Jones: One thing to remember about Charisma is that it has little to do with long-term credibility. Exempla gratia, my Treasure-finder (a kind of Lawful Thief), Banazir Tuk, has a Charisma of 8. He's not ugly, not even homely; he's just totally unimpressive, unless you know enough about Hobbits to realize that physically he's pure Fallohide -- and if you know that much you're probably a Harfoot or a Stoor and don't trust a strange Fallohide. But after you've been on Expedition with him, you see neither "an unimpressive Hobbit" nor "a strange Fallohide"; you see Ban, and you treat him according to your experience. On the other side, Ban is a cinch to follow any Paladin -- once. There's a Paladin he considers a dangerous ditherer and will never follow again, regardless of Charisma; he knows better.

Sapienza: When I roll up a Staff or Wand or anything with X number of charges, I also roll to see how many charges are left. % dice for a Wand, % dice X 2 for a Staff, 2D12+1 for Rocs, 5D10-1 for Armor of Etherealness, &c. It keeps down the 100t value considerably, but the things still go for quite a bit: 100 x (spell level) x (#charges left) gold pieces.

I don't care for artifacts duplicating standard spells wholesale. A matter of taste.

Cerrato: I'd say, duplicate articles only if you have something you want to broadcast. Otherwise, well, if AGE and TWH are so indistinguishable in tone and style that the same contribution will do for both, why b other?

What You Do when a player claims his late companion's magical gear: you have The State (in the person of some Very Heavy Humanoids) charge him 10% inheritance tax on the items, and then 5% intestate fine on the estate, and then...

A single MU can't take out an entire army, even if the army is all low-levels. And most armies have a Cadre of higher-levels grading down to low-levels.

Gunderlay: Goblins look like Dwarves, and Kobolds look like Gnomes, to anyone but Goblins, Dwarves, Kobolds, and Gnomes. (Gnomes look like smaller editions of Dwarves with longer beards.) Orcs and Hobgoblins are humanoid and human-sized, and beyond that who wants to look at them?

Figure it by body-heights, rather than feet. Also, dwarf and hobbit are built tougher than Humans, and Elves, while frailer, are more lithe.

Most of the combat magic in my Dungeon, you have to beat the people using it against



you in order to get it.

McGregor: That Coinage/Economics treatment is worth more study than I can give it now, but I'll get to it. From a brief scan, it looks good. Moveing things not attached to you is Telekinese, not Teleport, and Blink Dogs can't do it. Displacer Beasts can't even Teleport.

Bolton: As mentioned earlier, I personally don't care for wholesale duplication of standard spell lists in artifacts. That's what Rings of Spell Storing are for. (Tho there IS a very rare type of ring that will become a permanent artifact of the first spell of the right Level to touch it after it's triggered...) Ditto wholesale duplication of one artifact in another. Purely a matter of taste. And some overlap, like things to raise one's armor class, is realistic and altogether effective.

For things like armor class, number of wishes, level within series, &c., I have a set of die-roll series to keep things in proportion: on D6, a 1 to 3 is the least powerful, 4 to 5 the middling powerful, 6 the most; on D10 the series is 1 to 4, 5 to 7, 8 to 9, and 10; on D20, 1 to 6, 7 to 11, 12 to 15, 16 to 18, 19 to 20.

Lee Gold: On weight-lifting. Whoa! The 18(01) is only 2% of the +500 weight bonus population, while the 18(00) is 100% of the +1200 bonus population. 01 is as likely as 00, but somewhere-between-01-and-50-inclusive is 50 times as likely as 00. Fundin is not 18(87) but one of the 15% of the population with Strength 18 who have a +700 bonus. Then the chances work out fine. The Extraordinary Strength table is good enough to be applied to the other Characteristics, as soon as we find correspondences for the % roll.

Slimak: On damage dice -- by that system, when your First Level critter has only 1 or 2 HP, there's no way to avoid chinks except by missing altogether. The same armor on a higher-level is suddenly minus most of those chinks.

Pimpa: Whew! I'll go over the Combat Rank again some time when I'm awake.

Herdle: The "mistake or faulty enchantment" you mention is not necessarily a M\*I\*S\*T\*A\*K\*E on the part of the spellcaster. I think of it in terms of medieval iron-smelting; in every mass of iron smelted, there is every grade of iron, and you simply smash the mass and pick out what you want, sorting the rest or throwing it away as you please. A spellcaster expects something to slip up on every Xth attempt, and allows for it. Part of the expense of artifact-making is insuring against a given slipup being your last. The result of a slipup is either thrown away, given to minor allies, or foisted on opponents, according to its nature.

Gemignani: (and everyone else who's raised the question) Unless you want to ditch yet another tie with the Standard Rules -- which is OK but tends to close your system -- your AntiClerics (I prefer that to "Evil Clerics") can't cure. So they need artifacts to help them. Or they capture Clerics who can Cure. Or they hire them. Or whatever.

People have objected to their Characters getting off too lightly. Some of us are artists.

(1) Let's agree first on what we mean by "willing". She wouldn't have enjoyed spreading for some monster, she'd have hated it -- just as she hated using her Feblemind scroll, but her party was in danger. (2) The Charmer didn't Take Advantage of her; for one thing, she wasn't under Charm that long. The head trip, and what took all her lover's support to pull her thru, was that she'd been in love with someone else. Their not having sex didn't help, and their having sex wouldn't have been important. The emotional attachment is what matters to an Elf.

Iron dragons believe that the subjects of Her Chromatic Majesty are descended from stony meteorites. Don't ask me how they rationalize it. The nearest thing to stone or rock dragons are the clerical Gem Dragons, of which the Pearls are an example.

I'll tell you about Jade Dragons some other time.

You can't tell Lawful from Chaotic Pearl Greys by looking at them; that's the fun.

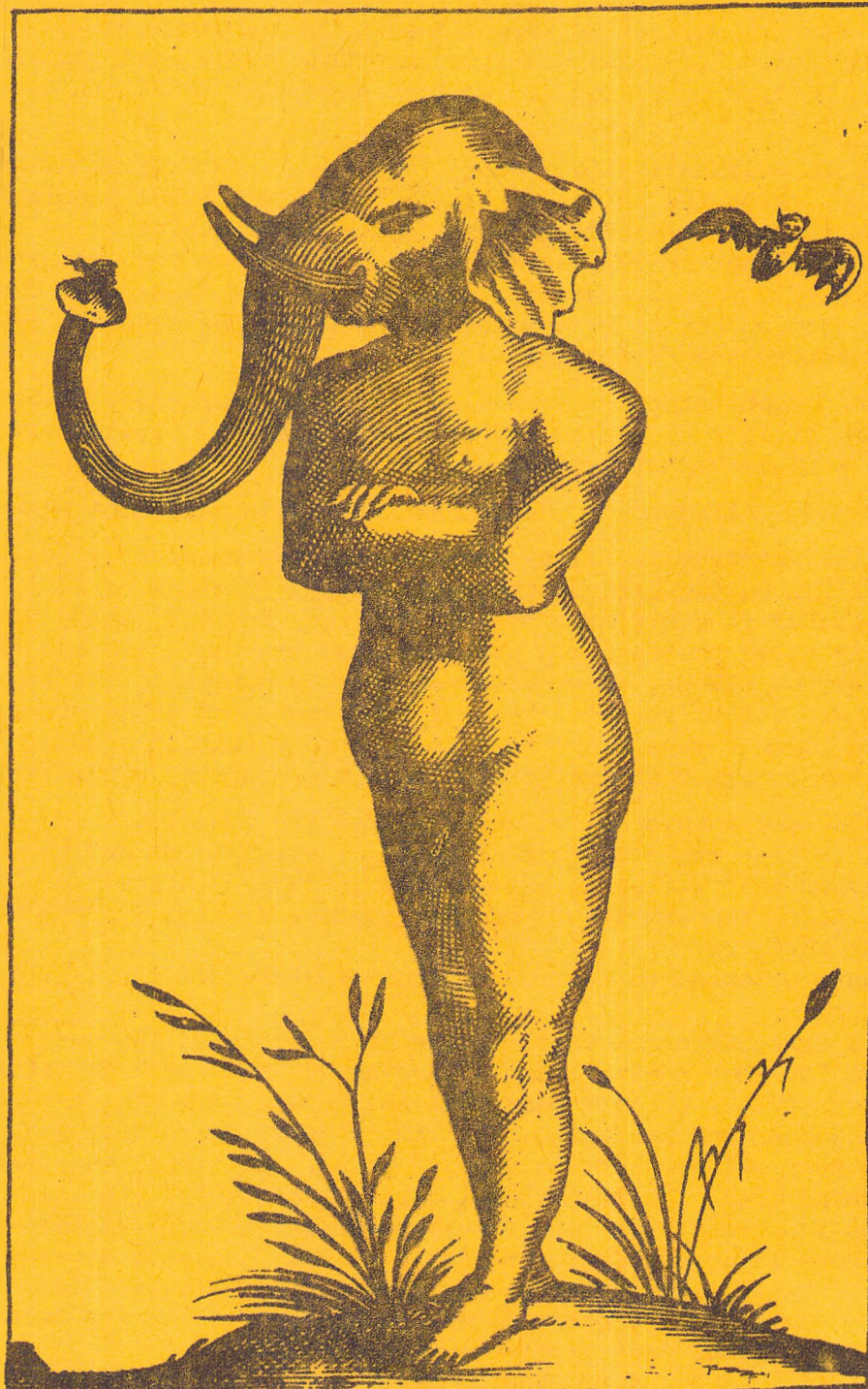


Pickens: I'm sorry, I don't see how your system differs from Gygax's. I'll read it again tomorrow.

Tomorrow: If your nonhumans continue to rise in combat status, likelihood of scoring a hit, then your system is a definite improvement over Gygax's. But it still arbitrarily bars nonhumans from the highest spells. I think it was in Germany that people believed in water sprites that kids could bully into tears by taunting them with their lack of souls.

Skipping momentarily into #24:

Mahler: Keep your hair on! Nobody said PrinceCon wasn't a good amateur con. My point is that experience is useful, and vicarious experience legitimate. The ins and outs of convention-running, whether SF, Mythopoeic, or even an SCA event, are general enough that anybody's experience would help. And helping, believe it or not, was the idea.





ANNALS OF AVALON #7

by Cheryl P. Lloyd

6324 A Linwood Ave., Norfolk, VA 23513

This month's issue is brought to you by the Corellian Free Trade Guild. (We liberate cargoes, as it were.) Don't blame me for any of the following. We're all suffering from a case of combined overdose (seen it too many times) and withdrawal (haven't seen it recently enough for one's liking) from STAR WARS.

Filksong: "Rebel Alliance"

(Tune: Temperance Union )

We're coming, we're coming, our brave little band  
On the right side at Death Star we did take our stand  
We do not like Impies\* because we do think  
That if you like Impies you must be a fink!

\*Imperial's

CHORUS:

Revenge, revenge, for Alderaan  
For Alderaan  
For Alderaan

Revenge, revenge, for Alderaan  
'Tis the cry of the Rebel Alliance!

We do not bug Wookies 'cause Wookies bug back  
And no one can live through a Wookie attack  
Oh, can you imagine a gorier scene  
Than bugging a Wookie until he turns mean?

CHORUS:

Darth Vader he is the villain of course  
Imposes his will through the use of the force  
Oh, can you imagine a grislier death  
Than telling Darth Vader that he's got bad breath?

CHORUS:

Now, old Ben Kenobi, the wise Jedi knight  
Fought Vader the Dark Lord with sabers of light  
With Vader in front and stormtroopers in back  
The force helped Ben pull off a vanishing act.

CHORUS:

Credit: Chorus, me. Verses one and two, Ray Lloyd. Verses three and four, Ken Keith.

Wookies in D&D

STR: 17+

INT: any

WIS: 3-12

CON: 15+

DEX: any

CHA: any

Size: weight twice of human with same rolled size

Comeliness: any (in the opinion of another Wookie)

AC: leather, in bare skin.

Generally operates as fighter (or perhaps bandit or merchant-

Bite D4 of damage

adventurer)

fist as morning-star if full swing is possible

Generally understand human common, although they can't speak it.

(Symptoms of overdose of Star Wars: you start understanding Wookie.

And Artoo Detoo. And the Jawas. And Greedo. And Tusken...)

Wookies have power word stun useable once a day.



Jedi

Slight problem here. Since the Jedi were a religious group, there are basically two types: Jedi warriors and Jedi scientists.

Jedi warrior:

STR: 9+                    INT: 9+                    WIS: 16+ (prime requisite)  
 CON: 12+                  DEX: 16+                  CHA: 15+  
 Size: any                    Comeliness: any

Armor class allowed: any

Hit dice: as fighter

Minimum bonuses in combat: if the strength and sexterity bonuses don't come up to this, this is what you get: +3 hit probability, +3 missile, +3 defense.

A Jedi can hide in shadows as a thief half his level. (round up)

Spell use: a Jedi can use spells from the list below as if he were a MU of three levels lower (a fourth level Jedi warrior casting spells as a first level MU)

Level 1	Level 2	Level 3
Detect Good/evil	Hold person	Suggestion
Cure/cause light wounds	Strength (self)	Cure/cause serious wounds
Ventriloquism		Clairvoyance 10'r

Level 4	Level 5
Speak w/aliens	Telekinesis
Confusion/Calm	
Fear/Trust	

Jedi scientist

STR: any                    INT: 12+                    WIS: 16+ (PR)  
 CON: any                    DEX: 16+                    CHA: 15+

No minimum combat bonuses. Spell use as MU same level. AC as MU, HD as fighter.

For both warrior and scientist: experience points as MU  
 Combat class as FM for warrior, MU for scientist.

Alignment: Well, we have one obviously Lawful/evil type, and one who is good but indeterminate Lawful or Chaotic. Any suggestions?

The above is solely the responsibility of the Correllian Free Trade Guild.



## COMMENTS FROM CERRIDWEN (for A&amp;E # 24)

The Petulant Pedant (self comments and typo corrections)

The following proper names should have a circumflex over the indicated vowels, making them long instead of short: Don (Doan), Math (Mayth).

My repro's slipping; pay more attention to typing hard, Cheryl!

Comments on first reading:

Lee Gold: Dwarves and sleep. Immunity to sleep makes their huge treasure more plausible.//Lair recognition for hobbits. Do you remember any lair in LOTR that a hobbit identified right? Barrow-wight lair, troll lair, ent lair, Shelob's lair...//Priests of Mercury? St. Dismas preserve us!

Kay Jones: Interdimensional doors. The DM maybe should have made the door one way?

Nicolai Shapero: Random monsters. A pity you're away from TWH. I've just sent in a really wild random monster table.

Lew Wolkoff: Couldn't find any expeditions at Disclave? Were you able to find the bulletin board?

Decker Mackin: Can you give me five seconds to shift position? As stands, half my property will be wall and bushes, since I'm back-to an exterior wall.//Why won't anologs have immunity to diseases they've been immunized against?//What's the equivalent strength for a longshoreman? Not in the 6-9 range.

Glenn Blacow: The Census taker is not nasty. He's actually very polite---and very effective.//Dragonson is a McCaffrey juvenile about Menolly and her fire lizards. It was released in hardcover, is now in paperback. Dragonsinger is a direct sequel, presently available only in hc. A Time When, the Boskone book, is in the primary sequence, an excerpt from the book The White Dragon, which has just been turned over to the publishers.//McCaffrey says her two sons are D&D addicts.

Bruce Saul: It isn't that Priests of Apollo(in my original draft) have to wear only robes, it's a somewhat artificial restriction that I devised so I wouldn't be overrun with them.

Mike Gunderloy: Unorthodox spell use. If you've been warned of a possible gross-out, you might be able to cope. Not so if you weren't given advance warning. There are at least three players in the area that sit around and think these things up.

John Sapienza: So that's who those people were! I seem to recognize the names Regina Cohen and Kent Bloom.//We're both having attacks of organization, it seems.//Curse you! I wanted to have the largest page count this month. Grumble, grumble...//Swords and Spells lists cure/cause wounds as touch range.

SEKIII: I make 'em roll for comeliness because I was tired of hearing people call a 3 charisma "ugly". Unlikeable, yes.//APAs and comments. There are no doubt a good many people who don't know what an APA is. If all one is used to is alleged prozines, yes, the comment format could be disturbing. (Me, I'm starting to write for TWH because of an irresistable urge to comment.)



## Second reading comments:

Cover (attributed to Dick Eney): it's obvious that you were at Disclave after all. "Don't bother me. I'm in a bad mood."

Lee Gold: Ability chart for monster. Very interesting. One reason for the increase in monster-types is that the players have as much access to various books as the DMs. You've solved that problem!// Some universes, MU=no armor. Phantasmal can hide that very well.

Lew Wolkoff: Now, wait a minute. My suggestion that you write up the Priests of Apollo showed up in the same zine that you wrote them up. You jumped the gun. (Chortle)//Jedi aren't paladins! Groan. Vader's a Jedi even now. And Light-sabres aren't artifacts. Strictly technological weapons.

Decker Mackin: Second reading of your analog article. I was at the typewriter with my entire occult library, all my A&Es, and a harp within reach. I'd be revolutionizing the entire printing industry in my universe: the typewriter is manual (or acoustic, as one friend phrases it), I have a two-day-old ribbon in it, and there are two full packages of hectograph carbons and two gelatin trays in the radius. There're also books on learning Welsh and Old English, as well as a Latin dictionary, and other goodies. Imagine alone what a near-flawless foot-square mirror would be worth!

Mike Gunderloy: You forgot Lee's Limit. At worst, there will be 7,27 zines of 22 pages each. And since you've been having an attack of mathematics, when will that be?//I have a very bad feeling about this...A&E 25 and 26 will both be full of Jedi knights. (And I had to go and contribute. Sigh.)

John Sapienza: Well, you're the one who told me to publish the name generation table...//Calling my universe based on tribal groups is oversimplifying, I fear. I really didn't want to hit the con with Saxons who are loyal Dragonists, and traitorous pagan Romans, and some of the other varieties which exist around here. Yes, national affiliation is a good start. But that's not where it ends. Consider this: Iran is Moslem but not Arab.

SEKIII: Bless you for your clean repro.//So far in Avalon, there have been as many 18(00) strengths in females as in males. One of the fems recently got herself ghoulled, though...It's a good thing I don't run ghouls as if they had their original stats.//Theoretical Chemistry? Dares one enquire?

## END COMMENTS.

To everybody I owe letters: apologies for delays. I've been lethargy-prone. Weather and all, you know.

Visual trivia department: Star Wars insignia. Can anyone describe/sketch the shoulder-patch of the officers on the first Imperial cruiser, especially the one who misses ordering the life-pod shot? How about the crest on the side of Vader's command Tie fighter?

Did you know that in the cell bay those guards drew their guns in a cross-draw, but no where else did it happen with dudes in the exact same uniforms? Also, in one shot of the light-sabre duel, the print's switched right-for-left?

Argh. By the time this is printed, they'll either have taken me away, or I'll have seen IT 25+ times. May the force be with you.



ALBERICH'S RING No. 8  
August 5, 1977  
For A&E No. 26 & TWH No. 19  
(202) 659-2147

John T. Sapienza, Jr.  
2440 Virginia Avenue, N.W.  
Apartment D-203  
Washington, D.C. 20037

### ORIGINS 77 REPORT

I drove up to Origins, which was held on the Wagner College campus on Staten Island, with Regina Cohen and Dan Pierson. We arrived around 11 AM on Saturday, July 23d, at the con and spent an unconscionable amount of time trying to arrange for dorm space for Dan and me after registering and having lunch. We then discovered that we were in for trouble in what we came principally to do--meet A&E & TWH contributors. There was no bulletin board for messages, so we left notes at the dorms trying to contact people, which was not successful. This, for me, was the biggest failure of the con's organizers. (I understand that Origins 78 will be run by fans, so it may be better run. I have a suggestion To Whom It May Concern: the way I usually meet people at SF cons is at parties in the evenings. You would do well to at least have a con suite party for this purpose.)

We spent considerable time in the huxters area, which was well stocked with almost anything you could possibly want to buy in the way of figurines, hex grids, dice, etc. We then went over to the building where most of the scheduled features took place, to hear the panel chaired by Dave Arneson on the state of fantasy gaming today. The panel never showed up, but Dave's commentary was interesting. So was that of John Mansfield, a Canadian fan and far traveler, whom Dave got up out of the audience to talk. John described his tournament dungeon so attractively that afterward we went up, introduced ourselves, and talked him into running it later that evening.

John's dungeon is heavily influenced by the British style of design, in that it is more heavily into puzzles and traps than monsters (or so it seemed, in the small section we were able to penetrate). The part that took most of our hour (that was the time limit) was just getting up the first flight of stairs. There was only one way of doing it, and I will not describe it here in case John wants to run it again with fresh victims, but it certainly puzzled us. Dan finally came up with the solution, and up we went. We encountered John's Grecian Urns at the top landing, on either side of the central door, so we saved that door for last. But when we tried the door on either side wall, we got a deep voice crying "Turn back, you fools!", which we prudently did. John had described the now-famous Montreal Trick for handling the urns (throw a large sack over the top, turn over the urn to dump out the contents, pound on the sack until the contents stop moving, take out the treasure, move along) in his talk that afternoon so we didn't think it fair to use it ourselves, and we passed between the urns to open the central door.

The room we found ourselves in contained five large (floor to ceiling) paintings on each of the two side walls, while in the center was a sarcophagus, which was solid stone and could not be moved or opened by any force we tried. There were bronze shields mounted on the rear wall on either side of the sarcophagus. As you might have guessed, there were puzzles involving each of the shields (which I will not describe), both of which were ingeniously nasty. While we examined the room, we were surprised by attacking skeletons, which managed to kill half the party before we destroyed them--and this despite the fact that my first level cleric had turned away a third of them. (Don't let anybody tell you that low level monsters are necessarily pushovers, if the DM handles them well!) Out of time and sadly reduced in numbers, we gathered up our dead and left the dungeon. It was an interesting trip (I always enjoy playing in new (to me) dungeons to see how they are run) but not a very successful one.

We went back to the dorm to drop off our D&D materials on our way to the Student Union for some food at about 11 PM, where we met Mark Swanson and Kevin Slimak, who were coming in from another game. They joined us in the Union, and Mark agreed to run his



dungeon, so we trooped out to the dorm, where we took over a table area from about 1 AM to 4 AM. I'm afraid I was not as active as I should have been, but by 3 AM I was totally exhausted. I regret that, but perhaps I will get to know Mark and Kevin better at another occasion. I also met Glenn Blacow, who came by and stopped briefly to say hello, but that was all I saw of him for the entire con. I particularly regret that, since his letter to Dan was one of the principal motivating forces that got us to come to the con. Grumble.

The next day Dan and I met, as arranged, with Howard Mahler and several others to await the arrival of Bill Seligman, who had invited us over to his house to run in his dungeon. (Regina was busy elsewhere for most of Sunday.) However, by the time we assembled at Bill's house he decided it would take too long to get us through lunch and into his dungeon, so Howard agreed to run his "Magnificent Seven" with pre-rolled characters (seventh level characters on his seventh level dungeon). I was pretty groggy (I got a total of nine hours sleep that weekend), but I was reasonably awake during the first third of the trip. (That was good timing, since that was how long my cleric lasted--probably I was just running on adrenaline while he was still fighting.) The end came for my character while fighting some giant beetles. One of them went out the back door of the room and came around to attack our flank, which was where I was standing guard. Munch, Bash, Munch, Bash, Munch, Munch, Munch.

This was when I discovered Howard's interesting system on cures. He requires a full movement turn for a normal cure. If you want to throw a cure during a melee round, you can, but the recipient makes a saving throw vs. magic which he/she must fail in order for the cure to take. (I made my saving throw. \*Sigh\*) I'm going to have to think about that--I may adopt it myself, as a replacement for my present system, which limits the number of times you can be cured to once an hour, but the cures always work. (Incidentally, those beetles with intelligent tactics were a new one on me--werebeetles. I had lost enough hit points that even if my cleric had survived, he probably would have needed a cure disease to recover from a case of lycanthropy of a buggy kind.) After my character died, I droused off, so I didn't follow the proceedings very well (I also did some reading). But I enjoyed the con, primarily thanks to the kindness of the people we met there. Thank you all, and I hope I'll see you again reasonably soon (possibly at BosCon).

#### A&E and THE DRAGON

While at Origins, I talked with Timothy J. Kask, whom I discovered is not only the editor of TD, but also the entire staff. I got the impression that he is rather overwhelmed by the amount of material he is already receiving for TD, and really doesn't feel he needs more. But from his comments disparaging A&E and its contributors, I concluded that he really wishes we would all go away and let him do his own thing. This conclusion came from the part of the conversation in which I suggested that TD contained too little material that was directly useful in D&D, pointing to A&E as an example of the kind of material I would rather see in TD than much of the miscellany he has printed recently.\* Tim replied that he must be doing something right, since TD's circulation has been rising.

I suggested to Tim that he could use A&E and TWE as sources of good material to reprint in TD. (I obviously have a personal interest in that, since I consider several of my own articles suitable for TD, but there are other articles that I would like to

---

\* Incidentally, I consider TD No. 8 an improvement over recent prior issues. I don't expect to use the outline of planes of existence discussed by Gary Gygax until it is developed more fully, but it was interesting and potentially useful, as were the articles on populating towns and characterizing gems and jewelry in lairs.



see in TD just to have a good printed copy of them.) He replied that he has set a firm policy against reprinting anything that has appeared in a fanzine. His explanation was that he wanted to avoid legal hassles over reprint rights, particularly since he is thinking of a "Best Of" issue for TD (and maybe TSR, although he wasn't clear on that). But as an attorney I am well aware that there are ways of handling reprint rights problems. And that is why I believe that Tim is prejudiced against A&E and its contributors, and simply is no longer interested in handling material from us.

I have no intention of sending material to TD to sit unread, when people can be reading it in A&E. I went through that last year, when I sent five pieces in and never received the courtesy of a reply, not even a printed rejection card. But if Tim ever sees something of mine in a fanzine that he is interested in printing in TD, I will be happy to sell him the right to print it in TD, including reprints of the issue in which it appears. No professional writer ever sells more rights to any piece to a magazine than that. I will be happy to include in that the right to reprint the material in a "Best Of" issue, although by right and courtesy he ought to pay a fee to every author if he goes ahead with that idea. (Tim should realize that the fanzine that originally printed the material will also retain similar rights.) I will retain all other rights to the article.

The question of reprint rights really obscures the important point: TD should not be too proud to reprint good material, regardless of where it comes from. Once you get over that, the rest is details. But I have a feeling that Tim is simply not interested.

#### LEARNING NEW LANGUAGES

In A&E No. 25, I proposed a new rule under which characters would learn new languages over a period of time, instead of the standard rule of a fixed number of languages. Since it is short, I will repeat it here before I expand upon it: Every character starts out with common, alignment, and a native language. (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 for each level at which the character gets another language, until they have all been learned. The order in which they will be learned is up to the character.) For every level above the first, the character learns new languages, the number depending 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

I forgot to specify how my ability adjustment table in A&E No. 25 fits into this: Apply the adjustment to raise or lower the character's learning class by the number rolled on the table. For example, a character with an intelligence of 10 that rolled a +2 on language ability would learn new languages two classes above normal, which in this case means 3 per level instead of 1 per level. (Since this table is in even increments, it can be extrapolated from, if necessary. A character with an intelligence of 3/94 that rolled a -1 on language ability on the table would require 6 levels to learn a new language instead of 5, for example.)

Character classes that are particularly skilled with languages start from a higher learning class base than normal. Thieves are automatically +1 learning class, and Bards are automatically +2 learning classes. (Thus a thief that rolls a +1 for language ability on the table would be 2 learning classes (1+1) above normal.)



Metalinguages seem to be a continuing source of controversy in D&D. By meta-language, I mean a class-common language which encompasses a group of sublanguages and which is understood by all persons who speak any one of the sublanguages of the group. Examples of metalinguages are common (the highest metalinguage), alignment languages (the next highest group), monster-common languages (such as dragon, giant, lycanthrope, undead, etc.), and animal-common languages (such as canine, equine, feline, etc.). The controversy is over whether metalinguages should exist at all.

I personally am not bothered by the idea of metalinguages, although I agree that they should be limited somehow, so that low level characters aren't going around as walking dictionaries. I suggest the following rule for those campaigns that allow metalinguages: A character starts off with a native language (or two for certain races), and two metalinguages (common and alignment). Thereafter, a character can learn a new metalinguage only every third new language (or you can give up the metalinguage and learn a regular language then, of course). When you have learned a new metalinguage, you may give up one of your existing regular languages that comes within that metalinguage and substitute another regular language at the same rate you learn new languages.

For example, take Onarnes the Fighter, with an intelligence of 10 (who therefore learns one language per level). He starts out with common, neutral, and Romani (he's a Gypsy). At second level, he learns oro as his first new language. At third level, he learns hill giant. At fourth level, he learns his first new metalinguage, chaotic. At fifth level and sixth level, he learns storm giant and dwarf. At seventh level, he learns as his second new metalinguage, giant. Since he no longer needs specific giant languages, he drops hill giant and substitutes red dragon. At eighth level, he learns ent as his new language, and drops storm giant in favor of fire elemental. And so on.

#### NEW SPELLS

Below are three suggested clerical offensive spells, in a format that I recommend as a useful way of organizing data. These spells do not cause damage (as their magic user equivalents would); their function is to disable the opponent(s) so as to permit capture. The parties affected are those under the hit dice specified, so that a 4+2 HD monster would be affected, but a 5 HD monster would not. These spells have not been researched, and are not offered for sale, but rather for discussion. Are they reasonable, at the spell orders specified?

**SPELL NAME:** Capture I.                      **SPELL TYPE:** Clerical.                      **SPELL ORDER:** 2d.  
**DURATION:** 10 melee rounds (make saving throw each melee round until saved).  
**NUMBER AFFECTED:** 1D4 hominoid creatures human size (2m) or smaller of under 5 HD;  
 Can be focused on one individual of under 7 HD.  
**SPECIAL EFFECTS:** (1) Victim fights at -2.  
 (2) Victim takes twice normal time to prepare and cast spells.  
 (3) Victim has a 10% chance of dropping a weapon or artifact carried in hand each melee round until makes saving throw.

**SPELL NAME:** Capture II.                      **SPELL TYPE:** Clerical.                      **SPELL ORDER:** 3d  
**DURATION:** 10 melee rounds (make saving throw each melee round until saved).  
**NUMBER AFFECTED:** 1D6 hominoid creatures human size (2m) or smaller of under 6 HD;  
 Can be focused on one individual of under 8 HD.  
**SPECIAL EFFECTS:** (1) Victim fights at -4, and moves at  $\frac{1}{2}$  speed.  
 (2) Victim takes four times normal time to prepare and cast spells.  
 (3) Victim has a 30% chance of dropping a weapon or artifact carried in hand each melee round until makes saving throw.



SPELL NAME: Capture III. SPELL TYPE: Clerical. SPELL ORDER: 4th  
 DURATION: 10 melee rounds (make saving throw each melee round until saved).  
 NUMBER AFFECTED: 2D4 hominoid creatures human size (2m) or smaller of under 7 HD;  
 Can be focused on one individual of under 9 HD.  
 SPECIAL EFFECTS: (1) Victim cannot fight, and moves at  $\frac{1}{4}$  speed.  
 (2) Victim cannot prepare or cast spells.  
 (3) Victim has a 50% chance of dropping a weapon or artifact carried in hand  
 each melee round until makes saving throw.

The magic user version of these spells is called Subdual I, II, and III. It does 1D4, 2D4 and 3D4 damage each melee round until the victim makes the saving throw, but it lasts only 5 melee rounds. The spells are otherwise identical to Capture I, II, and III, respectively, but are one spell order higher than the clerical versions.

#### ELVEN FIGHTING MAGES, AND COMBINED CLASSES IN GENERAL

I have two corrections/clarifications to my article in A&E No. 19 on Elven Fighting Mages, a set of rules to allow elves and half-elves to function rationally as both fighters and magic users simultaneously. (1) Armor. The class is limited to chain-mail and shield, but can wear enchanted armor. I should have specified that the EFM cannot wear enchanted plate armor, only enchanted leather or chainmail. (2) Saving Throws. I said that EFMs save like clerics. I should have specified that, while they use the numbers of clerics for saving throws, they go in steps of three levels (not four like clerics), because the EFM is promotion class 3. Since there are only four saving class categories for clerics, the EFM tops out for saving throws at 13th level (combat class 5), in universes where elves can go that high.

As those of you who have read my zine in previous issues of A&E know, I am becoming increasingly dissatisfied with arbitrary limits on how high nonhumans can rise in levels. The usual argument is that this is necessary for game balance because of the many benefits that nonhumans get because of their race. Perhaps the answer to that is to extend to humans one of the most important of these benefits, split or combined classes. I got to thinking about this after reading Bob Giglio's comment in A&E No. 23 on my article. Bob requires a character to have 17 or above in both classes' prime requisites for the character to operate as a combined class. That eliminates in one stroke the major advantage to being an elf or half-elf, it seems to me, for which you pay the unconscionable penalty of topping out early in life in all classes but Thief. My reaction to Bob's comment was "Good Grief! I'd let a character of any race who had 17 PRs in both classes operate as a combined class!" Which, after further thought, I developed into the following proposed guidelines for allowing characters of any race to operate as split or combined classes, with no topping out limits:

Nonhumans may split classes with no prime requisite (PR) limits.

Humans may split classes if their PRs total 26 for two classes, 39 for three classes (they must average a PR of 13, in other words).

Nonhumans may combine classes if their PRs total 24 for two classes, 36 for three classes (they must average a PR of 12, in other words).

Humans may combine classes if their PRs total 30 for two classes, 45 for three classes (they must average a PR of 15, in other words).

I've set the limits fairly low deliberately. The idea is that nonhumans retain a slight advantage here, but a reasonable number of humans can split or combine classes, too.



COMMENTS ON A&E No. 23

Lee Gold--I like your new cursed sword (or shield) of paralysis. (But not for me ... .) You weren't clear on evil clerics throwing cures making saving throws. If the evil cleric fails the saving throw and takes hit points ( $\frac{1}{2}$  the amount thrown for the cure), does the person the cure was thrown on still get cured? Or does this amount to a total klutz? (And does the victim take hit points as well as the evil cleric, too?) On bivalent spells in general, somebody recently suggested an approach that appeals to me (I'm afraid I don't remember who or where, darn it): Let clerics throw either cause or cure freely. But charge different spell points according to the cleric's alignment. A good cleric throws cure at standard rate, cause at 3x. A neutral cleric throws cure or cause at 2x standard rate. An evil cleric throws cause at standard rate, cure at 3x. This method has the benefit of forcing the player into playing the character's natural inclinations, since it is natural to want to conserve spell points and thus tend to throw the form of the spell that is cheaper for the character of that alignment. As for neutral clerics, they will tend not to throw either version because of the extra cost, and this acts as a built-in character referent for this alignment in play.

Cheryl Lloyd--I like your musak spell; does it have a higher level version that does full orchestral Wagner "Ring" excerpts? Whispers (Int.), Growls (Ch.), and Flickers (Ix) are logical extensions of Shadows (St), so why leave out Con., Wts., and HP/SP versions? // I doubt you could throw faerie fire on an opponent's retina--it is a halo effect and would probably not obscure vision (darn it). Light, on the other hand, should work just dandy if you make  $\frac{1}{2}$  your dexterity roll (it's a small target) and the victim doesn't make the saving throw against the attack. (Of course, in Avelon a magic user has to have a high Ix, so the first roll is not as great a barrier as it is in most worlds.) It was nice to meet you at Disclave.

Thomas Filmore--Welcome to the madhouse! Come on over to a WSA meeting, and let's get acquainted. (Call Alexis or Doll Gilliland at 920-6087 for directions.) Your spell system seems interesting and logical.

Wayne Shaw--Nice monsters (I especially liked the spider bats, although 4D8 crush seems a bit high for something whose regular attack is only 2 x 1D6.) Your spell tanks are too gross for my world as yet, but I can hardly wait to read the specs on your Panther (Mk 5) and Tiger (Mk 6) models.

Jim Thomas--I've been admiring your wisdom roll system, not as it is (I think it gives too much for let's-sit-down-and-think-this-over situations), but as the basis for a rational way of treating detect magic or whatever with a spell. I may use it your way in certain situations that seem to call for it, however. I'll have to use it a while before I'll have suggested changes (which from an editor type like me is high praise--other people's stuff (including my own) is subject to being re-written on the spot).

Lee Burwasser--"This will be a short one ... ." Ten pages is short? Help! Your ideas on convention management are good--I hope the people who bring dungeons to cons are listening. Are you the artist as well as the author? Your "minga contemplating a dragon" illo is lovely. I don't like your izzuneg, though. (Translation: I don't want to run into them. Please? Pretty please? Gulp.) Some of your spells are definitely interesting, particularly Speak with Humanoids (Hominoids?) and Solvent. Javelin is also reasonable, although I keep having a feeling that there ought to be a magic missile equivalent of fireball/lightning bolt--meaning a solid projectile thrown by spell that does the thrower's level in hit dice, which would be an even more attractive spell. May nobody run across your Giant Beetles ... at least none of my bodies ... .) And may you find #2 soon.



Dick Eney--This is known as nailing it down; your article says about everything I'd care to know about the subject of weights and GP values. One small problem: We still don't have an encumbrance system that is workable, meaning sufficiently comprehensive to make sense while being simple enough to be little trouble to use. \*Sigh\* I greatly enjoyed your classified k's.

Arnie Katz--Your hit point system of giving characters the full amount possible on their hit dice before death, with unconsciousness coming when you go below the amount of hit points you actually rolled, is interesting enough for me to want to try it. I suspect, however, that it is not going to make a big difference in my kill rate. Dan Pierson uses a system that is a compromise between yours and the death-at-0 HP one: You use the hit points you rolled, and you are down and out at 0 HP or below--but not totally dead. At 0 HP you are lying there unconscious and bleeding to death. Dan rolls 2D4 to determine how many melee rounds you have to live, during which time you can have deterioration stopped by a cure light and have hit points restored by a cure serious. (If you are below 0 HP, the amount of melee rounds you have to go is reduced by one point for every hit point you are below 0, which puts the sure-death limit at -8.) By the way, Dan doesn't tell anyone what he rolled, which adds an interesting degree of uncertainty to the situation (you may be fighting your way to aid a fallen comrade who is actually dead, but you can't be sure--and what's your alignment, again?)

Mike Gunderloy--Thanks for the kind words on my magic shaft tables. One of these days I'm going to get organized and rewrite it with cleric, fighter, and thief items added. You asked "why no crock wands, staves/ etc."--there are none as such, but the curse table from my enchanted weapons tables in A&E No. 24 can be applied to magic shafts to create crocks. // Your artifacts-use table is interesting. I've added it to my collection of miscellaneous tables. I wonder, though, whether it ought to be by a combination of intelligence and level, rather than character class and level. // I agree with your comment on the confusion caused by disagreement in different worlds over what the length of a turn or a round is. Switching to hours/minutes/seconds, however, introduces an ambiguity over whether you are referring to real time or game time. I'd rather have someone do an analysis of what speed things move and base a turn/round system on them. (See David A. Hargrave's analysis in THE ARDUIN GRIMOIRE.) // Watch out for Slime. That goeey stuff was written up recently in one of the local papers. It's apparently difficult to get out of clothing and impossible to get out of rugs.

Chris Pettus--Why is Suppress Magic's % for success the level of the suppress-casting magic user over twice the level of the other magic user times 100? Example: MU3 vs. MU5 =  $3/10 = .3 \times 100 = 30\%$ . But  $.3 = 30\%$  anyway. Or is this a quibble? // On your questions: (a) I don't let any modern technology in my world. If you're thinking of using machine guns, mortars, and flamethrowers on my poor monsters, you can just forget it, you nasty man. (b) What degree of scientific knowledge exists? I don't know that myself. Probably not a lot--the existence of magic would have diverted a lot of what would have gone into scientific study. (c) Magic is a learned ability, but you do need some inborn intelligence to be good at it. (d) What drives my magic? Spells come from ~~the gods~~ a mysterious inner power that certain persons have learned to use. My artifacts run on flashlight batteries--why do you think they run down after a number of uses, anyway? (Staffs use 20 alkaline D batteries, wands use 10 heavy-duty C batteries, etc.). // Your Diverse Magic tables are useful--I've added them to my collection. Thanks for the comment on my magic shaft system; note that it was added to by part of my enchanted weapons system in A&E No. 24.

Alex Melnick--On charming a person holding an intelligent sword, why not roll for the spell charming the sword, too? You can then have fun watching the various combinations turn up. // Your approach to Lawful/Neutral/Chaotic behavior is reasonable. // Your weapons class system is no use to me because it is on a %D system, and I use a D20 system. But the concept is interesting, and I may rework it for my own use. I disagree



with your comment that "a list of weapons would be superfluous." On the contrary, the best method is to make a list of weapons that come under each weapons class. Otherwise, you force all your readers to make a determination on every weapon before they can use your system. I am baffled, for example, by what could come under WC8 if a DH sword is only WCh.

Bruce Saul--But what is the wereform of the Giant Incredible Combination Were Pizza of Destruction? On second thought, never mind; I don't think I want to know. (It just encourages them if you show interest.) I enjoyed "Tales of the Dark Legion". More?

Jim Bolton--I'm curious about the modifications you made to my magic shaft tables. If they are significant, I hope you will write them up for A&E. // I agree with you that there is no such thing as the One True Way (except for my way, of course; but that is in such a state of constant flux that it is more proper to refer to it as the Multitude of True Ways). // I liked your potion/powder chart. I also liked your Snow Leopard--that's a chilling thought.

Don Rollins--Thanks for the complement on my magic shaft article, which has been generally well received. Your Flame Bird is a nasty. Congradulations. The clerical sword is a nice invention, although it seems a bit gross. And I object to your MCP crock to it--can't be used by a woman. Nuts.

Bill Seligman--I'm glad you liked the magic shaft article. It was nice to meet you at Origins. On your satire: \*Whew\* Where can you go from there? It's interesting to see that you thought to apply the same approach to magic swords that I did. I want to point out, to anyone who is wondering, that my enchanted weapons article is not a ripoff of Bill's--he just published first. My weapons tables were started in November 1976, but got delayed by endless rewriting (and other projects, such as the magic shafts article, which was a springoff from the enchanted weapons system).

A friendly word of warning on my enchanted weapons tables--they can be habit forming. Regina Cohen rolled up 75 weapons one weekend, and is now wondering what what she is going to do with them all.

Charlie Luce--Your comments on my magic shaft article are most kind (\*Blush\*). Comfy Chairs are monsters, not people--would you want to play one as a character? (Ch? You would?) Just remember that they probably attract the Spanish Inquisition.



"I HAVE AN EGOTISM OF 20!" #4 is an apa-  
contribution to ALARUMS & EXCURSIONS #26  
(hopefully), from Scott Rosenberg, 182-31  
Radnor Rd, Jamaica NY 11432, but as of  
September 9 to be at a college address as  
yet unknown. If you must mail something  
to me, mail it to Scott Rosenberg, Harvard  
College, Cambridge MA 02138. As soon as  
they tell me my room assignment I'll tell  
you. I also publish on a very irregular  
schedule a D&D and personal-zine called  
THE COSMIC BALANCE (subs at 25¢/12 pages).

"I HAVE AN  
EGOTISM OF  
TWENTY!"

#4

Two issues in a row! This is a record for me. I find I lack time or interest to prepare collation comments; so after a brief word or two we will jump straight to the featured items.

The word or two is as follows: I am mailing copies of THE COSMIC BALANCE #6-7 to large numbers of A&E contributors. This is not a push for subscriptions. If you get TCB and like it and want to sub, that's fine; but I'm not specifically interested in starting large numbers of subs since my schedule is so wild. What I would like is COMMENTS. The 'zine contains an extensive exposition on my ideas about D&D, and I'm quite curious about responses/arguments/bitter disagreements and the like. You are urged to write me with such, for publication, or alternately include comments in your A&E collation comments.

And now, the topic of the month:

#### ORIGINS, GENCON, AND THE FUTURE OF D&D

My travels this summer took me to two wargaming conventions, Origins at Staten Island and Gencon in Wisconsin. (I will also attend SunCon in Miami next week.) While I usually avoid most scheduled con activities, I made a point of visiting a number of D&D-related seminars.

First, the news from Gygax & co. (as told to Gygax's seminar at GenCon): TSR is planning a series of books to follow the "revised basic" set; one for players, one for DMs, and one for monsters and treasure. I believe they are to be hardcover, and sell for \$10 (maybe \$15?). The old D&D books will still be available but at \$7.50 each.

IF the new rulebooks are well-organized, well-designed, well-conceived, and well-executed (with TSR the chances of this are low), we will have a good thing on our hands. But will it be so good?

The errors, inconsistencies, and general lack of coherence of the original TSR rules were a blessing in disguise. For usually, no matter how much a game designer tells people that his game is open-ended and that they should design their own rules, there will be a great majority of people content to play exactly the way the rulebook states, with no changes, expansion, or imagination added. TSR's books forced everyone to improvise, and thus we have the magnificent diversity of systems and ideas prevalent in the D&D gaming field.

Yet it is only human to continue the search for order and coherence. Until now this often took the form of players wishing to consult some higher authority (actually avoiding the responsibility of using their own imaginations), i.e. Gygax/TSR. Thus we have constant letters people write about "How do you interpret the third word of the seventh page of 'Men and Magic?'" One would expect these to die down when people get the message that this game isn't like that, but the clamor continues. In fact, the seminar Gygax ran at Gencon, with a few exceptions, consisted of questions on rules. How do you do this, Gary? How do you do that, Gary? Not only did this make the seminar excruciatingly dull, it proved (to me at least) that many people are looking for the Best Way to Play in the wrong way.

(continued overleaf)



If they understood the basic concept behind D&D (or, to be less snotty about it, if they agreed with MY idea of that concept), they would ask the same questions they asked Gygax to everyone in the room at that seminar, most of whom were experienced players or DMs with brains in their heads. They would read A&E, and other magazines. Then they would decide for themselves what interpretation of a particular rule they liked. They can do all this without even attempting to exercise their own imaginations by coming up with their own interpretations. Alas. They continue pestering poor Gary.

Well, if TSR does the job right, they won't have to once the spiffy new revised D&D comes out. It'll all be there, in cold type--neat, intelligible, and cross-referenced. And our lazy friends can sit back in the comfortable knowledge that they have the entire rules at their fingertips.

I hear the objections already. No, I do not believe that all DMs will suddenly abandon their own carefully-worked-out rules and adopt the revised TSR set. But what I suspect will happen is that a rift will develop in the D&D playing community between a large group of 'standard' players who will comfortably play TSR's game, and a much smaller group of truefeen who will continue feverishly turning out new character classes and tables.

I suppose there's nothing inherently wrong with this. After all, D&D should be played however one damn pleases, and if a large number of people damn please to play with TSR's rules then that is fine, and I wholeheartedly condone their choice if they feel they will have more fun that way.

What I would become afraid of is a growing attitude among 'standard' players that the non-standards are playing wrong. Inherent in asking Gary Gygax/TSR detailed rules questions is the assumption that his/their answer will be the right one. This point can be dodged, but subconsciously this assumption will always be made (otherwise why ask him/them and not other DMs who may be equally experienced?). If this assumption can be made even with D&D's rules in the incomplete and contradictory form they are in today, how much stronger will it become once it is reinforced by a clear, standardized set of rules?

I suppose there's nothing to be afraid of. But it would be a sad thing for the bulk of D&D players to go around thinking they are playing 'the real thing' and those who make up their own rules additions or changes are playing some sort of 'variant.'

\* \* \*

#### OTHER NEWS FROM THE CONS:

All the World's Monsters is out and at \$8 or so is well worth an investment. It comes in expandable-looseleaf format; is well printed; and should be useful to DMs like me who enjoy creating rules and worlds but are not so hot on inventing new monsters.

CHIVALRY AND SORCERY is a massive booklet put out by FGUI (Fantasy Games Unlimited) which is sort of a coherent re-write of D&D with a slight change of locale--to medieval France. The rules are extremely well-written and extremely long (140ish pages). It is well worth your picking and choosing among its systems for possible inclusion in your campaign even if you don't want to adopt the whole shebang.

TRAVELLER, GDW's science-fiction role-playing game, is the best non-D&D-related role-playing game yet, I think. I've played in only half an expedition so far, but it strikes me as a great game that is sufficiently complex yet does not bog down. Needless to say, the graphics are well done, up to GDW's high standards.

These struck me as the highlights among the new products available. There are other good ones, and other not-so-good ones. Highly recommended are all of Chaosium (Greg Stafford)'s products--games WHITE BEAR & RED MOON, NOMAD GODS, and TROY, and ELRIC. The Judge's Guild stuff strikes me as poorly presented--one does not squeeze data together the way they do without significant loss of readability (good use of white space is the key to good graphics). TSR's new products strike me as uniformly mediocre.



A Smile Without a Cat #1 was croaked up back at the old pond by Rick Shiell. As of Sept. 26 I will be reachable at 6719 Sabado Tarde #1 Isla Vista, Ca. 93017

+++++

### About That Magic System I Was Using...

It has been revised. The first time a spell is thrown it can use up anywhere from one to four spell points, depending on the level of the caster. (See Jane's Basilisks and Dragons in A&E 25) But the second casting of that spell now burns up one spellpoint more than the first, the third casting burns up two more than the first, etc. That Mu6 is going to start casting a lot fewer magic missiles now that the fourth one will be using up as much power as his first lightning bolt of the day. Playtesting seems to indicate that this system works quite well at controlling magic use, despite its simplicity.

I spent a lot of time considering the possibility of adopting either Glenn Blacow's or Arnie Katz's Klutz Factor system, but the idea of a mage zapping himself somehow doesn't appeal to me. Better to let the monsters have their meat raw.

=====

### New Beasties

Puds (Oogies)- # app.- 1-12 AC 8 HD 1D8 4-6 GF in stomach  
2-6 claws per melee doing 1-2 on a hit.

A cleanup-crew member. Puds are ten legged fuzz balls bearing three stalked eyes on top of their bodies. These soft brown critters are so afraid of silvery metallic objects that they will run away from any being in metallic armor or anyone with a drawn weapon. As they run they shout "Oogie, Cogie" as loud as they can, arousing numerous dungeon nasties. They can walk on walls and ceilings, are impossible to surprise, and never attack anything more than twice their size. A Pud is about two or three feet tall. They are rather rare in Prenden.

Schlubs- # app.- 2-12 AC 4 HD 1D8 1-4 small gems inside.  
2 claws @ 1-3 or 1 bite at 1-2 +D6 poison

The Schlub is a one to three foot wide crab able to walk on walls and ceilings, but preferring to restrict its sideways shambling to normal floors. They can jump about six feet if necessary. For protection they like to smear themselves all over with an acidic cleanup crew like green slime or ocre jelly. In fact, a single ameboid monster may be accompanied by a dozen schlubs. Schlubs are a true symbiote as they feed their gooey companions at every meal. In a group of 2-12 schlubs, 1-10 should be coated with various living protoplasms. They are 100% acid and poison resistant, but take double damage from cold. Before you throw that cold spell remember that the cleanup crew rider, not the schlub, is going to get hit first.

To anyone interested in running a Drilgb': this is my pet monster and they have a certain basic personality which is absolutely necessary if one is to run them correctly. They are proud, tidy, cautious, greedy, self-defensive, extremely curious, and somewhat naive. Perhaps the best way to personify the Drilgb' is to relate an encounter with one who lives on the first level of Prenden dungeon. He acts as a sort of a caretaker.







COLLATION COMMENTS ON A&E 24

Lee Gold: Your monsters' special abilities chart may prove useful the next time somebody wants to take high level characters on my first level.

Nicolai Shapero: Get this, Nicolai-- HD 6D8 AC4 man-sized 1Tailsmash @ 2D8, 1Bite for 4D4, a Horn which does 1D8+1D12 damage plus 6D6 poison, and 60% magic resistance. Now for the good part-- it can also Magic Jar, Cold breath, Feeblemind, Slow, and POWER WORD KILL! /// You may not have grossed out certain east-coast DM's, but I (Who consider myself to be a somewhat high voltage westerner) don't know whether to AAARRRRGGGGHHH!!! or go blind. I prefer monsters based on science fiction stories. They tend to be imaginative and well balanced in weaknesses, strengths, and magical powers.

Mike Gunderloy: Being something of a stickler for realism I practically hit myself when I realized that not one character in Prrenden has ever had to hassle with a whetstone. Thanks for mentioning them!

Jon Pickens: Nice overhaul of the illusionist class.

Decker Mackin: Analogs have a tendency to overwhelm the game which I have only seen previously in three classes: Idiots, Jesters, and Witches. A case in point-- there is a very inventive player in my campaign who has tried to persuade me to allow his characters to make diamonds, nitric acid, and dynamite using fairly simple techniques. Any world which allows these will surely have an industrial revolution with the analogs as the foremost inventors. Don't get me wrong; a character based on the player who runs him can be a lot of fun, but only so far as physical attributes and personality go. No way I'm going to let the chemistry, physics and engineering Grad. students in my campaign use their technical skill.

Glenn Blacow: Good essays on weaponry and your klutz factor system. /// Your logic is good but incomplete concerning both technological abundance and the emphasis on dexterity for magic users. Technological items can become quite rare when they have been out of production for a long time. Ever try to find a cigarette lighter for a '53 Packard? The longer something has been out of production, the harder it gets to find. In Prrenden it is possible to find technological items, but they are always relics of an ancient civilization. To say the least, they are fabulously rare and expensive. Would you believe 100GP for a ballpoint pen?/// I agree completely that a character with an 18 Dex and a 3 IQ should not be able to make it as a mage, but it just doesn't seem right to me that two mages of equal intelligence should reach a mexican standoff in magical combat if one has a 3 Dex and the other has an 18 Dex. The same problem applies to the spell point system I've been using. While playtesting your system, I got what might be the right flash of inspiration. By using dexterity as a modifier of the chance for double klutzing (Not simply klutzing) a spell, it is possible to make dexterity a very useful attribute for a spell caster without turning it into a second prime requisite. So far I have gotten such good results with the following modification that my spell point system is losing favor. Dex 3-4 is +6% to klutz twice, Dex 5-6 is +4% to double klutz, Dex 7-8 is +2%, Dex 9-12 is not modified, Dex 13-14 is -2%, Dex 15-16 is -4%, and Dex 17-18 is 6% less likely to double klutz. Note that there is still a constant 5% chance of klutzing a spell after the first use. Note also that this modifier is constant and does not compound further as the magic user goes up levels.



Philip McGregor: See my comments to Glenn Blacow about technological items. Some Prrendenese time capsules will contain a few of your devices. Thanks.

Cheryl P. Lloyd: I am using your potion charts, but the name generating one strikes me as a good example of lancing a windmill: why bother? The dragon tale in Songs of Caitlin was charming.

John Sapienza: Mace of Disruption type powers are not completely missing from your weapons table. An undead slaying sword does a helluva job./// By using different dice on your treasure charts I have found that the limitations needed for one as opposed to a dozen or a hundred orcs' treasure are easily introduced. Thanks much.

\* \* \* \* \*

#### Comments on A&E 25

Blake Kirk: Do you mean that you actually dislike Bill's parodies? If so, then you disagree with Glenn Blacow, Peter Cerrato, Sean Cleary, Peggy Gemignani, Mike Gunderloy, Paul Jaquays, Kay Jones, Samuel Konkin III, Stewart Levin, Cheryl P. Lloyd, Charlie Luce, Philip McGregor, Alex Melnick, Bill Paley, Mark Swanson, William Taylor, and Lew Volkoff, as all of them have praised Mr. Seligman's work at least once in A&E's 21-25.

Bill Seligman: Count me in on the above list!

Mike Gunderloy: Concerning Physics- nice technical work, but its not my idea of fun./// That table for modifying a character's characteristics reminds me of a similar table which I trashed when the number of weak mages and stupid fighters got extravagant. The room accessories interest me, though. I'm going to have to try a few out.

Wesley D. Ives: About the magic jar spell-- I took a long look at the description in M&M, and sure enough, I found a loophole. It doesn't say how often a mage can transfer from Jar to random body. To tone this spell down to reasonable size you might allow the mage's mind to transfer from the jar to a victim's body three times a day at ninth level, four times a day at tenth level, five times a day at 11th level, etc. Many other possibilities present themselves.

Bruce Chubby Miller: I like your approach to quadraped character classes. There are those who decide they like some beast and immediately start designing a character class for them. Oh well, to each his own./// Gremlins are interesting, but I prefer to have Drilghs do the fiddling in Prrenden. If anybody in my campaign gets up to 20th level I will try running Ashmen. They are IRAN! \*drool, slaver, chomp\*

William Taylor: About the explislon when a player's two character's try working together... I Don't like it: Much too Severe. Try just zapping the higher level one. Then again, there are times when a DM only has two players on hand. I prefer to let them run two or three characters when this happens./// Nice device for getting rid of twit sleepers. Try a kobold wearing a spell turning ring which only works when a kobold is wearing it. Big deal if the characters get the ring.

SOS...SOS...MAYDAY...MAYDAY...WE'VE STRUCK BOTTOM...SOS...SOS...MAYDAY...  
MAYDAY...WE ARE BEGINNING TO SEE LITTLE GREEN MEN RUN AROUND THE SHIP...  
SOS...SOS...THEY ARE LAYING OUT PIECES OF PAPER AND FOLLING WEIRD  
POLYHEDRAL OBJECTS...SOS...SOS...THE CAPTAIN IS BEING EATEN BY SOME  
SORT OF MONSTER OUR SENSORS REFUSE TO ACKNOWLEDGE THE EXISTENCE OF...  
MAYDAY...MAYDAY...







Last week I called Lee about reserving space in A&E, and learnt that I had to know how many pages I would submit (Ocps. I hope that doesn't sound mean or angry. My syntax usually gets messed up when I'm typing from my head and not a hard copy). I called 3 days later and found A&E #24 full up! Gads, two weeks! If all succeeding A&E's get filled that fast, I can see it now: zines in A&E 34 saying "meant for A&E 26", or "COMMENTS ON A&E 22". I hope that the whole reason A&E 24 filled so fast is that a lot of people in school have time to write now that was usually denied them by studies. Anyway, I'm adding to this paper inflation so onwards to something usefully useless.

### GREYHAWK PIKERS

A few weeks ago I typed WP (accident) a table with all relevant combat info on it. Doing this got me interested in which is the best weapon for various purposes. I use the "Alternative Combat System" in Greyhawk, or I should say "used to use", as my analysis of it has turned up some anomalies. For example, why in the world anyone would use a pike under the Greyhawk system is beyond me. A pole arm is about the same length, does the same amount of damage, hits with the same or better probability, and gets pluses for hitting a prone opponent, which a pike doesn't. I'm sure many Swiss pikemen would be surprised by this revelation on the part of TSR.

Other weapons show up as next to useless for the average fighter. Basically, if he has the room he should always use a 2-handed sword (there is one exception: if he's -1 or less to hit an opponent and is 1st to 3rd level he should use a flail) if he's hitting plate and shield). If he's the point man in a 10' corridor, he has quite a selection: Military Pick, Morning Star, battle axe, sword, and hammer are all useful, and I must commend TSR for balancing choices. Below is a short analysis of these weapons (remember that this is according to TSR, and probably is not "realistic",).

- Military Pick - very popular among low level fighters in a few worlds, the mil. pick's only redeeming quality is its effectiveness against plate. Fighters hitting with more than a +2 hit prob. should use a morning star, Kthough.
- Morning Star - the best weapon for men sized opponents.
- Battle Axe - a good all around weapon.
- Sword - the best weapon for large opponents.
- Hammer - not that great a weapon, but can be thrown. For fighters with less than a +3 hit. prob. this weapon better than a sword against plate (AC 2 or 3).

The best weapon for close fighting is still the sword (except for the hammer's special case.). For clerics, the flail and the hammer are his best weapons. The mace is basically useless--the hammer does the same damage, is a tad better in hitting, and can be thrown.

To sum up, the pike, mace, halberd, and hand axe are for the most part useless. At this point I should give my alternative (Alternative Combat System, but I don't have one as yet (Do I hear a vast sigh of relief?). Some possible solutions are:

1. Change the probabilities. I have next to nil weapon knowledge so I don't have any suggestions.
2. Have a minimum dexterity or strength necessary to use a weapon. I've seen one of these but don't have one. Help, anyone?
3. Use a special abilities table with pluses/minuses for certain weapons.
4. Scrap the whole system and start again. Good for a closed universe.
5. Skip the whole thing and turn the page.



O.K., after only two pages I figured out that I've been using the wrong margins, so, no, it's not Barry's fault. Concerning errors: in issue #23 in my first zine I left out a square root sign in my spell point potential formula. Put it over the "MU's Lvl - 2\*sp lvl + 2" part. Or don't. See if I care. Actually, I've decided against using this formula as higher level MU's get grosser and grosser—which is exactly the opposite as I had planned. I've changed to having spell point potential equal to ~~MU's level~~ times the square root of the MU's level, and there is no separation of spell levels. All the other rules will apply.

Hopefully I'll finish this issue before Origins. On second thought, hopefully not, so that I can write up a report. I should be playing in Bill Seligman's dungeon, L'fa, on Sunday with Glenn Blacow and others familiar to these pages. Last year at Origins I was able to play in only one dungeon, and that was a terrible expedition. It was one of those scheduled D&D trips by TSR, and I think it was run by Arneson? not sure. Anyway, fifteen people in a group, about 6 of which actually got to participate. I was an 11th level mage, and our group was formed to explore the local mysterious ruins, which turned out to be a spaceship that had crashed into a mountain. At first we wandered aimlessly around the first level, finding lots of dust but not much else. Oops, forgot: when we first entered we found an elevator shaft (but no elevator). We sent a thief down it on levitation boots, and found the second floor normal looking, but the third was a garden-park area.

The party was transferred to this level by rope, and we set out. We ran into a sea monster while crossing a bridge. I tried out my cold wand, but the thing was something like 80%-90% magic resistant. The thief (who was later voted most original in our group) put on his boots and attacked. I believe the beastie finally left to digest the hobbit it swallowed. We quickly crossed the bridge, found some steps down into a room with some scuba gear in it, but passed this up and continued on. We gave wide berth to a shambling mound and proceeded towards a door.

On the other side of which we found a mind flayer in the middle of a swimming pool. It is 90% magical resistant (of course. During this expedition not a single spell was useful.), so the thief and a fighter swam out towards it. The fighter was stunned by a mind blast, so the thief stopped and saved him. I think the MF was finally done in by missile fire.

When this happened, Arneson (?) closed his notebook and said, "The game's over. You won!" No one saved vs. confusion, so we all stood around for 1-6 melee turns! "No, really! I'm not kidding! That was the ruler of the spaceship." and he went on to tell us the history of the ship, and said this explained how Mind Flayers came to Earth. And he was going to highly recommend our group for the prize (which we lost to a group which wandered around collecting information, and that didn't even meet up with the Mind Flayer. As it was, we still had 1½ hours left in which to play, but it is just as well we didn't. I was bored and was considering trying to kill the rest of the party. Which would have been justifiable, as there was a note on my sheet saying that I had a secret mission to collect as much magic and information as I could without being discovered.).

## ORIGINS II

It's been 3 weeks since I went. I'm too lazy to write about it, but I'll go over a few points of interest. Friday Kask attacked D&D material published without official approval from the great god TSR. Saturday I went to the fantasy gaming seminar, where Dave Arneson (oh, yes. Dave Arneson wasn't the DM I had last year. It was Kuntz.) stressed consistency and completeness for a good world, Lin Carter talked about different types of government not normally seen in D&D games (theocracies, matriarchies, anarchies, etc.), the designer of B&Burrows talked of different magic systems and ways of awarding experience (experience to clerics for proselytizing, to magic users for gaining knowledge, etc.), and Ed Simbalist (of Fantasy Games) talked of a new game soon to be released called "Chivalry & Sorcery" that had almost all the ideas



that the B&B creator had just talked about. In the afternoon I played in Howard Mahler's "first-and-last-time-opened-world". Hopefully Glenn Blacow or one of the Cer-rato brothers will write up this expedition in such a way that it won't sound give away. I was a 7th (?) level lawful cleric (for once not named "Eric the Cleric", as he was a loan from Howard.) who didn't get to do much (I threw one spell) but did get 28,125 gold (What can I say? We were lucky. If it wasn't for Glenn's gypsy-thief we'd have all been dead.). That night I watched an expedition into Glenn's dungeon, Edwyr, which was marred by loss of temper by a few of the players (due to loss of sleep), and will probably be best remembered for Howard Mahler calling Glenn Blacow a Monty Hall DM. The high point of the convention was the trip into Howard's "Magnificent 7" dungeon (7th level types to the 7th level) Sunday afternoon at Bill Seligman's. Let's see, now: Lew Wolkoff's friend's Ranger dies, then Sapienza's Cleric. We hole up in a room. Attacked again. My dwarf dies (our last fighter (we should have had more)), and everyone is overrun. Seligman's friend's MJ dies, then Dan Pierson's (who was a little upset to wake up from a nap to find himself dead.), but we finally prevail. We=Seligman's thief and Wolkoff's cleric left alive. They carry out the ranger (he's worth points). Mahler sums everything up, and we find we are the worst group to ever go in. After futile attempts to bribe Mahler we leave.

ARDUIN GRIMOIRE

Back in A&E 23 Dave Hargrave asks for specific criticism of his Arduin Grimoire. I like much of it, but some of it is random, and some of it useless. \$10 is a bit high at first glance, but it is 100 pages long, and is worth more in useable ideas than Blacksnore, Elbitch Wizz, and GDH combined.

First the bad. No, I shouldn't say that. In general, the rules presented in a few sections are useful for high level campaigns only (i.e. a list for 25 known types of prismatic walls, a list of the 21 planes of hell (3 of which humans can breath the atmosphere for more than a week without dying)). A few sections are random (i.e. a random fog list with a lot of clever effects and such, but which makes it impossible to figure out what a fog will do without testing it out, and a random trap chart with quite a few insta-kills (pits with emerald ooze, 7' deep acid, 1000' drop, mechanical grinder, molten lava, quicklime; ceilings with disintegrate ray, hydraulic roof which smashes everything, life draining ray).)

However, the biggest complaint I have is very subjective. Many of the charts are so much clutter. Admittedly, some of the charts I think are useless will be useful to others. But how often will I use the escape table? The Saving Roll table is interesting, but I see this as a case of playability vs. real(?)ism, and playability wins by ten lengths. Referring to a table that cross indexes monster type vs. spell thrown is a great idea, but I have enough trouble finding my dungeon, let alone my charts. Same argument against detect abilities chart.

Errors (more or less): Mistake to have damage of a fireball divided by the n number of beings hit by the spell, for reasons already gone over in earlier A&Es. The weapon attack chart needs some revision. 2-handed battle-axe is always equal to or better than a 2whrd sword, etc. I'll send a list. The brawl chart looks good, but would be better with what attacks cannot be used with what defenses. Under the monster listings you should include % in lair, not liar. I'll admit to at first being confused by the monster list chart column in vol. 2 that said "% in liar", but can't imagine how this typo got compounded so. Some of the demons listed have no stats. I'll stay away from other items and just say "as you like it".

Anywell, that's about all I can say bad about the AG. I would recommend the AG to anyone who desires more variation or complexity in his game, especially high level campaigns. Just about everyone will find something they will want to use. If you were rich enough to buy GDH, you're rich enough to buy AG. Also, buy now, before TSR sues (rumor #131).

plug: D. Hargrave, 5411 Carl Ave., Richmond, CA 94804

*Eric Hargrave*



THE LAST OF THE LOST MASK final edition

Written by Stewart Levin who has MOVED to this address:  
2729 4th Street South, Apt. 6, St. Petersburg FLA, 33705. But  
as of September the 6th, 1977 will take up residence at:  
13201 Clayton Rd., St. Louis, Mo., 63131.

QUITTING NOTICE

As of today, August the third, 1977 the periodical known as THE LOST MASK will FADE FOREVER FROM THE HALLOWED PAGES OF A&E. (Luce, Shaw, stop clapping) There may be periodic relapses but no continuous zine. There might be articles appearing to upgrade the quality of such zines as THE LORDS OF CHAOS, THE DRAGON & the QQG though.

Adventures of Alan cont.

"Here I am, deep in Lord Earfarl's keep and I am being slowed down by this turkey!" thought Alan as for the fourteenth time he belted the cleric Hmmlly into silence to stop his childish crying.

"It was only a beholder," hissed Alan, "Why did you have to scream!"

"B\*B-B-But is was so menacing and ugly." blubbered the cleric.

"We'll be lucky if your scream didn't awake the whole castle! Now keep quiet, or you'll never rescue your sweetheart." ordered Alan.

~~xxx~~ The cleric sniffed and agreed, while wondering what or who he was more afraid of, Lord Earfarl or Alan. As the twain crept through the labyrinth halls of the keep, looking for the cleric's sweetheart that had been abducted by Earfarl's mercenaries.

Then Alan whispered to Hmmlly, "Got to the door, Now help me left this bar——Uhhh!——Come on Hmmlly heave!" With a clank the bar swung to the side of the portal. Alan entered the room and saw two figures struggling one that obviously the Lord Earfarl and the other was the cleric's sweetheart!

This caused the normally timid Hmmlly to utter a shriek of rage, akin to the mighty roar of a wounded rabbit and to charge the Lord Earfarl (he saw that Earfarl was unarmed) with his mace high, but when the Lord produced a longsword from behind the bed, Hmmlly tried to shift to reverse, failed, and tripped over a fold in the rug and fell, hitting ~~xx~~ his head on a cornerpost of the bed, thereby knocking himself out.

Both Earfarl and Alan were astonished by the cleric's fall so ~~that~~ that neither moved for a second, then Alan sighed, drew his sword and went to do battle with the duke. Swords clashed back and forth till Alan flipped his sword under the other's guard and flicked the Lord's sword out the open window. Lord Earfarl also went through the window and climbed down a tree leading into his courtyard, calling for his guard.

Alan found the girl bathing the cleric's head which had been cut by the bedpost. Hmmlly groaned, felt the blood and said; "Ahh, I am mortally wounded my friend, I go to the last roundup, the happy hunting ground, the....".

"Shut up you pile of dog excrement!" interrupted Alan, "It is only a scratch and if you don't get a move on, I'll....."

Alan himself was interrupted by Hmmlly who said, " Why you're ~~right~~ right! Now that I have gotten rid of that scoundrel Earfarl his just deserts, I must get Crll to safety." this having been said Hmmlly grabbed his mace and led ~~xxx~~ Crll out of the room into the hallway. Alan groaned, muttering to himself, " Why me all the time?" And followed them.



Some time later, while Alan was reading the map drawn by Hmmlly, he chuckled and for once allowed himself a smile and said, "Well friends here is the door that will lead us right out of this castle!" Confidently he went to the door and opened it revealing... a large inner courtyard surrounded by a balcony.

Alan turned to Hmmlly; his face contorted with rage, when from deep within the gongs sounded, followed by the hurried patter of feet followed by the chink of chainmail as two squads of men converged upon the ~~courtyard~~ courtyard.

Cursing, Alan and the rest headed for the balcony and gained it only a few seconds before the arrows struck the latticework. The fusillade kept up for a few moments but none were hit and then it stopped.

"Oh-Oh, there sending in the second string, "muttered Alan, "OK Hmmlly, we are gonna take them right?"

Hmmlly made no sound for he had fainted.

Alan said, "Oh shhhhhh..." While he turned to ~~the~~ Crrl only to find that ~~she~~ she also had fainted."...it!" finished Alan as he turned to the mercenaries that were rushing up the stairs. Quickly he looked around and seeing no exit from the balcony except down he unsheathed his sword Stell and attacked. A flurry of swords with the first three men proved Alan the victor and the fourth man found his way to the bottom the hard way, through the latticework. Alan laughed once then waded in....When the number of men killed reached ten, the mercenaries began to falter, when the number hit 18 a few began to run but were held in check by their commander. when the number reached 27; the commander seeing that Alan had reduced half his force came forward himself to take this worthy opponent. Alan truly weary said to his sword by a mental command or rather, a plea, "Take him Stell."

Then Stell leaped from Alan's hand and engaged the approaching commander by itself! Weaving a net of Steel around its opponent the commander held his own for a few minutes but then with the knowledge of his fate, as the sword Stell gave the commander his fatal blow, the commander turned to Alan, saluted once then died, the life fading from his eyes. As one the rest of the companies of men fled perceiving Alan to be a great demon of some sort.

All but the archers, they began showering the upper balcony so that it began to look like a cactus. Alan retreated behind the latticework and despaired, how could he get to the gate with all these archers firing upon him?

Suddenly a voice in his head began to speak, calm, it cut through his frenzied thoughts and it was Stell!

"Listen Alan," it said, "Listen to what I have to say."

"Yes." said Alan.

"I'm am keeping the archers busy with an illusion ~~of~~ of yourself flying above them, they are brave but are so afraid of me that (Did Alan detect a note of pride and even humor in that mid-voice?) that they will not attempt to bother the balcony. This is all that I can help you for you must use your equipment and your wits and may GORTH have mercy on your soul."

"Great advise." muttered Alan; "Use my equipment and my wits." Peering through the lattice he indeed saw the illusion that Stell had spoken of and then he got an idea. He moved back and tries vainly to rouse his fainted friends. No luck, they simply would not wake up! He couldn't be bothered with their bodies; he needed to be free. So he thought and thought and thought and thought and then said, "I got it, I'll use this portable dingus that I got off that wizard." So saying this he reached into his back and drew forth a shimmering,



round, hole of blackness that seemed to have a feeling of depth. Into this hole of blackness Alan thrust the bodies of the cleric and his girlfriend. Alan suspected some dire enchantment kept them this way.

He then put upon his hand, the ring of Absolute Concealment, the wearer of such will not be detected by sight or sound. Alan then made his way to the front gate only to see stationed there four Hell hounds of the Mountainous breed, who, it was rumored, could smell a man out from a drop of his blood, even though that man be many miles away. Realizing that he was outclassed, Alan left the ~~refuge~~ refuge in a little used guest room and there he liberated his friends. As he opened the hole again, Alan was unsure if his friends were still alive, but his thought was answered by the voices that came out of the pit.

"I have died and must atone for my sins, but never fear brave Crri, I will fight even Satan himself to protect you. I will take him by his horns and his forked tail and twist them around...", Upon seeing Alan, Hmmy gasped, shrieked once, then curled up into a ball. Alan seeing this, chuckled, but started cursing when a pounding on the door started. Acting quickly Alan dumped Hmmy and Crri out of the hole and put it in front of the door, then drawing Stell he yelled, "Come and get me you S.O.B's—unless you are chicken!" The pounding on the door continued with redoubled fury, then turned to crashes as axes were used to chop the door down.

The door collapsed inward and three fighting men followed the door into the pit, the fourth fighter, seeing that he was outnumbered, turned and ran, but fell later with an arrow in his heart. Alan, wondering who had fired the arrow looked outside the door.

He saw: 89 guardsmen, 5 hell hounds 12 ogers, a Nickolai Shaper (distinguished from the western variety by two left feet; the western variety of Nicolai Shaperette is much worse and throws a bore spell.) Two superheroes, a squad of archers (and a partridge in a pear tree thought Alan)

"Alan! We know that you are in there, come out ~~xxxx~~ and we will give you safe conduct but you must hand over the girl!" shouted a voice from the group.

"I'll see you roast in hell before I do that!" shouted Alan. He then closed up the portable hole, dooming the three men inside to suffocation. Alan asked Hmmy, "You got any spells that will get rid of this bunch?"

"Only one that was used to scare children,"

"Great"

"Should I use it?"

"Sure, go ahead, its really going to affect them."

The cleric began conjuring, "O most holy (in the head) Seligman who I amasking for this boon (chant, chant), OM-Panny-Anny-Titan!"

Alan woke up a few hours later and viewed the shambles of the hall and what few scraps that was left of the enemy.

"What happened?" he asked Hmmy.

"That was the spell that was used to frighten ..."

"Alan interrupted, "What kind of children?"

"Titan." replied Hmmy.

They made their way out of the castle (now in ruins) and Alan picked up his reward and left into the east to seek some new adventure.



NOW FOR SOME MATERIAL OUT OF GM'S AND DM'S!

BILL SELIGMAN- You sir, have moved and did not send me a forwarding address; also the new address on your last column was blurred in my copy so I am producing the material in A&E. Please send me your new address.

KAY JONES- If what Bill and I have worked out is true, there will not, repeat NOT be any romantic interest or liason (as you seem to think) The main action for the woman in it is to get the men to run in their dungeon or the men to run the women in their dungeon! PAX!

Songs

Title- THE OLDEST ESTABLISHED

The playboy resort wants a grand  
But we ain't got a grand on hand  
And they now have a lock on the door of the basement of Horacul-  
ter Hall!

There's the stockroom behind Gygax's bar  
But Mrs. Gygax aint a good scout.  
And things being as they are, the back of THE DUNGEON is out!

So the Playboy Resort is the spot,  
But the one thousand die 8's we ain't got.

(Enter a crowd of gamers, who see Stewart and they go into:)

Why its good ole reliable Stewart, Stewart, Stewart, Stewart  
Levin! If you're looking for action, he'll furnish a spot. Even  
when the heat is on its never too hot. NOT for good ole reliable  
Stewart, for its always just a short walk; To the Oldest Established  
Permament, Floating Gamboling game in Lake Geneva.

There are well-heeled players everywhere, everywhere, there  
are well-heeled shooters everywhere.  
And an awful lot of lettuce for the fellow who can get us...  
...there....

If we only had a lousy little grand, we could be a millionaire!

That's good ole reliable Stewart, Stewart, Stewart, Stuart  
Levin. If the level of your characters you want to increase, he'll  
arrange that they will die in quiet and peace...in a hideout  
provided by Stewart, where there are no editors to squawk, it's the  
Oldest Established, Permament, Floating, Gamboling game in Lake  
geneva.

WHERE'S THE ACTION!

WHERE'S THE GAME!

Gotta have the game or we'll die from shame....

(Slowly)

It's the Oldest Established, Permament, FLOATING gamboling  
game in Lake GENEVA!

end of the song



Sue me

You promised me this  
You promised me that  
You promised me everything under the sun  
But you give an excuse and you're grabbing your dice  
and you're off to the Cons again.  
When I think of the time gone by, (Kay, Kay)  
and the way I try (Kay), I could honestly typo!

Call a magistrate and sue me, sue me, what can you do me,  
You'll play soon.  
Use your wand and freeze me, freeze me, go ahead and freeze me.  
You'll play soon.

The best months of A&E I wasted waiting for you...

Alright already! I'm just a chaotic! Alright already, it's true, so  
new... So freeze me, freeze me, what can you do me You'll play soon.

Bat, you're gamboling here  
You're gamboling there  
You're gamboling in every dungeon,  
all except mine,  
And I'm sick of my characters <sup>being</sup> up in the air,  
Till You're back in the morning again.  
When I think of the time gone by, (Kay, Kay)  
When I think of the way I try, (kay)  
I could honestly typo!

Do a spell and stone me, stone me, what can you do me, You'll play  
soon.

Write a zine and blast me, blast me, what can you do me, You'll  
play soon.

When Blacow catches up to you, don't look to me to help you out.....

ALRIGHT ALREADY, so call a policeman. Alright already, its true so  
new so freeze me, freeze me, what can you do me, You'll play soon!

(g... You're at it again, the gamboling game, my characters will not  
play second fiddle to that. I'M sick and I'm tired of stalling around  
I'm telling you now that you're though. — When I think of the issues  
gone by and the way I try, I COULD HONESTLY TYPO!!!!!! (Kay)

BLAST ME, BLAST ME, shoot arrows though me, you'll play soon.  
\* \* \* \* \*

The preceding songs were copied from a record(33) and run at a speed  
of 16 to capture and bring them to you. Comments will be gratefully  
accepted as I will still be taking this zine. (A&E) Any who can do  
better will kindly send a copy to me and bill and publish it in  
A&E sil'vous plait! I did make some mistakes but I am out of cor-  
flu so if I get some before it gets out... Corrections are as follows  
time should be changed to issues in some of adelaide's speeches.

Also you could substitute this line  
"Freeze me, Freeze me, Give me a Frisbee ..."



LLM-6

PARTING COMMENTS ON A&E #24

DICK ENEY- GREAT COVER!!!

LEE GOLD-Nice to have been with you this long. thanx for the good monster abilities, Boy will my players be surprised!

JAY SAYLOR-A lesson in humility is hard to learn isn't it? Jakoo are great

KAY JONES/NICOLAI SHAPERO Talk about zany actions! I met a friend of Nicolai's whos name is Kieth and lives in Clearwater FLA and my brother and I were CURSE THIS TYPEWRITER!!!! As I was saying, and I were invited to play in a local DM's dungeon. These players are the overly cautious type so when they took over a half an hour real time to investigate a corridor and they sent my character Karn 2nd level FM (good in a fight but not too wise and has lots of chutzpah) down it tied to a rope. Well I cut the rope and let out a scream and finally got some action! The party judged me insane after I told them about a non-existent Scarabe of Insanity. THEY BELIVED IT! So they tied me up and I cut myself loose with some daggers I had hidden in my boot and then proceeded to scare the party out of the dungeon with noises and screams! I was helped by the appearance of a Minotaur and was rounding out the rout when joined by a few trolls at the enterance/exit of the dungeon, so now the party is caught between trolls and a minotaur and I'm sitting back and enjoying it all. Oh---by the way, Karn is a chaotic.

SCOTT NORTON PAY UP!!!!!!

You owe nicolai 38.50 and me you owe an adventure writeup!!!!  
Lew Wolkoff- Coops! The claw does 1D10 plus strength bonus damage. Whipsclaw monsters are already been called "The Arm of the Oger" On your Appolonian priests the spells are lacking duration otherwise fine.

KEN PICK -Some more adventure write-ups PLEASE!  
Guardians being killed! HORRORS!

LARRY STEHLE\* Bill Bleuel could takesome hints from Karn. (See comment to Kay Jones/Shapero.

JON PICKENS- Illusionist class usable but Prismatic Wall at 7th level  
NO! NO! NO! NO! NO! NO! NO! NO! NO! NO! NO! NO! NO!  
And what about ep levels:(Experience!)

GLENN BLACOW-If possible, I am still awaiting for your promised letter since May 1977. (40 yrs later--I got it!) The letter at last note was written but not sent;it was about your magic system! oops! just read on there it is! Sorry. As WHIPSCLAWS now, I digress a whip in the hands of a master is very good against someone in plate! It can drag a person off his saddle, knock him off his feet, entwine and grab his weapon---the lists are endless! Agreed it couldn't do him damage but it can pretty well keep him helpless so the claw can behead him!

CARY MARTIN- I recieved a piece of hate mail(I think it was that, I couldn't find the insult)concerning you and right now I am apologising to you---Poor Devil! Anyone who plays D&D like you do should be humored in their--ahh, shall we say, eccentric behavior?

PHILLIP MC GREGOR-Interesting World setup that. How about some adventures being written up.

CHERYL P. Lloyd-something in your column was good---I butchered the last half of your zine for it.



ROBERT HOLLANDER-Get out of the saloon and into the dungeon ok?  
CHRIS PETTUS \* Something is wrong with your calculations

1 turn=1 min.      1 mile=1427 yards  
1"=10 yards      36"=speed of selected dragon

360 yd/min = speed of dragon      15.13665 miles/hr.  
X 60 min = 1 hour      1,427/21600  
21,600 yards per hour

The speed system for D&D is still wrong/crooked/wedged but you had your figures wrong. Following similar lines a human as you detailed last issue would have a speed of ~~xxx~~ 7.135". Not 133". Maybe you were using the turn thing as 10 minutes instead of one min.

MARK SWANSON- Great Gorp! Unless I miss my guess either all Kevin's monsters have intelligences of 18 or he has a super-kill dungeon. Both of which I doubt! It seems that I have got to play in Kevin's dungeon. Kevin, if you will be in the St. Louis area from Sept.-May when I move back there Sept. 6th. I would like to play in your dungeon and see and decide for myself.

Mike Gunderley- Thank for moldmen and Komodos but, should'nt mold men have a chance of giving the person hit a mold type of disease? Darédevils are good---weird, but good.

THE ONE TRUE WAY --Reminds me of the time I had to throw out some garbage for my parents--excuse me for a moment

RRRRRRRRRRRIIIIIIIIPPPPPPPPPPPPPPPPPPPPPPPPI!!!!!!!!!!!!!!!!!!!!

Now, I got that piece of garbage out!

Kay JONES- Thank for the Wands-Staves and rod table!

WUNDERBAR!!

JOHN T SAPIENZA- 22 pages of useful information and its all mine!  
THANK YOU VERY MUCH!! Also thanx go to Regina Cohen for her special missiles table!

BILL EYRE- Hi bill, wondered what happened to you, can you send me a letter about it, especially about those phone calls! Tell your pal Mark Jones that I am holding \$4.21 from his account in the campaign; if he wants it back, he must write me!!! Please nub your ghosts. My brother Steve wants to know how many eps does one get for knocking off Sauron(Remember GenCon?, Remember the Rhine...).

SANDY McIntosh- FANTASTIC COVER on ClearEther. How about an conception of a Demon Fighter?

CLEAR ETHER Mr. Konkin, I do note that Glenn made a comment about your last issue and you haven't answered it yet---something about how you were moaning about copywrites and now you are demanding recognition of your own "copywrite". Any comments?

ABCDEFGHIJKLMN OPQRSTUVWXYZ12345678910abcdefghijklmnopqrstuvwxy z

So ends a year of writing in A&E. I might be back and I might not.(Stop cheering) Any of you who may have notised some overly caustic comments in this thing, well, you won't believe this,but, I ran out of stamps!

Goodby and Ghod Bless your travles,



VISIONS OF A WATCH #1 (A&Ezine #10)  
I WAS AN ORC IN THE NAZI HIGH  
COMMAND is no more

by PETER CERRATO  
200 W. Village Ave. #2E  
RVC, NY 11570

CHAOTIC COMMENTS KILL 24

(meaning this is going to be a random idea/comment zine.)

ORIGINS '77: AT the D&D seminar, Tim Kask mentioned that he felt hit points represent a fighter's ability to deflect blows; at OHP, his defenses have fallen and he goes down. That would suggest that if a fighter didn't take all his hit points, in the next battle he would have all his hit points back even if he wasn't cured--because in effect he hadn't really taken any physical damage in the last battle. This raises some other questions: do Cures add to your defensive ability, why should non-combat damage (from MUs/Cs) be taken off your defensive ability (HP), etc. I'd like to see somebody who uses this system answer these. Also, what do hit points mean to you, and do these same questions apply?

Magic and Metal: I just had an idea that may explain a few things. What if it is that magic is attracted to metal! This would explain why MUs can't wear metal armor; if they did, their spells would backfire. Also why fighters have worse saving throws: their metal armor attracts magic. Instead of metal degaussing magic (if so, fighters would get better saves) it makes more sense for it to attract it.

False Alarm Rolls: Most D&D games lack a sense of uncertainty; what you hear is really there, etc. When the DM says you hear something, you can be sure it's a monster. Why not have a False Alarm roll, rolled when you roll for wandering monsters, based somewhat on the characters' level. The more experienced are less likely to sense something that's not there. A 1st level that's never been to a dungeon before (but has heard nasty rumors) may hear a Balrog around every corner! (A way to do this would be D6 above the party's average level.)

Glenn Blacow: Would you allow someone to research "Concentrate" that would let a MU keep two spells prepared after it was cast? What level would it be?//I hear Slavus the Clever likes practical jokes? (Could you recount some interesting ones?) Imagine this: a party with a Melnibonean MU comes up an impressive throne and the MU volunteers to sit on it. When she does, she makes the embarrassing discovery there was a whoopee cushion on it. She'll never live it down!//A treasure (?) commonly known as DM's Delight: The Crock Pot.//Re: Klutz-factored Magic: I can understand why skipping rounds of prep time would increase Klutz Factor, but why does having used that specific spell before add to klutz? Shouldn't it be the reverse: the more you use a spell, the more you remember it and the less chance for mistakes. If the K-factor for throwing a specific level spell now (in relationship to how many other spell levels you've used that day) was what you calculated it would make more sense. You could have the first spell of the day have zero Klutz factor (unless prep time was skipped). Then for each spell you throw, a % would be added to your total Klutz Factor. This % would be less than the ones you use now but based on the same things: INT, Level, Spell Level. It would take some playtesting to get the %s right, but I think it would be worth it.

Cheryl P. Lloyd: May the FORCE be with you! Just the thought of "The FORCE Conspiracy" is great. Can't wait till those buttons come out! Incredible fun!

GOODBYE SMALL DREAM PEOPLE....



Babylon #9 For A&E  
212-767-4620

Howard Mahler 7-16 Legett Place  
Whitestone N.Y., 11357

I had the pleasure of attending Origins. Although I had signed up for the Diplomacy Tournament, I never played. I devoted my time to D&D.

I arrived on Friday, and played in the D&D tournament. It was run by people from Dave Arnonsen's original Blackmoor campaign. In my opinion it was not the proper thing for a tournament.

Firstly, there were 12 players, leading to the inevitably of a strict caller system. Many of the people with low level characters (they were pre-set) could not really get involved.

Secondly, there was a goal to reach, I believe it was a dragon's lair. However, there was no way to find it, except by dumb luck. In the limited time available, my party used all our means but were unable to make any progress.

Thirdly, it was mostly corridors relieved by mass combat (very time consuming). It was just plain unimaginative, especially for a special piece made up for a major tournament.

My general ideas on scenarios for a convention are as follows:

1. Limit it to a reasonable number of players, perhaps 5 to 8.
2. Have each of the players control a character or characters of roughly equal level. Make sure each will have important input to the events. No character should be superflous.
3. Do not make the characters of a level or type that the GM or GMs are unfamiliar with. The GM should have handled similar parties at least several times in the past.
4. Besides considering the GMs experience, also considering how experienced your players will be. This is tough to gauge. Most people enjoy the chance to play characters a few levels above what they usually play. However, if it is too high, they can't handle it.
5. There is nothing wrong with having a specific goal. However, then you must make sure that there is a plan of attack that inteligent players can pursue to follow the path to the goal. Prefeably there should be more than one path to that goal, or even a choice of goals.
6. Never have it hinge on the players figuring one simple puzzle or riddle. No matter how simple it is to the designer, it is sure to be tough to strangers. Also how do you think people feel about wasting their time, without realizing they've blown all chance for success. This does not mean that the solution of a riidle can not be put in so that it aids the chance for success, but it should be possible to succeed without it.
8. Gametesting is a must. Your sure to spot some bugs.
9. Assume strangers playing together for the first time, will take at least twice the time you expect to play the scenario. Take this into account when designing the scenario.
10. Many things that work in a usual expedition do not work well in a scenario. Keep away from needless time consuming aspects and needless complications. For example, the hour long melee when you only have 2 or 3 hrs. total usually makes little sense. Also complicated discussions on the background of the world belong elsewhere.

(continued next page)



11. This suggestion many people may find unusual, but please think about it before commenting. Have the players all receive the same score (assuming there is a scoring system). The conditions at a con are unusual. Strangers who may never meet again, are thrown together to play a game. Part of the fun is getting to know the other people. When it is made clear, that no matter what, all party members receive the same score, the players can cooperate to the fullest. It is so easy to try to gain at another characters expense, particularly when there's no chance for revenge and no continuing relationship.

I'm sure I forgot to mention something I wanted to. Please feel free to rip apart my suggestions. However, first let me define what I call a scenario, and what I was discussing.

#### Convention Scenario:

1. Has preset characters (or perhaps a choice from a list of preset characters). This means everything has been assigned such as equipment, magical items, etc. (In systems where you choose your spells before you go down, this may either be preset or left to the players. However, this is the same for all groups of players.)
2. There is a carefully and completely planned set piece for these characters to play in.
3. It is set up so that one or more GMs can run through groups under as nearly as possible identical conditions.
4. A scoring system is usually present, although it can be dispensed with.
5. Each group of players only plays in it one time.
6. Characters are not retained after the scenario is over.

After the D&D tournament on Friday, I ran into a fellow from New England who was going to run his dungeon. I played in it both Friday and Saturday nights. His name escapes me at the moment, but it may have been Ken Blakehow. Perhaps the Cerratos remember.

In any case it was totally unrestrained. In only two expeditions to the first level, my dwarf Borin, made it half way to 2nd level. fighter, got a +1 shield, and a +1 sword with detect evil. Also he got a permanent raise in strength from 12 to 13. On the 2nd expedition he even got killed, but was raised back in town for free!

On Saturday I played in an expedition in John Corradin's world. Unfortunately the dwarf fighter I'd been provided for the expedition, was poisoned by a giant spider.

This was an example of why I early on switched to my method of running poison. In John's world, you save or you die in about 1 hr. In my world, a basic dose of poison does no damage if you save. If you fail to save, it does D6 hits initial surge, and then 1 hit per melee round; then you get additional chances to save. Larger than man-sized, once every 10 rounds, others once every 20 rounds.

In any case I had to leave the interesting expedition in John's dungeon, since I'd promised some people I'd run my dungeon at 3:00.

It was the first time I'd ever allowed characters from another



world into mine. I do not plan to make this a regular policy, but things worked out fine this time. Everyone took a 6th level character of one of the "standard" classes. Also they took along only one magical item (subject to my veto). Since all the players were reasonable types there was no problem. (There was no one who tried to take a snake MU, for example). I should write up this expedition further along. It was not typical for my dungeon. It was more successful than most, and didn't involve any combat at all!

Finally on Sunday a bunch of us went over to Bill Seligman's house in Brooklyn. I ran a scenario "The Magnificent Seven" that I had run at PrinceCon.

It involves the players choosing a total of 7 characters from a list of 7th level characters. Then this party explores a mini-dungeon, equal in difficulty to a 7th level. They leave when they want, and the party result is scored.

Bill Seligman played Jecko the hobbit thief; Lew Wolkoff, Aaron the cleric; John Sapienza, Elijah the Cleric; Dan Pierson, Blume the MU; Victor Goldberg (a friend of Bill's), Cygax the MU; Eric Haines, Bombur the Dwarf Fighter; and Donna Gause (a friend of Lew's) Harry the Ranger.

Everyone was tired from a long weekend. Also they were perhaps too cautious with their use of spells. They scored only 228 out of 1000. By far the lowest score to date. Dave Parker who had the former low of 372, can now feel better. (A low score can be the result of poor luck, particularly in hitting all the wrong rooms. Only a very high score really has much meaning. In that case, we know you played well).

Thanks again to Bill for being a fine host as usual.

Below is a write up of the expedition I ran on Saturday (not "The Magnificent Seven"). This is the usual format I use to write up all expeditions in my world.

<u>Expedition #99</u>	July 24, 1977	Origins III at Wagner College, Staten Island
Radagast MU8 (Bob West)		Boeing, Regnar, Zulika, and Lencal, all arrived in the Land of McGoo via a strange experimental spell, called Gate. They,
Pious C8 (played by Eric Haines)		joined together with some local adventurers, to follow a map that Radagast had obtained to the 6th level of
Lencal the Lone C8 (Judson Main)		"Castle Cruel". (All members of the expedition agreed to go for an equal share as per the custom locally.)
Zulika, female human T6 (Glenn Blacow)		(Note the "Hireling" were non-player characters, under the joint control of the players, with veto power with the GM.) Amazingly they took the long and round about path to the 6th level, without a single wandering monster.
Boeing F3 (James Cerrato)		(The 6th is the lowest level yet explored. It is very dangerous, but with high rewards; both of course in the context of my world.) After two uninhabited and uneventful rooms, the map showed a door where none
Regnar, Ranger 3 (Peter Cerrato)		
Goodguy, Paladin 2 (Hireling)		
"Smokey", Werebear (Hireling)		

(continued next page)



Exp. #99 (continued)

was visible. Those members of the party who were able to locate the secret door, including "Smokey", were unable to open it. Radagast, who could not find the door, threw a Dispell Magic at the area. He must have dispelled the Wizard Lock on the door, since now Smokey was able to open the door.

Inside was a statue of a Wizard. A plaque on the base had a lament in Elvish to the fall of Luinrandir. Radagast, whose benefactor Bullroarer had been there, told of the so-called "Arena Battle" in which Arn the Cerulian Blue had perished (Luinrandir in Elvish).

Also their map now showed the location of a secret panel and had an inscription in Elvish, "

When the pilgrim of blue left us,  
The forces of good felt a blow.  
But loremasters found to 'suage the loss,  
Brave ones to 'nother world must go.  
Ten coins of gold and wizard's scroll,  
To open a gate for adventurers bold."

Upon opening the secret panel, they found a scroll for a gate spell. It would open a one way portal to another dimension. The problem would be that they would have no means of returning. Also there was a pouch containing 10 gold coins. Another complication was that the scroll would only function from their present location.

They decided to sleep overnight, to restore Radagast's spell points. Fortunately the two blue dragons that wandered by during the night were unable to locate the secret door. (Under my wandering monster system, there's only a 1/3rd chance that a monster will attempt to come through a secret door).

Refreshed in the morning, Radagast used read magic spell and the (one use) scroll, to open up the black portal to another world. When the party passed through, they found that 1 minute in the old world equaled 100 minutes here. Also they were standing on a plain about 3 miles in radius, beyond the plain was "nothingness".

Near them was a square structure, about 100' x 100'. On each side was one door. They each had one picture of an animal on them: Unicorn, Pegasus, Griffin, and Horse. Also by use of a Detect Manna spell, Radagast found out some bad news about how magic worked in this world. He was not disturbed by the limit to only 4th level spells or less; however, the fact that he would recover his spell points only every 100 days rather than once a day was a bit of bad news! Especially when you remember that they had a weeks rations each. To add to the troubles the clerics seemed to be cut off from their gods; thus no create food spells were possible. Remember they had no way back home.

They found that each of the four doors would admit only one person. Also that ESP was cut off by the walls. Finally, Zulika, Radgast, Lencal, and Regnar were inside each seated on a statue of the animal depicted on the door they had come through. Yes, it was a merry-go-around.

(continued next page)



The four inside had 6 of the gold coins (from the pouch in the secret panel) among them. Each animal had a slot for a coin, ordinary coins failed to work. Interestingly, when they had entered they had each found themselves on their respective animal. There was no way out visible. Their attention was drawn, by a dispenser of rings, to be grabbed as the merry-go-round went around (presumably). Unfortunately it seemed to be in the up position.

One of them put his gold coin in the slot, and they started revolving and the dispenser of rings went into the down position. As they went by they each tried to grab a ring. During the 5 revolutions the coin provided Zulika was the only one who succeeded; she got 2. As the ride ended, doors appeared to exit by. However, after some discussion, they decided against leaving or even switching in Boeing with good dexterity. There were still more golden rings to be had! Things went about the same on the next three rides, with Zulika getting 5 more, and Radagast getting one. On the use of their next to last coin, Zulika managed to get what appeared to be the final two rings. Number ten (the final one) was not a plain band like the others. It was set with a large red gem.

They now decided to exit the structure, each by his appropriate door, carrying the rings he obtained. The four party members who were waiting outside on the plain, were glad to see them. They were even gladder to see a gate appear as Zulika emerged with the 10th ring of the red gem.

Having nothing else to do, they decided to see where this gate led (it was completely black, so you have to pass through to find out.) They went through, being careful to leave 30 seconds between themselves. (They were correctly worried about the differences in rates of time flow.)

To their great surprise they found themselves standing in a large pool, in the central square of a large city. Behind them in the center of the pool was a statue of the goddess of justice "Janda". The townspeople seemed none too happy over this trespassing in the sacred pool.

Fortunately Pious was a patriarch of the church of Janda, and was able to talk them out of it. They were in the land of Janda, in the capital city of Bayside. (About 200 miles downriver from Quincy their starting point.)

During their interview with the regent of the city, Gene of the Lying Brook (former companion along with Howard Mail-Baggins of Arn the Cerulian Blue), they found that the ring with the red gem had belonged to Arn and was called Narya.

Radagast was given the ring (it was only usable by a lawful MU) by the party. Zulika was given four sleep scrolls by Radagast to reward her for her efforts. The other 9 rings were found to be non-magical, but worth 25,000 g.p. each; they were a rare alloy of mithril and gold which no one now knows how to produce. A rather successful little bit of work.

Note: This was one of a handful of expeditions that might have been termed puzzle expeditions. They require a great deal of work to set everything up in advance. However, I think they are worth it, at least as a change of pace. As with most of these, the abilities of the players are emphasized, along with those of the characters. Also, the players had many chances to go wrong. Although some of the precautions were unnecessary, most were not.



Many Worlds

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

A&E #24: cover very good, Dick. It looks like my last DM.

Lee: The special abilities are good, but there may be a problem if they're used in a dungeon in which adventurers do not get as much of the good life as in some.//How do you feel about Elfland dwar clerics? Swanson thinks they would do better interacting among Elves, but can interact with humans to a limited extent.//A Cleric-Bard is okay; a Cleric-Thief might be if you can convince most DMs that thieves have enough morals to be clerics and can be lawful.//Dropping doors on bad-asses sounds like fun.

Kay Jones and Friends: I met Kevin Slimak in Boston. He spent most of his time in the expedition in the men's room of Goree waiting for the Knights of Dark Renows's Lightning Bolt Magic User. Unfortunately, or was it fortunately, the MU was out of town. Kevin ran the Man in Purple, a cleric.

The best way to stop a cheater is to Klutz him. The risk is not worth it.//You can be sure if Ja'ala meets Benjk Darklight, my half-Melnibonean thief, he will be suitable grateful.

Nicolai Shapero: Is the demon also honored when the player blows him away? You can avoid a +1 umbrella...or a demon. Slavus the Clever can be reasoned with according to Jeff May and Steve Simmons. If you want real thrills, go down into some dungeon as a member of a religion not in their world, knowing you can never come back if you buy the store. I believe in risk and in hard dungeons, but I feel permanent kill is like dangerous curves; you need a sign to warn people about it.//I like the random monster table.

Lew Wolkoff: Garga says hello to her little Prune DANish, Rab Cuthbert. (Garga is my half-giantess who protected a certain prude danish now a Rab again in a place called Harry's Hole at Midamericon.)//Write me about selling Flash, Trebleth.//Priests of Apollo are good.//I thikk the record for a character's age is held by the D&D PBM game Telus (Fred Bolin) with a 9-year-old girl Lia and 8-month-old boy Grimhold. run by players.//The Spectre Increased Kharoitec's family treasure. Gee, he got a treasure increase and didn't have to refight a monster for it!

Ken Pick: your material is good, especially the idea of families in D&D characters.

I really thought Pernese dragons had morals and some say in what they did, so Quizzec wouldn't have an easy time of it. I also thought one dragon chose one man and that their taste was usually very good. Be sure to let us hear about underpeople.

Jon Pickens: No Paul Jaquays wasn't ki-ding. In his mini-dungeon he had dragon's breath and mouthwash. And there was indeed a loss of charisma if you didn't use the mouthwash.//Good illusionist material.

Decker Martin: You have some good ideas. The trouble with Clieve's brava was he ran into one of the few people who would call his bluff and get after him all at the same time. If he ran in certain dungeons and met some non-player characters, the results would have been more permanent.



Glenn: I never said the Pink Horde was harmless in any way. I told Blake that if your mother told you anything was easy in Edwyr, you'd better see if she likes your brother best.//Your neutrals like being doormats for Lawfuls and Chaotics? As to saving one's own skin, he who sacrifices honor for life deserves neither. But neutrals should have a way of controlling rip-off artists.

Tim Hain: Have you tried transparencies in layers like those used in bio books for world building.//Some DMs give elves special sexual attractiveness.//Was the book called "Back Then"? I thought Dragonsong was a projected book combining White Dragon and Back Then into a larger book. It isn't out yet but will be soon.

Folks will be happy to know that my elf Jale used the javelin Vardis researched out of Carnelian. It's a spell. Jale Whiteson called Bowquick (originally John Quickbow) and his brother Pele Whitmoon called the Pius (originally Pepe the Pious) bought Silent and Javelin from Vardis and Beardaughter in Carnelian recently. Javelin is known as Magic Spear in Edwyr. Mark also allowed a special characteristic out of Tyldarien to be used for Pele who was born here and has +2 on cures. This was in Gorree.

But darn it, Mark, why did you have Pele and Jale turned Old Orthodox over that unavailable suitable neutral religion for male non-humans. Look for St. Fortarai in Old Orthodox. Jale enjoyed meeting Dalin Tarhalen, twit Dwarf, and the Brothers won't forget your twits, Glenn. Is it true that Jack the Slasher and Dick Dastard are going to join the Cult of Priapus as senior patriarchs?

Jason Saylor: how do you subdue a Vorch for transportation?

Phillip McGregor: I appreciate your letters very much. It turns out there was jousting armor towards the turn of the 15th century, but you are right, nobody ever got lifting into a horse and none of the specialized jousting armor was used for combat armor. You are also right about the balance of Chainmail.//You mean to say that because Jack the Slasher is a devoted rapist, he is lawful. Shame on you, calling Jack a nasty name,...but according to your view, that is correct.//Good techno ideas.

Robert Clifford III: Good monsters.//With the golden golem, the metal from which they were made can be their undoing, right?//Does the master assassin know how many assassinations his demon has left?//The reincarnation table is interesting. Got any horses?//How does a soul permanently trapped get to reincarnate into a new body?

Cheryl Lloyd: I like your Naming Chart. I love Celtic names anyway. A good potion table. Love your Gods and emigods. When will New Rome visit the New World?

Robert Hollander: love your story

Jeff Pimper: "Castle Dungeon" refers to the castle dungeon playtested by Gary Greke at Chicago Diplomacy con for E. Gary. Greke who originally had a feudal game of Ancients had a castle like Aronson's Blackmoor which had a dungeon added, and you know the end of the story. Incidentally, the name of the club was Castles and something.//This all happened a year before D&D hit the market.//I loved your Archive figures. You did a fine job with my order.



Chris Pettus: You'd love a room in Zeldbar, Scott Jones' dungeon; it is a typographical error room.//Didn't the hate monster in its stronger form make its first appearance in a S&S work by Fritz Leiber? The monster can be beefed up by having a chaotic sect send it out to destroy their enemies. If the parties withdraw from the fight, then the members of the sect are weakened and can't send another monster for some time as it drains their energy too much.

Mark Swanson: enjoyed meeting the Knights of Dark Renown.

Mike Gunderloy: Dark Elves are neutral/Chaotic?//Neutrals need a breakdown in alignment just like chaotic and lawful.//Good weapons chart.//Daredevils have possibilities; maybe they are right.

Steve Marsh: love your song.//Would Elaijiaes consider analyzing for a rpize. Carnelian is looking for an MU3+ who wants do do an analysis for Vardis Oathlady on a spell she has in mind. Contact Lee Burwasser.

Gareth Kantz: love your tale of Temporatana.

Howard Mahler: your spells make sense.//Anyone who can put up with John Boardman for a whole con deserves a medal.

Kay Jones: good magic item table.

James Cerrato: Can a Draining Sword be forced to reverse its soul-sucking and return the soul? It's said the monsters should have equal advantages to the adventurers, but no adventurer except for a chaotic can soul drain. So why not have a way of reversing it?//I loved Star Wars too.

William Taylor: Thank you for the Dungeon Masters' Song.

John Sapienza, Jr: I like Forceblade. How do I get a DM to accept it? //Why not give a clerical power to a Holy Sword? Soul returner? Demon blinder? Demon dispeller? Undead Dispeller? Dispeller of Cursed weapons?

Bill Eyre: Good idea on class advantage.//Gee, a MU in Goree recently killed a fighter who was down in points with a dagger; the MU was high level and dexterity.//Thieves are good scouts.//

Samuel E. Konkin III: I like yur flyers and hand movement. Thumbs up, live. Thumbs down, dead. Sandy's artwork is excellent.

Peter Cerrato: Some DMs use friendly persuasion to discourage rip-off artists. You have to use friendly persecution on players. // A way to get back constitution points lost to dying. Good.

Nick Smith: clear and precise explanations. I'm all for such things. I got Judge's Guild stuff; it's good.

Eric Holmes: you might contact the Burroughs Bibliophiles.



From the Electric Quill of Mike Gunderloy, 3176 N. Divernon, Simi Valley, CA 93063. Phone (805)-526-4191. However, by the time you read this, I shall be at Cal Tech, and there will consequently be a delay in getting mail to me, and phone calls are useless. I will be publishing my new address next month, when I know what it is.

COMMENTS ON A&E 25:

Don Rice III: Changing all Gold to Silver was what we did here, even if my description didn't get that across. For what it's worth, this was originated by the First and Last Triumvirate (Me, Frank Comito, and Rick Boerger.)

Jon Pickens: For details on the two types of rapid fire crossbows that I sell, see below.

Cheryl Lloyd: One local addition to your misuse of spells section: Stone-Flesh on a wall. Makes it much easier to hack your way through when the doors are sticky. ("Hey, Mike, how much experience do I get for killing a wall?")

Richard Dennis: Very interesting bit of history. Got any more? ///Um, can I ask a stupid question? Seems to me that a 1-100 die roll averages more than a 0-100 one, so that the product of two 1-100 die rolls should be greater than that of two 0-100 ones, right? Why not?

Wesley D. Ives: Actually, I had read your system for RDR's in the Dragon, and used it for a while. I dropped it because it was too much die rolling. I may well switch back to it now, as I can program my calculator to do the work for me...

Peggy: No, No, NO! I was not ripped off by the players, I was ripped off by the dice! All of these obscene 1/6, 1/10, 5%, 20%, etc. chances kept coming up! And the players were rolling 18+ on the attack dice! and the mage was rolling 03% on his "Break domination" roll, when he needed 30+. Also, one chance kept refusing to come up: the 5% chance, each, to screw up the teleport. Although most of the Teleporting was via a room full of screwy dimension doors, which I became Very Sorry about putting in. ///Are you sure you're talking about The Arduin Grimoire in your last-but-four comment on your third page?

Ruach Shaddaih: Thanks for the defense of Gary Gygax to balance all the criticism. As one local is fond of saying, "Goddamnit, stop blaming everything you don't like on Gygax! Without him, you wouldn't even have the game in the first place!"

Alan Davis: Welcome, Thank you, and thanks for the monsters. I'm using all of them.

Bill Seligman: Well, if you want to be just "good" as an alignment, you take Chaotic/Good and do good regardless of the laws and/or consequences. Similarly, to be just "Evil", you can play as Chaotic/Evil and be as nasty as you like. ///I don't know where you get 40 contributors; there have been over 75 in the last 4 issues alone. Shucks, I can't even afford to send Christmas cards to that many people.

Jim Eckman: Gee whiz, if everyone in A&E had a 16-pitch typer, we wouldn't have a space problem. Or if I stopped babbling...

John Sullivan: Huh? If a wight is on the 4th row of the turn-away chart, and has three hit dice, how than does it have ONE Energy Level (Page 2, paragraph 2)? Help me, I'm confused!

Steve McIntosh: Anderson Elves, Tolkien Elves, Norse Elves-- What in blazes are regular D&D Elves??? P.S. I like them.



Gareth Kantz: True, the comment in question was to Alex Melnick. Hope no one is too confused

It's going to be a long and mixed bag this month. Simi Valley in July and August is BORING!, so there's nothing to do but play D&D...and of course invent new rules.

QUESTIONS:

1. Does anyone know of any work that has been done on the following races and/or character classes: Slavers, Fremmen, Sardaukar, Tleilaxian Ghola, Face Dancer, Sacerdote, Valerian, Velantian?

2. How do you people run a potion or ring of Delusion?

3. Can anyone explain how a dragon or Pegasus can get off the ground, in view of wing loading and the square-cube law? If it's "magic", what would a "Dispel Magic" do to a dragon on the wing? (Or for that matter, can one dispel dragon breath?)

4. Do any of you folks have the En Garde rules? If so, would you be interested in a P&W campaign based on those rules?

AVAILABLE BY MAIL:

Since I don't want to have to pay Lee to publish full page charts, or take up space with them, the following are available to all A&E readers by mail, if you send me an SASE and specify which chart(s) you want:

1. Expanded potion smell and taste chart, with 401 distinct combinations. No, wait, make that about 30,000 combinations.

2. The race table which I am now using. A variant of the table that I published in A&E 24, subdivided by alignments, and with a lot of new races added.

OH, YES, ONE MORE QUESTION:

5. This was brought on by Bob Clifford's section on Demography in A&E 24. It turns out that if you extend his charts to higher levels, make the modifications required to make them statistically correct, assume a promotion rate of 3 (very generous) and assume a population of 545,000,000 (big for a medieval world, but the earliest figure I could get--1650) it turns out that the highest character in the world is 16th level. Which brings up my question: Who researched all of the 9th level spells??? Or who uses them???

PHYSICS IN D&D--PART II

Why the Sky is Blue and What to Do about It:

Well, the sky is blue because of a phenomena known as Rayleigh scattering, which I don't really understand. I think how it works is that light bouncing off any small particles (like molecules) is scattered in such a way that the blue light is directed towards the planetary observer. This phenomena would happen in any atmosphere whatsoever, so there is almost nothing you can do about it. However, I do have three suggestions.

1. Put a colored gas in the atmosphere. This will tend to absorb all light not of its own color, making the sky and everything else that color. Likely candidates include:

Bromine. Red. Liquefies at 138 degees Fahrenheit, resulting in poisonous bromine rain unless you have a very hot world.

Chlorine. Green-Yellow. Poisonous. (Except to green dragons)

Chlorine monoxide. Yellow-Red. Explodes on very hot days.

Chlorine Dioxide. Red-Yellow. Poisonous. Explodes at 212 F.

Fluorine. Green-Yellow. Poisonous and Corrosive.

Hypobromous Acid. Yellow. Corrosive. Rain at 104 F. and below.



Nitrogen Trioxide. Red-Brown. Poisonous.  
 Nitrogen Tetraoxide. Red-Brown. Poisonous.  
 Nitrogen oxybromide. Brown. Poisonous.  
 Nitrogen Oxychloride. Red-Yellow. Poisonous.  
 Ozone. Blue in very high quantities.

And that's about it. Gases don't come in the rainbow colors you see in the SF movies. Still, the above-mentioned ones do provide one solution: A layer of the poisonous gas, high up in the atmosphere where no one will breathe it.

2. A different colored sun. However, you have to be pretty far from a normal star to get a color difference. After all, our sun is a yellow star, but we still get white light. Still, a red giant or a green-yellow Class F star would change the color of the sky.

3. Say "the hell with Physics", write me a nasty letter for wasting your time, and legislate a purple sky for your world.

Horizon distances:

"On a clear day, you can see forever...". Stellaris Electronic Binoculars have an 18 mile range. Tolkien Elves can see as far as they want. But how far is far? Where is the horizon?

As long as the world is circular, the answer is very simple.

$$d = \sqrt{2rh}$$

d=distance to the horizon

r=radius of planet

h=height above ground of observer's eyes

Important Note: d, r, and h must all be expressed in the same units.

Satellites: can wait until I find out if anyone is reading this.

#### NEW MONSTERS:

Blue Fox--This animal looks like an ordinary silver fox, except that the tips of the hairs glow an electric blue. This glow is capable of hypnotizing all small animals into standing stock-still until they are eaten by the fox. Any hit by a blue fox drains one point of strength from the character permanently. Characters brought to zero strength are dead. If the fox is hit with a conductive weapon, this effect travels along it and the character loses the strength anyway. Blue Foxes are immune to sleep. They are not true undead and are not turned by clerics.

Cobra of Death--A completely skeletal cobra, except for flashing green eyes. Its bite drains two energy levels. Its gaze hypnotizes all of four hit dice or less. Those killed by it vanish in a puff of smoke, and cannot be raised, although reincarnation is possible. It can only be hit by magical weapons of +2 or better. 100% fire, charm, poison, and heat resistant. They are turned by clerics as a Vampire.

Tapeworms--These were inspired by Bob Clifford's zine in the last issue and have the same specs and purpose as his red-tape worm, except as otherwise noted:

Green--Drains Constitution points

Black--Self-destruct on contact, doing heavy crossbow damage.

White--Drain 1 life level on contact.

Yellow--Burrows to the brain, and has a 10% chance of causing convulsions in any stress situation.

Brown--Burrows to the heart and causes instant death.

By the way, Frank Comito allowed a player-character Were-Broccoli in his dungeon the other night.



Monster	#App.	AC	Move	HD	DX	Int.	%inL.	Treasure	Attacks
Blue Fox	1-6	5	15	3	2D12	I		No Treasure	2 claws (1-3) 1 bite (1-6)
Cobra of Death	1-8	7	12	6	3D8	I	25%	I	1 bite (1-8) poison (1-20)

NEW MAGIC AND TREASURE

Neuronic Whip: A gun-like affair, with a sleek black form, a trigger, and nothing else. Universally and maximally stimulates the nerve endings controlling the sense of pain. A light, quick brush across a foot or an arm can put the victim out of action, screaming and writhing on the floor, for 10 minutes. A heavy blast (Full in the chest or the groin, for example) can do the same for hours, often locking the jaws into agonized contraction and preventing the victim from calling for help. The beam leaves a very pale shimmer of ionization in the air. Suggested D&D parameters: Light blast, save vs. spells to ignore it and keep on fighting, though distracted and unable to concentrate on strategy, injured part is unmovable. Effects last 10 minutes. Heavy blast, puts victim out of action for D6 game-hours, 10% die of shock. 1-100 charges, 20' long beam, 2" wide.

As an aside, I have come up with another rationale for techno weapons which explains why they are not present in mass-manufactured quantities. Suppose the world has been taken over by a more technically advanced race. (And one which is not very nice.) These rulers would be in a rather precarious position if the natives ever got the techno weapons which they use to enforce their rule. So they would produce the techno weapons in strictly limited quantities, supplying them only to picked bodyguards and doing their best to prevent the underlings from getting any. When the rulers were overthrown, they blew up the weapons storehouse on their way out, so very few techno items are left.

Potions: I am presently using a revised version of Cheryl Lloyd's chart from A&L24 to determine the form of a potion. One of the modifications which I have made is to make the duration of a potion's effect dependent on its form, as follows:

Hard Pill: Permanent	Spongy Mass: 5 days
Crumbly Cake: 20+D20 turns	Powder: 10+D10 turns
Thin Liquid: 6+D6 turns	Thin Carbonated Liquid: 8+D8 turns
Thick liquid: 8+D6 turns	Thick Paste: 1 day
Gas: 10+D8 turns	

All turns referred to are 10 minutes long.

My other main modification is to roll for the number of doses present:

01-50 1 dose	51-75 2 doses	76-90 3 doses
91-99 4 doses	00 D6+4 doses	

Since both of these modifications tend to make the average potion more valuable, I have introduced two compensating factors in the name of Play Balance:

1. It is impossible to "taste" a potion and determine its effect without using up at least one full dose of ~~pp/soh~~ potion.

2. I have decreased the frequency of "Potion" on my magic determination table.

Monomolecular gloves: Similar in construction to a General Products hull (See Flatlander) cannot be cut by physical force, but vulnerable to magic & energy weapons of certain types.



And now, since I haven't heard too many anguished screams about Daredevils, another new character class:

THE BRUTE:

Requirements: Strength 15-18, Intelligence 3-9, Constitution 15-18.

Level	Title	Experience	Hit Dice (D8)	Plus to hit	Plus to Damage	Hand Damage	Special
1	Lenny	0	1	0	0	1-4	
2	Clod	3000	2	1	0	1-6	
3	Dummy	6000	3	1	1	1-6	1
4	Lunk	12000	4	2	1	1-8	
5	Lug	20000	5	2	1	1-8	1, 2
6	Beast	45000	6	2	2	1-10	3
7	Savage	75000	7	2	2	1-10	1, 2
8	Galoot	120000	8	3	2	1-12	
9	Brute	170000 +50000	9	3	2	1-12	1, 2

+3 pips

## Special Abilities:

1. At this level, Strength goes up one point, or 15 percentile points if 18.
  2. At this level, constitution goes up 1 point, or 15 percentile points if 18. Any additional + to hit dice is retroactive.
  3. At this level the brute becomes expert with one weapon.
- Brutes do not get any benefit from strength in the form of pluses to hit or damage, instead they get the plus shown on the chart.

Experience for a brute: Strength is the Prime Requisite, but a 5% bonus to earned experience counts as 2, and 10% as 5%. A brute gets regular experience for killing things. He gets 5 points also per point of damage he does with his hands, including any extra damage done by brass knuckles or the like. Brutes also receive 10 points times the level of dungeon for opening doors, and 1-5000 points for breaking and destroying things, depending on their value.

Brutes are basically big, dumb fighters. They save as fighters, but are Combat Class 4 because they don't learn as quickly. They love to fight with bare hands, and receive their strength bonuses to hit and damage as well as those in the table when they do so. They may wear any armor, and use any weapon which is common in your campaign.

If a brute is given anything unfamiliar or more complex than a crossbow to play with or figure out, he will usually get disgusted and break it into tiny pieces.

Brutes may use magic armor, swords, and miscellaneous weapons. They may use other magical items which fighters may use if someone explains them clearly and patiently first.

A brute should have a friend, usually another character operated by the same player, to tell him what to do. A brute operating on his own will usually get hopelessly lost in short order, forget to pick up treasure, try to talk to the undead, and similar unlikely things.

...well, I've got a lot more, but it can wait until next month. Anyone want to hear more about Physics? How about an essay on the medical problems that we ignore (like gangrene and sunstroke). Please people, let me know what you want to see...

May you always surprise the big things, and scare the small ones away..... Mike Gunderloy



## The Shores of Infinity XI

by Chris Pettus, PO Box 611, Malibu, CA 90265 (213) 457-4115

### On Demons

The randomness of Eldritch Wizardry demons has bothered me for some time now. If, as someone (Seligman?) said in A&E 26, they were driven from the miniatures rather than vice versa, that could explain it.

But not justify it. I vastly prefer a nice ordered set of demons similar to, in order if not in power, Death Demons. (Oh, I suppose one could argue that only Law/Evil demons should be well-ordered; Chaos/Evil should be random, or tedious cetera). Anyway, here is a nice orderly set of Demons which have almost completely replaced Eldritch Wizardry Demons on Anton....

### The Demons of the Planes (or Planar Demons)

These are the critters that inhabit the high planes of reality (well, what did you think Contact Higher Planes talked to?). They all appear as humanoid mixtures of swirling smoke and air. The more powerful the Demon, the more smoke. They project on all planes, but are only present on the plane equal to their Class (Class I=Ethereal, Class II=Astral). Killing one on a plane that they are not present on simply forces them to withdraw from the plane for a certain amount of time.

Specifications: (C= Class of the Demon)

AC: 10 - C

HD: 6+ 2C

Move: 10 + 2C

MU Level: c - 1

Magic Resistance: 5L% at 11th level

Class I-IV drain no life-levels, can only be hit by +2 or less powerful weapons.

Class V-VIII drain half life level (one per two hits) and can only be hit by +1 or less powerful weapons.

Class IX-XII drain one life level and can only be hit by +0 or normal weapons.

Class XIII-XVI drain three levels per two hits and can only be hit by normal weapons.

Attacks: I:DI2, II:DI2+2, III:DI2+4, IV:2@DI2; V:2@DI2+2...Thus a Type VI gets two attacks for DI2+4 each, and a class VII gets three attacks for DI2 each. (Note Type and Class are equivalent terms.)

A cleric has (Cleric's level/5) times (Demon's Class x 100) % chance of Turning one. A Dispel Evil has an equal chance of Dispelling one, but only if the casting Cleric made the Turn roll,

### ON SCROLLS

The seemingly standard method of generating scrolls is to roll a D10 for level, the roll on the charts. While this is simple it makes scrolls of 9th order spells as common as scrolls of 1st order spells. The problems with this are many, play balance not the least.



Therefore, here a few new tables (oh, stop groaning) to (hopefully) solve the situation. Anyway, they make scrolls of 7-9th order spells occur once in every 8 million billion scrolls instead of once every 8 billion ones.

Table I: # spells on scroll

01-50: One  
51-75: Two  
76-90: Three  
91-99: Five  
00: Seven

Table II: Kind of Spell. (Only the given type of spellcaster can use it.)

01-65: Magic-User  
66-70: Illusionist  
71-95: Clerical  
96-00: Druidic

Table IIIa: Spell Order for MU Scrolls. Roll once/spell.

01-24: First	60-72: Fourth	89-93: Seventh
25-44: Second	73-80: Fifth	94-97: Eighth
45-59: Third	81-88: Sixth	98-00: Ninth

Table IIIb: Spell Order for Illusionist, Clerical and Druidic scrolls. Roll once for each spell.

01-26: First	48-64: Third	78-87: Fifth	96-00: Seventh
27-47: Second	65-77: Fourth	88-95: Sixth	

If these tables look familiar, I ~~was~~ adapted them from John T. Sapienza's Sword Generation System. Many thanks.

#### Comments on A&E #25

Charlie Luce: Elladan thanks Heilborn for the money and will be interested in seeing his spell.

Sean Cleary: Your churches are somewhat unforgiving, if being enslaved and/or raped is enough to turn one Neutral.//Please don't make general comments about West Coast vs. East Coast DMs. I know some DMs out here like your "official" Boston DM type. Maybe they should move.

Steve Perrin: But there is something special about 11th level for a Mage. That's where they 1) can start enchanting items and 2) start collecting HP rather than dice.//Your are misinterpreting Glenn's position. To reach Necromancer, you need 200,000. For Wizard 300,000. For each level OVER Wizard, you need another 300,000.//Case #2 is correct. I have written to gygax about it. And Glenn is most certainly not "one of the few."//If you (and by your statements, every one else) are not going to change come hell or high water, why are we wasting space/time arguing?//Does your new EP system give eps all from treasure and NONE from fighting/spealcasting?

Margaret Gemignani: (Why do I get the feeling that this argument is going in circles?) But the possibility for Permanent Death must always exist, or Death is as meaningless as if noone ever got killed. //But, Peggy, *Where do you get so many Runeblades that you have to worry about them?*

John T. Sapienza: Your letter to Gygax was rational and much needed, but too late...

Bill Seligman: I hate to say it, but 1) I'm glad Lee condensed your 'zine and 2) Lee's filler satire was funnier than your Star Wars satire. (Well, you said not to say something like good trilogy, good satire....")











## The View from Seadie's See

by Jeff Pimper, 347 Mitchell St., Livermore, CA 94550 (415) 455-6333  
Typed by the ever-marvelous Lee Gold (what would we do without her?)

### ALL THE WORLDS' MONSTERS

ATWM, Vol. 1 is out! There was quite a rush at the last minute to get it out in time for Gen Con, but we did it. Since I am prejudiced, I am not going to review it for context, but I will describe its format.

First, it is 8 1/2" by 11" and three-hole punched. You can put it in a binder, so that it will last under much use. Even TSR is going to the 8 1/2 x 11 format. It has a cover by George Barr which is quite a change from the normal Barr cover work; it is creepy rather than cute. (Forgive me, George; he hates cute). There are two pages of the usual introductions, explanations and acknowledgements. Then comes the index of the monsters in alphabetical order! Plus 100 cross references to aid you in finding whatever you are looking for. Later volumes will have a comprehensive index to all volumes included.

The 265 monsters come next in alphabetical order with an illustration for each letter (except Z). The monsters cover 106 pages. After the monsters comes a listing of all the monsters by encounter type (Alien, Flyer, Dragon, etc.) and a listing of all dungeon monsters by level of occurrence along with a die roll chart to help you in deciding which monsters occur on which level. This is not my ranking system; it got axed out due to space problems.

Last but not least is Steve Henderson's Random Monster table. We would like to include a different random monster table in each volume so if you have one send it in.

The back cover is by Cora Lee Healy and shows her interpretation of the Vance Dragons (from Dragon Masters). There are 27 interior illustrations by Cora Healy, Chris Lofthus, Luise Perrin, Steve Reichmuth and Carol Rodes (in alphabetical order).

The price is \$8.00 and it is available from me at the above address, from the Chaosium and from most wargaming outlets.

The following people have monsters in the book. (In some cases, a single monster is credited to two people so each gets credit for .5 a monster: Scott Arquette-1, Tony Ayres-1, Clint Bigglestone-24.5, Dave "Arduin Grimoire" Hargrave (35.5), Dan Pierson-29, Randy Boucher-1, Chuck Cady-24, Sean Clear-4.5, Cary Martin-2, Steve Davis-7, Dennis O'Brien-4, Brad Hinkel-3, Hilda Hannifen-8.5, Steve Henderson-18, Roger Harvey-2, Richard Harvey-4, Jerry Jacks-6, Kay Jones-8, Charlie Luce-4, Stewart Levin-1, Scott McCartney-12, Steve Marsh-15, Owen Hannifen-6, Ken Pick-4.5, Glenn Blacow-.5, Wayne Shaw-17, Stewart Spada-2, and Mark Swanson-5. All of these people should have heard from me by now; if not, please contact me for your credits. Steve and I purchased some of the books and we will give you 50¢ credit for each monster toward the purchase of one or more copies or 40¢ credit toward the purchase of any booklet, game or figure I carry as "Everything for the Wargamer."

The Chaosium wants Volume Two by November first, so most of the monsters already sent to us will still be used, but we are always looking for more. The second volume is supposed to be out for Christmas, the third probably in the spring.



FIGHTING-MEN

MONSTERS

AC	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
LEV 1	51	46	41	36	31	26	21	16	11	6	5	5	5
2	55	50	45	40	35	30	25	20	15	10	9	9	9
3	59	54	49	44	39	34	29	24	19	14	13	13	13
4	63	58	53	48	43	38	33	28	23	18	17	17	17
5	67	62	57	52	47	42	37	32	27	22	21	21	21
6	71	66	61	56	51	46	41	36	31	26	25	25	25
7	74	69	64	59	54	49	44	39	34	29	28	28	28
8	78	73	68	63	58	53	48	43	38	33	32	32	32
9	82	77	72	67	62	57	52	47	42	37	36	36	36
10	86	81	76	71	66	61	56	51	46	41	40	40	40
11	90	85	80	75	70	65	60	55	50	45	44	44	44
12	94	89	84	79	74	69	64	59	54	49	48	48	48
13	95	90	85	80	75	70	65	60	55	50	49	49	49
14	95	90	85	80	75	70	65	60	55	50	49	49	49
15	95	90	85	80	75	70	65	60	55	50	49	49	49
16	95	90	85	80	75	70	65	60	55	50	49	49	49
17	95	90	85	80	75	70	65	60	55	50	49	49	49
18	95	90	85	80	75	70	65	60	55	50	49	49	49
19	95	90	85	80	75	70	65	60	55	50	49	49	49
20	95	90	85	80	75	70	65	60	55	50	49	49	49

CLERICS AND THIEVES

MAGIC-USERS

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

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







## Computer Hacking for Fun and (Little) Profit

Enclosed with this issue of A&E are two more computer generated decimal D&D charts. The first is a new version of the combat matrix. While working on the second chart, I discovered a simpler formula for computing the combat matrices, so I redid the chart and--wonder of wonders--it is almost exactly the same as the original. There was enough different to warrant my including the new version.

The second chart is a decimal saving throw chart. I had two separate offers to pay me to develop it, so I figured there was some interest in decimal D&D. Anyway, it is used much like the combat matrix; the caption on the chart explains how it works. In my universe, there is always a 5% chance of failing to hit or save, so the charts stop at 95%. If there is anyone who would like either chart taken up to 100% success probability, send me a SASE and I'd be most happy to send one.

By converting the chart and printing it the way I did, some interesting relationships come to light. Fighters are better than Mages against magic up to 3rd level. Fighters at all levels are better against Dragon Breath. Clerics are best against Spells and worst against Stoning at all levels. I'd have assumed that Mages would be best against Spells. If you do a straight conversion of the c&D system to decimal, you'll find that the two systems are close, but mine is much smoother in transitions between levels.

COMMENTS: Responding to the appeal to keep comments current, I will refrain from commenting on issues 23 and 24.

Tantivy: I like your room-stocking ideas. They are similar to the ones I use in my Dungeon Populator program, though I am very easy on traps.

Morningstar Mutterings #5: I have worn both chain mail and plate while I was an active fighter in the SCA. Plate is better protection, and it is distributed over the body, but I prefer chain because it "feels" better and it is easier to fight in. Plate is very stiff (-1 on dexterity) and provides no ventilation. After 5" in the hot sun or in a stuffy enclosed area (read dungeon), the plate wearers are much more tired than the chain wearers.

One thing you didn't take into account about chain: a backpack has two probably 1" wide straps on which the weight is distributed. Chain puts its weight on the entire shoulder area (about 5" on each side). True the entire weight is still there, but it does not dig into the shoulders, so it seems to feel lighter than it really is. The belt only takes up about one third or less of the weight of the chain and having worn chain without any belt at all, I found little difference in how long it took me to get tired. Come to DunDraCon III and try them both out for yourself. The most convincing argument is your own experiments.

Stoned Acolyte: The myth surfaces again. You do not need space for a two-handed sword. We proved it at DunDraCon is a 3' wide corridor. We will demonstrate it again at DunDraCon III, Gen Con West and maybe OctoCon and the World Fantasy Convention. Too many people make remarks about fighting without ever having seen how it is really done (and no, Hollywood movies don't count). Check your local SCA chapter (Nick Buckhold aka Count Sir Alaric von Rotstern, 2516 W. Tremont Ct., Alexandria, VA 23225 is the Earl Marshall in your area, and Robert Ide aka Robin of Mannefeld, 2933 Wycliff Rd., Raleigh, NC 27607 (919) 782-2960 is your local Seneschal. (Tell them Pendragon sent you.)







SAVING THROW MATRIX

LEV	FIGHTERS				MAGES				CLERICS						
	DEATH POISON	WANDS	STONE	DRAGON BREATH	STAVES SPELLS	DEATH POISON	WANDS	STONE	DRAGON BREATH	STAVES SPELLS	DEATH POISON	WANDS	STONE	DRAGON BREATH	STAVES SPELLS
1.	42	37	30	25	22	33	28	33	18	20	43	40	30	18	26
2.	45	40	34	29	25	36	31	36	21	24	47	43	33	22	29
3.	48	43	38	32	28	39	34	39	24	28	50	46	36	25	33
4.	52	47	41	37	32	41	36	41	26	32	54	49	39	29	36
5.	55	50	45	41	35	44	39	44	29	36	57	52	42	32	39
6.	58	53	49	46	38	47	42	47	32	40	60	55	45	35	43
7.	62	57	52	50	42	49	44	49	34	44	64	58	48	39	46
8.	65	60	56	54	45	52	47	52	37	48	67	61	51	42	50
9.	68	63	60	58	48	55	50	55	40	52	70	64	54	45	53
10.	72	67	63	62	52	57	52	57	42	56	74	67	57	49	56
11.	75	70	67	66	55	60	55	60	45	60	77	70	60	52	60
12.	78	73	71	71	58	63	58	63	48	63	81	73	63	56	63
13.	82	77	74	75	62	66	61	66	51	68	84	76	66	59	66
14.	85	80	78	79	65	69	63	69	53	72	87	79	69	62	70
15.	88	83	82	83	68	71	66	71	56	76	91	82	72	66	73
16.	92	87	85	87	72	74	69	74	59	80	94	85	75	69	77
17.	95	90	89	91	75	76	71	76	61	84	95	88	78	72	80
18.	95	93	93	95	78	79	74	79	64	88	95	91	81	76	83
19.	95	95	95	95	82	82	77	82	67	92	95	94	84	79	87
20.	95	95	95	95	85	84	79	84	69	95	95	95	87	83	90
21.	95	95	95	95	88	87	82	87	72	95	95	95	90	86	93
22.	95	95	95	95	92	90	85	90	75	95	95	95	93	89	95
23.	95	95	95	95	95	92	87	92	77	95	95	95	95	93	95
24.	95	95	95	95	95	95	90	95	80	95	95	95	95	95	95
25.	95	95	95	95	95	95	93	95	83	95	95	95	95	95	95
26.	95	95	95	95	95	95	95	95	86	95	95	95	95	95	95
27.	95	95	95	95	95	95	95	95	88	95	95	95	95	95	95
28.	95	95	95	95	95	95	95	95	91	95	95	95	95	95	95
29.	95	95	95	95	95	95	95	95	94	95	95	95	95	95	95
30.	95	95	95	95	95	95	95	95	95	95	95	95	95	95	95

LOCATE THE PROPER COLUMN TO USE UNDER THE CHARACTER'S TYPE. READ DOWN UNTIL THE ROW FOR HIS LEVEL IS FOUND. THE NUMBER FOUND IS THE PROBABILITY THAT HE WILL SURVIVE THE ATTACK. THE FOR MONSTERS USE EITHER THE FIGHTER OR MAGE TABLES DEPENDING ON WHETHER IT IS MAGICAL OR NOT AND USE THE ROW CORRESPONDING TO THE NUMBER OF ITS HIT DICE.







-----  
 brought to you, for a change, by  
 the talented fingers of Lee Gold  
 my very favorite hobbit

Since other people have been busy presenting their various write-ups and rewrites of different character classes, I thought I'd present two of mine.

First, the older of the two. When SR #4 came out, I enjoyed the concept of ILLUSIONISTS but felt that they were a bit too powerful as well as not quite different enough in approach from normal Mages. As a result, I wrote my own version, which several local players adopted. The material in Dragon #1 prompted a rewrite. Then, recently, reexamination of the higher levels prompted another rewrite, which I now present. Here are:

ILLUSIONISTS: A sub-class of Magic-Users

Potential Magic-Users with a dexterity of 12+ may elect to become Illusionists instead of Wizard-Type MUs (Mages). Illusionists are of the school of Manual Conjuratation (casting spells by means of gestures), while Mages are of that of Phonetic Thaumaturgy (spoken spells). While both types usually employ both words and gestures in casting, an Illusionist may cast while unable to speak (but cannot with his hands tied), while the opposite is true for Mages.

Illusionists are restricted in armor and weapons as are mages-- and such types as Elves which may wear armor as a Mage cannot as an Illusionist unless the armor is nonencumbering (as enchanted armor). Also, Illusionists are restricted in magical items to the following: Scrolls Illusion, Fear, Paralyzing and Polymorph Wands Crystal Balls Items Mages and at least one other class may use Items which act similarly to Illusionist spells (DM's discretion)

PROGRESSION FOR ILLUSIONISTS

Level and Name	EP	HD (D\$)	Spells:	1	2	3	4	5	6	7	8
1. Minor Trickster	-----	1		1	-	-	-	-	-	-	-
2. Trickster	2250	2		2	-	-	-	-	-	-	-
3. Master Trickster	4500	3		3	1	-	-	-	-	-	-
4. Cabalist	9000	4		4	2	-	-	-	-	-	-
5. Visonist	17500	5		4	3	1	-	-	-	-	-
6. Phantasmist	30 K	6		4	4	2	-	-	-	-	-
7. Apparitionist	50 K	7		5	4	3	1	-	-	-	-
8. Spellbinder	80 K	8		5	4	4	2	-	-	-	-
9. Illusionist	150 K	9		5	5	4	3	1	-	-	-
10. 10th level	300 K	9+2		6	5	4	4	2	-	-	-
11. 11th level	600 K	9+4		6	5	5	4	3	1	-	-
12. 12th level	1000K	9+6		6	6	5	4	4	2	-	-
13. 13th level	1400K	9+7		7	6	5	5	4	3	1	-
14. 14th level	1800K	9+8		7	6	6	5	4	4	2	-
15. 15th level	2200K	9+9		7	7	6	5	5	4	3	1
Each additional lvl	+400 K	+1		as shown above							

Prime Requisite: either Intelligence or Dexterity, whichever is higher.  
 Combat is as a Mage of the same level.  
 Saving throws are as Mages but in steps of 4 (1-4, 5-8, etc.)

To throw a spell of this level	Takes INT <u>and</u> DEX of at least
5th	12
6th	14
7th	16
8th	18

### ILLUSIONIST SPELL LIST

<u>1st</u>	<u>2nd</u>	<u>3rd</u>
1. Phantasmal Forces	1. Hypnosis	1. Blindness
2. Fogwall	2. Detect Illusion	2. Hypnotic Pattern
3. Light	3. Change Self	3. Self-Blank
4. Darkness	4. Illusionary Forces	4. Continual Light
5. Mirror	5. Invisibility	5. Continual Darkness
6. Suggestion	6. Misdetection	6. Spectral Forces
7. Detect Invisible	7. Detect Magic	7. Hallucinatory Terrain
8. Self-Infravision	8. Shadow Armor	8. Dispel Image
9. Mirror Image	9. Deafness	9. Fear
10. Ventriloquism	10. Fog Cloud	10. Invis, 1" radius
	11. Magic Mouth	11. Illusionary Script
	12. Blur	12. Ignore Wounds
		13. Mass Suggestion
		14. Super-Hypnosis
<u>4th</u>	<u>5th</u>	<u>6th</u>
1. Paralysis	1. Super-Invisibility	1. Polymorph Others
2. Concealment	2. Minor Creation	2. Major Creation
3. Massmorph	3. Polymorph Self	3. Shadow Death
4. Phantoms	4. Projected Image	4. Summon Shadows
5. Shadow Wall	5. Chaos	5. Window
6. Shadow Missile	6. Demi-Phantoms	6. Illusionist's Eye
7. Emotions	7. Demi-Wall	7. Create Shades
8. Confusion	8. Demi-missile	8. Astral Spell
9. Sleep	9. Dispel Magic	9. Vision
10. Read Magic	10. Pyrotics	10. Lycanthrope
11. Infravision	11. Hold Portal	11. Mind Blank
12. Spellbind	12. Knock	12. Disenchant
13. Shadow Shield	13. Change Others	13. Ignore Disability
14. Programmed Illus'n	14. Triggered Illusion	14. Prismatic Illusion
<u>7th</u>	<u>7th- continued</u>	<u>8th</u>
1. Disbelieve	4. Permanent Spell	1. Prismatic Wall
2. Maze	5. Illusionist Trap	2. Create Reality
3. Alter Reality	6. Power Gesture	3. Shape Change
		4. Empower Others

NOTE: Most Illusion detection items, spells, abilities, Truesight, etc. are not able to detect illusions generated by 4th+ Illusionist spells unless of Artifact quality or specifically stated to be able to do so.

ILLUSIONIST SPELL DESCRIPTIONS (R = Range, A = Area affect  
D = Duration)

#### 1st order

PHANTASMAL FORCES: same as MU-2nd order spell, but R=24", A=3" diameter, D=as long as caster concentrates.

FOGWALL: A Wall of Fog which does not prevent movement through itself but does block normal vision and cut Infravision through it to 1" (vs. a normal 4-6"). R=12", A=6" by 1" high or 3" diameter by 2" high. (1' thick). D= D4 turns above ground, 2D4 turns below.



LIGHT: Same effect as the MU-2nd order spell. R=12", A=3" diameter, D=(6+caster's level) turns.

DARKNESS: Creates darkness of the same R,A,D as Light. The Darkness cannot be seen in, unless a combination of Infravision and a light source (or Light spell) is used.

MIRROR: Creates a one-way square where the caster desires which is a perfect reflector of light, capable of defending against stone-gance and magic mirror attacks. R=12", A=1' sq, D=1 turn.

SUGGESTION: same effect as 3rd order MU spell. R=6", D= 1 week

DETECT INVISIBLE: same effect as the MU 2nd order spell. R=1"/caster level, A=1" path, D=6 turns.

SELF-INFRAVISION: Same effect as 3rd order MU spell "Infravision" but castable only on the caster. D=24 hours.

MIRROR IMAGE: Same effect as the 1st order MU spell. A=3" diameter D=6 turns.

VENTRILOQUISM: same effect as the 1st order MU spell. R=6", D=2 turns.

### 2nd level

HYPNOSIS: similar to Charm Prson (1st order MU spell) but requiring caster to look the victim in the eyes. [*Chainmail gives the chance for this as 2-5 on 2D6.--LG*] The spell has a +2 chance of success. R=3", D as Charm Person.

DETECT ILLUSION: a spell which detects as such an illusion created by a magical item, Mage or Illusionist spell below 4th level. R=6", A=1" diameter, D=1 turn.

CHANGE SELF: A limited Polymorph Self which allows the caster to appear as a creature of similar size and shape: e.g. a human could appear as a Gnoll but not as a Wyvern. D=(C+1D4+1/level) turns.

ILLUSIONARY FORCES: Similar to Phantasmal Forces but the caster may move while employing this spell. R,A as Phantasmal. D=while caster concentrates + 3 turns.

INVISIBILITY: same effect as the 2nd order MU spell. D=till dispel.

MISDETECTION: This spell can cause a detect (illusion, Magic, Gems, Evil, etc.) to give a false, negative reading. The object or creature the spell is cast on gets a save vs. detection equal to that of the caster (treat sword powers as save vs. wands and innate abilities as save vs. magic with a -2 chance). R=12", A=1 object or creature. D=till dispelled for objects, 2 turns for creatures.

DETECT MAGIC: same effect as 1st order MU spell. R=6", A=1" diameter, D=2 turns.

SHADOW ARROW: An imitation Magic Missile, doing D4+1 damage if thought to be real, and 1 point damage if not believed. R=15", A=1 missile (+1 for every five levels above 3rd).

DEAFNESS: Causes total Deafness in any creature failing save. After the first day, there is a chance of recovery equal to (level of victim +1 for each Constitution point over 12) times 1% cumulative per day. The effect is dispellable. R=12", A=1 creature.

FOG CLOUD: A cloud which obscures normal vision and cuts Infravision range to 1/2". The cloud moves with the wind, but stays still if there is no wind. R=1", A=3" diameter, D=6 turns.

MAGIC MOUTH: Same effect as the 2nd order MU spell.

BLUR: This spell blurs the caster's appearance and acts as would a Ring of Protection +2. D=(D4 + 1/level) turns.



### 3rd level

- BLINDNESS:** Similar to Deafness, but blinds the victim if save not made. There is a chance equal to (victim's level +1 for every CON pt. over 12) times .5% cumulative per day of recovery after the first day. The effect can be dispelled. R=12", A=1 creature.
- HYPNOTIC PATTERN:** A 1"x1" projection which will hold creatures up to 2" in front of it motionless. The pattern will hold 3D6 1st lvl creatures, 2D6 2nd lvls, 2D4 3rd, D4 4th or 1 5th level creature. Only Illusionists get saving throws. A mirror can be used within 3" to try to catch the caster and thereby break the spell. R=12", D=as long as the caster concentrates + 1 melee round.
- SELF BLANK:** Same effect as Mind Blank but castable only on the caster. D=24 hours.
- CONTINUAL LIGHT:** Same effect as the 2nd order MU spell. R=12", A=24" diameter, D=till dispelled.
- CONTINUAL DARK:** The opposite of Continual Light. (See Darkness)
- HALLUCINATORY TERRAIN:** same effect as the 4th order MU spell. R=24", A=144 sq in., D=till touched by an opponent.
- SPECTRAL FORCES:** Similar to Illusionary forces but produces illusions which fool all the senses and are not dispelled by touch. (NB: these still do no damage if not believed in). R=24", A=3" diameter, D= as long as caster concentrates (movement possible) + 5 turns.
- DISPEL IMAGE:** acts as a Dispel Magic would on Illusions. Automatically dispels Phantasms or Illusions created by items for Mages, acts as Dispel Magic with the caster counting as twice his actual level vs. other Illusionist-like effects created by an item or mage, and acts as a normal Dispel Magic vs. other Illusionists. R=12".
- FEAR:** same effect as the 4th order MU spell. A=24"x4" cone, D=6 rounds or turns as applicable.
- INVISIBILITY:** 1" radius: same effect as the 3rd order MU spell. r=24", D=till dispelled.
- ILLUSIONARY SCRIPT:** similar to Magic Mouth (2nd order MU spell) but when triggered, glowing words appear (visible only to the target). Maximum length is 50 words. d=till triggered + two turns.
- IGNORE WOUNDS:** The recipient of this spell can ignore the effects of wounds up to loss or disabling of a limb. The spell is dispelled when 90% of possible damage is taken. While the spell is in effect, there is a 5% recipient's level of resisting the effects of Sleep, Stun or other incapacitation of that type. An individual may only benefit from this spell once per day. R=6", D=3D4 turns.
- MASS SUGGESTION:** As suggest<sup>ion</sup> but can be cast upon one being for every two levels of the caster. (i.e. divide level by two and drop halves. The same suggestion is made to all the targets. If employed against only one creature, the spell is +2. R=6", A=1" diameter, D=1 week.
- SUPER HYPNOSIS:** Like Hypnosis, but the caster need not look the victim in the eyes. However if the eyes are looked into the spell is +2. R=9", A=1 person, D= as Charm Person.

### 4th level

- PARALYSIS:** produces a cone similar to that of a Paralysis Wand (but saved against as vs. spell). A=12"x3" cone, D=till dispelled.
- CONCEALMENT:** allows the caster to Move Silently and Hide In Shadows as a Tfl0, as well as preventing detection by non-mental (ESP, etc.) spells or magical items. When combined with Invisibility, normal means for detecting invisible objects will not work.



(although Appearance Dust and the like will); combined with Super-Invisibility, only Disbelieve or a Robe of Eyes will locate the caster, and the Robe can only locate him during those turns that its wearer save vs. Magic. D=3 turns/level.

MASSMORPH: same effect as the 4th order MU spell. R=24", A=4 diameter, D=till dispelled.

PHANTOMS: creates semi-real monsters having 1/5-the HP of the originals (1pt/die) under the control of the caster. If thought to be real, they act as Spectral Forces would (doing full damage); if known to be illusion, they are AC 9, have no special abilities, do 1/5 normal damage and take double damage from silver. An Illusionist may create Phantoms of as many levels (in the originals) as his own level. R=12", D=6turns.

SHADOW WALL: Creates a semi-real Wall (Fire or Ice, caster's choice) which does full damage if thought real, 1/2 D4 damage if known to be shadow. R=6", A=6"x1" or 3" diameter x 2", D= until dispelled.

SHADOW MISSILE: An imitation Fire Ball or Lightning Bolt which does full damage if thought real, half damage if known to be Shadow. R=24", A is as imitated missile.

EMOTIONS: influences the emotions of intelligent creatures (saves apply). A number of different emotions can be projected: Fear (asspell), Battle Lust (makes creatures fight berserkly--but is countered by Fear); Deprivation (causes morale loss), Bravado (can give immunity to Fear but not counter it, can counter Deprivation) and Hate (variable effect depending on D10 roll:  
 1-2: hate nearest enemy 8. Hate self  
 3-4: Hate nearest friend 9-0 Hate caster  
 5-7: Hate nearest creature  
 Creatures under Hate immediately attack the object of their Hate (if Self, they commit suicide). R=18", A=4"x4", Duration of the emotion-affective area is as long as the caster concentrates; the effect of the spell lasts for 2D6+level rounds (turns, if fleeing in Fear).

CONFUSION: Same effect as 4th order MU spell. R=12", A=3" diameter, D=12 rounds.

SLEEP: Same effect as the 1st order MU spell but affects 4D6 1st lvl, 3D6 2nd, 2D6 3rd, 2D4 4ths, D4 5ths, or 1 6th. R=24", A=1" diameter, D=4D4 turns.

READ MAGIC: in all ways the same as the 1st order MU spell but remember that illusionists have the same restrictions on the use of high level Mage scrolls as Thieves.

INFRAVISION: same effect as 3rd order MU spell. R=touch, A=Personal, D=24 hours.

SPELLBIND: This spell has the same effect as Hypnosis but can be used on D6 persons or on one monster. Against one person is +3; against one monster is +1. It is not necessary to look the victim in the eyes, nor is there a bonus for doing so. R=18", A=3" diameter, D=24 hours.

SHADOW SHIELD: creates a shadowy barrier which has the same effect as a combination Protection from Evil and Shield (both 3rd order one MU spells). May be combined with Blur for maximal effect. A= Self, D=1 turn/level.

PROGRAMMED ILLUSION: A Spectral Force which is formulated by the caster to appear, take a certain action, then vanish. The caster need not concentrate after the illusion is formed. R=24", A=3" diameter, D=12 turns.

5th level (these spells require INT and DEX of 12+)

**SUPER INVISIBILITY:** similar to Invisibility but caster may remain invisible and attack using spells; only non-missile/cone spells may be used while remaining invisible; use of Control spells (Hypnosis, Suggestion, etc.) will reveal the Illusionist to the intended target whether the spell is successful or not. D=2 x level turns.

**MINOR CREATION:** Creation of material (similar to Djinn) up to wood in hardness (no metals can be produced). Up to 100 GP weight can be produced/level/day; it takes one round to produce 50 GPW. R=1", D=indefinite for food and beverages, up to eight hours per level for other materials.

**POLYMORPH SELF:** Same effect as 4th order MU spell. D=10+D6+level turns

**PROJECTED IMAGE:** same effect as 6th order MU spell. R=24", D=10 turns

**CHAOS:** Like Confusion but non-Illusionists below 6th level get no save; if save is not made, the spell takes immediate effect. R=12", A=3" diameter. D=12 rounds.

**DEMI PHANTOMS:** Like Phantoms but have hit dice (2pts/die) and are AC 8 and do half damage if not believed. R=12", A=caster's level in Demi-Phantoms/day. D=12 turns.

**DEMI WALL:** As Shadow Wall, but damage done is D4, even if known to be Illusionist. R=6", A=6"x1" or 3" diameter x2", D=till dispelled

**DEMI MISSILE:** As Shadow Missile, but does half damage if not thought real. R=24", A as missile copied.

**DISPEL MAGIC:** same effect as 3rd order MU spell, but the Illusionist counts as two below his actual level. R=12".

**PYROTICS:** Similar to the 2nd order MU spell Pyrotechnics, but a creature inside the "fireworks" will take 2 HP damage/level of caster (one point if saves) while creatures below 4HD who look at the fireworks will be dazzled (generally operate at -3) for 2D4 melee rounds. In addition, smoke produced by this spell (if that option is used rather than bright flashes) will cover an area of at least 80' cubic. R=12", A=1/2" diameter, D=caster's level in melee rounds.

**HOLD PORTAL:** like 1st order MU spell, but while the Caster concentrates on the Hold, a save vs. the effects of Knock, a Chime of Opening, or forcing the door open is allowed. R=1", A=1 portal, D=as long as caster concentrates + D4 turns.

**KNOCK:** same effect as the 2nd order MU spell.

**CHANGE OTHERS:** A spell which has the effect of a Polymorph Self on the recipient. R=9", D=caster's level in hours.

**TRIGGERED ILLUSION:** A Programmed Illusion which can be set to go off when triggered in a way similar to Magic Mouth or Illusionary Script. R=6", A=3", D=12 turns.

6th level (these spells require INT and DEX of 14+ to cast)

**POLYMORPH OTHERS:** same effect as 4th order MU spell. R=6". D=till dispelled.

**MAJOR CREATION:** gives caster full Djinn-type creation abilities: up to 300 GPW/level/day can be created, at a rate of 100 GP wt/round. R=1", D=indefinite for materials up to wood; up to 24 hours for metal.

**SHADOW DEATH:** creates the illusion of being hit with a Death Spell. If thought real, acts as an actual Death Spell. In any case 2D4 1st level or D6 2nd level types will be affected. R=24", A=6"x6".

**SUMMON SHADOWS:** like the 6th order MU spell Invisible Stalker, calls up a number of Shadows (see GREYHAWK, copyright 1976 by TSR for details on these beings), one for each 3 levels of the caster. The Shadows will do the caster's bidding, but react as do



Invisible Stalkers at being forced into long periods of servitude. R=6", D=till dismissed or mission completed.

WINDOW: creates an image on a wall or other surface as if a 2'x2' one-way window was there. The spell can penetrate 1'/caster's level and can penetrate any non-magical material, but is stopped by magically created walls or anti-magic fields. R=6", D=2 turns.

ILLUSIONIST'S EYE: as 4th order MU spell Wizard Eye but R=24", D=6 turns.

CREATE SHADES: if a being is killed, this spell can create a shade with half the HP (round up) of the original. Spell Ability is kept, though spells have half effect, as do most Special Abilities. The Shade has its mind, memory and all characteristics intact; it does not come under the control of the caster. It can be Reincarnated, though not against its will; or the Shade can be transformed into a full duplicate by use of Alter Reality, Limited Wish or Raise Dead fully. R=3".

ASTRAL SPELL: same effect as 9th order MU spell.

VISION: usable once a week to gain information on one question; the answer will be more detailed than that of Contact Higher Plane (5th order MU spell) but less than Legend Lore (6th order MU spell). The amount of information given is determined by rolling 2D6. Roll: 2 Detailed but false information given  
3 Partial & false information given.  
4-5 No information is given.  
6 Correct but ambiguous information  
7-10 Correct but partial information  
Roll %ile dice  
11 Detailed but partially false information (roll %ile dice)  
12 Detailed & correct information.

LYCANTHROPE: a limited Shape Change, allowed the caster to take the form of a Lycanthrope. The forms takable should be limited by DM to one Land-oriented shape, one Water-oriented and one Sky-oriented. (the author uses Weretiger, Wereotter and Wereeagle in his games.) The caster may return to humanoid form to cast spells but is limited to spells of 4th level and below. D=2 turns/level.

MIND BLANK: same effect as 8th order MU spell. R=1", A=1 creature, D=24 hours.

DISENCHANT: same effect as 5th order MU spell. Similar to Dispel Magic but affects Clerical, Singer, Psionic and other similar effects. It does not work as a Cancellation would on magical items. R=12", A=1 effect.

IGNORE DISABILITY: a special combination of Ignore Wounds and Change Others which allows recipient to Ignore effects of wounds including loss of a limb, Sleep, Stun or incapacitation effects. But the subject will die after taking 85% of his normal damage total, if dead will not respond to a Raise Dead, while a Raise Dead Fully acts as a normal Raise; and no cure below 6 pts will have any effect while those of 6+ points have half effect on all damage sustained under this spell. R=9", D=3D6+level turns.

PRISMATIC ILLUSION: An imitation Prismatic Wall which gives similar protection to a Cube of Force and Anti-Magic Shell but can be dispelled or brought down as a Cube of Force. If passed through, there is a .5% x caster's level chance the wall will have the full effect at each layer; the blindness for creatures under 8 HD who look at the wall is allowed a saving throw. A=2" diameter, D=1 hour.



7th level (these spells require an INT and DEX of 16+ to throw)

**DISBELIEVE:** allows caster to see the reality through any illusion of any type but while using it, he is limited to spells of 3rd level or below. This spell is usable up to 3/day and can be dispelled by the caster at will. D=1 turn/level.

**MAZE:** same effect as the 9th order MU spell. R=6".

**ALTER REALITY:** like Wish, though not quite as powerful. It acts to alter reality, past, present or future; acts like the Mage spells Remove Curse, Stone-Flesh, Polymorph Any Object, Control Weather, Limited Wish or other effects (though no effect which would require a 9th order MU spell or greater to produce can be done) of the sort, or be used as a substitute for a lower-level Illusionist spell not known. Its effects are not subject to normal dispels. Usable once/day.

**PERMANENT:** Same as the 8th order MU spell. R=touch. A=1 spell.

**ILLUSIONIST TRAP:** Similar to Triggered Illusion; created a 3" field which can be set to trigger another spell cast into it. Such spells must be cast by the caster of the trap and must be 1st-6th order, but have an additional +4 effect on being believed and cause an additional -2 on opponent's saving throws. R=6", D=until triggered.

**POWER GESTURE:** a rapid spell similar to a MU's Power-Word, causes a creature of up to 100 HP to collapse in hallucinations, being able to take no action for 4D6 turns. This spell has no saving throw (alternatively, it will affect any creature with saves at -6). R=12".

8th level (these spells require INT and DEX of 18 to cast)

**PRISMATIC WALL:** same effect as the 9th order MU spell. An Illusionist brings down a Prismatic Wall by the following spells:

Shell	Color	Spell	A=2" diameter
1	Red	Chaos	D=1 hour.
2	Orange	Shadow Missile/Lightning	
3	Yellow	Shadow Arrow	
4	Green	Window	
5	Blue	Disenchant	
6	Indigo	Dispel Image	
7	Violet	Continual Light	

**CREATE REALITY:** two levels of power exist at which this spell can be used. 1) Creates large amounts of permanent material (1000 GPW/level of caster) immediately. In this form, usable 1/day. 2) To perform an act of creation which would require the power of a Wish to duplicate. In this form, the caster cannot do anything more magically for six days and is further limited to 5th level and below spells for another D4 days. This spell cannot be used to alter events, only to perform a material creation. Creation of magical items should be severely limited by the referee.

**SHAPE CHANGE:** same effect as the 9th order MU spell. D=2D4+10+level turns.

**EMPOWER OTHERS:** gives the recipient the ability to cast Spectral Forces as if an Illus-6th. It can be cast on any intelligent creature with sufficient characteristics to have become an Illusionist except for those Illusionist of 6th level and above. The caster may empower one being for each four levels he has attained per day, as many as he wishes at one time up to that limit. R=3", D=until 3 illusions have been cast or 24 hours, whichever comes first.



For my second presentation: I had toyed with the idea that potions might be quantifiable like scrolls to enable some production of magical items under a coherent system. To this end, I had worked out a table of potion levels and formulated some ideas on alchemical abilities, when Jon Pickens' article came out in The Dragon #2. After reading it, I decided I liked some of the potions and ideas, but that the structure needed considerable reworking. This is the result.

## THE ALCHEMIST IN D&D

An Alchemist works in the field of magic dealing with magical potions, powders and the like. In D&D, alchemy may be practised as a specialized character class or combined with other classes.

### "Pure" Alchemists:

Prime Requisite: Intelligence (10+)      Race Limits: none  
 Experience: as Fighters      Saves: as Thieves  
 Hit Dice: D6/level to 9th, +1/level thereafter  
 Armor Permitted: Any      Weapons Permitted: Any  
 Fighting Ability: AS Thieves  
 Magical Items Allowed: All potions (including Fighter-only types), non-Ego magic weapons, and any other items usable by both fighters and clerics.

"Combination" Alchemists: as long as the minimum 10 of IQ is possessed, acting as an alchemist is a matter of "diverting" a fraction of earned experience into alchemical study.

Magic-Users divert 1/12  
 Thieves and Fighters divert 1/6 (2/12)  
 Clerics and Singer-types divert 1/4 (3/12)

When combining alchemy with two or more classes, the appropriate fraction is diverted from experience earned in each class. The character acts as his main class(es) in all ways, but also gains the power of an Alchemist of the same level (in case of multiple combinations, the lowest level of the combination is used as the Alchemist equivalent).

The abilities of an Alchemist: (the following information may be helpful):

POTIONS				
Potion Level	Time to Produce	Cost/Batch To Produce	Minimum IQ To Produce	Base Research Cost (RB)
0	3 days	100 GP	10	250 GP
1	1 week	250 GP	10	500 GP
2	2 weeks	500 GP	10	1000 GP
3	3 weeks	750 GP	11	2000 GP
4	4 weeks	1000 GP	11	4000 GP
5	5 weeks	1500 GP	12	8000 GP
6	6 weeks	2000 GP	14	16000 GP
7	7 weeks	3000 GP	16	32000 GP
8	8 weeks	5000 GP	18	64000 GP

In addition, an Alchemist's Base (AB) is equal to either the level of the Alchemist divided by two (round down) or the highest level of potion the Alchemist can brew (due to IQ), whichever is lower.

The abilities of an Alchemist are divided into four categories:

1) ABILITIES using only the senses of SIGHT and SMELL:

An alchemist can tell if a substance is meant to be ingested or not with an accuracy of 78% + 2%/level. This does not mean that poisons will be detected. (After all, if you prepare something as a poison, you mean it to be ingested). This ability is meant to prevent someone from downing a slug of Armor Polish in the belief that it is a Potion of Healing (as a rule non-alchemist types have an accuracy of 60-80% in this, depending on IQ, Wisdom, class and level). Also an Alchemist can determine if a substance is poison, alchemical or neither, with an accuracy of 20% plus 5% per level.

2) Abilities using the sense of TASTE.

An Alchemist can tell if a substance is poison by taste with an accuracy of 70% plus 5%/level, while tasting so little there is only a 30% chance of a save being needed. If the throw is made, no damage results, while if the throw is not made, a maximum of half-damage results.

An Alchemist can identify well-known potion types by taste with an accuracy of 20% plus 15% times (AB-Potion level). For non-alchemists in this respect, treat Mages and Thieves as a base of -1, others as -2.

3) Abilities needing portable (backpack) ALCHEMICAL EQUIPMENT.

A simple test with 100% accuracy to determine if a substance is alchemical or not. Cost is 2GP. Time required: 10". Positive identification of two potions as the same type, given a known sample to compare to. Cost is the RB of the potion compared to divided by 100. Time required is 20".

4) Abilities needing a FULL LAB.

Identifying potions: This is done by progressing from level 0 to level 8. The process can be stopped at any time. When computing time and cost, potion level (PL) is either the level the potion turned out to be or the level that testing stopped at. Destructive testing is easier than the non-destructive testing, but consumes a batch of the substance in the process.

Destructive Testing:	Accuracy: 75% plus 8% times (AB-PL)
	Cost: RB/50. Time: 1 hour per PL.
Non-destructive:	Accuracy: 50% plus 10% times (AB-PL)
	Cost: RB/25. Time: 1.5 hours per PL

Analyzing Potions: This both identifies a potion and gives the Alchemist a formula so more can be made. The procedure is similar to that used in identification.

Destructive analysis:	Accuracy: 30% plus 10% x (AB-PL)
	Cost: RB/15. Time: 1 day/PL
Non-destructive:	Accuracy: 15% plus 12% x (AB-PL)
	Cost: RB/10. Time: 1.5 days/PL

Both identification and analysis may be tried more than once on a potion (unless, of course, it is destroyed in the process).

Potion Brewing: An Alchemist may produce potions of a level up to his Alchemist's base and may work on several batches of potion at once, as long as the total number of levels of potion does not exceed the alchemist's level (for example, to work on two batches of 2nd level potion and one of 3rd level at once, an alchemist would have to be 7th level minimum). Time and costs are given in the potion table.



Manufacturing times must be reasonably uninterrupted; research and production may be done at the same time.

Research: Research for an Alchemist is similar to that for a Mage. An alchemist may research a new potion up to the level he can produce, with a 20% chance of success per amount of money equal to the research base of the potion he invests, in a time period equal to that needed to manufacture the potion.

TABLE OF POTIONS (Potions not in D&D/Greyhawk explained below)  
Duration of non-permanent potions is 6+D6 turns unless otherwise noted. Potions marked /F are usable by Fighters only. Potions with more than one dose/batch are marked in parentheses, e.g. (15). 1T= One Type.

<u>Level 0</u>	<u>Level 1</u>	<u>Level 2</u>
1. Birth Control - Female	1. Plant Control	1. Diminution
2. Birth Control- Male	2. Animal Control	2. Gaseous Form
3. Purification Powder (20)	3. Healing	3. Levitation
	4. Clearwater	4. ESP
	5. Flash Pellets (5)	5. Invulnerability/F
	6. Tanglefoot Pills (2)	6. Heroism/F
		7. Water Breathing
		8. Might/F
		9. Dust of Drowning
<u>Level 3</u>	<u>Level 4</u>	<u>Level 5</u>
1. Invisibility	1. Flying	1. Treasure Finding
2. Polymorph Self	2. Clairvoyance	2. Oil of Etherialness
3. Speed/F	3. Giant Control-1T	3. Protection +2
4. Extra-Healing	4. Dragon Control-1T	4. Dust/Sneezg&Chokg (5)
5. Clairaudience	5. Super-Heroism	5. Dust/Disappearance(10)
6. Undead Control	6. Giant STR/F(Hill)	6. Cure Disease
7. Human Control	7. Dust/Paralysis(5)	7. Mind Damp
8. Fire Resistance/F	8. Lycanthrope Immun	8. Growth
9. Oil/Slipperiness	9. Homunculus Creatn	9. Telepathy
10. Dust/Appearance	10. Regeneration	
<u>Level 6</u>	<u>Level 7</u>	<u>Level 8</u>
1. Shape Change	1. Super-healing	1. Longevity
2. Fire Protection	2. Transformation	2. Permanent Potion
3. Cloning Culture	3. Dragon Command	
4. Lycanthropic Essence		

#### Explanation of Potions

##### level 0

BIRTH CONTROL FEMALE: Given to a female (warm-blooded vertebrates only) before the start of her fertile period, prevents conception.

BIRTH CONTROL MALE: given to any male, after 10" he will be sterile for 10+2D4 hours. There is a 1% cumulative chance of long-term or permanent sterility for each dose after four taken in a ten-day period.

PURIFICATION POWDER: Sprinkled on bad food or water this makes them fit to consume. Will not neutralize poison or drugs.

##### Level 1

FLASH PELLETS: small pellets which explode on hard contact with a solid surface, producing a bright flash which will dazzle anyone looking who fails to save vs. wands for 2D4 rounds. Dazzled creatures cannot see clearly or pursue and defend at -3.

CLEARWATER: When released into sea water, this potion removes salts and other impurities from the water in a 10' radius from the point of release.

TANGLEFOOT PILLS: When thrown, these expand to fill a 10'x10'x10' cube with rubbery tentacles. Men take 3 rounds getting through, Giants one. The tendrils dissipate harmlessly in an hour.

#### Level 2

MIGHT: Increases the drinker's strength to 22 (18<sup>00</sup>) or by 2 points, whichever is larger.

DUST OF SNEEZING: Similar to Dust of Sneezing and Choking, but failing save (vs. poison at -2) causes a sneezing and coughing spell lasting 2D4 rounds.

#### Level 4

DUST OF PARALYSIS: Similar to Dust of Sneezing and Choking but those who fail to save are paralyzed for one hour.

LYCANTHROPE IMMUNIZATION: Prevents infection due to lycanthrope attack for a period of one month. There is a 17 chance of contracting a random lycanthrope virus from this potion.

REGENERATION: Acts as a Ring of Regeneration (1pt/round) but will cure damage taken before the potion has been taken.

#### Level 5

PROTECTION +2: As the ring

CURE DISEASE: As the Clerical spell, performed by a Bishop.

MIND DAMP: Acts like the Mind Blank spell and also prevents use of psionic abilities, spells, devices and potions.

TELEPATHY: as the Helm.

#### Level 6

SHAPE CHANGE: as the spell

FIRE PROTECTION: Like Fire Resistance but usable by all classes.

CLONING CULTURE: Produces a culture which can be grown into a duplicate with a Clone spell or by the addition of a longevity potion.

LYCANTHROPIC ESSENCE: Produces the same effect as injury by a Lycanthrope. The saliva or blood of the proper lycanthrope is needed to produce this.

#### Level 7

SUPER-HEALING: This potion heals 12D6 ordinary damage, restores D4 lost life levels or will Raise Dead Fully a body dead less than a full turn. But if a resurrect roll is not made (when raising, use Constitution-3) the drinker is dead and not able to be raised.

TRANSFORMATION: Changes a creature totally into one of another species (like the effect of Reincarnation). The species changed to must be specified by the brewer of potion. Sex changed to at discretion of the drinker.

DRAGON COMMAND: Like Dragon Control but dragons of all types may be controlled.

#### Level 8

PERMANENT POTION: Causes the effect of any normally temporary potion to become permanent, but afterwards no other potions will work for the drinker (not including poisons). A Limited Wish will cancel the effect of this potion.



Final Notes on Alchemists.

First, if it was not clear, this system does not allow Mages to brew potions unless they are also alchemists (the kind of arrangement Heilborn has). Second, Alchemists brew poisons of D8 strength per level as potion (0th level being D4). This is basically like Pickens' rules. Lastly, the system supposes that the materials used to make potions are more or less readily available. Such esoteric items as pieces of monster should only be used if the Alchemist desires to brew a potion on a lower level than non-special ingredients would require. Unless, of course, you require that a Mage's scrolls be written on Balrog hide using ink made from Very Ancient Dragon Blood and a pen made from Lammasu quills.

In conclusion, I would like to thank Peter Aronson and Jon Pickens for providing the beginnings of what I have presented here. I hope they don't get too impatient at the liberties I have taken with their children.

=====

Jean Pierre Lalo writes from 17 rue Fremicourt, Paris 75013 France, "Thank you for publishing A&E which gives us many good pieces of material for dungeoneering. I add some changes to my own dungeons each time I receive A&E. There are now in Paris two working dungeons and two others will be ready by the end of the holidays."

=====

A PROPOSAL ON WEAPONS: by Glenn Blacow

Those who run worlds as opposed to straight dungeons (with a limited number of places player characters can come from (provinces, tribes or whatever) might have each area have its own "national" set of weapons. Dwarves, for example, might be familiar mostly with mattocks, warhammers and battle-axes; Elves more knowledgeable about spears, swords, and bows than other weapons; Tribe X best acquainted with franciscas (handaxes), spears and short swords.

There would probably be a strong tendency for members of such groups to prefer the weapons they were brought up with. An Elf might sniff at a +2 axe and pick a +1 sword over it. Enforcement of this, however, would be at DM's whim.

Should a Player Character opt for a weapon unfamiliar to him, it should take him time to learn how to use the new weapon and, at some point in the process, he might be confused enough to have trouble with both old and new weapons.

=====

Ken Pick writes to suggest "a way of taking out dummies who kill anything they find just for the experience. Use several "special" rooms populated by super-sturdy monsters who will not attack unless provoked. Some I have seen include Mesklinites (for those who stomp on centipedes for the 1 EP each), samurai on a special mission (under orders not to start fights), drunken Vance Dragons and underpeople with heavy techno armament.







THE TUESDAY MORNING REPORT, THE LAST. Typed surreptitiously at work by Steve Perrin, 3901 Canon Ave. Oakland, CA 94602 and once again nobly stenciled by Lee Gold who won't have Steve Perrin to type around any more.

#### FAREWELLS

Why is this the last Tuesday Morning Report? Pick one...

1. I am currently engrossed in RUNEQUEST, the role-playing game based on the world of Dragon Pass (from White Bear and Red Moon, Nomad Gods, etc.). About the ideas in this game, more later, but it has thoroughly eaten up my D&D time.

2. The Monday Night Game has died, the victim of ennui. Our last meeting turned into a Kingmaker game. We will all play together again, but the constant schedule was turning into an obligation which kills any hobby.

3. I find I spend too much time back-biting in this magazine. This is totally non-productive.

4. I want Glenn Blacow to have the benefit (?) of another "fan feud victory."

I will still be getting A&E for a few more months. I might even contribute again. But the Tuesday Morning Report is now gone forever.

#### A FEW COMMENTS ON WEAPONRY AND FIGHTING

Katanas: The last thing a katana is is flexible. They are very hard. Only the soft iron backing lends enough give to keep one from shattering when it hits something hard. There are authenticated cases of katanas (the cheap mass-produced officer's sword variety) cutting through army helmets (very tough objects) and .50 caliber machine gun barrels. However, despite the fact that a samurai can cut through armor to get at the Late Middle Ages knight, my money is still on the knight. Among other things, while his sword was capable of cutting through plate, the samurai was not trained to do so.

GLENN BLACOW: Do you have a source for your comment on the shoulders of Medieval suits of armor being big enough for modern men even though the rest is too small? I have yet to find anyone in the SCA to agree with you. None of the pictures in my armor books seems to show this. Don't be fooled by the pauldrons on the shoulders of plate suits. They were made big to accommodate all the other armor underneath and give the shoulders more mobility.

Longswords: Take 2 lengths of 2x2 lumber or perhaps a smaller diameter will do. One should be about 3.5' long, the other about 5.5' long. Go to the nearest phone pole. (Do it in the evening when The Phone Co. trucks have gone home to roost for the night. You don't want Ma Bell after you.) Stand about 2' away from the pole to simulate the close quarters of a dungeon fight.

Swing the shorter length of board at the pole one-handed. Note the shock to your arm and chip taken out of the pole. If your "weapon" broke, get a sturdier wood for the second part of the experiment.

Now, hold the longer length in front of you with one hand at the base and the other about 12-18" up from that. Hold the board at an angle (about 30°) from the perpendicular. Cock it so the butt end is toward the pole and the "point" is over your shoulder. Very quickly snap the butt end toward your body and the point toward the pole. Once again, note the shock to your arms, the chip out of the pole and whether your weapon shattered.

Do both these exercises two or three times (more if it's fun to batter defenseless phone poles!). I hope you were wearing gloves. It saves from friction burns and splinters.

You will note that 1) it is far more awkward to swing the "broadsword" at something that close (2' remember), 2) the impact is harder with the greatsword, and 3) the "broadsword" actually takes more room to swing. The last weapon you want in a close fight with no room to maneuver is the broadsword. Take a mace or shortsword or an axe. Don't take a sword.

When you have done the above or a similar experiment and can come back with conflicting results, let us all know. Until then, everyone should stop talking about something they haven't done.

Fighting against Longswords: It is possible to "pin" a greatsword against a wall with a shield but unlikely. The likelier event, when a greatswordsmen has any skill is the shield clangs against the wall while the greatsword may slip under the shield and then up into the leg of the shield-user or perhaps into the armpit of the shield arm.

To simulate this in D&D, add the DEX and level of each participant and compare the totals. If the shieldman is higher, he must roll the difference between the two totals or lower on a D10 (10 is always a miss). If he makes the roll, the Greatsword is pinned. If the Greatswordsmen is higher, he must make the same roll to get a shot at the shieldman without any benefits of Dexterity or shield on the armor class. If either misses the roll, everything is as it was if the attempt hadn't happened. This is also the result if both are the same. It has, however, occupied both participants for a round.

For a little variety, roll 2D6 for each participant and add the result to their basic totals.

The moral of this system is that you should be high level and/or very dextrous to try pinning things with a shield or using a longsword.

#### ALL THE WORLDS' MONSTERS

The first issue is out and very beautiful it is too. The George Barr cover sets the mood nicely, and I am very pleased with it. The only problem is Greg Stafford pushed us to have the monster out by Gen-Con to beat out TSR's Monster Book so the last minute proofreading did not get done. There are a few misprints hither and yon. We will publish an errata sheet with the second volume, which should come out within three months (in time for the Christmas rush). We have a lot of monsters which we cut out of the last issue, but we can always use more. Jeff is currently negotiating with Tim Kirk for the second cover.

#### RUNEQUEST

The name of the game is my invention, and it describes the basic focus of the game. The characters must improve themselves so as to earn the Runes which will set them on the road to Heredom. We have no doubt that within two months after the game is out, there will be people who will have Superheroes (like Herrick or Jar-Eel), but that is not our intention and we hope to be a little more explicit in explaining this than TSR was. It is a long, hard trail to earn a Rune and that does not guarantee a Hero status.

There are no levels, no experience "points." Training is bought with the loot from adventuring, and occasional advances can be made in abilities through successful use of them and making a roll based on your capability and your intelligence. If you don't practice, you don't advance.

The combat system is relatively unique and will not be explained here. Your constitution or stamina is your hit points. (I'm on your side, Peter Cerrato.)



The other principal unique feature of the game is that everyone knows magic, or at least can learn it. There are no hard-and-fast differences between fighter and Mage. Things change somewhat once one achieves a Rune...

FINANCIAL REPORT: Just got word (August 23) that All the Worlds' Monsters did well at GenCon.

APOLOGY TO JON PICKENS: When I said (in #22) that a reasonable Bard character type had not appeared in A&E, my copy of #20 was out on loan and I couldn't refer to it. You have a fairly reasonable one.

Further Note: I tried filling out your form and found that a goodly chunk of it just wasn't applicable to my "campaign." At this point, Steve Henderson and Clint Bigglestone are finally drawing up areas and locating their dungeons on them. Clint has an island of goodly size and Henderson an archipelago. I'm too busy with RUNEQUEST to shape up my world. It may just fall into disuse if RUNEQUEST proves as interesting as it seems to now. Then again, I'll need somewhere to run my D&D characters. To recompense, I suppose I'll need someplace for other people to run into.

#### DUNGEON TALLY

Steve Henderson, Clint Bigglestone and I all share a penchant for drawing up new dungeon plans and finding ourselves having to stock them. I still have two unstocked dungeons, which I am going to turn into RUNEQUEST dungeons. The following is a short dissertation on the dungeons I have running and the current state of their readiness for delving.

Downygrail: This was my first dungeon and, in its own way, is about the most fully keyed. It is run by an Evil High Priest called only the Heirophant and one of its features is the hunter-killer groups he has on patrol. Lamentably for his standing amongst his followers, he has not been doing well. Very few people have died in Downygrail, and most of these were resurrected. He's working on it though, and no one has run into his A team yet.

In the same general area is SNOWCONE. Snowcone is actually no longer my dungeon. I set it up as a storehouse, with the firm purpose of never rekeying it. When it was about 3/4 depleted, Steve and Clint brought in some of their heavies and finished it off. Steve's ex-Paladin, Tye Nomansson, now owns it.

Both these dungeons are in the area once known as Blood Valley. Most of the peasantry still call it that, though the current ruling monarch is trying to get them to accept the name Rightsholm. For 500 years the valley was under the dominion of the Vampire-Wizard John Bloodlove, until the great Patriarch Divine Right, founder of the Righteous Brothers (a non-player-character) led an army to defeat him. The Heirophant had been one of his minions, but is now independent.

SHADEHOLM: This is a dungeon with a somewhat whimsical background. It is the private plaything of a NPC Wizard-Illusionist named Voyan the Voyeur. Voyan likes to watch a good fight, and the dungeon is set up in that mode. Again, the dungeon does not have a very high permanent kill rate, but various delvers have had their problems. At this point, Voyan is merrily restocking the place. In the future, whenever I can get to it again, it will have a Grimoire level, an Auranian level, an All the Worlds' Monsters (Vol. I) level, an EPT level, etc. SHADEHOLM has no permanent location. Voyan tends to set up wherever the action looks good and is not beyond dimension-hopping.





THE VOICE OF THE MOUNTAINS

by Steve Marsh  
313 J-10 West  
Lancaster, CA 93534

I would not slight you for the world  
nor tempt nor turn you from your enlightenment

But I cannot take the tearing  
the wrenching within  
living with your forces.

I shall not deny you your orgy of self-destruction  
but please  
I cannot share it.

--Ruach Shaddaih to Nera of the Glaciers  
at their parting.

That will serve as an introduction to the MYSTIC as a sub-class. The Prime Requisite is Constitution. They need it. Hit dice are D6+1.

Lvl	EP	HD	Siddhe	Illusion: Minor	Discern	Dispel	Skills
1	----	1	1	--	--	--	1
2	2000	2	2	1	--	3%	1
3	4000	3	3	2	10%	6%	2
4	8000	4	4	3	12%	9%	2
5	16K	5	5	4	15%	12%	3
6	32K	6	6	5	18%	15%	3
7	50K	7	7	6	21%	18%	4
8	100K	8	8	7	24%	21%	4
9	200K	9	8	8	27%	24%	4
10	350K	9+1	8	9	30%	27%	5
11	500K	9+1	8	10	33%	30%	5
12	675K	9+2	8	11	36%	33%	5
13	850K	9+2	8	12	39%	36%	6
14	+200K	9+3	8	13	42%	39%	6
		9+3	8	14	45%	42%	6
		9+4	8	15	48%	45%	6
				16	51%	48%	7
				17	54%	51%	7
				18	57%	54%	7
				--	60%	57%	7
				--	+3%	+3%	8

To anyone who has the old rules, the following tables will look a little strange. Those of you with satvic training will please bear with this, the traditional order being a little unbalanced. (By the way, this class has had this name for three years, so the new pretenders might consider a new name for themselves.)

SIDDHES

Major	Minor
1. Reduction	1. Detect Evil/Gd
2. Expansion	2. Detect Magic
3. Levitation	3. Probability Trvl
4. Domination	4. Etherealness
5. Invisibility	5. ESP
6. Precognition	6. Empathy
7. Mind over Body	7. Hypnosis
8. Suspend Animation	8. Animal Telepathy
	9. Cell Adjustment
	10. Molecular Agitation
	11. Body Control
	12. Shape Alteration
	13. Mind Bar
	14. Mass Domination
	15. Telepathic Proj
	16. Telekinesis
	17. Molecular Re
	18. Astral Projection

## SKILLS

1. Body Weaponry
2. Aura Alteration
3. Clairaudience
4. Clairvoyance
5. Molecular Manip.
6. Energy Control
7. Dimension Walking
8. Dimension Door
9. Teleportation

All of these varied abilities are gained randomly. Nothing will affect which is gained by more than 1 #. Note that there is a fair amount of overlap between some of the areas, which is as it should be.

If these rules are used, it is best not to use psychic powers and such as "extras" for the players.

This is what eventually became the Psi Powers part of EW. For Psi points, use the 3 ability to Dispel Illusions. With 4 additions for high Constitution (the same as the experience modifiers). Note that there are no psi attack/defense mode with this character. That is a different sub-class: one that some other person came up with. They fight as one man per skill they have.

(The Verdigris Testament is a part of my campaign and really doesn't belong as a name for this zine. Thus the change. And my mailing address changed.)

## ANTI-DEMONS for the ones presented in #25

Tregath, one of the Viscounts of Hell.

AC 10; 2400 HP. A great smooth beast, as if a sinuous statue of stone had come to life. Resists magic as a level 16 Antimagic Shell (vs. up to 16th level spells (!?) or meta-magics 1-3) at skin, level 8 20' away, level 4 at 30' and as a normal antimagic shell at 40'. Its presence is as a Death spell within the anti-magic aura; his voice is a Power-Word Blind, its glance a Blazing Hellfire (Very Old Dragon's Breath of double length and half radius is what it equals from each eye) and every time he strikes an opponent and does it damage, Tregath is healed for that many points.

On the demon plane, he strikes like an enraged demigod, hitting four times as a Grand Master of Flowers a melee phase. On the physical plane, he does twice as much damage and bites with his horrid mouth like a double-sized Black Dragon.

Sli Slaver: Serpent Demon Extraordinaire.

Takes only half damage from weapons or the few spells that can touch him. Has chased apostates who recanted and renegade demonologists through the sewers of Ormandelay.

Vanhem Miehlin

Has 12D8, tho any demon coming within 24' of him changes that to 8D8. Any of the exotica will max his HP (64 HP). AC5. Jumps 18"/turn thru any medium. A great clumpy creature with a gaping maw like a combo cliff cat and four rear frog legs. The tongue strikes to 30' with damage of twin thrust spears. His four faceted eyes project a magic missile each round as he squats in the area a large bison would occupy. Each wound he inflicts continues to damage the target each turn--as if the person had been hit again and again. While this happens, the creature may also if she wishes, reflect any of one type of energy attack back at the caster (like all fire or all lightning). Immune to Charm, it may fix all of its eyes on a target and emit a beam that is a Hold Monster. And any disembodied spirit hit by its tongue is consumed without a trace. Holy Swords do double damage but cannot sever even the tongue. And it has other treacherous abilities and deceits that none know of. It equals Nilhiem aracksphere.



Should Bracers of Defense AC3 (or AC5 or AC7) be cumulative with magic or normal shields? My phoenix, Illysia Morningstar just got both.//Has anyone thought of dropping clerics entirely and giving people clerical powers based on their holiness or decadent evil state?// Of the fanzines that you subscribe to, how many prove that they are worthwhile on a regular basis? Is this because your campaign is narrow or from a lack on the zine's part?//Substitutes for D6s include pencils, for D4s and D8s, coins can be used for permutations from base 2. However has anyone come up with a good sub for D10s?

More personal description. I just read John Norman's Time Slave and J. Russ's Female Man, and couldn't tell the difference. When I was 16, I got a 1460 composite on the SAT tests and last year I took the Oxford Capacity tests and the only score below 94 was in my self-confidence--hah, really I am as cocky as they come. And I am grateful to Lee Gold for typing all these zines for me. If not for her hard work, there wouldn't be anything worth reading here. Be grateful for good editors.//Anyone sending me bombs thru the mail should take care to put a long fuse on them, as I'll only be home on occasional weekends. That is why no phone #.

THE AESIR as a character class (credit for the idea goes to Kevin Slimak who first mentioned it upon seeing Comfy chairs)

An Aesir may start in any character class but starts as a 5th level in that class and progresses with half xp costs until 12th level is reached, whereupon true delta doubling begins for experience costs. As special skills, they have the ability to recognize any magic item for what it is and to use any magic item. They also incite varied feelings in other gods, usually hostile ones. At any time that a group of the Aesir is stronger than the gods of the land in which they dwell, they may call out the Wild Hunt which incites Fear in all and temporarily doubles the level of the Aesir. Faced with an Aesir in combat, an elf is halved, and dwarves and goblins are -1. Giants will take a morale check and creatures from other mythos will assume them to be men. They are mortal and age like men. They don't believe in psi but the anger of these creatures radiates out from them like a Mind Flayer's blast.

#### THE CANON OF THE BLUE LODGE ASSASSINS

- I. Must seek out and destroy any source of strong evil.
- II. Must give all money earned to the poor.
- III. May never betray or lie.
- IV. May not use weapons causing permanent damage (such as some artifacts.)
- V. May not use others to take his risks for him.
- VI. Must show mercy, must forgive
- VII. Must aid any good party in distress
- VIII. Must roam homeless upon the face of the earth.

1st circle Initiates gain no advantages  
2nd gain additional obligations  
3rd become immune to life drain  
4th may have a max of four magic items  
5th may have no obligations  
6th are immune to Finger of Death/Disintegrate  
7th learn the hidden path of life  
9th free from Curse and Charm  
Each circle of initiation is reached by strenuous service in the cause of Law.

## COLLATION COMMENTS

Self: actually spray paint isn't needed. In several worlds, the DMs seek to justify why people go adventuring. Especially with the mortality rate as is. And the gross grammar, etc. People who adventure are supposed to have been touched by the Hand of Fate, to be inspired and guided by a personal daemon. Such a view begins with the early Greek philosophers and continues, if aged and altered by time, in modern dungeons. As such, the wpn +5 vs. player characters has a responsible justification. Not common perhaps, but people will tend to notice that some people act different from the norm. Swords would be forged against this strange peril. Now this rationale does not hold for all (in Kendor, where my characters venture, adventurers are all people who have undertaken a sea voyage to get there. If you've seen the Blackmoore encounter tables, you will see how many such would differ enough to qualify as someone willing to go dungeoning, etc. I can see it now, Kevin, the sword +1, +5 vs. ex-seavoyagers--arggh!) But name me a rationale that does, as a rationale per se. Tho the concept is thoroughly justified, has a strong historical philosophic basis and is in wide use, I don't like it. I guess I'll stick to using spray paint. On close-minded people. Like me. But then the citizens of Athens thought Socrates bigoted. Perhaps it would behoove us all to quit trying to pass out the hemlock.

Everyone: Now that everyone has complained about new gross magic items, what about the Chaotic Sword with a Purpose: Slay Monsters. Using a Gary Gyax, all DM-driven things are monsters, this means all NPC hit by this sword are disintegrated. Using the Gyax tables, 2% of all chaotic swords will disintegrate just about anything they hit. And I heard a complaint about Vorpal Bladed swords?

Kevin Slimak: I don't think you realize what playing in your campaign has done to me. It has taken a retiring, cautious and thoughtful (don't laugh) player and transformed him to a try anything banzai artist. Do you realize I never ran a Chaotic or a cleric before Hellsgate, and now I'm running demonologists and sacrificing player characters and running around in small parties in your wilderness. (I think that two is the smallest I'll try; I don't think my luck will hold for a party of one). Hope you get a chance to run that scenario you had prepared for Boston. Too bad they wouldn't play out east. ZAs I recall, when I played in its Father (run by Sandy Petersen); my character survived. Of course I won't vouch for anyone else. But it made a Warlock out of my character. What more could I ask for? I've decided that I'll stick to running demonologists only in your campaign. Having the rules change every so often makes it seem a lot more real. If you ever had the system ready for export, I think much of the challenge would be out of it. Of course my ulcer might go away too.

Sean Summers: I've tried to get hold of you. Hope you got my letters. I think I can buy some Xeroxes of the Hard Style Karate Stylist rules from you. I'll print them here and then go from there on my approach to oriental systems of combat, etc.//Hope your boat building goes well. And that your moving and finding a house worked out. Jim Cooper says to say hello. May the dice always favor you.

Trivia: In the future I hope to have an orderly and intelligent zine. Please bear with me.



## MORE DEMONS

ARIOCH: (as in GD&H only x 10)

VIALESSA: AC 1. Moves as Monk. Spells: PowerWord types and Healing. Rumored to have once been human. Her hair is green fire, skin blue ice. Clothed only in ankle-length living flames of hair, with faint traces along her eyebrows. She is mighty in magery, acting as MU21 and CI4-Lawful (as far as spells go). She moves along invisible planes of reality, striding a span or so above the ground. In combat her hands hit but once a turn doing damage as a Morningstar and freezing with blasts equal to the breath of an Old White Dragon.//Immune to Charms and Holds cast by demons and mages, and saving at +2 vs clerics.// She takes 60 points damage from weapons and 120 from spells and magic. Any holy or dedicated weapon which strikes her must save vs. fire and ice or perish (and if the sword is destroyed she is banished for a number of weeks equal to the number the sword failed to save by. May reverse life drain attempts upon saving vs. poison. Summons those of her legions 90%. Random 40%.

Salaaan: Every shifting, ever-changing in shape and foam, she seeks combat as any creature of 12th level or less, or any composite of same, usually in the following form. Charming as Dryad +2 (incredibly beautiful). Hits for D8 dmg and stuns 1-4 mp with one hand and using a wpn (magic +3 usually a life-draining hammer or a 2-H sword) in the other hand. Strength: 18<sup>78</sup>. AC: 3 (AC2 vs. Hasted) 45 HP. Immune to power and holy words. May cast brilliant Light (blinds D6 turns) for 10' as other demons cast darkness. Gate 50%, respond 50% (net 25% chance). Levitate/Fly 8"/turn. Walk/run 14"/turn. Colored in browns and whites. And saves as F18 to hit as 9HD monster.

### Antidemons to same

Xiomburg: as GDGH x 10

Moroform: a manshaped creature of yellow crystal rumored to be a variant of the standard demons. In his hands he bears a great leaf-shaped sword of red diamond (which severs--never the neck--50% of the time it hits).//In combat, through his strange control of Time, he is able to strike five times at any target(s) within 50' or Dispel Magic totalling the equivalent in spell points of a MU18/CI6.//It is rumored he was once the leman of Vialessa or vice versa, but now....

May reverse life energy draining attempts by saving vs. wands (tho the target gets a save also as vs. magic). Suffers no penalties from being surprised.//Takes 90 pts from weapons, 90 pts from magic.// Summons/Gates as his antidemon. (Note that summoning allows the demon summoned the option of responding or not.)

Mellnacht: 45 HP. AC3 (AC2 vs. Hasted). Travels 10"/turn. Saves as C18. Appears as nine 10 inch diameter spheres whirling about. Does damage as nine maces wielded by a man with STR 17 striking as a 9HD monster.//Colored black and silver, he is surrounded by a whirling 10' of darkness. Not subject to such things as Blinding, Deafening, severs, charms piece by piece and can spread himself and maintain cohesive control in an area 60' radius. Half damage from edged wps and quarter damage from point weapons, double damage from smashing weapons (hammers and maces).

Nianlaan: as a grandmaster of Flowers with max HP. Casts spells as illus.-7th. He appears as an empty pair of pants and a loose shirt of bright and glaring color striding along in the midst of criminal and crumbling illusions which extend for 15'. His eyes see all spectrums and all planes. Swords do him double damage. He may turn invisible at will. Flies at half walking speed. Immune to stoning.

And beneath him: ARTOCH: often appears as a sword or several chimes or as a tall comely youth with pale white skin and raven black hair. In battle he wields a scythe (needs no room tho) which causes blood to flow in torrents from any wounds it causes (hits as BattleAx +1, dmg as 2-H sword; blood flows for additional D10 each turn thereafter). Scythe's range: 100'; it functions as a Ring of Spell Turning and a Fly spell.//He detects Invisible, may Haste self (movement only) and is telepathic to the point of complete mental domination of all lesser creatures within 5' of him. AC 1. Moves as nude man. To hit: 9HD monster with 18° STR. Gates as a EW succubi. 45 HP.

#### Antidemons for these

Niarlach: appears as an elf with brown hair and ruddy cheeks (when helm is off). Melees as the Great Druid, armed with a spear +4 in each hand (both spears strike as 4 spears). Same spells as the Great Druid's, but the targets' saves are -1.//Armored in mithril mail (AC 3-4) and has dexterity and strength of 18<sup>01</sup> for a new AC of -1 vs Hasted, -4 vs. others.//He may traverse at light horse speed upon or through any medium upon his Horse of Night (a white and gold steed that melees lightly as a Warlock and a Wraith.//Note the spears return if thrown.

Below him is Xer hcotra: this being, of silver and hellfire looks like a man stripped of hair and flesh and muscle and bone, leaving only the nerves behind (sans brain). It has all the psychic powers (tho not attack/defense cap) from EW at the base level or as if backed by 5 pts each.//In melee strikes once as a Fire Elemental (4D12) and casts one Quanta Bolt (4D10, copyright Kevin Sliimak) with a 90' range.//AC 2. All nonmagical wps that touch him perish without causing damage. Strikes as 9HD monster. 45 HP. Gates as a Greater Balrog. Moves as an unencumbered man. May haste self (movement only). His mass is but 20 oz and his sensing is Einsteinian perception of changes in the shape of space (detects invisible, etc.)

Anyone care to comment if they think the demons and antidemons are balanced? Also how would you rank the last six demons presented? I'm not overly excited about quantizing the powers, but more of balancing same between different types.

#### MORE COLLATION COMMENTS

Lee Gold: do you require arrows to be properly spined to the bow?

Charlie Luce: I've found your character charts a fair deal and fun to play. Glad to see you are advertising them for all to have.

McGregor: Much good plate puts all the weight on the ground; you don't carry it. The shock from a blow on the shoulder travels thru to the ground without touching you (assuming it doesn't penetrate). That is why much plate can be left free standing while chain needs a frame or the like. Try some good plate on and get the feel of what I mean. Of course this isn't true for partial plate. But encumbrance



is more like leather armor (compares to heavy riding leathers).//I think that partial plate (as in the illo on the new Bk 1) is what Gary was trying to cover in the Encumberance rules. If only because full plate should cost about 2-3K GP and act as +1 armor (on the given scale), maybe more. In most universes, I would put the cost at 30-40 K GP.

Steve Perrin: You brought up a good point. Several people have claimed to have played D&D since 1948 or thereabouts, yet I recall the rules aren't that old. I've been wondering about the ideas implied by this ever since the man with the Bronze Dragons said he'd been in it for five.//Also the Patriarch on a 100K/240K split (C/F) soon becomes a much better fighter than any lord, going up (roughly) five levels to every two.//What Gygax intended changes. Alignments are a specific example. Give me time to sort through my letters and I'll find more. Like the dozen or so copies of EW he promised but hasn't delivered yet.//Charge \$10 on ALL THE WORLDS' MONSTERS. It's a nicer break point, whoever prints it. Did you get the corrected sheets, etc.??//How do I get a copy of the awesome Perrin conventions??//Ruach Shaddaih is one of my Dei ex Machina, and my comments about Gygax hold.//In reading A&E 1-7 courtesy of Kevin Slimak, I was impressed with both you and Glenn. Hope this all calms down. Much luck with Chaosium.

MAGIC JARS: One good way to tone MJs down is make them available only to MUs who get to the level to cast the spell the hard (Gygax) way and who use Gygaxian spell systems. Also, the EW mind bar, low level D-Mgc items, etc. usually serve to locate the MJ. If you limit the number of MUs so that like Gary Gygax your highest is 14th level, then the spell is rarely abused. Also people can save vs. it. And it has a range factor. And a time factor.//For QUANTABALL, the spell affects the target first and spreads out from there (that's why swords and such need save only if you don't and are totalled. Otherwise you soaked up the damage for them) doing damage to similar things (orcs first, if target A was an orc) then out by classes.

FLORENTINE: Fighting that way is not as good as using a) a shield or b) just a sword to parry and strike with. In Italy it was eventually a good way to get killed and went out of fashion. Borrow my foils and try it. You'll see. Seriously, Florentine fighting (and its chinese and Japanese equivalents) rarely works out as well as the use of a single weapon. Properly it should also restrict your AC.

All you DMs who don't count experience gained by BOOKS, does that mean you will also give back points lost to same? I have yet to meet a DM who objected to letting me play with a character that was down a level thusly, tho everyone seems to think the reverse is obscene. *[I think both are obscene. I won't interfere in your right to goof up your characters, but none of my dungeons allows Gygax Books.--LG]*

PEGGY: seems the whole of #25 was out to get you. Why don't they limit themselves to taking turns or something?

Jim Eckman: liked your story; too bad that sort of thing doesn't happen more often.

Morchost: See A&E #17 for Phoenix rules (Sean Summers) and I'd publish my techno rules except: GDW finally done it. They produced the super role playing game.

TRAVELER is the best written set of role-playing rules I have ever seen. A techno/sf society, apparently modeled on a cross between E. C. Tubb's DUMEREST novels and Bertram Chandler's Rim World series. Concise, clear and complete. So much so that Kevin Slimak decided I was going to run a TRAVELER campaign so he could play in it, (Dave Lee is being forced into running EPT) and I didn't argue. Even bought the rules (I played D&D for two years before I bought those rules.)

So much for RAH RAH comments. The game generates characters in a way similar to my old techno system--only better. All is clearly explained including a novel and excellent combat system...which covers everything from brickbats to lasers. ALL the details needed to play (a neo with no gaming or sf experience could cope with the rules and DM well) and yet an infinite amount of expansion is available (enough that 10<sup>10</sup>T games could all be distinctly different). And best of all, whoever did the charts carried them past the games level. One has material that covers all that is possible and things that are not, without causing any hardships.

And the greatest feature of all: the game is restrained. So much so that if a turkey DM gave everyone 1000K credits, it wouldn't disturb a thing, yet 100cr is a lot of cash. There is a very smooth cost curve that controls everything.

Then, for all of you that can't cope with EW psionics, TRAVELER offers a system that is fantastic. Discrete and play-balanced. Yes, a great game. I can't do justice to it. For \$12, it's the greatest trip you'll ever take. Try it, feel it, play it, and when it's got you, buy it. And yes, I'll publish my Techno rules next issue.

Pie in Your Eye: I assume you were joking with most of your comments. On Forceblades: assume they require life energy in a certain band to trigger a quantized force release. I can structure a homeopathic magicproof for such an item and I can't think of any other physics which are reliable in D&D. Of course you may have been serious; if so, forgive my missing it.//Insanity table very good though.

SHADOWS: On life force. I separate the soul and the mana. The person gains in life force (not EP per se) which quantizes itself, just like electron orbits. A Wight consumes enough energy to lower the target by one quantum. Partial life drains have no effect until an entire quantum is generated. Books, tomes, decks, etc. that contain X units are the "spiritual" (in an anthro sense) capacitors that discharge into a character. As an article on STORMBRINGER and soul drains, Moonglum (Jerry O'Connell), Elric (in his many guises) and perhaps others, came back. As for all the blood (yes, Moorcock meant it literally when he said it drank blood), I recall it rekindling the sun.

Janes: I liked your charts. Very much so.

MM#1: I dislike an Angora cat doing more damage a turn (average) than a full grown man using a dagger or a military pick. And is a Lynx or Bobcat as potent as two swords? Follow the idea? I liked the abilities but the EP especially in a one blow/turn world made cats better than any fighter. On Kodiaks, I lived in Alaska for four years. A Kodiak in combat rarely bites (unless he has closed) but takes "swipes" which can throw a man up to 60'. I think the idea is good and needed but I'd like to see the damage modified and perhaps some aging charts. (Especially for large cats and bears. I assume one starts with them at 6 months/1 year or so.)



ELVES: how about requiring strength of 15 or less? Constitution 13 or less? With Levin's permission, I may publish his race charts (or force him to). [*Mu Elves have IQ greater than Wisdom or Constitution, and Strength, Intelligence and Dexterity at least 10.--LG*]

Florentine Fighting Part II: When I was at BYCI I read several texts on same (any large library should have a few original and several repro 1600 texts on fencing). The preferred system is dagger and rapier, though I saw buckler, lantern and handax systems discussed. Two weapon attack systems (such as Kung Fu straight and curved sword, kendo (samurai) two swords and Chen Fo double ax styles) all required training for proper use and high level prerequisites. I personally can give an awesome (to the uneducated mind) twin ax display. Except I klutz about 10% of the time (without strain) (and about 50% of the time with strain). Needless to say, I wouldn't do it with real axes for cash. I favor allowing such things (along with Fugure fighting as per Zelazny) as optional abilities for high level fighters.

Now for the two piece staff. The nunchaku as a choking tool and to grab things (like ax heads) with. Notice the effect of armor or unskilled us wherein a person strikes surfaces that are not targets for such a weapon. Or when opponent is armed with sword. Its primary use is as a mass melee weapon or vs. knife (because of range factor), all against AC9 or exposed legs, faces and forearms.

Tuifa, tonfa or ricegrinders as well as Sai's are a different story. The former has been used to block swords/punch holes in plate and the latter is a status weapon (as well as useful).

After all of the above comments I might add that all of the "Fantastic/Impossible" things done with above weapons/weapon combinations are the result of a) Years of study/practice with that weapon alone (conditioned reflexes), b) hundreds of years of research with that weapon by a group of high levels, and c) are rarely done by anyone under 35. For a FI6 who has had someone to train under for a couple of years and who uses only the one weapon system (like the two sword Vikings), I'd allow one or two system skills in lieu of gaining language or other skills.

TIMU: But I am young and it is \_\_\_\_\_ true way!...depending on where I'm playing of course.

And a couple of closing comments.

I allow people to modify I/I from their Prime Requisite to other characteristics.

+0+0+0+0+0+0+0+0+0+0+

More Steve Marsh Ideas:

OATHS

If a player character truly wants something done and will not forsake it (such as killing an enemy), he may vow to do so. Such oaths are strictly kept by the ghods (cf. the story of Fafhrd and the Mouser's adventures in Quarmall) in that any deviation however small from the oath will cause the character to suffer the wrath of the ghods (depending on the strength of the ghod so pledged by).

Some oaths are:

OATH OF THE LION: single combat, winner takes all

Oath of Bondage: self-explanatory

Oath of Revenge: to write a wrong caused unduly

Oath of Pilgrimage: service to a ghod, doing certain rites, etc.

Chaotics may take oaths, but break them. If the Oath of the Lion is broken, people will look for the oathbreaker to torture and kill him.

## THE SUFFIELD STORY

concoived by the brilliance (which is sometimes mingled with stupidity) of Mark Guenette. This personage resides at 2130 Trently Lane, Beverly Hills, CA 90210.

The person writing this is Mark Guenette. He is, for all that I know, alive. He (why am I writing this in the third person?) became interested in D&D about one year ago. He is still unsure if he likes it for the lather or the protection....

Anyway, I will not tell you about a new revolutionary combat system, although that is in the works, but I will tell you about one or three thousand little random notes and jottings that I have always been meaning to tell people.

First, Suffield is the name of a very incomplete world. It has great plans and maybe someday it may be in use.

Second, Are Elves Immortal? Tolkien tell us that they were, but that they could be killed. The decision that I have made is that they may be killed by weapons, etc., but that they are immune to the Staff of Withering.

Third, I have devised a thing called a Craftiness Constant. This is a number that thieves and assassins have; they have to roll whenever they: a) try to beguile  
b) try to strike silently from behind  
c) pickpocket.

The formula is:  $DEX + CHA = \text{Craftiness Constant}$ . You try to roll the CC or anything under it on a D30. (A D30 is created by rolling a D10 and D6 together. If you roll 1-2 on the D6, read the number on the D10 as the result. If 3-4 on the D6, add ten to the D10 number. If 5-6 on the D6, add 20.) If you roll over the Craftiness Constant, you are detected, and the DM may have you at his mercy.

Asny Fighting Man (or Paladin for all that matters) who has a combined Wisdom and Intelligence that exceeds 20 may join an ORDER OF KNIGHTHOOD. (If he doesn't, he shouldn't have such a high Intelligence....) What is an Order of Knighthood? Well, here are some examples:

The Order of the Sash: Law/Good. Any knight who joins may at any time that hesh is willing and an roll 99%+ on %tile dice, call on Minerva in person. Treat this as Divine Intervention in EPT but on a more personal basis. The Knight also gains +1 to hit, as well as being able to read scrolls once he reaches 4th level. He may also consult the Goddess whenever he wants for advice of a minor sort whenever he can roll 7-8 on a D8.

The Order of the Trefoil: Chaos/Evil. Any knight willing to join this vile order may call upon a vile darkness (count as the Anti-Cleric Spell Continual Darkness) any time he pleases. He may slay with one hit any lawful elf who is at least three levels lower than he is. He gets +1 on damage, and a+2 against Law/Good. He may read any 1st-3rd order Anti-Cleric Scroll, whenever he wants.

That's it for this issue. I plan to have more orders next time. Your comments are welcome and would be appreciated.



The news from the Arduin multiverse this week is that two more countries have been taken by players, Jim Mathis has accepted the responsibility for Norvaen and the far away and fabled hom of the Amazons. The Misty Isles has been acquired by that old "Star Trekker" Art Canfil. So the legend and the land grows ever on....The history of my multiverse would be incomplete without mention of what befel the original inhabitants of Arduin and how they came to be nearly 100% destroyed in

#### THE ELF-HUMAN WARS

It began dim thousands of years in the dark and bloody past; the one true and rightful ruler of Arduin, King Tarafass Dawnstar of the Royal House of the Rising Sun, closed the borders to his kingdom and forbade non-elves entry into his wondrous land. For he knew the findings of the College of Sages in Falohyr and what they portended for his realm. He called up his silver-mailed cavalry, his bronze-sheathed and rock steady spearmen, and his silent archers all clothed in forest green. Lastly he gathered about his his personal guard, the famed Golden Knights of the Dawn. When asked why, he answerd, "Because men are men, and ever their hearts shall covet the power about us."

His wisdom was well respected, and his subjects had not long to wait before an ultimatum arrived borne by a cloudy dust-covered messenger from the kingdom of Morvaen, their eastern human neighbor. It demanded that the people of Arduin become as one with the people of Morvaen so that together they could rule all the nexus lands. King Taragass sent the messenger flying home with the reply, "Arduin has been Elven since even before the Dark Years, and Elven it stands or dies. Take us if you can!"

The first battle was joined in a pass in the Brass Mountains called "The Trumpet's Throat." The Morvaenian pikemen led the storm of the small keep that guarded the pass, and survivors there were none. Rushing through the pass, the army of Morvaen spilled out onto the Plains of Paranon in a tidal wave of terror that left no stead unburnt, no field untrammelled.

As the invading horde poured into the beautiful Forest of Flame, there was no thought of anything but victory in the minds of the three generals that led them. Then Arduin's first line of defense made itself known; the archers that waited that fateful day were as invisible as the very air about the wondrous trees that they called home. Invisible that is until their green glowing arrow rain slected into the ranks of the invaders like a scythe through ripe wheat. And like the falling grains of wheat, a grim red harvest was reaped and reaped, and reaped yet again. Stunned but not beaten were the veteran pikemen of Morvaen, retreating and then reforming, gathering their arbalesteers about them and putting the wild mountain tribesmen to the front, they went back into the forest, back into that rain of whistling green death. Nearly annihilated, the berserk hillmen nonetheless closed to bring their axes to blood among the green archers. Outnumbered, the tribesmen fell to the last man, but it was as planned, for the gained time had allowed the pikemen to do what no other force had ever before done; the green archers were overrun, were outfought and finally routed. Yet even then the pitiful few who magaged to get away returned again and again to send a shaft to an eye here, a whistling death to the heart there, in a continual harrassment and vengeance that lasted the long night thru.

With dawn, a bloody blaze upon the treetops and the ground a truer color to match, the invaders left the forest that would henceforth bear the name of "The Weeping Woods." Tired, battered and angry at their lost thousand within the trees, they were shaken to the soul to hear the brazen wail of the great elf horn. For there before them, drawn up



in their serried ranks of bronze, stood the elven spearmen, and in a thin line before them, the remaining archers in green. As their cries of dismay whirled in their generals' ears, the great horn again sounded and with a joyous shout the elven host charged down upon them!

To give them credit, those pikemen rallied as best their short time allowed and met the onrushing wall of spears with some semblance of order. Let no man belittle what those men did that day. The fight raged seven hours and never once was quarter asked or given. The end came as the last of the invader generals decided that he should be away. So gathering about him three of his regiments, he retreated into the woods, commanding those that remained to guard his rear with their lives. This they did and well, for no elven spearman or archer followed for another two hours. They sold their lives dearly and with them purchased two precious hours. Still it was for nought, as I shall relate now to you.

As the wily general retreated, pushing men already near to collapse to even greater exertion, he was already planning his return with a new army to collect a terrible vengeance on those that had humbled him. With these thoughts, he led his men back to the Plains of Paranon and toward the pass they had so bravely won the day before. Halfway there his heart went cold and his mind saw its own death there before it.

Yes, the Elven King himself was before them, blocking the pass to safety with his Golden Knights of the Dawn. Snaking off his fear, the general turned to his men and called to them in ringing tones of iron, "Once more my brave ones! Between us and safety is the Elf King himself and his guard. They number but 500 and we are near to 3000! For Morvaen and glory!" And his men, heartened, took up his cry and rushed forward up the slope. The golden trumpet of the golden knights called its answer back, and as the knights charged to meet the enemy, the glamor fell from the silver-mailed cavalry that had been magically hidden and their host too thundered down to death and glory.

What followed was not such stuff as ballads are woven from. Nay, it was a butchery. Tired unto exhaustion, outnumbered and struck front and rear, the pikemen fell in three screaming minutes. And one of the last to fall was the general, his great sword whirling about him and a curse upon his lips.

So, you say, the elves won the war. But wrong you are, for this was but the first of seven attacks in the next year. Twice the iron grey cataphracts of Viruelandia surged up from the south, twice the breastplated infantry of Falohyr stormed through the northwest passes, again came the grim and vengeful pikemen of Morvaen and even a mercenary army of some 30,000 orcs, gnolls, hobgoblins and trolls tried to batter their way to ownership of Arduin. All failed except the seventh and last assault which came through one of the very gates that the elves were trying to protect. A horde of ebon warriors with eyes of flame and hearts of ice ravened into Arduin from beyond time itself. From a dying earth the deodanths came in their thousands, their flickering swords a match for even elven blades.

They came; in 13 days they had conquered all but the great keep of the high king, which alone stood to defy the evil. And in all the land a horror started that to this day elves will not speak of but would stand white-lipped and clenched-fisted with memory, and with a hate that will outlast time and in its relentlessness find its way to the very end of the world, where it will take its final vengeance. Yet all was not lost, though to most it seemed surely so, for the king was now marshalling those forces which till now he had withheld, the forces of Faerie, the power of magic.

And so they rode out on the 27th day after their last battle, the pitiful few, the elven 7000. They rode to the great King's Plain to the west of Thousand Thunder Falls where the main army of the black ones awaited them with newling derisive laughter. The ebon ones attacked first, nearly flying forward with their 30' leaps, their slim swords whining blurs before them, their catlike battle wails seemingly sending the clouds themselves fleeing from them in abject terror.

Before the first ebon warrior had closed even half the distance, a great sound arose and accompanying it was a cold and wild wind that swirled about the black ones leaving a rime of cold upon their hearts. Faerie power had come. The sky seemed to buckle and a blue twilight settled about the battlefield, as the weird music sang its song of elven power.



Hesitating in their headlong charge, the black warriors from beyond time were suddenly caught up in a force and flung from one side to the other. It was as if a vast and unseen hound had impaled them in its jaws and was worrying them as it would a rat.

With a shockingly sudden swiftness, it was over. The plain seemed to erupt in a vast fountain of steaming black blood and blasted brains, bespattering the surrounding countryside with a withering stain that would take three centuries to fade. The few hundreds that had held back and thus lived, immediately fled in all directions, thus bringing to motion for the first time this day the small elven army. "This is blade-work, my brothers," spoke the king and spurred his mount after the fleeing and broken remnants of the once dread and powerful enemy. His troops followed gladly and with a cold fire of retribution burning in their hearts. For two weeks the deodanths were harried and slain, but not without loss, the greatest being the great king himself on the last day of the year.

His mourning men laid him to rest where he fell, atop wind-whipped Sorrow Slate mountain, forever afterward known as King's Rest. Laid to rest near him were the eleven Deodanths that had ambushed him and been slain in turn by his guards (though by the time they had arrived, he had slain five himself before falling).

The news of the disaster that befell seemingly one of hell's own armies gave many a grasping and scheming king pause. At least for a little while. And the daughter of the dead king, his only progeny, did declare herself Queen of Arduin, Warrior Queen of the last true Elves and Defender of that which is known but not spoken. So Arduin stood with a warrior queen to guide an army of but 5800. A sad remnant of that once proud host that had killed the King's Plain from one side to the other with its mithril-mailed might. And the human wolves gathered round their borders in ever bolder numbers.

Thus Tarathala Dawnstar, queen and leader decided that if force of arms alone could not hold Arduin, they should follow the path pointed to by the hand of her dead father, the path of magic and elder lore, the road to gods and demons, the trail of tears and danger. Some of her advisers protested that to fight with magic was to invite magical attack in return. But those voices were few and small amid the clamor for defence. So it came to pass that the elven kind in Arduin became wizards as well as warriors, and for 99 years they reigned supreme in their ability to wreak havoc among their foes. But each year it became harder to maintain this ascendancy as the human and inhuman foes of Arduin too became adept in those arts that invited doom and destruction.

As the first day dawned of the hundredth year since the beginning of the elf-human wars, all was quiet. Quiet with a hushed sense of foreboding, with an expectant silence such as preceded earthquakes and hurricanes.

The entire elven army, 1100 strong, and their 1900 dependants were gathered in the great keep, "Fangalorn", on the edge of the Lake of Mists. And around and about a silent host of over 100,000 men in cold iron looked silently up at the ramparts and awaited the order they knew would come: storm and slay! An order they knew would surely result in the deaths of full half of their number, but just as surely in the total and final destruction of the hated elf wizard warriors that for so long had thwarted their ambitions. Those ambitions had finally forced seven great and lesser kingdoms to pool the blood and steel of their armies in one common cause... to the completion of which they had fought their way here this day.

I will not linger long on the battle that raged from the day's first dawning light to the cold final stroke of a black and wretched midnight. It is enough to know the warrior queen fell at last as her last inner tower splintered and crumpled around her. And as she fell, laughing, she saw for one last time the bodies of five slain kings about her, and she screamed to the high winds of hell, "Though I feast in the halls of the dread elder gods this night, I will have his handservants before me these five kings! And as long as they serve me, then a curse to all that is thine and theirs and all who would serve them!" That curse would haunt those royal lines to this very day, thought this is a tale for another time.



As the last tower, already cracked and split, finally began to fold in upon itself, a great roaring began, and the land trembled and shook. The tower exploded. The land around it erupted, the very air itself shattered in a cacophany of fury rivaled seldom since that time.

Those 7000 humans that survived would forever remember that night. And what they saw when the fiery spots left their eyes and the thick blue smoke finally cleared away. Where the great keep had stood, where the mile-long promontory had been was...nothing! The cold dark waters of the lake steamed and bubbled where once the flower of elvenkind had been.

The story does not truly end here, for those Kingdoms which had gambled all and won, there was only a fiery doom, as those that stood in the wings watching swooped down to claim what they had won but were now too weak to hold. And thus it was for 10,000 years and more as each tried to take what the elves had held so valiantly. None ever held it more than seven years, and never again would elf or man ever truly trust and befriend one another.

#### NOTES AND COMMENTS

Bill Seligman's comments supposedly quoted directly from Mr. Kask do not jibe with the reality of what I know, at least concerning the Arduin Grimoire and its relations with TSR. Having carried on a long series of correspondence with TSR through Mr. Blume, the facts are these: TSR objected to "The Forward" and to seven colors used in my version of Prismatic Walls. And as that was all that was bothering them, I decided to drop the offending forward and to change those seven colors a bit. I decided to do this not because of any fear, even though they HAD threatened to sue me, but because I felt all of us in the gaming world should be pulling together and not cutting each other's throats. I felt if I could be courteous to them and go a little out of my way to be friendly, they would do the same. My legal adviser told me I couldn't lose in court, but I felt accord was better than making enemies. In return I have in writing from TSR the promise that with those two small concessions, I would be troubled by them no further and in fact they might even possibly consider carrying the book at a future date (possibly, no promise). So either Bill's information is erroneous, very old or misunderstood, or Mr. Kask is out of touch with what Mr. Blume and TSR are doing re my book. AS far as I am concerned, TSR and I have no mutual problems and, even if not on good terms, are at least not enemies. They listened to reason just as I did and were very eager to settle the small problem as quickly as possible. That in my book rates at least one cheer for TSR. Until proven otherwise, TSR is okay by me-

Don Rice's comments that people in the S.F. Bay area hand out belts of giant strength to 1st levels is patently not true in most dungeons I'm aware of. Sure we have our Monty Hallers here, but every area does. If he doubts that, he has an open invitation to play in my world incognito (so no one can say I am putting on a special show for him) at any time he desires. My number is (415) 234-2504. Anyone desiring to find how play in Arduin goes, simply call and I can arrange a game on any day(s) or night(s) desired. I can also contact just about every major DM in the area so that any disbeliever (or believer) can sample plenty of different dungeons/overlands.

As for the Grimoire being too high level, I would like some specifics on that. My spells went from 1st level up, and my monsters had ranges that started small and climbed in size to fit most any dungeon. So if I missed something that made you or anyone else feel that it was too high a level reference book to use, PLEASE tell me specifically what it was, and I can endeavor to correct it.

Wes Ives' comments on fireball distribution are part of an argument that we had in this area a while back. The end result was that IN ARDRUIN magically conjured fire, cold, etc. homed in on and collected upon all of those within the area of effect and NOT on bags of rabbits or packs full of rats, though they usually died as a result of the magic. True, some orcs did try to bunch up to spread the damage around a bit, but then they constricted themselves as regards to normal combat, and became highly susceptible to things like Angborn's Abysmal Itch, Green Slime Grenades (stasis-compacted, of course), Clumsy Fields, and the like. Suffice it to say it was and is just as dangerous that way as the old true way." NOW where have I heard that before.



As far as my multiverse is concerned, Common Tongues are simply that, language that is spoken by each culture or country. The only exceptions are the polygot/pidgen tongues of Chaotic, Neutral and Law. These are Esperanto-like languages put together from languages that usually are spoken by those of the said alignments. Thus orcs, goblins, kobolds, and other assorted uglies can converse with one another as the need arises (as can elves, dwarves, hobbits, etc.). There is no single Common Tongue.

Now a question for all of you out there: What do you think should go in the second volume of the Arduin Grimoire?

Here are a few of the rhymes, riddles, ballads and gibberings of old crones that are chronic bothers to the players in my multiverse. All from real "runs" and all of which gave the players fits. I hope you enjoy them.

#### Duke Jothar's Weird (or the lament of the House of the Rising Sun)

The sun that rises may also set  
If the skull of iron is poorly met.

In madness on high, the lurker waits  
To build anew, one of the black and dread, fell gates.

For vengeance is swift, on wings of night  
And should the new sun set, the world must fight.

So sun of more, in full brave glory,  
Must write a new chapter, or end its story!

#### The Ballad of the Black Paladin

The Paladin black, his blood aflow  
Cross Green Hell he did journey, but slow.

Treacherously hurt, mortally true,  
Did the cousins strike, the Black Two.

To come again, the third must hide.  
In jungles remote, its vengeance to bide.

Hidden well these eons of hate  
Brooding and hungry, beyond the Jade Gate.

The ancient tree, heart pierced in one stroke  
Now enfolds the black hate, of the sword in the oak.

Legend of mist, time lost and forgotten  
By all save he, who is long dead and rotten.

The Third waits now, for one uncaring  
To once again ride on death's own faring.

In response to this ballad and after much searching and spending of time and money, the following song was uncovered that would lead to the beginning of the solution of the mystery that they were involved in. Here now is the:

#### Lament of the Lavender (lovers) Lady

The lady waited for love's lost heart  
For her soul and his could never truly part.

Thirteen winters of tears and frail hope,  
Her gaze always turned to the golden slope.

Those thousand steps that rose to the gate  
Had called her love, had lifted her mate.

That high jade arch, so lovely and cold,  
For untold eons had becked the brave, called to the bold.

To things and times, real yet unborn,  
To cities of emerald and gray deserts forlorn.

The end of time, the last of the first,  
Twas beyode the jade angels, past all bless or curse.

So wait she did, till the cycle answ  
Then tears now dræed, she happily passed through.

Thus ends the lament of the Lavender Lovers

These little ditties were 'art and parcel of a run by a bunch of medium to high level chaotic/nasties in search of the fabled parent sword of the two infamous ones: Storm bringer and Mournblade. The only dimly hinted at Third One, called Mournstorm, "that which would herald the death of a universe!" As you can see, some of my friends play for high stakes. Oh well, they got to the song about "Jade Gate," in long dead and forgotten Shamballah, but were unfortunately sidetracked to, well, I don't want to give everything away! At any rate, they are still in progress as it were with the next part to be run the day after tomorrow. Now where did I put that can of Wookiee cookies....hmmm...let's see now....

To close up this edition of the Arduin Chronicles, here is another monster for all of you Thingie Collectors out there:

#### The Screaming Scarlet Itchies

A cloud of bright scarlet but gnat-sized little winged bugs. They are attracted to anything warm (like body heat) and will settle all over a person just to feel that warmth. They secrete a liquid that causes all living things to break out immediately in a flame-red rash and commence to scratch. Those so afflicted will be -3 to hit or defend until the liquid is neutralized. That takes a pint of holy water and a Neutralize Poison per each square foot of skin that is affected. Note also it will seep through chainmail and the like in D6 rounds and once on will be effective for D10 days., before wearing off. There is a 10% chance for each person that they will have a nervous reaction to the liquid, and it will become a fatal poison that causes blindness in D10 minutes and death in 10D10 minutes.

That's it' for this time, so until later: Take a troll to lunch

NOTE: To people who want me to stencil their zine and want to know how many pages it will turn out to be: don't assume that your typed page and my typed page will be identical.

I have a 10-pitch Selectric (see page one of this zine, Tantivy, etc. for verification). If necessary I can follow Barry to work and use a 12-pitch Selectric (see pages 2-5 of this zine) but I find this annoying. So if you have a 12-pitch typer and you want to see how many pages your zine will make set your margins so you type only 70 characters to a line. IN fact, if you have a 10-pitch typer you should also remember that your margins should be only 7" (70 characters apart from each other). Otherwise either my pages will be shorter than the ones you typed or some of your interesting zine will be hidden by staples.

happiness and luck,

--Lee Gold



## SENILE SAGE

by Robert J. Clifford III, 812 S. Arlington Mill Rd., Arlington, VA

While most players of D&D recognize the reason for restrictions on the use of weapons by non-fighter types, they have difficulty seeing a rationale for the limitations, which they consider artificial. Therefore, I would like to present the rationales that I have developed to explain the restrictions placed on Magic Users and Clerics.

When a Cleric is consecrated (or goes through whatever ritual is necessary to become a cleric) one of the powers bestowed upon him is that of BLOOD SACRIFICE. This means that any time the cleric sheds the "Life Blood" of any creature, he will summon some supernatural personality. "Life Blood" is the flow of blood from a cut or puncture deep enough to contain arterial or venous blood. Blood resulting from broken skin and bone or other mangling will not summon, since it is not of the proper (spiritual) type. Now the reason for all the rituals in a sacrificial ceremony is to ensure that the proper being is summoned and that the result of the rite is limited to the purposes of the summoner. After all "the ways of the Gods are wondrous and mysterious" and why take chances. To the adventurous clerics, this means that the use of a pointed or edged weapon WILL result in the random appearance of some god or demon. Even a sympathetic god would be expected to be peeved by such cavalier treatment and would take appropriate action.

As an aside, one player thought this would be a simple way to eliminate a poor character in a campaign so as to roll in a new character. The summoned god: 1) made the character a permanent Fighter (STR 7), 2) made the character immortal but able to take full damage, 3) cursed the character that whenever he slept he could not be awakened until he had healed all damage taken (spells and potions would not work), 4) limited him to remain a 1st level forever, and 5) placed a compulsion on him to kill his best friend or acquaintance each time he earned enough experience to go to second level. This led to some very interesting situations and an abandonment of that strategy.

The reason that Magic Users are limited to daggers is not, as is commonly believed, that they are untrained in the use of other weapons, but rather that they ARE trained in the use of the dagger. One of the first things a prospective Magic User learns is that under certain circumstances he can manipulate mystical forces with the corollary that if he is not careful, he will accidentally tap these forces. Now, both weapons and armor are known to have mystical significance; and the improper or unconscious use of them by a magic user can result in the inadvertent expenditure of his allotment of spells. And if this drain continues after the MU has expended his total allotted spells, he may permanently lose his ability to use magic, just as a rechargeable battery may be totally discharged so it cannot be recharged.

A great deal of research was done on the effects of daggers and how to control them. (After all, who wants to set off a ground zero fireball by cutting his steak.) This study was very lengthy and costly both in money and lives. As a result no study has been undertaken on armor or other weapons. After all, the study was not done by those MUs who were idiotic enough to be traveling around in dungeons. From this it can be seen that the use of armor or weapons would result in: the random, unintentional casting of spells, both overt (self-immolation or some spell for which the source is apparent) and covert (no noticeable effect or source is not obvious), and after the exhaustion of all spells, the loss of all magical ability (or to go from a MU10 to F1 in one day).

While the above may not be gospel, it does offer a reasonable rationale for the restrictions given in Men and Magic. And I, for one,



believe these restrictions are necessary for balance among the classes.

I would now like to pontificate on a pet peeve: the discrimination against fighters. This time it is the treatment of military units and large scale combat. It galls me that many people seem to think that only fighters get caught in the murderous melee, while the other classes perform more glamorous and safer things on the periphery of the battle. I don't think it should be that way, and in my world it isn't. Everyone is expected to do his part. Thieves are used as scouts, skirmishers, archers, slingers or light infantry. The first two jobs are usually reserved for the more experienced and for volunteers. The rest go to draftees. Clerics are generally formed into their own units and fight as infantry. They will also attempt to cure the wounded during lulls or after the battle. It is recognized that the battlefield is the court of the gods, and no cleric would attempt to interfere. It isn't worth the risk. (Having gods join directly in with human combat is to ensure that both sides lose the battle, not to mention other future complications.)

Even Magic Users have a part in the army. Before continuing, I'd like to say I have not yet seen a satisfactory treatment of magic in any set of miniature rules. Either magic was the dominant arm or it was virtually useless. I'd appreciate any constructive comments or information on a usable set of rules.

Each regiment has at least one detachment of MUs with higher level MUs attached to HQ. Each detachment has several MILITARY AMULETS (cost 1K GP). When concentrating on the amulet, the MUs can project a 6" diameter circle around any unit in sight. For each level of MU concentrating, one level of spell cannot get through. (When speaking of MUs here, I mean one MU casting at whatever scale is being used.) For example: 4 MUs and a MU2 protect a unit at which 2 Fireballs, a Sleep and 2 magic missiles are thrown. This gives 6 on defense and 9 on offense: 3 levels of spells get through. The lower level spells are screened first, or the DM can determine the result. When concentrating, nothing else can be done including move. And unless protected they are also vulnerable. Usually detachments will break into smaller units to offer protection while moving.

There is a danger in this operation. If the attacker is higher level than the defender, there is a chance of being affected. For every level the attacker is above the defender, there is a 5% chance of being affected minus 1% for each defending MU level. Roll for each casting individually. If affected, the MU is killed or driven insane.

Treat wands, staves, scrolls, etc. as the equivalent spell level. These spells are always screened first. There is no need to save vs. these items as against MU spells.

The most common tactic used results in lower level MUs being responsible for the defence, while the commander's detachment add extra defensive strength at critical points as well as performing offensive duties. I believe this system mandates a use of massed MUs without making them the only important arm.

In ending, I would like to comment to all the individuals who dream up variants of this or any other game. In the army (which loves old adages) I ran across at least one acronym which I agree with: KISS. Keep It Simple, Stupid! In my opinion, any variant which ignores this dictum should never see light. No matter how much you think it adds to realism, it will only add to the confusion and boredom. I will be kind and assume those reading this can tell the difference between simple and simplistic. So keep this in mind, and I believe the only result will be improvements; at least, I have not yet found any endeavor in which it was not true.



FROM THE HALLS OF THE MOUNTAIN KING - An A+E filler from:  
Alan Davis, 2447 N. Deodar, Santa Ana, Calif. 92705

I run clerics. I like it. (My god, it sounds like a Jack Webb TV show.) I am having a little trouble with my clerics and certain areas in which they deal. Perhaps the readership of this 'zine can assist me with these problems. Following is a memo outlining said problems:

Re: Cure Light Wounds vs. Cure Serious Wounds.

In recent campaigns a problem has arisen which I find most curious. The clerical spell "Cure Light Wounds" seems to have run "Cure Serious Wounds" out of usage. When higher level characters take large amounts of damage, the clerics simply pile on "Cure Lights". To me this seems unrealistic. In addition, under the current spell point system prevalent in my area, it is cheaper to cast two "Cure Lights" than one "Cure Serious". What to do? It has been suggested that Cure Serious be required for critical hit repair. Another suggestion referred to applying a percentage of damage taken to decide which shall be used, i.e., if a character takes more than 50% damage, Cure Serious is required. A third suggestion was that a ceiling be established on the damage Cure Light can repair. The main problem is to make Cure Serious Wounds a necessary spell without causing problems for low level parties who cannot bring a cleric with Cure Serious. Any suggestions?

Re: Reincarnation and Similar Spells.

This one gets touchy. I'm afraid I allowed myself to get involved in this one by exposure to a spell that is not quite public yet, as it only appears on certain scrolls in my area. The spell: Reincarnation II. Now I don't disagree with the basic premise of this spell, and will say no more about it since it is not my province to reveal it, except to say that it is a mage's spell. Shouldn't reincarnation be a cleric's spell? It seems to deal directly with the soul, a cleric's area as I see it. I know this goes contrary to Book I of the D+D bible which places reincarnation on the mage's list, but it appears strange to me. I understand that the justification for this is that the cleric in D+D was patterned after the Christian cleric of the time, and that Christian clerics didn't believe in reincarnation. I equate the Christian cleric to the lawful cleric. If the lawful cleric doesn't believe in reincarnate, then why does the lawful mage believe in it? Opinions, please.

Re: Healing Potions.

Something that appears to be getting out of hand in my area is the use of healing potions. Massive amounts of healing potions in the hands of players constitutes a direct threat to the existence of clerics, especially those who cannot fight well due to low constitution or low strength, or those who are too low in levels to have Raise Dead. Something seems wrong with allowing unlimited use of healing potions from a medical standpoint also. What to

More from the Mountain King --

do here? A suggestion has been to put duration on healing potions. Should this imply a duration on other potions as well? Another suggestion was to only allow potions to heal damage caused by normal weaponry, with magical damage requiring a clerical heal. Another suggestion set an amount that could be used in a day. Any ideas out there?

Re: Regeneration Rings.

Regeneration rings appear to be both too powerful and too numerous in my area. Not only is the idea of total repair of all damage except fire and acid too powerful in itself, but the idea of someone being killed and then popping back up after a certain number of turns without any crock is downright strange. Now if there was just one of these rings floating around it would be okay, but almost everybody seems to have one. What to do here? Perhaps a constitution roll when a person pops back up after being killed or one point off number of allowable raises each time? Only normal (nonmagical) damage regenerable? Ideas?

Re: Chaotics.

I run chaotics. I make no excuses. I happen to like them better than the other alignments. The fact that I have been called the most evil person in my area may have something to do with it. What I would like is different people's opinions on the running of chaotics within lawful and neutral parties. It seems to me that chaotics would never have survived to the age to go adventuring if they ran around stabbing everybody who displeased them or killing outright for greed. A chaotic should be sly. A chaotic should be unobtrusive unless he can back it up. But here I take flak. I will run one of my evil boys through a party, keeping in mind that keeping the party alive keeps him alive. Afterward someone will find out that I had a chaotic. All hell breaks loose. People will tell me, "Chaotics stab people in the back. Chaotics roll reaction for everything. Chaotics this, chaotics that." How do you people run chaotics?

I welcome any comments on the foregoing paragraphs as long as they are neither destructive nor insulting.

Thank you.



EARTH'S END #7 by Jim Bolton, PO Box 3185, Fullerton, Ca. 92634 All views are strictly those of this writer, and he will be held responsible for all statements.

Well I might as well get the comments out of the way early.....

MARK SWANSON-----the Daughters of Kali have been added to the universe, and I wish to thank you for them, and also the Death Elementals.

TO EVERYONE-----CONCERNING WAYNE SHAW'S WEAPON MASTER-----Wayne left out one important fact, which he asked me to include in my column. Instead of the limitation of only -1 to hit with every weapon he is not a master of.....it should read.....-1 per experience group for every weapon he is not a master of. Your very welcome Wayne.

MARTIN FLEISCHMANN-----No. Morfs did not come from Metamorphosis. It was created by a friend of mine, and to my knowledge it came from his imagination.

BILL TAYLOR-----I stand corrected on the armor restriction table. I should have a new one ready for print in a couple months.

MIKE GUNDERLOY-----Thanks. I might just drop by some day. When does your group meet.....day.....time.....place? I do agree somewhat with your statement on monsters being so hard to kill, but you do not help matters by including one with 250 HD. Or should that be HP.

CHRIS PETTUS-----You do have a logical point concerning the same probability for a Ring of Dancing as a Ring of Wishes, but after I have rolled up over 1200 rings and still not rolled a Ring of Wishes, well I hope you see what I mean.....The table works for me.

James Cerrato-----I am glad you liked the prologue for 'TARA', and the beginning of the first chapter will be in this issue or the next.

PETER CERRATO-----I am sorry to say that I did test out the system for hit points equals Con, but it would have required me to completely change over my universe, and this was to great a chore. Also it would create a problem for open world play, which I do quite a bit of. It is perfect for a closed campaign, and I would try it that way, but only that way.

GARETH KANTZ-----I'm glad you liked the ring table. One of the main reasons for zines such as A&E is for exchange of ideas in the hope that someone can use something that is mentioned here.

BILL SELIGMAN-----A very unusual sword table, and by the way it does produce weird swords now and then. It is being added to the already overflowing set of charts that I have.

STEWART LEVIN-----I am well aware that there are very few crocks on the ring table. I wonder why? The reason being that I really don't like the percentage of crock items that Gygax included into most of his lists, and therefore I have created my own. It would be a simple matter to take my chart and delete a few good rings and add a few more crocks. I feel each DM should do what he feels is best for his particular universe. I do hope you understand my feelings.

CANINE OF HADES-----ALIGNMENT: chaotic # APPEARING: 1-6  
 ARMOR CLASS: 7 to -2 MOVE: 12"/36"  
 HIT DICE: 3 to 12 DEXTERITY: 17 plus D6  
 % IN LAIR: 0% TREASURE TYPE: none

ATTACKS: they get a bite that does 3D6 damage plus save vs. poison.  
 Poison damage is equal to the dogs Hit Dice. Plus special attacks listed below.

DESCRIPTION: they are all black with golden glowing eyes. They stand about 4' at the shoulder and weigh 120 to 150 pounds. It has rather long legs, and a lean, long head. Its tail is short as are its ears. It has a set of wings, which can move it at great speeds.

These dogs come from Hades and are usually on a mission of vengeance or they may have been sent by the great ruler of the dead himself.

Each dog can cast a "Remit Unto" spell once per day through his eyes. They have a change in their eyes because the eyes turn a deep red. Unless a save vs. magic is made the person in question is sent to Hades and immediate death. Nothing short of a full wish will bring such a person back. There is also no chance of reincarnation. Of course, if a wish is used to bring back such a person, they take the chance of bringing further ~~\*\*~~ wrath on themselves. There is also a 10% chance that the person will not be killed and only held captive.

Each dog can also cast a Cause Death spell, but it takes one melee phase to complete, so that in the second phase, the spell goes off. The dog must stand still for the complete time and also the eyes change color to a greenish glow.

They can Teleport, see on all planes, can go invisible, ethereal and astral and have infravision of 180'.

If any dog gets to five hit points or less he has the capability of Gating in 1-6 more dogs. The dog can do nothing else for the remainder of the melee phase. He has a base 25% chance of gating successfully and each successive melee phase the chances increase by 5%.

\*\*\*\*\*

DREAM MAKER-----ALIGNMENT: neutral # APPEARING: 1-6  
 ARMOR CLASS: 9 MOVE: 12"  
 HIT DICE: 3 plus 1 DEXTERITY: 3D6  
 % IN LAIR: 10% TREASURE TYPE: I

ATTACKS: two hands which do a D6 per hand, and a special.

DESCRIPTION: it is a humanoid that stands about 7' tall and is sandy colored. As it walks it leaves a small trail of sand. They normally inhabit the desert, where they may appear in numbers of 5-50. Recently small groups have broken off from the main body and have been seen in towns, dungeons, castles, etc. Their main weapon is to throw sand, which acts as a sleep spell:

AFFECTS: 1-8 1st levels, 1-6 2nd levels, 1-3 3rd levels and 1 4th level. They can throw this 3 times per day and the area is 6" diameter; duration 8 hours. Persons affected can be shaken awake (2 melee phases).



The following is the beginning of Chapter 1 of "TARA". I will include two pages in each issue of this column. Copyright © 1977. All rights reserved. No part of this work covered by the copyrights hereon may be reproduced or copied in any form or by any means-----graphic, electronic, or mechanical, including photocopying, recording, taping, or information and retrieval systems---without written permission.

The city looked as if it was suspended in a fluid. The distortion caused by the constant flow of the bright orange-red coronas that moved about it gave him a feeling of paranoia. Lavis had warned him not to undertake this mission. As he fought the feeling within him he noticed that the buildings looked very odd. They were in all types of form. There were needles, octagons, pentagons, cylinders and some he had never seen before. The oddest thing was that there was no visible means of support, and it seemed that it was moving across the land at a very imperceptible pace. At various times, the Lords, moved thru the air, but never in sight for more than a moment. They could be sentries, but yet they seemed to not care about security. Where were the others? They should have arrived? Perhaps it would be best to call it off?

His thoughts wandered back to his mother and father. They were so happy at one time. His father Torsut was a proud member of the Tee clan. He had married Tualan and together they wandered about the realm of Tara. They soon found a place that was not listed on the plats and they decided to claim it for their own. Eventually others joined them and the Toa group was formed. Through out the world the Toa was respected as the best warriors of the time. After many years he was born and was excepted into the group.

The group was all important. It seemed to dominate everyone. The people had become simply tools for the glorification of the group. Remembering how it all started with him was painful, but it was part of his bios.

At period six he was put into the prep. Here he learned how to sustain under pain. The mentors were well schooled in their work. How he hated that first day when they took him to the fire pit. He was buried to his waist and they slowly applied the burning monel to his body. The intense feeling as it slowly penetrated the derma and the odor from it were almost more than he could bear. Time after time they would continue with utmost care, almost as if they were enjoying it. When it seemed that he could bear no more, they would stop, and heal his body with the Pyramid of Bios, and then continue once again. He never realized he could scream so much, but as time went he grew accustom to it. Nothing seemed to affect him. The Lash of Rale with its tiny razor edged thongs that seemed to strip a man of his flesh was the final test. He had seen so many of his kith fall under it, that he feared he might also. But he stood the test and was sent to the Master of the Arena. Here he would become a true Toa.

The time passed quickly with the Master. He learned to fight with the old weapons such as swords, axes, lances, knives and spears. Also the present weapons as lazer, phaser, wirepoint and disintergrator. He spent much time here and became a master in all the weapons. This was the most enjoyable time spent with the group.

At period twenty he was to face the final test. He was taken to the traverser and sent to the planet Serac. This was the most barren place he had ever seen. It was one solid piece of ice and the cold would have been imbearable for most. His pensum was to find a Gelid and kill it. He quickly set out to find .....

"You are so dense, Exar! Why did you let him die. He was the last of that foolish rebel sect. It amazes me why they continue to try and overcome us. Is it not better just to face the hopeless situation and conform to our ways?"

"You should remember your position Axor, and not be so insolent. I will not allow our friendship to interfere with tariff. You are of the fifth and I of the first. Perhaps you need a little lesson in our powers. They seem to have slipped into the deep recesses of your mind."

"I am sorry, but you did not gather the information that Merchan hoped for, and no doubt his ire will be taken out on us."

"I have no need to worry. There are to few of us. Of course, your type are more easily replaced, but let us hope he understands."

"Understands! He only sees things in one way, and surely because of your error we will both be made to pay retribution."

"I obtained everything I could. To add to what you have already heard would be repetitive. The only thing was his mate, who was known as Launis. They lived near the Forest of Nasul. I ordered Raiders out, but they found nothing and could pick up no vibrations."

"Have you sent the Trackers? They were bred for just such purposes."

"Yes, they have been dispatched and should return within a mar."

"Well what else did we gain? Surely there must be more."

"No more! It is strange. I could perceive to a point, but no farther. It is as if an energy were stopping all points. He is the first we have seen. They seem to be building a defense, but Merchan will find a way."

"Perhaps, but these people cannot seem to conform to our ways. We have waged this battle for many years now and they are no closer to control. Our studies did not find this and it should have. We could have tried elsewhere and been more sucessful."

Suddenly a voice emanated in Exar's mind. "The Trackers have returned and we must meet in counsel at once."

"I must go Axor. Dispose of the body in the usual way and then meet me at the recon dome."

\*\*\*\*\*  
I hope everyone does follow this story. It has been a time since the prelude was printed and I am trying to consolidate the complete book into a shorter version for A&E.



FROM THE OTHER END OF THE CIRCLE #3

a fantastical publication from William B. Herdle, 77 Carpenter Ave, Apt 6N, Mount Kisco, NY 10549 (914)-666-8380

Convention Report: Probably not too many A&E readers were able to attend both ORIGINS 77 and GENCON X. I managed to make it to both of them, and several events of interest to D&Ders seem worth reporting in print. Politically, the rapidly widening schism between Gygax and Arneson factions of "traditional" D&D came into the open at ORIGINS. The Dungeons and Dragons tournament there was run by Arneson et al, completely independent of TSR, and prizes were supposed to be furnished by Heritage Models. I won't comment on the merits of the contest, as my group spent most of its time trying to cope with an incompetent DM. (I offer as evidence for this contention the fact that he later entered the "Novice D&D" event at GENCON.) At the Friday night Dungeons and Dragons seminar, Tim Kask and Ernie Gygax tried to make TSR's position on D&D clear. As I understood him, Tim said that variants of D&D are healthy and even desirable --- the game was designed to allow DMs to express their creativity, after all -- but that they must be identified as variants. TSR reserves all rights to the name "Dungeons and Dragons" and to the material copyrighted by them under that title. It seemed to me that they might be trying to claim a bit too much, like ideas instead of practice, but I'm no lawyer, so be careful what you publish for profit: they're taking people to court. In any event, TSR feels that to tell someone you are playing D&D does him a disservice unless you explain to him that what you're really playing is a D&D variant -- and list for him in detail any rules alterations you have made -- or unless you are really playing pure D&D as promulgated by TSR. For me, the bottom line was that TSR is in this for the money, and they want to keep as much control over the FRP market as they possibly can in order to maintain their profits. Their pursuit of this goal has caused some friction in the gaming world. For example, Heritage Models had no booth at GENCON, and Dave Arneson has been endorsing and writing rules on his own. Arneson may feel that if there is to be any single name associated with FRP gaming, it should be not Gygax but Arneson. In this he would have some justification; after all, Blackmoor was the first reasonable approximation to a modern D&D campaign. But Gary Gygax is the man who pushed D&D into the marketplace, and for that he deserves all our thanks.

The D&D tournament at GENCON was run as a team event by the Valparaiso group. It was admirably thought out, and for the most part superbly run. The three-part quest has been printed up in detail, and might prove interesting as a short (15-30 hour) adventure for players who haven't seen it. "Of Skulls and Scrapfaggot Green" is available for \$8 from BP Designs, 358 E. 500 N., Valparaiso, IN 46383.

A New Game In the three years since D&D was released, it has had little real competition from other commercial FRP games. The only other game that I considered to have comparable potential as the basis for a fantasy campaign was EPT, which relies so heavily on the incredible wealth of detail given us by Prof. Barker that all the potential EPT GMs I know have despaired of ever running the world of Tekumel successfully. Now a third serious FRP game has been published. Written by Ed Simbalist and Wilf Backhaus and released at GENCON by Fantasy Games Unlimited, Chivalry and Sorcery looks good enough that I'm seriously con-

sidering switching to it as the rules basis for my campaign. I say "switching" because C&S is so fundamentally different from D&D that I suspect any attempted synthesis would come out looking much more like C&S than like my current game. It would be pointless for me to try to describe this rules set in detail, but I'll list some of the features I like.

Character requisites are better defined than in either D&D or EPT. Those hard-to-rationalize Hit Points are replaced by a combination of body durability and fatigue level. The combat system is comprehensive, but I haven't tried to play-test it. Some of its features, such as "bashes", are very appealing. Magicians are divided into 21 classes, each with its own methods of using "magick". With several important exceptions (only Necromancers can build Frankenstein monsters, for example) most classes can use all spells, but each class has its own special areas of competence. Fighters with adequate requisites can use magick. The "Magick Resistance Table" furnishes the basis for both learning spells and enchanting magical items. This learning system was for me the most striking contribution of C&S. Each spell is assigned, in addition to a level, a "magical resistance" that must be overcome gradually by a magician as he learns to use the spell. Magicians gain experience for learning to use magick. (Of course, a few classes like Alchemists and Drug-Trance Magick Users go about things differently.) There is a long, rather complicated list of spells, many of which are highly original. The list of monsters is shorter, and limited to classical types for the most part, but the descriptions are excellent, far superior to those in D&D. Intelligent monsters are treated as races and have levels of their own. One last feature merits special comment: the rules are permeated with thoughtful commentary on the philosophy of FRP gaming. Anyone running a campaign should read these rules if for this material alone.

There are a couple of points I don't especially like. For example, the rules include a great deal of material describing and codifying the structure and mores of medieval society, on which the C&S campaign is supposed to be based. The flavor of this section is much like En Garde, and while the information is interesting, I don't intend to turn my campaign in that direction. Secondly, though the table of contents is 10 pages long, there is no index, and a book this size needs one.

My message, of course, is that all of you should rush out and buy Chivalry and Sorcery. At \$10 for 138 8½x11 pages of rules and contents in reduced-size typewritten format, Simbalist, Backhaus, and FGU will give you your money's worth!

Parting Shot I recognize that the content of this zine is a little unusual for A&E. I assure you that I have no commercial interests in TSR or FGU. And I don't expect any rebuttals from Tin Kask, who said at ORIGINS that he had sworn never to write to an apa again. If all the feedback is negative, I'll stick to monsters and magic in the future.

*Bill Hunt*



## ZZOT THE SPECTRE'S NOTES FROM THE UNDERGROUND #1

This is my first attempt at a fanzine, as will probably be obvious. Please bear with Zzot; he's your buddy.

My name is John Spencer, and I am 17 (oh no, not again) years old and a senior at the Thacher School in Ojai, California. My address at school is Thacher School; Ojai, CA 93023. If I'm on vacation the school will forward it to my home in (alas!) Akersfield, California. I first learned about D&D about a year ago, when TSR, by mistake, sent me the entire series when all I had asked for was the catalog. Who says "TANSTAAFL"? I then immersed myself in the game with the already large D&D contingent at Thacher and proceeded to become the head DM at Thacher next year. I hope my help and comments may be found enjoyable. If not, don't hesitate to write me. I'll answer all letters, as I get so few. Even if they're about my lengthy intro.

### FIRST ON THE AGENDA: A CHARACTER-MAKING COMPUTER PROGRAM!

This summer I busied myself on the Cal State Bakersfield mini-computer and wrote a rather long program that creates thousands of D&D characters at the drop of a helmet. It does the following things: 1) determines the name (There are 3000 possibilities from 15 beginnings of names, 20 ends and a number from 1-20, like HR + ALDORZ + 13 = Hraldorz 13. 2) Determines the characteristics. 3) Determines the class, checking in order to find Monks, Assassins, Druids, Paladins, Thieves, Clerics, Magic Users and Fighters. Sorry, no elves, hobbits or dwarves. 4) It then rolls HPs, based on class and including Constitution bonus. 5) Then it determines GPs and buys possessions based on GPs and prints these out along with the resulting GPs. 6) Finally it determines any plusses for Con., Str., and Dex. using the tables from Greyhawk and, for dexterity, the charts in The Dragon, Vol. 1, #3, p. 30.

These characters are available by mail. Due to a pseudo-legal alteration in the program, it can also keep rolling characters until it gets one of the right class. One can ask for 1000 Druids. For Druids and MUs, the computer picks a random spell for them to use for 1st levels. (Of course, the computer only rolls up 1st levels, and you may alter them as to spell choice or possessions. I just find it easier to have the computer do all the work for me.) For random 1st levels send 1¢ each. For specific classes: Monks=10¢; Assassins, Druids, and Paladins=5¢; and the other four classes are 1¢ each. Please also send 25¢/100 characters (rounded up) for postage. If you send in before early December, I can get them to you by January. If not, by April. (This is because of the few vacations I get from schools.) This is a typical character:

YAVAZ 2 1st Level Druid  
STR INT WIS CON DEX CHA HP Spells: Detect Snares & Pits  
9 15 12 15 6 16 5  
Possessions: Leather Armor, Sickle, Sling w/ regular ammo  
Total REMaining: 30 GP  
+1 on every hit die.  
-1 on Missile Fire

Please send only checks, and not from some obscure bank that can't be cashed in Ojai, California.

## STRANGE SUGGESTIONS FROM ZZOT'S LAUGH-A-MINUTE BAG OF TRICKS

I had a mirror at the end of a long passageway. Along came a few war-torn, shell-shocked characters. Seeing figures approaching they got ready for missile fire and even wasted a spell before noticing that they were shooting at themselves and that their missile fire had bounced off the mirror and fallen into a small, deep pit in front. Oh well. You could even make it a large Mirror of Life Trapping. But that wouldn't be too nice.

Or say you come into a room and you see a Dwarf and a Goblin fighting. If you are Lawful, the Dwarf calls for help. If Chaotic, the goblin calls. Little do you know that they are really Jap Ogres. Or they could be Phantasmal Forces. Or whatever. The possibilities are infinite.

## ZZOT JUMPS ON THE "IHATE PHANTASMAL FORCES" BANDWAGON

I think that those who maintain that Phantasmal Forces are real if believed real are full of grey ooze. It is probably best to make it a second order spell only if dispelled by touch as suggested by Wesley Ives in "The Stoned Acolyte" in A&E #25. Further, one might introduce an Illusory Forces spell at the 4th level that can only be dispelled if disbelieved, as the old P-forces spell used to be. I suggest that, to determine belief of spell, use the creatures approximate Intelligence (I-18), multiply by D4, add its level (or HD) and subtract the spell caster's level. If the total exceeds 38, then the hapless victim disbelieves the spell and the Illusory Force is Dispelled. Subtract 3 if the victim is engaged in melee and even if disbelieving, the victim should make a save vs. magic or else be forced to make a morale check at -4.

## ZZOT'S MAGICAL MYSERIES TOUR

Everybody on the block (or so it seems) owns a Rod of Lordly Might, because of its high probability. One should lower the probability. Add a Wand of Perpetual Poison Detection and Reaction: i.e. at the first sign of poison, the party must all attack with ferocity, even if going straight into a den of Wyverns. The Wand looks like any usual detection wand and is cursed and can be removed by a Remove Curse or Limited Wish.

Or maybe a Rod of Illusion Detection?

How about Intelligent armor? It has ego and can drag you into battle. Maybe it could be a shield that can be thrown, like that of Captain America. Astral plate and chainmail of constriction have also been tried with much success.

My personal favorite is the Sword -3, double damage.

There really aren't enough cursed Wands.

Has anyone tried an 8th order spell that allows Chaotic and Neutral Magic Users (or a 7th order Clerical spell) to call up Demons in the traditional way of ancient mages (see Black Easter by James Blisch)? This is how I phrase it:  
requires three turns preparation.

This spell cannot be cast at all, unless earlier the caster has made a pact with Lucifer. One may do this by rolling one's level each week until he succeeds. Then he acquires five demons upon whom he may call and who will serve him until he dies and is sent to Hell. He rolls 5dice five times to acquire these demons. On each roll he adds his level -10.



01-45	Demon	Type 1	Special
46-70		Type 2	1-40 Rakshasha
71-78		Type 3	41-70 Balrog
79-85		Type 4	71-98 Succubus/Incubus
86-91		Type 5	99 Orcus
92-99		Special	00 Demagogon
00		Roll Twice	

When the pact has been made, the mage or cleric may call up each of his demons once per game week. The duration is D10 turns plus the caster's level -12. When cast, add 2D20 to the level of the MU and subtract the following points for each demon:

Type 1:	D20	Balrog:	6D10
Type 2:	2D12	Succubus:	3D20
Type 3:	3D10	Rakshasha:	5D12
Type 4:	3D12	Prince:	4D20
Type 5:	3D20		

If this roll is not made, the caster must Save vs. Magic or the Demon will attack him. Furthermore, every other turn, the roll must be made if it was not made the first time. Lawful Mages or Clerics may summon up demigods with this, but no pact is made; the spell is treated like a Gate, and the demigod must be Lawful in nature.

This spell gives rise to a new character class devoted soely to raising the Devil's legions. I might investigate this later. For starters, it should require 16 INT, 12 WIS and 16 CON. Remember, a pact may not be made till the caster's level is thrown on %dice by him.

#### ZZOT'S ROGUES GALLERY #ONE

The Wub (from Phillip K. Dick's "Beyond Lies the Wub")  
AC: 7. HD: 5+1. Attacks: 2 hooves @ D4, 1 bite @ D8. LAWFUL.  
The Wub resembles a grotesquely fat hog; only 1-2 appear. They are in lair 75% of the time, and their treasure is type 1. They may cast D4 1st order spells and one 2nd order spell as a MU10. Mostly these intelligence (16-20) beings like to discuss the arts and things intellectual. They make good companions and pets and are delicious when cooked. They will join a party if there is someone with INT 15+ who will talk with them and keep them company.

The wub moves only 4"/turn. Its great advantage is its ability, when dead, to possess the bodies of its killers. Upon killing a wub, the killer must save vs. magic or be possessed by the Wub, taking on the Wub's mannerisms. ONLY a Wish can save the hapless victim. This is sure to get players upset, when such an easily killed character ends up as one of his men.

On a roll of 1 on a D20, the Wub can shapechange.

Next time Zzot will be more prolific with his offerings but, in this special introductory issue, he remains brief. May your 18s flow like water, and your 3s be fewer than your dancing swords.

Final suggestion: When in doubt as to his high-levels, throw him spectres.

SPELLBOUND

#3-A, Sept. 2, '77  
A&E #26, 516-941-4396

F. Scott Johnson  
18 Coraway Road  
SETauket, N.Y. 11733

AQUA INCANTEVOLE

After using the enchanted pools table for innumerable ones, I have become itchy for variations. I haven't seen much on the subject, so I decided it would be a nice project to write up some more details and varied tables. I haven't done much to the system of finding out what enchantment the water has, but I have varied the results.

STREAMS: roll %ile dice. 01-40: Table I, 51-80 Table II, 81-00: III

Table I

1. Water
2. Vigor=2 hrs Sleep
3. Water
4. Poison
5. +1 pt/experience
6. Water
7. Invis (as potion)
- 8-9 Water
- 10 +D10 pts/psi-  
onics
11. Poison
- 12 Any potion

Table II

1. Any potion
2. Infravision
3. Astral/Ethereal  
vision
- 4-6 Poison
7. +1 STR (1 hour)
8. -2 STR (2 hrs)
9. Nice cold Water
- 10 20% chance disease
- 11 Water
- 12 Water

Table III

1. Geas (up to DM)
2. Water
3. Poison
4. Any potion
5. Slow spell (Half  
speed/2 hours)
6. Death (save +2)
7. Bless (as spell)
8. Disease-per Blackmr
9. Cure all Diseases  
(duration - 1 day)
- 10 Speed (double norm)
- 11 +D20 psionic strength
- 12 Up one level!

SPRINGS: Roll %ile: 01-30: Hot Spring, 31-00 Cold spring:  
roll on streams table

- |                              |                         |                  |
|------------------------------|-------------------------|------------------|
| 1. Rejuvenation (D10 yrs)    | 6. Lead to Gold         | 11 +1-3 any abil |
| 2. Extra Poison (-1 save)    | 7. Gold to Copper       | 12 Gold to Lead  |
| 3. +10-20/psionic STR*       | 8. Permanent Invs       | 13 Disease       |
| 4. 10% chance/heal totally** | 9. Cure Light Wounds    | 14 Poison        |
| 5. Cure Serious Wounds       | 10 -D6 any ability      | 15 Slow 1/4 Spd  |
| * If no psi, -1 from INT     | ** Even dead characters |                  |

POOLS: 01-85: Table I, 86-00 Table II

Table I

1. Perm Visibility
2. Perm Shape (no  
polymorphs)
3. Levitatin (as spl)
4. Disease Immune
5. 100% disease  
susceptible
6. Perm Infravision
7. Perm Dbl Speed
8. Perm Slow (Half
9. Water Breathing  
as spell)
- 10 Cure Light Wounds

Table II

11. Light Wounds
12. Prot/fire (ring)
13. Poison
14. Geas (up to DM)
15. Charmed by any  
monster/day
16. Polymorphs char.  
to monster
17. Paralyze (save allowed)
- 18 Stone (save allowed)
19. REjuvenate (D6 yrs)
20. Age (2D4 years)

Table II (relic ability)\*

- |       |                 |
|-------|-----------------|
| 1-50  | EW relic        |
| 51-70 | III power table |
| 71-80 | IV of that #.   |
| 81-90 | V               |
| 91-95 | I & IV          |
| 96-99 | II/each table   |
| 00:   |                 |

\* DMs must roll Relic powers separately for each character to determine abilities. If the ability is not compatible, roll again. The ability lasts for exactly one day.



NOTE: Water is included in the enchantment tables because some pools are in the lore but are not really magical.

PARCHMENTS: After writing the enchanted waters article, I found myself wanting to do some more of this short term ability-disability table. Another idea I've had lurking around my cerebrum was a version of treasure maps mixed with magic but readable by anyone (If you have a language system, by all means apply it here: roll the language of a parchment as you would a player's language. Of course, if you have archaic languages, these will be greater in number.) The Parchment should be hidden from view, and there is only one in six levels of dungeon (i.e. 3rd level is 3+, 2nd level is 5). Ah, the joys of table format!

For determining Table Level of the parchment:

01-10 I 11-20: II 21-30: III 31-40: IV 41-50: V  
51-60: VI 61-70 VII 71-80 VIII 81-90 IX 91-00 X

Table I

1. Nearest Treasure
2. Speed (double)
3. Unreadable
4. Meaningless
5. Nearest Teleport
6. Nearest stairs
7. Directions nowhere
8. Dir. to danger
9. Nearest monster
10. Nearest room

Table II

1. Des. of area
2. Slow (1/2 norm)
3. Nearest room
4. Nearest treasure
5. Nearest Sec. Dr.
6. Crumbled/useless
7. Relic Power, 1
8. Nearest Stairs
9. Suggestn: DM Idea
10. Creates D10 +1 arrows

Table III

1. Gas to Reader
2. 4D6 Fireball
3. Nearest 6HD Mnstr
4. Nearest water
5. Nearest parchment
6. +1 HP
7. Disease
8. Creates 1 Misc Mgc item\*

Table IV

1. Fear to all/60'
2. Teleport\*
3. Explosive Runes
4. Any scroll\*\*
5. Creates Monster\*
6. Creates Servant\*
7. Sleep to all\*
8. Speed to reader

Table V

1. Scatterport
2. Nearest Relic
3. Gas (per S-R)
4. Nearest Demon
5. Nearest gold
6. Fake Treasure Map

Table VI

1. Charm one Monster
2. Reader immune/  
Disease
3. Reader heals D10
4. Death to reader\*\*\*
5. Slow (1/4 Norm)
6. Alignmt reverse

Table VII

1. Lose 1 level/all\*
2. All req. 18°°/2 hrs
3. One Lim. Wish
4. Neut. all magic
5. Poly reader/mnstr
6. -1 HD

Table IX

1. Name of a Demon\*
2. Summons 6HD monster
3. As long as it is owned, it will perform two relic powers once/day for the owner
4. Creates armor +5\*
5. Wish
6. Map to buried treasure (new! roll on level)
7. Gain psionics
8. Any two (non-cumulative) of above

Table VII

1. Gain psionics
2. 1st lvls die\*
3. 5D6 Fireball
4. Wish
5. Triple speed
6. -10 HP

- \* Only if read aloud  
\*\* Written in magic  
\*\*\* No such thing!

## Table X

- |   |                                     |
|---|-------------------------------------|
| 1. Lightning Bolt, 20 pts dmg strikes reader                | 6. Precog for one day               |
| 2. Turns all flesh to stone except reader's*                | 7. Reader gains 1 lvl               |
| 3. Paralyzes all but reader* to                             | 8. Reader loses 2 lvls              |
| 4. Death to reader - no saving throw                        | 9. 1 piece Misc Mgc                 |
| 5. Aloud: will deafen all within hearing range (for a day)* | 10. Summons a demon (roll for type) |

\* Only if read aloud

Notes: The name of a place, such as "stairs" or "teleport" means the parchment gives directions there. Remember, if the name of a demon is read aloud, there is a chance it will hear and come looking for the culprit. Where duration is not mentioned, it is 1-6 hours or go by the spell rules, if it is a spell of sorts. Anything you don't understand in the tables shouldn't be too essential, but if you have questions, I'll be glad to answer them. And while you're writing to me, why not enclose a couple of bucks for a sub. to SpellBound. Chee, what a business man.

I guess I'll have to get into the swing of things around here and do some comments and then I'll treat you all to a story.

## COMMENTS ON A&E #25

Lee Gold: I've seen a lot of this type of thing, and although I've seen some better systems I still enjoyed the new ideas. Ideas win out over systems anyday.

Charlie Luce: I've enjoyed the Griffin's Quill for two issues now but all I have to say is keep up the nice work. On your comments to John Sapienza, when a mage begins to come into his real power (around 10th level) that is fine, but when a mage goes up another two levels, I institute my "Points-for-Kills-only" system. When you're a high level magic user, it is fairly easy to get points by finding treasure, but if you only get points for killing monsters, then I give the mage ten times the amount shown on the cards.\* This system forces MUs to go after tough monsters rather than picking on treasure laden caravans with a meteor storm. (\* The cards means my index cards with kill points on them.)

Jim Eckman: More, more!

Steve Perrin: You have written some nice things but, come on, quit nlt picking about every goddam incongruity in the ep system. Do something constructive or still your quill!

Ruach Shaddaih: What do you mean that you don't approve of mimeo copies of D&D. D&D is copyrighted by TSR and it is expressly illegal to do such a thing. If you know who it is, I suggest you report them to the police, yes, the police, and they will do what is necessary.

Mike Gunderloy: Puppet masters sound interesting, but I think they could only be run as a monster. What is agility? How is it different from dexterity?

Bill Seligman: You write a lot, but you don't write much. Sorry, but save the satires for the trekkies.

John T. Sapienza: Fantastic. If I can, I'll use it. Your fantasy character description sheets are the ultimate.



Dave Hargrave: Excellent article on magical items. I've been trying to get a copy of The Grimoire but nobody carries it. I'll be sure to pull out anyone with a wagging tongue and a small mind filled with trashy gossip about you! and rip out their tongue.

### ETERNAL WEALTH

A certain stillness was about the dark chamber, not the stillness of a moment's quiet in midafternoon, but the lonely quiet of an undisturbed rarely and ages gone, walked room. There was a door at one end of the room and a door at the other, but neither seemed as though they would welcome an entrance.

At first it seemed the noise was only a scurrying rat, but it had too much of a definite ring to it. Yes, now a sound could be heard, footsteps in the corridor beyond the southern door. Would they stop here, the room seemed to tense as though it were a living thing. Would they stop here, or would they pass as so many had before.

The sounds ceased. They did not fade slowly down the hall; they just stopped. Whispers now, warnings in a tiny voice that could have been that of only an elf. Elves had distinctively different voices as did giants, whose deep and booming voice had only been heard at these depths. There was a short tapping at the door and then a resounding click, as the old lock fell open.

The door trembled open slowly to reveal two figures. One was an Elf, a small fellow even for his race, whose adventurous eyes glinted like polished gold in the torchlight. The other was a tall thin man robed in a heavy flowing cloak emblazoned with moons and stars and the like. The pair did not stand in the doorway for any length of time. They stepped into the room and shone their torches about the place as they gaped at richness that lay at their feet. The room shone with the dazzling light of a thousand rubies, diamonds, emeralds and all the precious stones of the world. The hordes of a thousand dragons combined with the treasure of a thousand kings could not have equalled the sparkling brilliance contained within the small chamber. Gold spilled from chests and urns to form pools of wealth beyond imagination. Statues of crystal, silver, copper and platinum seemed so real as to be frightening.

As the realization of what they had found became apparent, the two began to smile, not laugh or jump about but smile, a real smile so uncommon among humans. They felt a deep and honest joy, for they would have all they wishes; they were rich. They smiled and they smiled and they smiled for an uncommonly long time. They were still, unmoving as though, yes, as though they were statues. The elf stood smiling, and he began to change, his face took a reddish color and slowly turned to copper. The magician too began to change as the blood in him turned slowly to stone. The two torches glowed brightly for a while, and then dimmed and finally became extinct. The door slammed shut, the lock snapped to, and a lonely quiet once again sealed the room, as the elf and the wizard took their place and value amongst the treasure.

## CURSES...FOR THE POWERFUL WIZARDS

This is a table of spell-like curses that can be used as one sees fit. It seemed a good idea, since the only thing a wizard can do besides cast spells is make magical items. The magic user (wizard) must be in fact a wizard to be able to use the Curse Table. The DM can either roll a curse at random each time the Wizard wants to curse someone or, more logically, the DM can work out a spell or curse system for wizards which would fit his/her campaign.

01-04	Ropes attempt to strangle the victim	05-09	The wizard is apt to misplace his magic.
10-14	The victim has intense fear of the rain	15-19	Victim must save vs Fear when hesh sees Kobald or run away per Fear spell.
20-24	Victim stays to fight in any situation when hesh would normally run.	25-29	If victim has mgc sword, it will reverse Alignmt. Neutral = Neutral.
30-34	Victim becomes rather ugly; face sprouts pimples.	35-39	Victim goes bald.
40-44	Victim's feet enlarge by 6"	45-49	Victim has intense fear of Wizards.
50-54	Victim's horse/mule becomes bad tempered & unridable	55-59	Victim's skin changes color
60-64	Victim will be misinformed as to Legend Lore or directions a lot.	65-70	Victim is constantly getting into bar room brawls et al with people bigger than hesh.
71-74	Victim will nearly always spring a trap in dungeon.	75-80	Victim will miscalculate his defense by D6 pts.*
81-84	Victim saves at -1	85-90	Victim's eyes turn all white
91-94	When victim meets undead, they will fight until dead and never run away..	95-99	Victim can have no children
		00	Victim can hold no treasure; will spend it quickly or have it stolen or otherwise lose it. Can hold only one prized magic item.

\* For this curse, DM should roll die and tell victim his defense has gone up or down by that much. If total HP goes below 0, he must save vs. magic or die.

## A MAGICAL-MAGICAL ITEM. THE SWORD OF AGES....

The Sword of Ages is a handy item. It can only be found in the mon-tiest of the Monty Hall lands or in a place in your world where there are 25 Purple Worms and 10 Death Angels! This Sword can assimilate magical powers. Whenever a spell is throw at its wielder, he must save (+3); if he does so, the sword will assimilate the spell. Any spell, so received, will be thrown out, on occasion at opposing forces. The DM must record spells the sword has assimilated and, when its wielder is in danger, roll %ile dice to see what it does:

- 01-70: Sword attacks as Verpal Dancing sword (+5/+5)
- 71-80: Sword casts an assimilated spell (always a relevant one)
- 81-90: Sword throws three Lightning Bolts and a Fireball of user's level damage dice at leaders or strongest in opposing party.
- 91-95: Sword attacks as monster-slaying sword, +5 to hit, 10 dmg
- 96-99: Sword double's wielder's strength, attacks 5/round with +4 to hit, +5 damage.

Note: the sword of ages will strike in all places, including Ethereal Plane.



## NOTES ON THE LOERA'N CAMPAIGN

The Loera'n campaign is not a regular campaign; it involves dungeon masters from all over the world working together in running an entire world. Some might say "So what; I do that myself," but really there is a lot more territory in a world than any DM can possibly cope with. Loera is divided into 50 segments, each with a different DM. Each month, the DMs submit a form which informs the Grand Dungeon Master of important events, the power of characters, the state of government affairs (generally run as city states) and the rising or demise of powerful monsters. To maintain game balance, when characters in one area become too powerful, the GDM sends a nasty-nasty monster into that particular DM's territory.

The campaign is just starting, and loads of interesting stuff is in store for the DMs of Loera. Margaret Gemignani is one of our DMs, and I'm sure she will be excellent. The campaign is still open for interested and enterprising Dungeon Masters. To get the information to become a Loera'n DM, just send me your name and address and a buck, and I will send you all the needed information (including an 80 page supplement) to begin your segment of the world. The newsletter for the campaign is an offset 'zine (i.e. SpellBound) which contains all the major events in Loera, stories of great triumph and tragedy among the adventurers of our world, and a special article directed towards DMs which will contain new rules or a note to specific DMs as to something that happened in their part of Loera, such as natural disasters or dragon wars or an invasion by evil wizards or any of the billions of things that can happen in a campaign of this zine. The atmosphere is incredible, and the fun is unlimited....

## THE FORCES OF EVIL

Angmar was quiet, maintaining a respectful attitude toward the young prince. The wizard was sympathetic toward the young prince who stood contemplating a small gold ring. Only ten years earlier that fiendish, damnable wizard Entemedon had called the council of the Great Twelve to propose a plan for the enslavement of the world under the shadow of dark magic. Angmar remembered that council well; bolts of lightning had wrought destruction among his comrades when they had shown disapproval toward the black wizard's plan. Four died before the wizard vanished. Four; the power of the black magician was unlimited. The places of the great ones had not yet been filled, and they had been his best friends.

The prince gazed at the ring, hating it as an object, yet in his heart he knew it was the only thing that could save him and his kingdom from destruction or worse. The prince wondered whether the heartless wizard had not cursed the ring when he had made it back in the early days when he was a white acolyte (as he was called then). Hatred burned deep and fiery in the prince's noble blood. He brought the ring to his finger and screamed in a hate-tortured voice, "Father, live for a day, Father, Father, KING!" An aura of powerful magic gripped the room, and as the prince's words echoed through the secluded chamber, a human form condensed from wisps of silvery mist.

Nothing could be good enough to describe him. He was as handsome as a god and looked as strong as a giant. Muscles bulged corded and scarred from beneath a rich loincloth. "Father," murmured the prince with awe.

"Son, you need not explain. I understand. Entemedon, my former friend has sent plagues through our country. He has killed my grandchildren with his hell-begotten spells. And, by crom, he has even been able to kill me. Yes, son, we must destroy him." The last sentence was slow and remorseful, for the king had once been a friend....

Angmar, with a nod from the king, threw up his hands and muttered an age old incantation.

\*\*\*\*\*

The ruins of a castle stood quietly eroding into grey dust. Too quietly, the silence was not that of a peaceful spring day. Not a living creature made a sound. There was a deep and powerful aura of evil enchantment.

Of a sudden, a lone figure snapped into view out of thin air. Few of the many who knew him would have recognized him now. He was Angmar, the white wizard, but he was pale and aged. Beads of sweat poured from his brow; this was not natural for a wizard. "The small spell has taken more of my energy than I deemed possible," he said. "Entemedon's powers have multiplied and thrived like the plague."

Deep below the ruined castle, Entemedon sat in his library pouring over some hell-bound text when, with the force of an earthquake, the walls shook and the prince took form in front of him. Unsheathing his mighty sword, the prince struck a second later with the speed and skill of a superb fighter, but to no avail. A steel wall sprang up between the two. From behind, a pair of vengeful hands gripped the wizard's neck. A shiver of fear shock Entemedon as he realized they were the hands of the King. Those hands had a power far beyond normal. Slowly the wizard's bones became icy, cold and brittle. But the king's grip began to loose just a little and, an instant before he would have died, the magician vanished, leaving the king to grasp a thin wisp of blackened smoke.

"Oh gods, but would I have killed him!" said the king slowly. His words resounded softly throughout the room. As they died away, the king began to shimmer, slowly, increasing in intensity the light brightened. There was a moment of complete Brilliance, and then a flash of nearly blinding white light, and the king was gone.

"The day is up," said the prince sadly to himself as he disappeared to reappear once more in the secluded chamber in his castle.

\*\*\*\*\*

The princ waited in the chamber for Angmar who appeared a short time later. "One day..." said the prince.

"Yes," replied Angmar doubtfully.

#### GERYON...KEEPER OF THE SWORD OF AGES

Geryon, in my world, is the keeper of the sword of ages. Three attempts to date have been made to do away with him. The first was made by 16 fighters and a magic user, 1-3 level. Needless to say, only two survived the first battle to run away, and they were then done away with in a short chase. The second attempt was not much better. Five fighting men of high level (5-12), a rare combination of talent and power made a short but bloody battle of it. The early melee rounds were quite successful for the fivesome, but they soon began to lose a man here and there, while Geryon didn't seem bothered at all.

[continued on bottom of Schwallzine, two pages onward]









## KILL SLAVUS THE CLEVER #11

Written & drawn by;

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

THE ARDUIN GRIMOIRE has been seen, but not bought. Sorry, Dave, but it isn't useful to me. If I had extra money for D&D purposes, I'd buy EPT or THE EMERALD TABLET(S?). This is not to disparage the book; though. It is far more worthwhile than most of the later D&D supplements - I'd sooner spend the money for it than for, say, ELDTRICH FLUMMERY or BLECHBORE. Though I most definitely consider it overpriced at twice the cost of the D&D supplements.

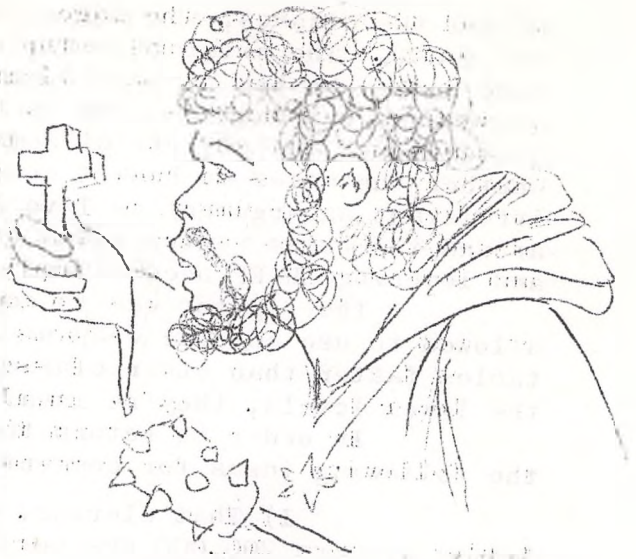
Much of the reason for not buying it is tied in with the fact that most of the material therein is too high-level and magic-rich to meld with the local campaigns. Almost all of your character classes don't fit into my world, either. There are a few useful charts - the best being the weather chart, a creation welcomed with open arms by a number of local DMs.

Criticisms? Well, the EP charts to begin with. If your experience system is even remotely like that described by Steve Perrin, then they're going up far too fast to know what they're doing. I'm mildly appalled at some of the things you give bonuses for. Killing a demi-god or major demon in single combat? Acquiring a major artifact like the Devil's own trident?

Another problem is the random results of some tables. One can get some remarkably unworkable results by combining some of them. And I don't, for example, believe that six Balrogs who have just trashed a party of low-levels and are facing a single first-level thief, are going to suddenly turn around and flee because they roll a bad number of the reaction table. Yes, a good DM will ignore some rolls, but most good DMs should be able to figure out morale without the tables, and the ones that do need it are all too apt to accept it as gospel.

ON EXPERIENCE SYSTEMS...Including Gygax, I might add. I had cause to consider a massive crock within the rules lately in TWH #18. To wit, that fighters are getting shafted by the experience system. I noted that by the old EP system, clerics and thieves reach 5th and 6th fighting tables long before fighters do. This ignores the fact that both of the guilty classes also get much better saving throws in most matters than fighters and have things like spells of no little power (clerics by the nature of their class; thieves by virtue of reading scrolls). Certain suggested EP systems have made things even worse. Under Gygax, the FM could start catching up to and passing the MU once XXX MU reached 11th - the FM goes up by 240,000 EP increments, the MU by 300,000. One proposed system had FM going up by 120,000 EP increments while MUs only needed 100,000. Shaft the fighters! Shaft the fighters! Even John T. Sapienza's logical attempt to make sense of EP requirements/spell gains suffers from the same basic problem - it reduces MU requirements below those of fighters.

Let me insert here a brier aside; one of the major needs in D&D is that the advantages and disadvantages of each class balance out.





Of all the classes, the mages are the most powerful and the fighters the least. The original setup was such that a mage paid for the awesome powers he had by sacrificing almost all combat ability (no armor, no weapons but daggers) and by the stiff EP requirements. I'm mildly disturbed at the efforts of some people to circumvent these limitations. Whether the mages in book X or mythos Y used swords or not is about as irrelevant an argument as I've heard; providing all sorts of ways around the rules restrictions (Hyper Shield Spells, Mage Sword spells) and lowering MU EP needs simply makes the class grosser than ever.

The fighter was to be compensated for his lack of spells by being allowed to use any/all weapons and armor, and to go up on the fighting tables faster than other classes. While these advantages hold good for the lower levels, they're invalid (as mentioned) for the upper ones.

In order to return these advantages to the fighters, I offer the following ideas for comment;

1) That clerics, once they've reached 9th level (and 3rd table) require 200,000 EPs per level instead of 100,000. This still gives the cleric an advantage in going up levels, but gives the FM his advantage in going up tables.

2) Possibly require thieves to go up tables as per mages instead of clerics; i.e., it would take them 5 levels to go up a table instead of four.

All comments welcomed.

ON ILLUSIONISTS...I'm happy to report that Peter Aronson will be publishing major expansions and notes on the Illusionist class in TWH #19. He was mildly surprised to find out that they were necessary, but was quite willing to do them.

THE ONE TRUE WAY seems to be the creation of the paranoid minds of about a half-dozen A&E writers. For me to be the fiend they rant about, it would be necessary for me to attack any and all methods different from my own, never change my own systems (why change perfection?), and in general point out to everybody how superior my systems are to any others that appear. This is manifestly not so, as anyone who has read the interchanges between (say) John T. Sapienza or Peter Cerrato or various others and myself. Insofar as the vaguest concept of "One True Wayism" applies to my ideas, it's in the fact that the "One True Way" I argue for is solely and only that of a balanced game. If a balanced system is presented (and a number have been), then I offer the most useful criticisms I can. A number of people seem to consider this helpful and useful. If - on the other hand - somebody comes up with a totally unbalanced idea, I tend to do destructive criticism. The prime example of things like this are spells like MAGE SWORD. I point out that the people who present such ideas don't even seem to comprehend the meaning of criticism, taking such of themselves or their friends as personal attacks. I submit that anyone who refuses to pay attention to criticism of his ideas and systems is the one guilty of "One True Way"ism.

I'm also disappointed in the fact that so many people don't make any useful criticisms of material presented. My own included.

COMBAT SYSTEMS...I presume that most DMs are familiar with the two original systems, the CHAINMAIL one in which monsters get the same number of attacks as their hit dice, each attack doing one point of damage if it hits; and the ALTERNATE ATTACK system, in which the standard human gets one attack per melee round, rolling on the table presented with a D20 (CHAINMAIL, I think, uses two D6), monsters the GREYHAWK attacks.



I myself use the Alternate Attack system; it's simple and balanced, if not terribly realistic.

Of late, however, a couple of mixed systems have been presented. One of these was presented by Bill Taylor in A&E 23, in which gives FM and monsters CHAINMAIL attacks and GREYHAWK damage. I'm afraid that this wildly unbalances the game in favor of monsters and high levels, giving what amounts to a sure kill by even relatively harmless monsters on low-levels. For instance, consider the 1st-level fighter George Idens, who is average across the board - 11 strength, 4.5 hit points. He's chosen protection over speed and is clanking around in plate and shield and is using a morning star (D8, no minuses vs. plate). He runs into Lars Brindlehair, an equally average Hero similarly equipped. Now, George hits AC2 on a 17 for a 20% hit probability and can expect to do an average 4.5 points of damage when he does so;  $20\% \times 4.5 = 0.9$  points of damage average per melee round. Doing average damage as explained, it will take him 20 melee rounds on the average to kill Lars. If he gets lucky and connects every round and rolls high on damage, he might be able to do it in three. Lars, on the other hand, hits 30% of the time, also doing an average 4.5 points, or an average of 1.35 points per melee round. On the average, it will take him a maximum of 4 rounds to kill George. Now, under the system mentioned by Bill Taylor, Lars will do an average of  $(4 \times 1.35 =)$  5.4 points of damage per melee round. I will point out that under this system, if Lars meets a 1st-level party, saves vs. the MU spells, and has a way of forcing them to fight him, he can kill them all, even if they manage to get a four-on-one against him. Use the statistics above and work it out.

Besides, I have an antipathy towards systems where high-levels suddenly acquire the attack capabilities of The Flash. Human flesh can't move fast enough to do it.

If the above system errs too much in the favor of the monsters, then the second one overfavors the players. This is the one mentioned by Wayne Shaw (and used by some local DMS, too). It involves giving humanoids one attack per table. Howard Mahler pointed out the problems with this system in A&E 22. I'll just add that with systems that allow high-dexterity types to get more attacks than low-dexterity monsters, and that also allow HASTE to give twice the number of normal attacks per melee round, the poor non-magic-using monsters are helpless.

ON SPELL CREATION...Specifically, that of SOULFIRE by Wayne Shaw in Portal to Temporalana #?, A&E 23. A bolt of black flame that does 1 die of damage and drains/blasts one life level for every two levels of the caster, half of each if save is made. A spell that does a minimum of 3.5 dice of damage and drains a minimum of 3.5 levels? (It isn't stated whether one rounds up or down.)? It's certainly more powerful than Power Word-Stun or 8th-level Power Word-Blind. If it does its thing to everybody caught in its path, then it's more powerful than either Power Word-Kill or Meteor Swarm, and only GATE or WISH approach it in power. Heck, ANTI-RESTORATION, the only spell that approaches it in function, drains one life-level and does no damage at all. And clerical spells tend to be more, not less, powerful than MU spells of the same level.

The problem with the spell is that it's far too powerful for the level it's researched on. I don't think I'd even allow it in my game as a 9th-level spell (partly because I consider life-draining to be related to clerical and not magical fields of effort.

Grotch, grotch, creeb, creeb.

STRENGTH/DEXTERITY FOR WEAPONS...Which Charlie Luce asked for. The local



table was done some time ago by Mark Swanson, with minor additions by self and others. It does not include weapons such as daggers and spears, which don't require minimums in strength and/or dexterity.

<u>Weapon</u>	<u>Strength</u>	<u>Dexterity</u>
Warhammer	10	-
Hand-and-a-half sword (with one hand)	15	-
Ditto, two-handed	9	-
2-handed sword	15	-
1-handed battleaxe	13	-
2-handed battleaxe	15	-
Sling	-	13
Horsebow (short composite)	8	-
Heavy Crossbow	11	-
Longbow	13	15
Heavy composite bow	13	-

And I trust you will find the chart to be of some use.

TABLES FOR THE HANDLING OF ROOMS...about which some people inquired. A tall order, I must say. However, I can start by showing what happens if, say, I've populated an MU. OK, roll 1-3 sets of characteristics until you get one that looks like an MU, then roll Meanness, Sadism, and Dedication. Follow this by checking him for magic items on the old Joel Davis tables. Now, we know he's in lair, not part of an expedition, so it's his home. Does the MU have an apprentice or two? If he's 7th or better, of course. On a roll of 1-4 on D6, he has one. On 5-6, he has two, and if you can roll another 6, he has three. Check for age, sex, and other characteristics. Check for equipment for them after checking level (Apprentices will be three or four levels lower than the chief MU (D6; 1-3 it's 4 levels, 4-6 it's 3)).

There is a 1/3 chance of having a pet (1-2 on D6). Chart as runs as below;

- 01-10; Dog, cat or other small pet
- 11-20; Medium-sized pets capable of fighting, such as dogs (1 HD, D6 damage.
- 21-35; Fierce animals, such as wolves, mastiffs, etc.; about 2 HD-3 HD.
- 35-60; Lions, man-eating apes, bulls, bears, and such.
- 61-75; Special attack monsters; some giant insects, Rust Monsters, Carrion Crawlers, Gargoyles, etc.
- 76-90; Stoning monsters, hellhounds, etc.
- 91-96; Golems, Enchanted Monsters.
- 97-99; Unintelligent dragon-class beings such as hydras, manticores, etc.
- 00; Minor demons.

Caution and discretion should be urged. 1st-3rd MUs can roll no higher than 35, 5th-6th no higher than 60. Only base-level wizards should roll above 90.

Used properly, the table should add vastly to the entertainment. Smaller creatures are generally D6 in number, medium-sized ones tend to D3, large ones to one or two at best.

Having finished with pets, we turn to garrison. Now, the standard sizes are two, a Hand (5), or a squad (10). To find out what he has, roll percentile dice to get a figure. Adjust this by the intelligence of the MU (none for 10-12 IG, plus 5% for 13-14 IQ, plus



10% for 15-16, plus 20% for 17-18; and by the meanness - plus 10% for a meanness of over 75 (to 90), plus 15% for 91-95, and plus 20% for over 96. If a mage has an intelligence under 10, or a meanness under 26, then adjust downwards.

01-10; Minimal garrison  
 11-30; small garrison  
 31-60; average garrison  
 61-80; tough garrison  
 81-90; large tough garrison  
 91-99; elite  
 00; Very Special

Again, the chart requires some interpretation. The initial entry is simple - the MU has only hired a couple of very low levels (up to 7 levels below his own) to screen him until he can get spells off. The small garrison is just that - two fighters of levels averaging 4 below those of the MU. The "average garrison" may be two good FM, or five of average guard level (a Hand), or a squad of schmucks. The first option might include non-humans like ogres or trolls. A tough garrison tends to be quite similar to the preceding in size and composition, but to be better equipped (ogres in plate & shield, for example), and to have a leader figure one or two levels higher than the rest. A large tough garrison is reasonably self-explaining. Elite involves a garrison that is tough (averaging at least one level higher than the types previously mentioned), superbly equipped, and has no morale problems. Possibilities; Skull Warriors; armored trolls; armored giants; and so on. On such a roll, there's a chance (6 on D6) of having a Hellseye among the defenders.

Very Special is an invitation to let your mind roam in thinking up true nastiness.

Having figured garrison, check comeliness (and shapeliness if female), and check to see if he/she has a wife or husband or lover (I see if I can roll under the comeliness - but give extremely well-built females a second roll -shapeliness/3 - if they have a comeliness of over 40). Roll up lover and his/her goodies (or assign one from other dungeon inhabitants on the same level).

You now have a populated room complex. The outer room will contain part of the garrison, attached rooms for bedrooms, barracks, kennels, etc. Roll up treasure (if there is any) and assign useful items. If there's sufficient room available, things like arrow slots, pits in front of doors, and other means of obstructing intruders should be installed. People with high meanness ratings imply some sort of defense plans. Look at equipment and population and make some note of the above.

Upon attack: When a party arrives at time room, roll D6 to see how favorable the situation is.

1. The opposition is completely ready and may come out and play with the party before its ready.
2. The opposition is aware of the party, is in full battle readiness, and in some sort of defensive order.
3. AS above, but not in order; has just become aware.
4. Opposition is fully armed, but not aware of the party. Some members of the opposition may be in other rooms.
5. Check each member of the opposition for position and battle readiness. One or two may be asleep and caught without armor and/or ready arms and spells.
6. Total surprise. At least one third of the opposition



will be in "off-duty" mode - some asleep, others with weapons and shields laid aside.

Once the battle is under way, there will be a lot of noise. Check creatures in nearby rooms to see if they hear and if they're tough enough to be interested.

Due to noise, check for wandering monsters on the 5th and 10th melee rounds of the fight. If the WM's are schmuck, they'll dodge away. If not, they may join the fun.

ORIGINS III took place July 22-24, and was a good deal of fun.

One major drawback was the lack of decent organization at the place. It took a long time to get the dorm room signed up and to register. In fact, it killed most of Friday doing so. Moreover, there was no bulletin board to leave messages at. The alternative - messages at the desk - I didn't find out about until Saturday afternoon, causing me to almost miss meeting John T. Sapienza and Dan Pierson entirely (I met them later that night, but they were deeply involved in GORREE, so I only got to say hi). The hucksters were excellent - I bought quantities of Archive, Grenadier, Ral Partha, Hinchcliffe, etc. figurines and some dice.

Luckily for me, I ran into lots of people I wanted to meet at the hucksters. Bill Seligman, Peter and James Cerrato, Eric Haines (I think), Bob Giglio, Greg Costikyan, Scott Rosenberg, Bob Lipton, Howard Mahler, Charlie McGrew, Bob Willis, Evan Jones, - and others I'm not entirely sure of because of Convention Funk.

Anyhow, Edwyr got run Friday night with a crew of 11, with more elves and dwarves than I've seen in a party in years, a 4th-level ranger, and a 4th MU, but mostly newly rolled characters. After taking out a couple of ogres in handsome fashion, the party freed a minor being of power who had been trapped into serving as a treasure guard, and then ran into a wraith. When the wraith failed to pursue, they plucked up their courage and went back - and got a nasty surprise; the wraith had enlisted the aid of the four 4th-level rogue orcs. 45% of the party dead.

More rumbling around, talking and meeting people early on Saturday, plus rummaging through the hucksters. Later that afternoon, joined the Cerrato Brothers, Bob West (and others of whom my memory funks out on) in a trip into Howard Mahler's dungeon. I brought along Zuleika, my 6th-level Gypsy (experimental) Thief, whose devious mind and deft hands proved invaluable in solving the puzzle-trap the expedition turned out to be.

Saturday night was another Edwyr run, including a number of returnees, a few MIT people, and some fresh blood, including Lew Wolkoff and friend, in which the party came close to getting trashed by a bunch of kobolds, with a wolf and two King Kobolds for heavy duty work and two 1st-level Melnibonians for magic support. I remember with pleasure the King Kobold chasing two females down the corridor screaming (an Anderson elf MU and a thief), with the kobold waving his 2-handed sword. A brave fighter swallowed his Stone Giant Strength potion, stepped in between, and he and the kobold ceased each other. (Wasting Giant Strength potion on a kobold?)

And on Sunday, I ran in the D&D Tournament. I was a bit embarrassed and mildly amused to be assigned a Werewolf character with a strength of 24! After all my decrying of lycanthrope player characters and strengths of better than 18! The play was rare - it was supposed to be a Quest to get and destroy a Nasty Book, but the other players kept acting like it was a random treasure hunt. The 12th MU was a kid who sat there like a bump on a log, showing not the slightest



initiative. The leader, self-appointed because he'd made best player in at least one previous ORIGINS tournament, had never played an MU before and was running the other MU, never thought to use LOCATE OBJECT to find the stairs down, and ordered a FIREBALL thrown at a closed door (not entirely his fault). The thief was apparently a N.Y. player and was more worried about other party members coveting his magic than he was in doing something useful. (A New Yorker, maybe?)

Why wasn't I helping more? Well, I wasn't caller (I carefully stated my qualifications, but not my name), and thereafter felt restrained to keep in character. And a Werewolf with an intelligence of 8 isn't too knowledgeable about magic. I did keep the party from walking away from a +3 Warhammer and a 50,000 GP gem and made a number of common-sense suggestions, though. I was awarded Best Player in the group. Not that there was much of a contest.

The referees running the thing were reasonably good, and I have few complaints about them. The magic system used was a cross between straight Gygax and the Mahler system. Gygaxian numbers of spells useable per level, but it's assumed that you know all of the spells at the time. The only real crock was one of the referees ruling that since anything met in the dungeon, including humans, is a "monster", then Charm Person doesn't work on them.

From conversations with the other players, and from a long talk with one of the referees in my expedition, I heard of some most entertaining things done. Like the Area Finger of Death one DM threw in, or the party that put the hobbit thief in the middle so that he wouldn't get hurt, or the DM who used arrows, for God's sake, to point the way to the stairs down when an MU threw LOCATE OBJECT.

No GREYHAWK spells were allowed.

Unfortunately, I missed out on the Bill Seligman party. The rides back to Boston all left at 5 or before, and unless I wanted to spend money for a bus ticket, I had to go then and there.

I'm also distressed that ORIGINS, the East Coast wargamers convention, is being turned into ANOTHER Goddamned Midwestern con next year - and I can't afford to go there. Grumble, grumble, creeb, Eitch, moan!

MAGICAL OBJECTS...It is thought that some of the local magical items might be of interest to you. We begin with The Wand of Blindness. This is a very powerful item, having the same chance of affecting a Balrog as a base-level Wizard, and requiring a base-level Wizard to throw a Dispell Magic to remove its effects. It throws a single-target beam which blinds the target if he fails ST vs, Magic. The ST, however, varies. The wand is truly valuable only with The Glove of Serite, for both holder and victim get to make saving throws (the wand's power is enough to cause backlash). Now, if there is no Glove, then both MU and victim get normal STs. If there is a glove on the user's hand, then the user's ST is equal to the best possible for his class (6th table MU), while the victim's is that of a 1st-table of his class. There are presently two wands and one glove around.

\*\*\*\*\*

Enough of this, I think. This will not be in A&E 25. A sad situation arose, in which I discovered the unpleasant fact that 2 months rent were due instead of one. I'm now penniless for at least a week and will have to sell off some books to live. \*\*\*SIGH\*\*\* This means I can't afford to buy any further stencils, or send this contribution in, or pay Lee to have them run off. DE-pressing.

And this my last stencil, too.

COLLATION COMMENTS commence next page.



And will be much shorter than usual, because of having 2/4 A&Es to write on. Apologies are extended to those skipped.

A&E 22(cont.)

William E. Herdle...Your ideas on demons being the movers behind crooked items is excellent! Cursed scroll variant is another good rationale.

Charlie Luce...AS mentioned, Peter Aronson is printing some updates, corrections, and general explanations of Illusionists in TWE 19. Since he'd published material bringing the class up to 14th-level Illusionist and up to 7th-level Illusionist spells in THE DRAGON #1, he hadn't thought further material would be needed for a while longer. If there are extra copies (and there should be), I'll send you one. I'm sure he'd appreciate seeing the material you've worked up.///Strength/dexterity for weapons above.///My notice that I wasn't going to be as nasty appeared back in A&E 16; it seems to have taken you a little time to notice the fact. Now, with one APA to publish, and at least two others to write for, I don't really want to waste time in feuding with people, nor do I consider A&E the proper place for a feud. If you feel you really must attack me because I've made remarks you feel to be intolerable, why not write me a letter? It'll save Lee a lot of time and space.

Oh yes, a minor addition. It is usually unwise to make advances towards peace and accompany them with sniper fire; it tends to render the peaceful spirit a bit less believable.

Steve Ferrin...Oh, you were expecting criticism from Lee?///Your latest Bard is rather more reasonable than the last. Hmmin, maybe you do pay attention to criticism - but refuse to admit it.

Feggy Gemignani...While it may hurt to lose a character, Permanent Death is something you have to accept. I've lost several characters.///Martin ran a samurai??? Kill the Martin!

Bill Seligman...Sorry I couldn't make it.///Gee, maybe I could make money by selling photos of myself to certain Californians?///THE SWORD OF SHANNARA is supposedly being reissued in a smaller, much cheaper version. I found the second part of the book far more original and interesting than the first. Heck, if good old J.R.R. were alive and wanted to, he could probably sue Brooks for plagiarism on the first half.

John Sullivan...Dhampirs as a player class are just a trifle gross. I don't think you've made them more powerful than the original idea, I just don't think they should be players.

Cary Martin...You forgot something, didn't you?

Jon Pickens...I began using the Lair Treasure for dungeon occupants, with the Level Treasure for empty rooms and humanoids below Lord/Patriarch/Wizard, figuring this to come closest to matching danger and treasure. I have since heavily modified the system, eliminating the great majority of gems and jewels (the biggest contributors to inflation).

A&E 23

Lee Gold:..Alas, you should inform Maharg that his little friend Liriel may well be leaving the game entirely. She was killed by an orc with a grossity of a weapon (+3 vs. Lawfuls!), and is down to a constitution of THREE. If she fails raise next time, it'll take a Full Wish to get her back - and the House in Gorree would find it nearly impossible to get one without trading off almost all of their good equipment. So the littlest twit-elf lies there in her hospital bed, trying to be brave about it, and crying itself to sleep of nights.///Most interesting ideas for hiding treasure. Much thanks!



Mark Swanson...Running high-level NPCs can be done without crocking the game, but it does require a lot of work! The best system(so far) that I've used is to define the character, type up a list of what it should know - and then give it to a player whose personality is closest to what the NPC has for one.///The Daughters of Kali seem not to have been impressed with such player characters as they've encountered.///The phenomenon of not being able to get high-levels together is showing up in Edwyr, too. Who'll go out with a known traitor, or someone whose nickname is "Oathbreaker"? And there are some high-levels who have gone far into their own activities, like Brynhilde, with her Vikings, bandits, and galley-slaves. It becomes hard to get them to go on expeditions.

Cheryl Lloyd...One of the problems with stencils is that some types tend to travel poorly, and arrive wrinkled and creased. This does nothing for readability.///AHAAHAHA! Love the song, and will be adding verses concerning the local gods.///God, are some of the spell misuses funny.///To prevent the elimination of large parts of the dungeon, I rule that a being that teleports into solid rock just kills itself.

Hartley Patterson...Prot. Evil is a defensive spell; if enchanting swords were as simple as throwing low-level spells, then BLESS is what would add attack pluses.///Er, that party was LAWFUL??? And proceeded to destroy one of their host's servants, kidnap his daughter, and then go back and murder him when they find his treasure insufficient??? Migawd, what are your Chaotics like, if your Lawfuls act this way?

Wayne Shaw...Weaponmasters are interesting, yes, but the advantages seem to distinctly outweigh the disadvantages. I'd suggest deleting the provisional aiming for critical hits, too, or every time he rolls one, it'll be fatal. A possibility might be to give him the advantages you mention with one (1) weapon - and make him permanent 1st-level with anything else. But that may be a bit too much of a crock.

Jim Thomas...Regarding 20s and Critical hits; a local rule says that if you can only hit something by rolling a natural 20, then you can't get a CH at all.///Don't think I'd let my players have such useful wisdom rolls! Besides, on a particularly unfavorable roll, do you allow for a chance of them "knowing" the wrong thing?

Lee Burwasser...Suggestions for easier D&D at conventions;

- 1) Have new characters issued "standard dungeon packs"
- 2) Have a short speech outlining major adjustments in your universe as compared to normal. A typed info sheet is even better.
- 3) Ask them if they have any questions.
- 4) If there are people who are running who are used to how your dungeon works around, ask them to answer questions.
- 5) Preroll for random encounters to the dungeon while they're setting up. If have leisure time at home, in fact, preroll all encounters.

I note that you are yet another person who has discovered that parties of a different alignment are by far the most dangerous encounter.

Izzuneg have potential///I don't allow Detect Magic to detect invisible people or things. After all, Detect Invisible is a 2nd-level spell vs. DM as a 1st; if you allow the first-level spell to do what a second-level does, you've eliminated the greater one as a spell. I also rule that a PF is purely visibility-linked. If there is nothing to see, then an invisible PF of it is useless. And ESP will only pick up one set of thoughts - that of the MU throwing the PF.

Dick Eney...I've been running a series of articles on medieval costs and the size of gold pieces in THE WILD HUNT #s 18 and 19. You might be



interested. No tech stuff, but...I'm seriously considering a gold coin of 70 grains as standard. Why? Because there are 7000 grains in one lb. avoirdupois, or 100 New Gold Pieces per pound.

John T. Sapienza...John, I admire your mind. Distinctly one of the most logical and rational systems proposed for MUs that I've seen. My main reasons for balking at it are explained at the beginning of KSTC. Could you do it again, using the higher EP requirements of standard 300,000+ per level?///Why must an MU be able to throw one of every spell he's got? If a system is to limit MUs, it should limit them. EP rules for local honhumans were discussed by me in A&E 16, KSTC #5, page 10. The name is Delta Doubling, and is essentially your proposal for doubling EPs above the GREYHAWK limits.

Steve Brown...I tell them nothing about magic items. If they want to, they can try and find out by trial and error; if they have the cash, they pay someone to analyze it. They run a small risk of misidentification. If it's really good, they run a bigger risk of the analyzer stealing it and giving a false identification.

Bob Giglio...Nice meeting you, and hope you enjoyed yourself in Edwyr. ///Elves have enough problems; requiring a 17 in each characteristic is asking a little too much.

William Taylor...Pandybats???///Kidding me on the weapons, eh? May your sister be waylaid by a deese of Vulkings!///Hmm, looks like you lads are the antithesis of the role-playing school of D&D. Me, I tend to spend quite a bit of time characterizing my first levels, and try to keep them alive.///A reasonable set of parameters for Invisibility; I don't allow infravision to see Invisible people, though.///Well, if you regard D&D as an epic (as Edwyr and Gorree are run), the hack monsters are out of line. A grieving mother may be comforted to know that her son died valiantly in combat with a Balrog; I doubt that she'd be impressed with the glory of having said son die in combat with a Were-carrot.

Mike Gunderloy...Some of my low/medium monsters appeared in early A&Es (#s 9 and up, I think); axebeaks, archghouls, wormfaces, giant termites, etc. Have you got those issues, or should I send you some of them? Send SASE and they're yours,

Chris Pettus...Magic is a force that can be gathered and directed by spells; mana if you will. 2) Magic is a learned ability; 3) No technology at all; 4) Mathematics is studied in the Collegium - as an aid to magic. The mathematics of magic, however, don't fit into the same terms as those of science. Astronomy is highly advanced and quite close to modern theory. Among advanced studies is Nexus Mechanics. ///Well, Morgoth was an ex-Valar; if the Valar could fall into evil, then elves most certainly could, too. As I say, though, wait for The Silmarillion.///I recall that Gandalf said he was a servant of the Flame of Anor (Minas Anor, "City of the Sun", hence servant of the Sun), and called the Balrog a servant of the flame of Udun - and Udun, according to the Tolkien Companion, is the Sindarin name for Hell.

James Cerrato...Your arrows of Larger Opponents seem just a trifle random.///A monster that gross that you can't get EPs for is the creation of a Chaotic DM.

Peter Cerrato...You have been working on your system, haven't you. The ~~xxx~~ chart seems well-fitted to the concept; guess I'll roll a few more dice and try it out again, this time rolled-up monsters vs, non-players.

Hope the two of you enjoyed Edwyr.



Eruce Saul...With the limits Lee has set upon me, I cannot (alas) comment to everyone.///The Demon Children are an interesting concept, though given the Edwyr rules about not accepting ultra-powerful non-humans as PCs, they can't be used as such. But satisfy my curiosity on one subject - given the general attitude of succubi towards humans, do any of the fathers ever survive, or is this the Black Widow syndrome?

Jim Bolton...If the players stay, then you don't want to hear any gripes? How do you expect to find out what's wrong with your game if you refuse to listen to player gripes?///For crying out loud! If you don't think you've seen that many magic-rich places, what do you need to call some place magic rich?///Just how did your players manage to take out a Deathbringer easily, considering the abilities of the thing?

Dan Rollins...I never made a fool of Charlie, and stop feeding me all of these straight lines if you want the fighting to stop.///For purposes of information, what exactly did you have to do to form a city-state? I'd like to compare the process with what's needed locally. I find myself honestly surprised at the levels (3rd to 6th) of your army. I'm even more surprised at you routing a Nazgul, unless your leaders were very impressive.

Eric Haines...Somewhere in one of the local Monte Hall dungeons, there is a 3rd MU wandering around with a magic sword +3 vs. Pooftas. I wonder if maybe she's found a market for it?

Bill Seligman...Actually, dropping down a hole like that is refreshing. With my A&E zine to do and TWh to get run off, I had to leave early and let my simulacrum finish the falling.

Stu Levin...Kevin is most fond of hacks. Stu.///Axebreaks are fun, aren't they?

\*\*\*\*\*

Don't have time or space to answer Charlie right now, so will see you all next month.

Now, while at ORIGINS III, I heard a good many horror stories about New York dungeons and players (though I only played in Howard Mahler's dungeon - and enjoyed it immensely.

I've also heard another horror story, this one about a dungeon run by someone in LASFS. It concerns a party of medium-level characters down in a dungeon. Having trashed a monster, a number of party members (including, I believe, a character of some sort being run by the DM) suddenly reveal themselves as far higher levels than the rest of the expedition, and turn around and massacre the medium-levels. Grossities such as a heart-seeking spear were mentioned (operating in a dead mana field, yet - quite possibly conjured out of thin air to keep the murderer from getting wiped by a ground-zero Meteor Swarm).

This is what you call role-playing??? It seems that the mediums involved had never met the grossities who killed them, and that the gross ones claimed to be True Catholics.

Now, so far I've only heard one side of this. Could the DM and/or players running the grossities kindly offer their side? Is there a game reason for this, or did you all feel it was just a big giggle to off other people's characters of half your level or so?

This sort of thing annoys me badly. I advised the person involved to use his Amulet vs. Chaotic DMs the next time somebody pulled something like this.

That's it for now. May your prey stumble in the moonlight,  
Glenn

MEMOS FROM MORCHOST

by Gareth Kantz, 835 Harvard St., Santa Monica, CA 90403, 828-5073

Morchost Mumblings:

Bill Bleuel: I don't think the restrictions of Deryni are enough to balance the advantages. With the dice rolling I've seen lately, the Prime Reqs. and the -1 on each HD aren't that restrictive.

Steve Marsh: Bookcase is grateful that finally someone thinks he isn't really that stupid, and thanks you for your comments. You see, he and Chandelier (Chani) are only an equivalent of 18 years old, and while they may have a lot of experience from killing off monsters, they have barely had any in dealing with odd monsters, traps, etc. It's true that they both have an average wisdom of 12, but this is the average wisdom for an 18-year-old, so they are apt to do certain things.//Actually, this doesn't have much to do with my original comment, but I wanted to say it in order to explain their actions lately.

Peggy: Thanks for the info on the SCA.//If the folks you are referring to are those who became Serpentfangfodder, no, I couldn't get them raised. I don't have their bodies.//Sorry, I haven't gotten off a return letter yet, but I'm rotten at that sort of thing. You'll probably have one about the same time that this gets there.

Bill Seligman: Thanks for the analysis of Undead vs. REstoration. Now, how about Undead vs. life level draining. If you take a Wight and drain it, does it become a Wraith?//About the torus, if I spin it, so that the false centrifugal force overcomes the gravity, then somewhere there's going to be people flying off the planet, if they're not tied down, not to mention the atmosphere.

Jim Eckman: How did you get the print of your 'zine so small?

Dave Hargrave: I truly enjoyed running in Arduin. Yours was the only world I was really hoping to run in at the convention, although I was quite happy with all the other worlds I ran in.//I hope to write up that expedition thoroughly next issue. By the way, did Ethilrist father a child with Tamra Shadowfire, the Starpowered Mage? It would be a fitting way to make his name continue. If so, Kerovan and Marroc would like to contribute anything they can to the bringing up of the child.//I'm looking forward to the Arduin Grimoire II, and I wish you well with the Multiuniversal Trading Company.

Jim Bolton: I greatly enjoyed your wilderness, and I hope to run in it again in the future.

Cary Martin: After considering your Wereriders, I have been wondering if they shouldn't instead be Fighters/Illusionists. After all, they dealt mostly in illusion.

Anyone: What are your Wizard research rules?

William Taylor: I can understand your confusion. About 2-handed swords, I saw an SCA demonstration where they used a 2-h sword in less than a 10' corridor to best a man with a sword and shield. From now on, I'm playing normal damage and no problem swinging as long as it's not too crowded (like three or more people in a 10' hallway),

John T. Sapienza: Interesting special abilities.//Finally, reaction rolls analyzed!//Great position for my 'zine, wasn't it?

Chris Pettus: I like Jedi Knights; the only problem is that not many people will let a person play them.

Rick Schiell: Great whimsy chart. It seems I've met something who had powers like this before.//Yeah, Drilgb!



Peggy, Bill Bleuel, Don Rice, and anyone else to whom this may apply: Can we drop this already? Granted my high levelers were eaten by Serpentfang's 1st level. That happened at a time when I was fairly new to D&D, having gotten those high levelers from another person new to D&D, and I was not familiar enough with them to play them well.

Granted that I lost 19 out of 20 1st levelers that I took in the second time. Considering what I ran up against, I think that this is understandable. True, I didn't have to run into all those monsters (if I had just left the coffins closed). But the thing is, at the time, I was inexperienced and rather curious. I still do things like forget to look for traps, but after a while, I'm sure it will sink in. Be sure I won't open any coffins, but I might do something else if I haven't had a bad experience because of it before.

As for the hand axe, it was all luck; and it is water-under-the-bridge anyway. It's on Pluto at the moment. Now, while I'm not trying to be mean or other than marginally angry, DROP IT!

And now, brief descriptions of two games I have found to be very good and well worth buying.

**MELEE:** put out by Metagaming Concepts. It's an interesting game of man-to-man combat, of man-to-monster combat, with archaic weapons. A new idea of increasing proficiency for a fighter is introduced here, where experience is exchanged to increase the Prime Requisite, and thus the fighter can better attack and defend himself.

**DRAGONLORD**, a product of Cosmic Frog/Wee Warriors, is the fantasy equivalent to Dogfight. Dragons and their riders battle in the skies with lance, axe, sword, claws and breath, as the Citadel or Laresha and the Castle Vetarn each try to overcome the other.

Here are a few lovelies for your pleasure:

**Camazotz:** #: 3D6, AC: 8, Move: 18", HD: 2D8. Lair: 70%. Treas: D  
A bat the size of a large bird, the Camazotz has large, very sharp teeth and claws, and a knife-like nose with which it can run through or decapitate a man in a single pass. They roost in caverns or occasionally in abandoned buildings, and can be found hunting as far as 20 miles from their lair. Attacks: 2 claws @ D6, 1 bite @ D4, or 1 hack with nose (treat as Sword of Sharpness attack) for D8. Because of their extreme sharpness, all attacks should have a greater than normal chance for achieving a critical hit, and this should be up to the discretion of the DM.

**Kakamora:** #: 3D8. AC: 9. Move: 9". HD: 1/2 D8. Lair: 30%  
Treasure: A. Kakamora are little people only a foot tall, but they have long sharp nails and the strength of Stone Giants, or at least that's what old tales from the Pacific regions state. Despite their strength, they still have a weakness: they fear the color white, for what reason nobody knows. Their favorite battle tactic is to punch and break the lower part of the legs of their victims, and then proceed to gouge them thoroughly with their sharp nails. Attacks: 1 punch for 3D6, or 1 rake of nails for D8.

Prester: #: 2D4. AC: 8. Move: 6". HD: 1D8. Lair: 80%.  
Treasure: B. A small snake which crawls about with its mouth open, spewing forth steam. A man bitten by a Prester will swell up to a great size, unless a NEUTRALIZE POISON is cast within two turns. The swelling begins immediately after being bitten, and the victim turns twice as fat in five turns; this continues until the victim is essentially a round ball with two hands, two feet and a head, after say 20 turns, at which time he explodes altogether, releasing all his insides and the steam which made him swell. Of course, the victim will be dead long before this, if he was in any kind of non-yielding clothing/armor.

Attacks: 1 bite for 1-2 and save vs. poison or "Hello, windbag". (As an afterthought, just in case a NEUTRALIZE POISON isn't available, you could always put a large hole in the person as a sort of escape valve, but this would result in an automatic critical hit and massive blood loss. At least, it's better than blowing up.)

#### ENCHANTED ARMOR FIELDS

Lately there have been many weapons coming out, like light sabres, force blades, et al., that are specifically stated to hit everything as AC 9. To me this seems quite reasonable when considering normal armor, for the power of the said weapons is such that non-magical plate, chain or leather is insignificant when pitted against it; but problems arise in this when these types of weapons are pitted against magical armor.

I consider magical armor to be normal armor that a wizard took and surrounded in a magical deflection field. Thus, when any weapon is used against this armor, the field helps to deflect the blows, with the varying degrees of strength of +1 to +5, much like a shield belt works.

Therefore, in going by this interpretation, the magical deflection fields of magical armor would still have to be taken into account when using the above weapons, even though they can cut through the armor itself as if it weren't there. For example, if a fighter in Plate +3 is facing another fighter using a force blade, in order to hit the forceblader would have to go through the +3 deflection field and then hit the fighter as AC 9. So, the first fighter's actual AC vs. the force blade is 9 +3.

Whether this idea is also related to protection in terms of saving throws is up to the DM. I personally think this gets a little gross and rather unbalances fighters.

Well, that's about it. I'm sorry for all those that missed Gen Con West. It was great. Bye, -GK

*[Gareth doesn't discuss Bracers of Defense, but along the same line of thought I'd like to say that since they're magic rather than material armor, a person in Bracers of Defense AC 4 requires a force blade wielder to hit him as at AC 4, not AC 9.--LG]*



by Jock Root  
2213 Holly Drive  
L A, Calif. 90068

(213) 466-2213

FLASH! MAGICAL COMBAT DICE SET A REALI

[Ed Note: This device may soon be available in the Reference Universe, as well as in the Emerald City. See end of article.]

Emerald City, 3rd Summer 27. The Emerald City Wizard has developed a most interesting magical artifact -- a black box with the "spirits" of a whole combat dice set trapped in it, constrained to perform on command. It is very advanced magic: even though no actual dice are present, the box answers questions exactly as if a pair of dice -- 4-sided, 6-, 8-, or 10-sided -- were rolled; and tells you a little something extra, besides.

This fascinating new scrying tool was explained to your reporter by Dr. Hans Zarkov, Wizard's Eye for the team which developed the device. The Doctor is one of the top people in The Wizard's research and development establishment, with a distinguished early career in flight magic and an impressive collection of combat and military spells to his credit. This is how he explained the device:

"Spirits", of course, is a popular misnomer. A more correct term would be 'structurally congruent dynamic system', the sort of thing you use for good similarity magic. Also, a spirit usually belongs to a specific individual, with his own peculiarities -- any real die will have a bias, if you test it extensively enough. Our little gadget represents the ideal die -- no bias at all, according to the theory.

And yet we do use 'spirits' of a sort -- Curse the ambiguities of this Common tongue! -- to make up our structurally congruent dynamic system. They are simple creatures -- far simpler than Angels or Demons, much too simple to have any intelligence or alignment -- yet not so simple as the elemental forces, since they can perform certain actions. Thus we call them "in-between creatures", or ICs for short.

The heart of our magical combat dice set is a pair of ICs which count. You know, 1-2-3-4-5- and so on. Except that, for reasons too complex to go into here, the ICs we use count backward. They are trained to start counting on whatever number you tell them, count down from there to 1, and immediately return to the given number and start again.

Thus, if you tell them FOUR and then say GO, they will count "4-3-2-1-4-3-2-1-4-3-..." and so on, until you tell them to stop. When you say STOP, each one will hold the last number it counted until you say GO again.

They're not very bright, these ICs, but they're utterly consistent: they count steadily, at a constant rate, for as long as you tell them. Also, they count very fast: thousands, or tens of thousands of counts every second. Thus, the numbers they happen to be on when you say STOP are a matter of pure chance -- and since each number of the set is present for the same length of time (one count interval), the chance of any one number coming up is exactly the same as for any other -- the same odds you would get from that practical impossibility, a perfect die.

Also, by telling them what number to start on and return to, you can determine the "number of sides" of the die -- that is, the set of numbers being counted through.

And finally, there is a bonus. Each count IC has an assistant -- a second IC which turns over a block whenever his master finishes a count cycle and starts over. Thus when you say STOP there is a 50% chance the block will be right side up, and 50% that it will be upside down. If the block is right side up, a red dot (called a 'random dot') will light up next to the number the counter stops on; if upside down, no random dot will appear.

This can be used to double the range of each count given. For example, suppose you wanted to roll 12-sided dice: these counters cannot go beyond 10, but with the random dots you can get the effect of 12. Simply tell the counters to count from 6, and where a random dot is lit in the result, add six to that number. Thus, "5 \*3" would be 5 and 9, or "\*5 3" would be 11 and 3. In the same way, you can get 1-of-16 by rolling 8, and 1-of-20 by rolling 10. Other uses for the random dots are limited only by the user's imagination.

The creatures in the box are controlled by five buttons. Four of them specify different "count down from" numbers -- 4, 6, 8, or 10 -- corresponding to 4-sided, 6-sided, 8-sided and 10-sided dice, respectively. When you press one, a spark of light appears above it, to show which button was last pressed (the light stays lit until you press a different button). These buttons also send a GO command when pressed, and a STOP command when released -- so counting continues as long as the button is held down.

The display goes out after about ten seconds, for the usual reason. The fifth button, marked "look again", relights the display for another ten seconds.

Editor's Note: At least one of these devices has been physically imported into the Reference Universe, and was found to work exactly as described (of course, the technical principles are slightly different here...). It is approximately 6" high by 3" wide, and 2 $\frac{1}{4}$ " deep. It runs on four "AA" (penlight) batteries, which seem to be good for a number of games (one set carried it through an entire three-day convention, and to spare).

If there is enough response to this article, it will be possible to bring through several more of them, for sale to interested parties. The price will be \$60.00 (batteries not included).

If you are interested, write and let me know (address top of page 1). Dealer inquiries also invited.



## BILLY BALROG'S OWN FANZINE # 18

Intended for A&E 26 from Mark Swanson, 71 Beacon St, Arlington, MA 02174. Composed under the inspiration of and to further the interests of THE ONE TRUE WAY of making garlic sausage.

### TRAVELLER

At ORIGINS III the most interesting new product was the GDW game TRAVELLER, a science fiction based role playing game. I suspect that most of the A&E subscribers already have a copy, so I won't bother to review it beyond a suggestion that you buy it if you haven't already done so. It is already as popular as D&D in the MIT group.

It seems to have the same teething problems D&D had when you start a campaign. It is very easy to run a give-away campaign, especially when there are eight players looking for holes and only you to fill them in! Already a couple of people have managed to produce billionaires by normal trading!

The economics of the game are rather generous. If nothing "abnormal" happens a character will get rich rapidly: in fact a small free trader will normally do better than a subsidized merchant! The solution, of course, is for the world to be less normal. Pirates, tax collectors, OSHA inspectors (some bribable), trade cartels, would be galaxy conquerors who need ships and lawyers should all infest the universe. Not to mention cheats. Buying things blackmarket may make a lot of money, provided you get what you paid for. How many ships will have an expert on drug types aboard? Maybe anti-agathics can be produced for 10% of normal price provided you don't mind including a violent carcinogen?

In short, the TRAVELLER tables define the situation under ideal circumstances. It is up to the gamesmaster to complicate the situation. I have not started a campaign because of my Gorree D&D campaign, but would be interested in hearing how people have set up their games. There has already been some discussion of this in my WILD HUNT apa.

### TSR ARE A BUNCH OF FUGHEADS

After GDW brought out TRAVELLER TSR promptly yanked all GDW products out of their retail store and told GDW not to bother coming to GENCON. Wonder if TSR ever heard of "Restraint of Trade" lawsuits?

What with Kask insulting every potential author he can reach, Brian Bloom's antics at GENCON West and the generally low quality of recent TSR rules I'm glad I have no money tied up in TSR. Professor Barker is the last resource left to them. I haven't seen LEGIONS OF THE PETAL THRONES yet. If it is a failure I will give up on TSR: I have everything of theirs I'm interested in already.

The rumors about Heritage are flying thick and fast. It seems they have money (actually their owner does) and are prepared to spend it. Wargaming strikes me as a good place to lose your shirt: too much amateur competition. Still, if Heritage could get their back room cleaned up there might be a place for a dominant distributor/manufacturer in the field. TSR had better hurry up and fix up their problems. A couple of competent people running their publications, writing their rules and dealing with their customers would be a good start. The thought of the hobby dominated by Heritage is distressing.



Baby Blue Drums Beat in Five \* Five Time

JOHN SULLIVAN- Sorry, I still can't see a hoka imatating Thor in Thor's own castle. A typical Vampire Lord seem to be AC -20. 15 hits/round, draining 7 levels/round? Gulp, pass me the garlic sausage, please.

DANGER LURKS UPON THE OTHER SIDE

There was a question last month on what I meant by "on the other side." Briefly, I classify magic as either physical damage type or else working through a parallel universe. The idea is a plastic amalgam of Tolkien (see LotR, book I, "Many Meetings") and psionics as presented in Schmitz's Hub Universe stories. My concept is of a different universe which mirrors this one. But, magical energy, "true natures" and essence are "visible" there, rather than exterior appearance.

This universe, this "other side", this essence of essences is not a place where humans can live or easily operate. In it forces tend to be controlled by the strongest entity in that power. Thus, one cannot charm a love goddess: the attempt will turn and bite you. Fireballs do nothing to a fire elemental. I recognize more than one kind of energy here. Thus we have "death elementals": the embodied form on this side of a node of death force on the other. If you attack such a being on "the other side" you in the process become "visible" to it so that it can attack you.

More commonly there are small areas of space in this universe which are dominated by a specific force. In such an area opposing magic is damped out. Humans normally do not live in such areas but they are frequently used as shrines. In fact humans can make them, by, for example, consecrating a church. In such areas rules get bent.

The practical effects of this attitude (it is too vague to call it a model) are varied. I treat any situation involving direct magic vs magic or magical being as being uncertain. My high level magicians (non-player) tend to concentrate on "runic magic": that which imparts a specific character to a given place. A pentacle produces a place where one can safely talk with demons. A "guard rune design" can block entrance or passage. The purer the purpose the stronger a rune can be. Thus a door-that-only-opens-to-the-proper-people is much easier to defeat than a design-that-burns-all-who-pass-it. Of course, if the party happens to be escorting (well, escorted) by an esoteric-type third cousin to a fire elemental they might still get by. However, third level fighters that sham death inside a death-god's fane while fighting an un-dead guardian do not get away with it.

I tend to model the various detect spells as special filtered "periscopes" for looking into this "other side". Intention is all here: thus Detect Traps will detect something designed as a trap but has nothing to say about rooms too strong for the party where the inhabitants have some method of blocking the parties' exit. If a junior cleric uses "Detect Evil" near great evil all he will get is a headache.

This whole attitude is very iffy, but I have had fair success in keeping it consistent and working well.



PENTAGON PAPERS

Produced by: Joel S. Davis, 6404 Julian Street, Springfield, Virginia 22150 (703) 979-5900; (703) 451-5168

This column was at one time called "Colorado Comments"--but I've moved. I don't really work at the Pentagon, but Crystal City is probably close enough. Dramatic License and all that....

My last visit to Colorado saw a significant defeat for the forces of Law in the eternal struggle against Chaos. All the major characters--some the result of three years of play--led the Archon's Army to relieve the Siege of Imperavale.

*BACKGROUND--Since the Fall of the Great Empire, Monsters and Bandits have roamed the once-secure realm. While pockets of civilization exist here and there, travel abroad is generally quite dangerous. Commerce has languished. Now, even the location of the old Imperial Capital has been forgotten--though it was recently rediscovered, all that now exists on the site is a small village. The ruins of Stellariopolis have mysteriously vanished. A large fortified province--Imperavale--once merely an outpost, now is the last remaining stronghold. A mere shadow of the former imperial might, it nevertheless held off the brunt of the forces ever and again swarming south from the Lake of Sorcery.*

For years, though, there were rumors that a major assault by the Forces of Chaos was in the making. Then there were the occasional refugees. Finally...The Attack. Millions of orcs, goblins, and kobolds...thousands of monsters of every kind imaginable...and--amazingly enough--even men, by the tens of thousands. By night, thousands of skeletons, ghouls, and worse joined the swarm. First in the line of the attack was Imperavale. Thousands of square miles of rich land, it was a prime target. Its defeat would also demoralize many of the remaining defenders.

While the defensive enchantments laid by generations of Imperial wizards were too formidable for direct magical assault, and the many walls, forts, and highly motivated defenders made direct attack risky--even with a 10 to 1 advantage, a devious strategy was devised.

Imperavale was besieged by six armies. Each consisted of approximately 50,000 orcs, 10,000 Uruk-hai, 80,000 kobolds, 60,000 goblins, 10,000 men, and 10,000 to 20,000 assorted monsters--manticoras, wyverns, centaurs, etc--of other kinds. In addition, each had a few "Great Monsters"--hydras, etc. Leaders were typically balrogs, with a Great Balrog in immediate command. The ultimate leaders were always unseen. At night, forces were augmented by tens of thousands of skeletons, with a few other undead types.

These Imperavale could have defeated...but they were only there to stop those who might try to relieve the province. The real attack was as simple as it was effective. A magical barrier was placed around Imperavale. Lying just outside Imperavale's defensive enchantments, it stopped everything from going in or out--including sunlight...and air! While local magic was sufficient to get small quantities, the end result was almost uncertain...Imperavale's people...animals...and, in fact, life in general would all perish within a few months...unless that barrier could be broken.

The barrier was maintained by thousands of kobolds remaining near the Province walls, each with a small enchanted object that acted somewhat like an antenna. As long as the distance between these antennas did not exceed a few miles, the barrier was impenetrable. Let one rescue force penetrate to the walls and break the siege there, and the barrier would fall. Imperavale's armies were ready to sweep out and scatter the chaotics before them...as long as the air lasted.

The message--difficult enough to send out--got to the most powerful Lord for hundreds of miles...The Archon. The Archon is not highly intelligent, but very rich--possessing his own mithril mine. He hurriedly raised an army of some 20,000 men, plus a few hobbits and dwarves. Elves were conspicuous by their absence...though none were seen amid the chaotic minions either. Placing these forces under command of his ally, Quisling (a player character), his son-in-law, who, in turn, deferred to his ally, Arrowroot the King (possessor of an artifact Crown), they marched through the mountains, hoping to win strategic surprise, and break the Siege. But time was short...

With a 1500 man advance guard, Arrowroot & Quisling pressed through the mountains. Breaking into the plains, they easily dispatched a guard force of 1000 orcs and two Balrogs. After resting briefly, they hastened toward Imperavale.

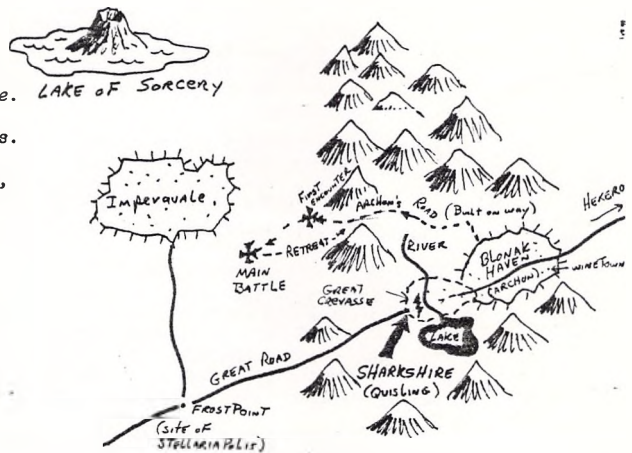
Upon arrival, they discovered that the Forces of Chaos had made things difficult indeed. An enchantment lay over the entire area, making the casting of magic spells so difficult that each one took two hours (neatly coinciding with the time scale of the accompanying board game). Worse yet, heavy enchantments near the Imperavale walls made purely magical approaches and attacks virtually impossible. The army would have to fight its way in.

Things were not as hopeless as they seemed. Orcs and Goblins are slow--having typical movements of two or three on the Board scale, while typical movements for men were three or four. The chaotics were weak on cavalry (centaurs being the primary component) and missile troops (manticoras here)...and their morale wasn't good. 1000 orcs would only charge home at all about 40% of the time. In virtually every category except numbers, they were inferior.

Perhaps that was the undoing of Arrowroot & Quisling. They waded into the fray, inflicting vast casualties... but not making much headway toward the walls of Imperavale. Of course, they weren't entirely aware of the nature of the attack--there was some lack of planning in not obtaining all the information they might have. They did know, however, that their goal was to reach the Walls. Instead, with 20,000 troops, they attempted to fight more than 200,000. While fighting gloriously, eventually the slower arrival of tens of thousands of orcs, goblins, and spare kobolds began to tell. Occasionally orcs would manage to charge in--despite poor morale--and 1000 orcs can do a lot of damage to a typical unit of 300 men. Casualties began to mount, and eventually a fighting withdrawal was made.

Tactically, the engagement was a draw. The Archon endured only 1000-2000 casualties, compared with 10,000 to 20,000 chaotics down or scattered, but it was a Strategic defeat of the first order. Imperavale has fallen. Will the next target be Blonak Haven--fortress of the Archon--or Taipan, Quisling's domain. Time...and my next trip to Colorado, will tell.

Next time, I'll describe some of the rules we used for the game...somewhat unique in melding D&D emphasis on individuals with the necessity of handling large numbers of troops.



ON MAGIC USERS

There is still the basic problem..high level magic users tend to dominate the game. One solution involves crocking their capabilities, for example, by only having a percentage chance of success on spell casting. I don't like this--I feel the nature of the game involves using well-defined capabilities in situations which may be more or less defined, depending partly on how industriously the players work at getting information.

I particularly object to high level magic users zapping entire armies, other than in their own prepared areas. Making magic users the equivalent of tactical nuclear weapons reduces the roles of the other character types. While some improvements are yet to be under way, I have set up several changes.

I. SPELL EFFECTS

Spells come in three flavors--the "spell", the "combat enchantment," and the "full enchantment."

Soells--are the things you're used to in D&D. You get the number specified (with slight variations for intelligence-- I'll discuss at another time) in the Basic Rules without "recharging." Recharging requires having one's books along (10 min/spell level) or a prolonged trance (1 hour/spell level). If one makes a saving throw against a "Spell" one takes no damage. A mere "spell" will not eliminate an enchantment, though it may briefly nullify its local effect. It can nullify the operation of other simple spells.

Combat Enchantments--These are handled exactly like Spells, except that they require approximately two hours to cast, with some variations for intelligence, special abilities, and the properties of the local area. They are somewhat more effective, in that making a saving through results in 1/2 damage, unless it's an all-or-nothing effect (e.g., disintegration). A combat enchantment cannot nullify a full enchantment, though it can locally subdue its effect. It can nullify simple spells and other combat enchantments, though in some cases, the exact details may make this difficult (as with spells). (For example, one could not eliminate a wizard lock laid by combat enchantment without knowing its exact nature, though one might dispell it if laid by a simple spell. A knock would break through, though, unless set by "full enchantment."

Full Enchantments--These are major enchantments that take anywhere from days (usually with the help of special ingredients) to years (powerful enchantments done by magic alone). Only another full enchantment can undo a full enchantment, though combat enchantments can obtain local effects against one. A full enchantment might be entirely proof against many simple spells. Much of this would be at referee's discretion. Unless magically protected, there are no saving throws against the effect of full enchantments.

Note what this means. If the referee allows enchantments to be cast in a reasonable period of time, areas can be enchanted pretty thoroughly... and in a way that tends to reduce the mass effect of magic. For example, an "area" DISPELL MAGIC enchantment, as I do it, a 16th Level Wizard could set in eight weeks through magic alone, to a height of 10 feet in an area nine miles square. This would restrict other magic users to using combat enchantments--except, perhaps, for some spells affecting only themselves--and only another full enchantment could get rid of the magic in that area. Such an enchantment--but over a larger area--was cast around Imperavale... either by a higher level wizard (which takes less time) or with the aid of special ingredients.

Also note that stave/wand charges are treated like combat enchantments. In addition, spells like "remove curse" will not actually remove a curse from something, unless the curse itself was a simple spell. A "remove curse" spell might well, however, nullify its effect long enough for someone to get off a cursed ring, for example.

II. THE SPELLS THEMSELVES

Though I don't have room here, I have greatly enlarged the number of spells at each level...though shifting some around. Sleep and Charm are gone from the first level list...though a number of other spells (Vertigo, which makes you dizzy and subtracts from hit probability & morale; Telekinetic Motion; Weapon Enchantment +1; etc.) have been added. Publication of these lists waits upon a final revision and my buying some Mimeo Correcting Fluid, so I can write multi-page articles without running up too much money.

A FEW COMMENTS FROM THE LAST A&E

WES IVES--But there are a lot of risks attached to Magic Jar. I'd get very nervous about who might intrude and destroy my natural body while my consciousness was out adventuring in a rock. Furthermore, if you assume that the slightest damage "scrambles the matrix", thus ruining the rock as a magic jar, inhabiting that rock in the middle of a melee is even more dangerous. What happens if the rock is identified and a DISPELL MAGIC is thrown at it? What if there are a limited number of inhabitants in the cave and all make their saving throws against possession (spell). Chances are, if they have any capability in that direction, they'll use DETECT MAGIC and locate the offending rock. Finally, can the Magic User return to his rock/body if Feebleminded in a host body?

DAVE HARGRAVE--I like your new magic. I think the walking stick is a bit too powerful. The poor sword seems pretty weak compared with all the new weapons people keep coming up with. I'm inclined to adopt it...but with 1-3 for damage.

JOHN SAPIENZA--The reason that my Special Ability/Deficiency Tables were not keyed to character class was that one rolled on this table before choosing one's class. Presumably, ones special abilities might play a role in one's choice. I like the look of your system.

The reason I differentiated between believability in truth and believability in falsehood is because of a difference in attitude toward them. I know some very persuasive people who can't lie successfully because they blush and stammer...but only when they're not telling the truth!

MIKE GUNDERLOY--Your list of room properties was a fascinating source of ideas...though I'm a bit hesitant about rolling them out rather than simply planning them.

+ + + +

Lee & Barry Gold stopped by for a visit last week. I much enjoyed meeting them...but wish I could have tried their Dungeon. However, the village entrance to the Winetown Caverns was open, and they tried a couple of expeditions into that. Unfortunately, they ended up dead...but it's dangerous to get involved with some things. I imagine Lee will relate the adventure. Let me just make the advance comment that traps that announce their presence tend to be more dangerous hereabouts.

+ + + +

SPELL OF THE MONTH--"Homing Teleport" (6th Level). Essentially an error-proof teleport spell that requires a specially enchanted object (2 weeks; 528 G.P. for 12th Level Wizard) to home in on.



TALES TOLD AMONGST THE VARIOUS INNS AND TAVERNS OF GREYSTONE AS RECORDED BY QUIWOULD, APPRENTICE TO THE GREAT WIZARD ZOO

submitted by: Keywood Cheves  
121 Ivy Drive, Apartment #1  
Charlottesville, VA 22901

Being in the Main a Description of Greyston and its Environs

First, let me introduce myself. I am 33 years old and have been a DM for about 3.5 years. Originally my world consisted of a small group of city states of which Graystone was the largest. To this I have added to the east the Island of Dimwelt from Steve Brown (an old acquaintance) and to the west across a sea, the Judges Guild material. Also I am in the process of adding a feudal kingdom or two to the south. Throughout these lands are a total of ten dungeons of at least three levels or more with some going down as far as 10-11. At present, there are 2-3 groups of players operating in various parts of these lands. The highest level player is 11th level, while most are 6th-9th. We have been playing intermittently for about two years.

Being in the Main an Essay concerning A&E and Its Contributors

Although my lands have a number of dungeons, most of my players prefer other types of adventures (i.e. town or wilderness). From reading A&E, I get the impression that many people play only dungeon adventures (the standard item in many articles seems to be the inclusion of a monster, usually with a large number of HD and a low AC). I'd like to point out that a D&D game should be much more than dungeons. In cities players can become embroiled in political intrigues or plots against non-player characters (or other player characters for that matter). Cities are tailor-made for thieves and bards. I also make my players do all, and I mean all, shopping. No longer does paper and ink mysteriously appear for mapping. Players must buy it. Trying to make a good impression on that noble? Better buy some new clothes to replace the ones you have been sleeping in in the wilderness for the past two years. Survive that fireball? Your clothes almost didn't; better check in with the tailor at the next opportunity.

As for outdoor encounters, my players agree that their favorite adventure was the capture of the castle of an evil Lord using a much smaller force than the evil Lord had available. (Basically they sprinkled Disappearance Dust on a Thief who then sealed the castle wall and released the Lord's cockatrice from its cage. In the following confusion, they were able to capture the castle.) At present my players are busy building their own castle and trying to make it a profitable venture.

The point of all this is that I would like to see less emphasis on monsters and dungeons and more on towns, castles, wildernesses, etc. Also I might add that many times 20 1 HD monsters can do as much damage as one 20 HD monster. [Okay class, if a 20HD monster hits 70% of the time on AC2 and a 1HD monster hits 20% of the time on AC2, how many 1HD monsters are needed to get the hit frequency of a 20HD monster?-- LG] A Lord, for example, in a battle between two armies can be killed by 20 longbowmen with dexterity and proper equipment as he can be by the Purple Worm in the dungeon.





The below is the second part of *MORNINGSTAR MUTTERINGS* by Phillip McGregor, of One Park Street, Harbord, Sydney, Australia 2096. Unfortunately, the Postal Disservice seems to have lost the first letter containing the first part of this zine--LC

MORNINGSTAR MUTTERINGS - part two  
by Phillip McGregor

comments on A&E #24 continued

Zloupotreblenie Nomer Odin/ Decker Mackin: Your idea on "Analog" seems similar to a recent proposal in the Dragon (No. 8?) but dealt with more fully. It is a good idea that needs only both parameters established for equivalencies between real world measurements and D&D characteristics rolls. For example, Intelligence for analog would be a minimum of 70 (anyone any dumber wouldn't survive in a Medieval world--even if they had the drive to be an adventurer). The equivalency table would be:

<u>IQ</u>	<u>Intelligence</u>	<u>IQ</u>	<u>Intelligence</u>	<u>IQ</u>	<u>Intelligence</u>
70	3	104	11	132	18 (01-50)
74	4	108	12	136	18 (51-60)
78	5	112	13	140	18 (61-70)
82	6	116	14	144	18 (71-80)
86	7	120	15	148	18 (81-90)
90	8	124	16	152	18 (91-00)
94	9	128	17		
100	10	132	18		

The 18 Percentile roll might need modifications.

KSTC/Glenn Blacow: I don't think Baldrics had anything to do with distributing the weight of Chainmail; they were merely cloth surcoats put over the mail (partly for insulation, partly because they had the owner's heraldic arms embroidered on them). The belts helped distribute the weight to an extent--but only transferred part of the weight of the chainmail below the waist onto the hips--the weight of all the chainmail above the hips still rested on the shoulders (this included full length sleeves with mittens covering the hands and hood covering the head). It was supposed to be very difficult to kneel and then straighten up while wearing chainmail--due to the very poor weight distribution.

As for the possibility of maintaining a modern technology built item in the medieval era--I doubt it would be possible. Sure, for instance, you could mould lead bullets. But you can't use gunpowder in modern rifles--only cordite with a mercury fulminate primer. Anyhow, how many people would know the formula for gunpowder--and even if they did, would they know that just using it as "meal" (i.e. dust) powder loses much of its explosive force. It must be moistened, worked into cakes and ground into fine grains (called corned powder).

Using gunpowder in rifles or pistols rusts the barrel, etc. many times more quickly than does cordite, making maintenance more difficult. Most other modern items would face similar problems for repair in Medieval times.

Annals of Avalon/ Cheryl P. Lloyd: Good expansion of Lee's potion table; it'll surely keep the players guessing.

IWA0ITNHC 8/Peter Cerrato: What about a researched spell: "non-personal Teleport"?



Alberich's Ring/ John Sapienza: Good weapons chart. Boy, it must have been a lot of work setting it up. You definitely have more patience than I do.

Clear Ether/ Samuel Konkin III: Who are the other four? No one has descended deep enough into Morningstar or the Witchfires to run across the Demons of Law yet. Neither have they met them in the Badlands outside Coroth/Morningstar yet. But it's only a matter of time; I'm waiting.

#### AN ESSAY ON TWITS:

I recently had the misfortune to have two characters (1st lvl) killed and almost killed (2nd) in the space of two weeks--both by the same party and in the same dungeon.

The first, Hippolyta I (Fighting Woman - level 1) accompanied an expedition into the 1st level of Man Brane's Dungeon (nameless) and was leading the party. After fighting off a party of Orcs, we came across an old gentleman who claimed to be a 10th level monk and was guarding a room from looting. He refused to allow anyone except one of our thieves (!) into the room to talk with him--closing the door behind him. At this point I became suspicious--not having wanted the thief to accompany him anyhow. After all, what master in his right mind would trust a thief into his jealously guarded room! So I reasoned there must be something suspicious going on--especially since they were absent for about 15". My council to the other members of the party was to kill the Thief on general principles (being a Neutral character) as a matter of security. The rest of the party refused, the Thief being well-liked...and I was outvoted. I grudgingly continued with the party--constantly urging them (in private) to kill the Thief, but I wasn't successful as they didn't believe he would betray them under any circumstances despite the suspicious circumstances of our meeting with the monk.

Anyhow, on the way back, I was knifed in the back by the Thief!, as were, eventually, all the rest of the party. It turned out the "Monk" was really a Doppelganger who had killed the thief and taken his place.

The following week I ventured down the same dungeon with the same people (running different characters, of course) and, also on the first level, we came to a secret door which we attempted to open. WE failed, but it was then opened by an Orc who invited one of our party (a half-orcess) to come in. Again I was outvoted, and they urged her to go eadge any information possible. AGAIN when the Orcess took a suspiciously long time to come out, I urged them to be suspicious. When she finally came out she told us the Orcs were guarding much gold--but were willing to be bribed to leave their posts. If this isn't suspicious, I don't know what is! Even an Orc isn't stupid enough to take a measley bribe when, if he wanted to be dishonest, he could have all the gold. Again when I suggested we off the Orcess and depart forthwith--they refused! Not wanting to be left alone in a monster-infested dungeon, I accompanied them into the orcs' lair. As soon as we entered the twits were mown down to a man by AK 47s wielded by the Orcs--members of Alan Brane's Marxist "Small Giant Class Liberation Army." I was only wounded and fortunately managed to convince the Orcs I was a hard-working member of the Proletariate. So I just managed to survive--and now the twits have started to follow my advice. But it took them two expeditions, and they were supposedly experienced players.