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NO. 1

THE LORDS OF CHAOS

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This issue, and all those that come after it, are dedicated (in part, at least) to the bright eyed pixie and her computer fanatic husband who introduced me to the madness of fanzines lo these many moons ago.

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TO BE TYPED (1977).

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OPERATION: CHAOS #6

A personalzine by N.C. Shapero 200 Davey Glen Road Apt. 420
 Belmont, Ca. 94002. 415-593-6368 (Do not call before 7am or after 10PM)

* * * * *

SO YOU WANT TO BE A WERE

Werewolves

Level	Experience Points	Hit Dice	Move	ArCl	Damage (per bite)
1	0(0)	1	6	6	1D4
2	2k(2.5k)	2	9	5	1D6
3	4k(5k)	3	15	4	1D8
4	8k(10k)	4	15	4	2D4
5	16k(20k)	5	15	3	1D10
6	32k(40k)	5+2	15	3	1D10
7	64k(80k)	5+4	15	3	1D12
8	130k(160k)	5+6	18	2	2D6
9	250k(300k)	6	18	2	2D6

Werewolves with intelligence of 15 or above may use magic (same spell abilities as a mage of $\frac{3}{4}$ the level of the werewolf, minus one, dropping fractions). Experience points in parentheses indicate magic user progression. For levels above 9, +120k/level for non-mu, +140k for magic users. Hit dice progression as for levels 5-9.

Werebears

Level	Experience Points	Hit Dice	Move	ArCl	Claw	Bite	Hug
1	0(0)	1+3	3	4	1	1D4	1D10
2	2.5k(3k)	3	6	3	1-2	1D6	1D12
3	5k(6k)	4+3	9	2	1-3	1D8	3D4
4	10k(12k)	6	9	2	1-3	2D4	2D8
5	20k(25k)	7	9	2	1-3	2D4	2D8
6	40k(50k)	7+2	9	1	1-3	1D10	3D6
7	80k(100k)	7+4	9	1	1-3	1D12	3D6
8	170k(200k)	7+6	12	0	1D4	2D6	2D10

For levels above 8--hit die progression is 3, 8+2, 8+4, 8+6, 9, etc. Fighter ep is +130k/level, cleric ep is +100k/level (Werebears with wisdom of 16 or above and intelligence of 10 or above may be clerics). A Werebear cleric has the same abilities as a human cleric of like level for levels 1-7, and for levels above seven, add $\frac{1}{2}$ clerical level per additional level (dropping fractions).

Weretigers

Level	Experience Points	Hit Dice	Move	ArCl	Claw	Bite
1	0(0)	1+2	3	5	1	1D6
2	2k(3k)	2+2	9	4	1-2	1D8
3	4k(7k)	4	12	3	1-3	2D4
4	9k(15k)	5	12	3	1D4	1D10
5	20k(35k)	6	12	3	1D4	1D10
6	50k(75k)	6+2	12	2	1D4	1D10

Weretigers (continued)

Level	Experience Points	Hit Dice	Move	ArCl	Claw	Bite
7	100k(150k)	6+4	12	2	1D4	1D12
8	200k(300k)	6+6	15	1	1D6	2D8
9	350k(500k)	7	15	1	1D6	2D8
10	500k(700k)	7+4	18	1	1D6	3D6
11	700k(1M)	8	18	1	1D8	3D6

For level 12 and above, add 200k/level for fighters, 300k/level for magic using types. Hit die progression is 7+4, 8, 8+4, 9, etc. Weretigers of intelligence 15 or greater may choose mu-progression. In this case, their mu capabilities are determined as follows:

As first level weretigers, they may cast no magical spells at all. As second level, they are the equivalent of first level mages. From third level on, their level as weretiger is their level as mage.

All the above creatures should have separate characteristics for human and were forms. All experience should be divided equally between human and were forms.

All experience points are based on +120k/level for human fighters level 9 and above, +100k/level for human mages level 11 and above, and +100k/level for human clerics of patriarch level and above.

Now before the anguished screams of the eastern DM's become too loud I would like to say one small word on restraint of weres. Yes, I admit that as described, these creatures seem terribly powerful. BUT (and it is a fairly important but...) they are not very common. (At least, not in my campaign). I've been allowing no more than 10% of the player characters to be exotics (i.e. non-humans--and this includes such bizarre types as elves and hobbits, by the by). And where the choice has been given to play a were or an elven fighter/mage, seems most of the locals would prefer to play the elf. Of course, the common use of silver weapons and the comparably speaking high ep requirements might have something to do with it.

But it can be entertaining to see a local neutral lord with a pack of werewolves out in the wilderness. And then watch the fun as he later finds himself shapeshifting...to a first level werewolf.

MONSTER PARADE

Alapern Mini-Dragons (see Orphan Star by Alan Dean Foster)

2HD, Armor class 2+6. Move 48. Highly intelligent (for animals) these flying reptiles spit a very caustic acid. In order to determine hit, calculate 5HD monster to-hit number vs AC 9 base (pluses for armor and the like are added in). Then, if the acid hits, determine hit location using Blackmoor hit allocation tables. (Range of spit=30 feet underground, 30 yards above ground.) If the acid strikes flesh, or leather or chain armor, the target takes 8D6 acid damage (save cuts this value in half) per melee round until the acid is neutralized.

If the acid falls on plate, the plate will begin to smoke. When 100 points of "damage" has been done to non-magical plate, it will dissolve (thus allowing the acid to come into contact with the skin underneath

Alapern Mini-Dragons (continued)

and causing damage to the target--after dissolving the leather padding, of course).

If the acid falls on +1, +2, or +3 plate (or shield), reduce the plus value by 1 for each 75 points of damage taken. (Mithril and adamantite armor/shields are not affected by the acid, and take no damage.

Magical armor is allowed save vs the acid (save using the save vs destruction chart in the Monsters and Treasure volume of D&D) and if it saves, the acid is considered neutralized.

30% in lair, treasure type C

MIND SNAKES

<u>HD</u>	<u>No. of Eyes</u>	<u>Value</u> (of eye in gp)	<u>Max. No.</u> <u>charmed</u>	<u>Charm Attacks</u> <u>Per melee rnd</u>	<u>Bite</u>	<u>Poison</u>
4	2	5k	3	1	2D4	1D8
6	2	7k	4	2	2D6	3D6
8	4	10k	6	3	3D6	Save or die. if save, 1/2 damage +2D6
12	4	10k	6	4	3D6	same as above
15	4	10k	6	6	3D6	12D6
18	6	12k	8	8	3D8	18D6

Highly intelligent, fast, and mean, the mind snakes are possibly the deadliest creation of StormGate's recent history. They are larger than man sized, (body diameter approximately 60cm, body length 6-7 m) and resemble nothing so much as over sized somewhat distorted cobras.

They are able to charm and control (completely control) any human or monster type (save those completely immune to magic). They do not need to speak orders--their slaves are given orders telepathically, which they then obey--immediately and to the letter.

To gaze into the eyes of the 4HD or 6HD variety is to be subject to the charm attack. And any individual who uses ESP, Telepathy spells, or or any similar spell or artifact within 60' of any of the mind snakes is subject to control by the mind snake.

Dexterity range = 14-20. No. appearing: 1-4 of first three types, 1 for others

4HD & 6HD varieties are ARMOR CLASS 4. 8HD & 12HD varieties are ARMOR CLASS 2
15HD variety is ARMOR CLASS 2+4. 18 HD variety is ARMOR CLASS 2+8

Never in "lair". Percentage probability of single magical item inside snake is HitPoints/10--thus a 65 hit point mind snake would have a 6.5% chance of having a single magical item in its belly.

MINOR FIRE DEMON

6HD AC 2+4 Dex=12+D6 (Hasted 50% of the time). No. appearing=1-2. May only be hit by magical weapons or magic. 1 attack/melee round--a heat beam (to-hit number is calculated on an AC 9 target base--pluses adding in to THAC number) that does 6D6 damage (save vs magic at -2 cuts damage in half). Treasure type C. 45% in lair. Immune to fire, cold does double damage.

A letter from Dan Pierson
2205 California St. NW #404 Washington, DC 20008

Here, at last, are the Paladin stats. I hope they are not too late.

PALADIN

DEMI-GOD

Armor Class 2+2, 20 Hit dice (160 hit points), Moves 34". Number=1.
Intelligence=18, Dexterity=40 (if dungeon on a non-percentile system)
=18:00 times 2 plus 4 (if dungeon on an 18/percentile system).

Paladin is a tall lean man with a lumpy, weatherbeaten face. He wears black leather armor with a chainmail vest. His sword scabbard and quarrel case have silver chess knights on them.

He uses a holy sword +5, and every hit is a critical (this is an ability of Paladin's, not of his sword). He also has a heavy crossbow of speed +3 and carries 20 +2 quarrels of Giant Punch [as I recall, these do 4D6 damage--NS].

He has the power of Permanent Replenishment. This means that when he passes one hit point, he instantly flashes up to the maximum possible hit points of the next lower level. He is then the next lower level for saves and hi probabilities. However, when he next appears (summoned, wandering or whatever) he will again be level 20, 160 hit points.

He also has divine abilities equivalent to the following psychic abilities (10th level of mastery)

- | | | |
|-----------------------|-----------------------|----------------------|
| (1) Domination | (2) Mind Over Body | (3) Invisibility |
| (4) Suspend Animation | | (5) Body Equilibrium |
| (6) Energy control | (7) Body control | (8) Mind Bar |
| | (9) Dimension Walking | |

In order to keep track of the use of these abilities and in the unlikely event that you actually use the Psionics rules, note that Paladin has 510 Psychic Strength points, 255 Psychic Attack strength and 255 Psychic Defense strength.

He has a psychic potential of 187%, and has all attack and defense modes.

Paladin is the demi-god of paladins, and as such believes very strongly in the requirements for paladins to:

- (1) remain in the lawful-good area of the Four-Fold Way reserved for them by Gygax
- (2) not associate with Neutrals or (shudder) Chaotic/Evils (by this I mean Chaotics under the linear alignment system, or Evil under the Four-Fold Way).

He will punish all lapses from proper paladin behavior which he notices (though not always fatally, or unimaginatively). As you know, he occasionally gives out calling cards [one of my characters, Robert the Killing fiend by name, managed to acquire one of these little calling cards--NS]. These cards, as with all devices for summoning divine assistance, should be used carefully...

You'd like Camelian [Dick Eney's dungeon--NS]. How often do you see walls covered with graffiti like: Balrogs 18, Lawful Clerics 0?

CHAOS REIGNS SUPREME/THE FOURFOLD WAY #1 is produced, directed and typed by Kevin Slimak (PO Box 3514, Edwards AFB, CA 93523, 805-258-4745) for ole Light Horse Shapero's (also known as Ole Bob Your Buddy) THE LORDS OF CHAOS. Having appeared among the list of the damned, how could I not produce.....very easily, actually!

SO WHAT...

One of the standard problems with doing a first contribution, especially to a new APA, is figuring out what to say. After all, one can't very well comment on the last issue (unless one is Bill Seligman) nor can one respond to ideas expressed by other contributors (other than in other zines or in conversations). So, one usually discusses his philosophy of D&D.

Guess what? That is exactly what I'm going to do. Now, before you turn to the next section, let me explain that what I will be talking about is a bit different than the philosophies thus far discussed. From conversation with Nicholai Jones, his intent for this effort is to get something like The Wild Hunt without getting the same clannish atmosphere that THW has; this means that we're supposed to talk about running the game, not give adventure descriptions.....so.....

A DISCOURSE ON PHILOSOPHY

As many of you already know, I prefer what has generally come to be called a low energy game, meaning that the characters are relatively low in level (and pretty much kept so intentionally), that magic is relatively scarce and that the use of magic is very far from certain (meaning spell points, misfires, backfires, returns of spells w/o spell turning rings, saving throws for all spells, etc.) and that magic items are also fairly rare and not all that powerful (most of the items from Demi-Clods, etc. do not appear). Oh, yes, one more thing: divine intervention (from any locale) seldom occurs (never has in really in my games) and Ragnorok (spelling?) will not be part of the game.

While all of this is nothing new, what I intend to do is something I haven't before seen in print...a rationalization/explanation for this preference. I don't intend to advance my explanation as the only possible one, nor do I intend to say anything but that I prefer a lower energy game. (Let someone else start the war in this zine!)

My chief reason for preferring a low energy game is that I want the player himself, not what items he has or what characteristics he rolls, to determine what the character can and cannot do. Weapons/wands/staves/items serve to extend, not replace the abilities of the character/player; characteristics(rolled that is) supply those aspects of an entity which the player cannot really supply all that easily (magic using ability, skill with weapons, health, etc.).

My experience has been that high energy games tend toward replacing the ability of the characters with those of his arsenal. To me, this smacks all too much of the world in which we live to be appealing fantasy. By tending to keep all things on an elemental level one emphasizes the abilities of the character/player as opposed to the abilities of his collection.

Case in point. Standard D&D has the characteristic "Charisma" as a rolled value. Well, a long time back a group of us came to the conclusion that this is poppycock; at best, the rolled charisma is really meant to be reputation because the way that one acts in large matters will certainly outweigh all the other things which charisma might be said to represent. Somehow, for example, I cannot see someone who is behind his followers "1000 percent" as being very charismatic, nor can I see someone who spends the lives of his men freely as being charismatic.....regardless of what the turkey rolled. IT IS WHAT THE CHARACTER DOES AND SAYS THAT SHOULD DETERMINE THE REACTION OTHERS HAVE TO HIM, shaded by relative alignments, etc.!!!! On that I will be dogmatic!

Another example. One of my characters some while back picked up a sword. He was a Neutral Fightingman and the sword was also Neutral, but the combination runs like one of my Lawful Clerics because the sword is a Flaming Sword with a strong dislike for

Undead. The sword controls the character and, fighting Undead, there is little likelihood that the character is going to make it up to a level where he will control the sword....it also appears that the sword likes the present situation! Well, I don't play this character really, the DM/GM does! At least he does if he is the one who interprets the will of the sword (most games I've been in were run this way...personality magic items are run by the DM/GM).

Now all of this is not to say that magic is not found often, but that the flux is only slightly positive. Magic is much more common in my world (in treasure that is) than in most of the Boston universe; but, in my universe, it also tends to go away a lot faster. I can do things like have permanent scrolls because magic tends to get eaten up when MUs spell or dragons breathe. The rate at which magic gets eaten also allows me to do things like sell magic items, though prices begin high and inflate as the players get richer.

There is a Boston phenomena that neither Mark Swanson nor Glenn Elacow have yet discussed which bears upon the current topic of discussion. People there, for the most part, run stables of characters so as to be able to vary the level, character type, alignment, etc. to fit the mood of the individual and the group (and a bit of the need of the group). The surprising thing is the number of times that the groups will opt for lower level groups often because they have to do the best they can with only their wits to serve as magic.

Looking back over what I've written this far I feel obliged to go back and talk about something. Thus far I have stated that I run a universe which is low energy but I have also stated that magic is more common in my world than in the Boston universe. In all truth, the magic which is common is things like +1 Armor, +1 Swords (unintelligent), potions (standard), etc.

Conversation with Lee Gold on the matter of what is being offered in the game reveals to me yet another possible motivation for my preference in energy level. I try with EVERY situation to challenge the characters; death can always lurk in the most innocent looking encounter. This challenge, plus the matrix of the world in which the players are immersed, are what I tend to strive for in my game. Lee, by the way, tries to offer experiences to the characters by making each room/monster something different and personalized. (This section brought to you by Lee Gold, whose name I promised to put on my zine.)

ON THE SUBJECT OF BALANCE...NATURE ABHORS A VACUUM

Since challenge is what my game is all about, it is only natural that I am firmly in favor of balance between the players and that which they will fight, but the need for balance, I feel, goes beyond what most gamers can easily comprehend: the need for neither side to have an easy victory if the challenge is to be offered.

Balance, I believe, is also required in the design of the world. (I'll say something about dungeons later.) Any force which one introduces into the world MUST, I believe, be opposed or the world created is not quite real. Call it the necessity of ecological balance (with similar penalties for disturbing the balance) if you feel more comfortable with this terminology as applies to monsters. As applies to the more political forces, I do not feel it unreasonable to state that all movements/factions/etc. arise to foster an idea, which usually must be done at the cost of another group..thus the opposition and balance.

The application of this balance to your world should be obvious. Any monster should have some reason for existing, some place in the ecological balance (predators and prey), etc.; this does require a lot more work than some people are willing/desirous of putting into the game, but I believe the payoff is worth the extra effort. It applies to the political factions and intelligent monsters in that they should have some reason for existing, friends, enemies, weaknesses and strengths; I also feel that these should be

something which the players can experience in the course of the game, something in which the players can become involved (in fact, something in which they may have great difficulty not becoming involved).

When setting up this political struggle, there is some tendency to put it at such a level of power that the players have little chance of influencing the outcome. I do not believe that this is the best selection to be made. My preference is to have the struggles of such scope that the players can be involved, albeit at the lower levels of conflict. Adventurers are a good choice for missions that require: independence from the establishment, expendability and insignificance. Struggles occurring at such a level that the players cannot be involved or influence the outcome are, in my opinion, either windowdressing or, worse, a reflection of an aspect of the real world which I do not like in fantasy.....the inability of the individual to shape his own destiny. It smacks far too much of someone caught in a natural disaster, trapped in circumstances totally beyond his control; I do not believe that this aspect of reality is necessary or desirable in a good game.

Another aspect of balance is that which must/should exist in the character types. In most games of D&D which I have seen, MUs are the most powerful of the character classes (largely because the Gygax spell limits have been abandoned). As I have told Ole Light Horse, these games will lead to societies in which the Magic Users will be the rulers (something which must be considered in addressing the politics mentioned above) and, probably worse, will lead to parties most of whose members are MUs. Now, this may be the society which you desire and a party composition of satisfaction to you, but NOT me! This necessitates care ones handling of the magic system; in the words of EGG himself, "Keep the MUs down with everyone else, struggling for life and experience."

Please, if you make the use of magic easier than Gygax D&D does, at least consider modifying the Saving Throws or the experience for MUs. If you like high magic, well, to each his own. My goal though is to have all of the character classes of: roughly the same power/worth at all levels OR of roughly the same overall power averaged over many levels. In other words, I make high level MUs powerful, but rare because the low levels are comparatively weak.. .

Again, what I am expressing are my opinions, not "The Way." I anticipate responses will likewise avoid the same.

While on the subject, there is another burr under my saddle having to do with weres, silver/silvered weapons and intelligent monsters. First premise: silvered weapons and silver weapons will not be ten times as expensive as normal ones if there is a regular demand for them....which there will be with all the undead and weres in a normal D&D world. As a result, few intelligent monsters will not be equipped with some silvered weapon. This should be especially true if your game has a lot of weres running around; one of the best examples of imbalance is the night invincible were wading into combat (the invincibility lies in the fact that no one it is fighting has magic or silver....thanks to the DM). The best way to answer the question of how common silver should be is to look at your players: if most of them are carrying silver, most of your monsters should be, too! If your intelligent monsters aren't at least as well off weapon-wise as your players, something is awfully fishy!

ON THE SUBJECT OF MAGIC

I tend to view magic as an attuning of oneself to nature, the application of a mental force at the proper point in the natural order of things to bring about unnatural/magical consequences. I go through this brief explanation because, in the past, some have objected that I insist that spells like fireball expand to fill their full volume and cannot be controlled to do less damage or to fill less space.

I confess that my major reason for this stand is to make magic far less useful than it might otherwise be, but I do not feel that this leads to anything illogical, as some have asserted it does. One is dealing with forces not completely understood (at least not the third level spell isn't a complete understanding....I do allow higher level spells that do control) and that therefore are not completely controllable. An analogy would obviously be to fusion with our current technology: we can cause it, but we can't control it yet. I treat the third level spell fireball the same way....an MU can use it, but not control it yet.

Another spell that I find myself playing with a bit is Invisible Stalker. I tend to think that this is the demon summoning spell of fantasy, a bit modified to fit into the EGG concept of the universe needed for play. I am more inclined to replace this spell with, perhaps on a lower level, one like Demon Summoning; then the MU and the demon can bargain to see if the MU gets a service and what it costs him. I think that this spell would fit in much better with fantasy and be a hell of a lot more fun to run as DM.....an excuse for conversation encounters. One of the demons that shows would be the invisible stalker, but there would be others...he,he! (Note: the demons that one gets this way as an MU would not be the same that a Demonologist Cleric would be able to summon, nor would the demon be as favorably inclined to an MU who summons him as he would to a Demonologist Cleric.)

CHAOS REIGN SUPREME DEPT.....COMMENTS IN THE FIRST ISSUE?!?!?!?

Nicholai - Yes, Nicholai, GOWists are a real character class. The write up was done tongue-in-cheek because of the background of the cult, but the resultant type is, in my opinion, one of the most restrained character classes since the first three... I'll admit to a little prejudice on the matter though. While GOWists may not fit into your world, I tend to like them because their existence and tendency to be play-it-safe/stay-at-home types allows me to have someone who would be producing the magic items that are being sold in the world. More to the point, GOW IS GOW!///I am attempting in my own mind to sort out the relation of this APA to the other two in which we are both involved: A&E and THE WILD HUNT (for the uninformed). At present, I see A&E as the place to run the whats (adventure reports, etc.), TWH as the place to run the hows (game mechanics, etc.) and TLC (How appropriate, Tender Loving Care!) as the place to run why (world rationale, etc.). I hope that you'll do some discussion of what you want....HINT!/// Boy, do I have a were for you and Kay, the Werelemming....the only disadvantage is that each time the form is taken D100 is rolled. On a roll of 00, the character gets an irresistable desire to march off a cliff into the sea! (If I see an experience table for the class anywhere, I will deny all knowledge of your actions!)

HELLSGATE Notes - As announced in a few places already, I am no longer running HELLS GATE, largely because it both represents a style of D&D I am no longer into and because I finally became discouraged with the hole in the ground mentality. It was keeping me from working on/running my world...and that I did not like. Explanations of gardens of death, monster condominiums, etc. finally got to me, so I punted!///The spirit and death rate live on in the world, though!

Well, the clock on the wall reveals that I better get this into the mail if I'm to have any chance of getting this into the first issue.

Plugging a worthwhile event.....
The Greater Los Angeles Simulations Convention will be occurring 17-19 June 1977 (it's a weekend) on the CSUN campus in Northridge. Details available from Jim Blancher, 19536 Minnehaha, Northridge, CA 91326. There will be D&D, as well as all the other things one would expect at a wargaming convention.

Now, can I find the new Light Horse Address?

TRANSACTIONS OF THE MISKATONIC THAUMATURGICAL SOCIETY

"Brain Transfer in Related Species - a Preliminary Study"

Abstract: Intellect transfer was effected between an orc (sp. - .
Goblinus snaga) and a Miskatonic gym instructor by means of a
modified Mi-Go method. No change has yet been observed in either
specimen.

* * * * *

We interrupt this scholarly work for the rest of this zine,
perpetrated on an unsuspecting world by Kay Jones, 200 Davey
Glen Rd. #420, Belmont, CA 94002

* * * * *

Having expended all of my alleged creativity on the title, I
must now consider what to say in this thing...

To start with, one day, after rolling three of the blasted
things, it struck me that there was really rather too high probab-
ility of getting a Deck of Many Things in the Greyhawk Miscelaneous
Magic table, and also that certain classes such as neutral clerics
were being shortchanged. Thus, my modification of Table 5 (90 - 00):

- 01 - 05 Manual of Puissant Skill at Arms (F)
- 06 - 10 Manual of Gainful Exercise
- 11 - 15 Manual of Bodily Health
- 16 - 20 Manual of Stealthy Pilfering (T)
- 21 - 25 Manual of Golems (01 - 60 Flesh
61 - 90 Stone
91 - 00 Iron) (MU)
- 26 - 30 Manual of Quickness of Action
- 31 - 35 Book of Exalted Deeds (C)
- 36 - 40 Book of The Balance (C)
- 41 - 45 Book of Vile Darkness (C)
- 46 - 50 Book of Infinite Spells (MU, C, T)
- 51 - 55 Libram of Silver Magic (MU)
- 56 - 60 Libram of Gainful Conjurations (MU)
- 61 - 65 Libram of Ineffable Damnation (MU)
- 66 - 70 Tome of Understanding
- 71 - 75 Tome of Clear Thought
- 76 - 80 Tome of Leadership and Infulence
- 81 - 85 Deck of Many Things
- 86 - 90 Book of Inspired Poetry (P) (1 - 2 Lawful
3 - 4 Neutral
5 - 6 Chaotic)
- 91 - 95 Gem of Returning
- 96 - 99 Wineskin of Holding
- 00 Gem of Reincarnation

(F indicates Fighters only may use, C=Clerics, MU= Mages, T=Thieves,
P= Poets or related classes)

BOOK OF THE BALANCE: Any neutral cleric who reads it will go up a
level. Lawful and Chaotic Clerics will each lose one level with
a 25% chance of going Neutral. All others are unharmed, and cannot
understand the contents.

BOOK OF INSPIRED POETRY: For any variant of the bard, poet, minstrel class. Members of the same alignment as the book gain one experience level, Chaotic Poets reading a Lawful book (and Lawful ones reading a Chaotic one) Lose one level; Neutral Poets reading a Lawful or Chaotic one have a 50% chance of realignment, while other alignments reading a Neutral Book have a 50% chance of becoming Neutral.

GEM OF RETURNING: My name for the 5 gp value gem that turned up around here with the interesting property of returning unobtrusively to it's "former" owner upon being sold (From Vance's "Eyes of the Overworld", I believe.)

Wineskin of Holding: Will hold 10 quarts yet appears as and has the weight of a one quart skin.

GEM OF REINCARNATION: May be used by anyone and acts the same as the equivalent of the spell of the same name. Like the above Books disintegrates after one use.

No doubt about it - this typewriter does NOT like typing plates, alas.

* * * * *

A few spells... (most of these originally appeared in A&E, but it was rather a while back.)

1ST LEVEL - Sound Amplification - enables listener to hear noises on die roll of 1 - 4. Duration - 6 turns
2,000 gp to Lady Lianors d'Finagle

2ND LEVEL - Wisdom I - increases Wisdom by 2 D4 for purposes of wisdom roll ONLY. Duration - 8 hours
3,000 gp to Lady Lianors d' Finagle

3RD LEVEL - Cold Cone - Caster's level of six-sided dice damage due to cold thrown as a 6" x 3" cone.
10,000 gp to Lady Lenla du Finagle

5TH LEVEL - Telepathy - as the sword ability. May NOT be used to control the thoughts of another.
40,000 gp to Lady Lenla du Finagle

5TH LEVEL CLERICAL - Regeneration I - regenerates minor limbs, external features. Will not regenerate major limbs or organs.
40,000 gp to Patriarch Duncan of Gaelan

All of these spells are available for cash or trade. None may be resold or traded.

* * * * *

Well, that takes care of that. Bye all, and remember - If you use inferior materials, you get inferior demons!

THE FLAMING HOURGLASS

by

Wayne Shaw

When I began to use technology as a treasure item, I created two tables, one for the "standard" items (i.e. those that were originally created by the builders of my dungeon, Temporalama), the other one for items from various science fiction and fantasy sources. Those who are interested in the first table of items will find it in Alarums and Excursions #19. Here is the second column, which is only used on the 1000 technology rolls.

01-01	Lens
02-04	Zero Stone
05-17	Phaser (01-67 Phaser I, 68-89 Phaser II, 90-00 Phaser III)
90-94	Shield Belt
95-99	Hothead For
01-32	01-32 Pocket Wirepoint, 33-53 Standard Wirepoint, 54-76 Shack Baton, 77-92 Cryostaff, 93-00 Heavy Wirepoint
43-46	Face
47-51	Acrodices
52-59	12 Cluster
60-60	Servo
61-61	61-25 "Radium" Pistol, 86-00 "Radium" Rifle
62-74	01-61 CLUSTER
75-79	Vibration Pistol
80-87	Thunderbolt Gun
88-91	Gravsled
92-00	Extra Ammo for: 01-03 Thunderbolt Gun, 04-08 Servo, 09-15 12 Cluster, 16-24 DS Pistol, 25-35 Phaser, 36-48 Wirepoint gun, 49-63 Vibration Pistol, 64-80 "Radium" weapons, 81-85 Asp, 86-00 Gravsled

LENS: (From E.E. Smith's Jensman books; any inaccuracies are caused either by the number of years since I actually read the books or modifications I felt necessary to fit them into a D&D context.) This device keys itself to the biochemistry of the first person to wear it, and anyone ever touching it again except for its owner must ~~die~~ die, maim or die. If he saves he takes 10D10. On the person's first death (by the nature of the bond, it can tell) it self destructs. In its first stage form, it gives its wearer telepathy, and the ability to detect other Lenses. Second stage form (10% chance of going second stage every level it is worn; Chaotic owned Lenses cannot go second stage) also give the owner the ability to use Hold Person, once per day per level the Lens has been second stage, Locate Object/Person/Monster, Clairvoyance, and Clairaudience. Third Stage form (5% chance per each level a second stage Lens is owned; Neutral Lenses cannot go third stage) also receive teleportation, telekinesis, Dispell Energy Field, Cure Critical Wounds once per day per level third stage Lens has been owned, Pyrotics, and Illusion Generation.

ZERO STONE: (From Andre Norton's book of the same name, and its sequel, Uncharted Stars.) This apparently lifeless grey stone can increase the power output of an object anywhere from 1 to 1000 percent, at the discretion of the user. For every 10% or part of increase, there is a 1% chance of burning the object out. If this object is used to magnify a personal ability, and the roll indicates a burnout, he must make a saving throw. If he makes it, he is in a coma for 2-20 days, and loses all experience, dropping to first level. If he does not, he is in a coma for 4-40 days, loses all experience, and his intelligence and wisdom permanantly dropped to 3.

PHASERS: (From Star Trek of course; with thanks to Chris Pettus for the basic idea of the system used with them.) These have five operational modes, and various relative strength settings. The modes are as follows;

Torch; cuts through things. Each power setting will cut through 6" (real inches) of stone/turn. Adjust for setting, and harder/softer material. If used on skin, will do 4 x setting points of damage/melee turn. Uses 3 x setting charges per full turn.

Heat; similar to the psionic ability Molecule Agitation, or my Esper ability Pyrotics. Setting number is the factor by which speed and amount of matter is multiplied. Uses setting number of charges per turn.

Stun/kill; In this mode, Disrupt, and Disintegrate, the phaser fires bolts instead of a continuous beam. A setting in the stun/kill mode will heavy stun a creature with hit dice equal to the setting (unconscious for 1-10 turns), light stun a creature with hit dice equal to the setting +1 (pacified and dizzy for 2-20 melee turns), and kill a creature of hit dice equal to the setting -1, or lower. Each bolt uses setting x 5 charges.

Disrupt; Causes molecular explosions. Does dice of damage equal to 2 x setting. Each bolt uses setting x 6 charges.

Disintegrate; Breaks atomic bonds. The mass in GP that a setting will disintegrate is equal to the setting squared x 50. Uses up 7 x setting charges.

~~xxx~~ Maximum settings:

Type	Torch	Heat	Stun/kill	Disrupt	Disintegrate
Phaser 1	6	6	6	6	6
Phaser 2	10	10	8	8	8
Phaser 3	14	14	12	12	12

A phaser can also be set for self destruct, in which case treat as though in Disrupt mode, with unlimited setting for a 2" radius. Phaser 1's hold 50 charges, Phaser 2's 100. Phaser 3's 200. Note: Modes 1 & 2 have a six foot range. The ranges on the others are 24". Extra power packs hold 50 charges.

Note that all settings get a saving throw, vs. magic.

(Sorry, Chris, if you're reading this and notice I had to repeat a lot of your article essentially verbatim. But by the time I knew I'd have to do it, it was too late to talk to you about it.)

SHIELD BELT: (From Frank Herbert's Dune books). Adds 4 to armor class, 6 vs. missiles. If hit with laser, electrical, energy, or force weapons, both the belt and the weapon will explode, doing 6 dice of damage in a 1" radius.

MOTHER BOX: (From Jack Kirby's Fourth World series for DC comics). Sort of a living miniturized computer with what can only be called Clerical aspects. Can CLW once every other turn, CSW once every eighth turn, adds 4 to armor class, analyzes machinery (percentile), Detects Evil, Magic, Metal & Kind, Gems, Life, Invisible Objects, and Traps, Casts Illusions, and can Dimension Door once every third turn. Has Telepathy. Every three levels its carried, following powers are gained, in order. Invisibility, 10' r., Confusion, Fear, Telekinesis, Teleportation. Note that Mother Boxes have a degree of volition, and that a Lawful Mother Box will not let itself be used by a Chaotic and vice versa.

WIREFPOINTS, ETC: (From Cordwainer Smith's Instrumentality stories, with thanks to Ken Pick, who actually worked out the specs on these things). Pocket Wirepoint; +4, 8" range, 4 dice, 20 charges. Standard Wirepoint; does 8 dice, 16", 20 charges. Heavy Wirepoint; does 16 dice, 24" range, 20 charges. Cryostaff; strikes for 8 dice of cold damage, 20 charges. Shock Baton; Strike paralyzes for 1-6 turns, 20 charges. All these have half effect if save vs. magic made.

TASP: (From Larry Niven's Ringworld). A small rod shaped weapon(?) which activates the pleasure center of the brain. +8, 6" range. Immobilizes for 1 melee turn. If the initial saving throw is not made, another is not given on future melee turns, unless the tasp is turned off and aimed at someone else. If it is left on one person for 4 melee turns or more, he will be insane for 2-24 days afterwards. 100 charges, burns one a melee.

AERODISCS: (Kirby's Fourth World Series). Two 1½ foot in diameter metal discs, they will cling to the feet or hands when mentally commanded. Best described as "air skates", they allow the wearer to fly at 48".

FP Blaster: (From Forbidden Planet). +6, 12" range. On hit, save vs. magic or be disintegrated. If save is made, take 12D10. If you're feeling exceptionally fay, you can roll a D4 with one chance in four of it being a rifle, which has 36" range. 2-24 charges, 3-30 on rifle. (P.S: Thanks to Nicolai Shapero our friend the editor, who's stats for this weapon these are a variant on.)

SERVO: (From the Star Trek episode "Assignment: Earth"). Resembling a fountain pen, this weapon/tool is similar in some ways to a Phaser. The following are the modes.

Hypnotize; Works only on intelligent entities. The setting determines the duration of the trance. During the trance they will obey suggestions, within limits. 5 x setting charges.

Activate/deactivate mechanism; Allows the activation or deactivation of mechanical or electronic equipment. A setting of 6 will work on simple mechanisms such as locks and most traps. A .45 revolver would need a 2. A Laser Pistol would need a 5. And so on. If used to turn on an item already on, or off an item already off, it will "freeze" the item that way for 1 turn, +1 turn per every setting above the necessary. 2 x setting charges burned.

Force-Field Generation; can throw up a 5' radius bubble of force around the Servo's owner, absorbing a number of dice damage equal to the setting before going down.. 6 x setting charges..

~~Disruption Same as Phaser~~

Disintegrate; Same as Phaser.

All effects get saving throws. 24" range.

Maximum setting in all cases is 12.. Comes with 120 charges.

"RADIUM" WEAPONS: (From Edgar Rice Burroughs "Barsoom" series.) These are +4.. The ranges are 6" for the pistol, 24" for the rifle. The bullets ordinarily do 2-12, but if fired where sunlight will hit them, explode on impact, doing 3-36. The Pistol comes with 2 clips of 8, the Rifle with 2 of 12.

DS PISTOL: (From Logan's Run by Nolan and Johnson). Range 18". Regularly +4. The bullets are: **Homer;** Tracks any warm-blooded creature once locked-on, by heat. Only misses with a 1. If it hits, roll a save vs. magic at -10 or die. If save, take half your total hit points damage. **Tangler;** Covers a 1" x 1" area with "web". Note however that this will slowly constrict so that if the people in it are not freed in a half an hour, they will strangle. **Ripper;** This bullet adds +2 over the base +. Does 8 dice of energy damage, half if a save is made. **Vapor;** covers a 1" radius area, Unconscious for 1-6 turns, half if save made. **Needler;** +2 over base. Save vs.. poison or die. If save made, unconscious for 3-18 turns. **Nitro;** 16 dice of damage in a 1" radius area. One of each bullet to a clip, gun ordinarily comes with 2 clips.

VIBRATION PISTOL: (From A. E. van Vogt's Voyage of the Space Beagle). This gun fires high frequency sound, so designed to have an effect on the nervous system. The effects are as follows. If the

If the setting is 2-4 less than the level of the creature, he is light stunned. If the setting is two or more greater than the level of the creature, he is killed.. If a save vs. magic is made, consider the setting as half its actual value for effects.. Range 12". +6. 100 charges. Maximum setting 25..

THUNDERBOLT GUN: (From Robert A. Heinlein's Tunnel in the Sky). This is a large flamethrower like apparatus that fires isotopic charges. It is +6. It has two setting dials, one for range, one for damage. These are calibrated from 1 to 300. Each setting on the range represents one game inch, each on the damage represents one die of damage. Each die of damage and inch of range uses one charge. Comes with 400 charges.

GRAVLED: (Miscellaneous literary sources). A small aircraft, about 12' diameter, able to hold up to four people or 30,000 gp weight. Runs by sliding on gravity waves.

Load	Cruising Speed	Maximum Altitude
Up to 10,000	48"	64000'
20,000	24"	1,600'
30,000	12"	40'

Note that these speeds can be as much as doubled when necessary. Note that this burns up a full day of operating power every ten minutes used this way. These come with 60 "days" of operating power (a "day" is defined as 16 hours). Though not combat ships per se, these are relatively sturdy, and can take 18 pts. of structural damage.

POWER PACKS ETC: These should be self explanatory. Unlike those actually in the weapons and equipment themselves, these should generally by a full charge for the item when found.

Oops, forgot dept: The Aerodisks can also be run up to three the listed speed. For every inch of speed they exceed it give 1% chance of an accident, minus 1% per every dexterity point above 12 and per every level they have owned the discs.

That is essentially it. It should be stressed that this table should be accessed to in such a fashion as to not make these things very common. On my own tables, only 5% of the "magic" items are high technology, and of the high technology only 15% come from this table.. To date, only a couple of phasers, a Zero Stone, a Servo, a Mother Box, and a couple of the wirepoint group have actually been found. None of them caused any excessive problems in the game. But, to a degree, the others are untested. You may of course feel free to modify these things in any way you see fit (if nothing else is, the right to change things is the D&D gamesmaster's birthright) to make them more viable in your own game. I am quite willing to listen to suggested changes and modifications on any of these items; several of them came to have their present form because of suggestions others have given me.

Perhaps if and when the second issue of this zine comes out (presuming this even gets into the first one; its May 6th as I write this, and I don't even expect to be able to mail this until the 9th), I may have a discussion of my thoughts on the relationship of magic, clerical magic, psi, and technology.

Until then, as Murdock Timewalker once said, when a dwarf at the Old Phoenix Inn which he owns and keeps the bar of, said it was a wonder anyone still lived in that land, what with all it had been through, "No. The wonder is that there is still a land here for them to live in."



WORD FROM HELLSGATE UNDER #1

For The Lords of Chaos, a zine by StormGate's own
by George Cole PO Box 10149 Stanford, Calif. 94303

A New establishment in Hellsgate! Or, what I did with my spare 400,000.

The problem with being a neutral in a lawful part of the world, for example, around Hellsgate, is that raising your own castle tends to be a sticky affair. Not only have you to deal with the godawful fauna and flora (around Hellsgate it's all right, but more than 20 miles away it's murder--literally); but you also have minor troubles with the established authorities from time to time. Lawfuls are so picky!

Having picked up 400,000 gp from a packrat investment (who ever thought I could sell werewolverine boots of haste, size 9?), and being inactive for a bit over a year, campaign time...I had to leave for surgery, oh for a regen ring...my fighter decided to invest some money in a business establishment. The resulting choice was predictable: he bought a whorehouse. A BIG one. In fact, a friend, fellow neutral, and fellow adventurer came into the deal for a further 100,000 gp, because the total investment grew to over 500,000 gp. The whorehouse turned into a massive grouping of establishments that now comprise some 12 square blocks in Hellsgate, plus a few outlying depots throughout the town.

Staffing was divided into two types: income producing personnel (whores, madams, and service crew); and establishment necessities. The decision to depend on internal policing was to allow the establishment to be a truly neutral place. Whores were rated according to skill and attractiveness; there were four levels, and then geishas. (Half of the hiring costs for girls was to purchase less than 5% of the staff.) 20 Geishas; 60 1st class, 80 2nd class, 120 3rd class, and 300 4th class prostitutes were hired; 70 madams to supervise them were added, and then another 50 girls as service crew and apprentices were included. Total: 700

Bartenders, bouncers, broom-pushers, bully boys, ostlers, farriers, horseboys, stewards, bartenders, croupiers, dealers, stevedores, freight handlers...to the tune of 900 were then added. Their functions were two-fold: to work at their main job, and to serve as an additional fighting/police force. Their hiring cost was lessened by the amount of equipment provided, for the most part; increased for special skills in some cases.

Finally, house-carls were added: some 400 more men. They have but one function: to guard the premises from external and internal threats. Thus the total fighting force was 1300, and the total staff was approximately 2000. Quite a crew! (Puns about "turn-overs" not acceptable.)

For all the staff, being neutral was a hiring requirement. This was not exactly held to in the lower hired mens' case; 16 spies of lawful extraction were allowed in. They are worked the same as everybody, and serve as good witnesses in case of need. Every staff member has lodging and food (at reduced rates) and training available. Lodging and food may be taken elsewhere, but training is required... except for the whores. Their income depends on their skill, however;

further incentives weren't necessary. The administrative crew handles ratings, etc. House mages are kept; fellow neutrals and adventurers do work in return for cash/payment in kind.

You would be surprised at the cost. Greyhawk tables were used for equipment and men. House-carls have chain, helms, shields, composite bows, quivers w/20 arrows, swords and daggers; bully boys have leather and short bows, instead of the chain and composite, but everything else the same. Equipment still totalled 130,000 gp. Add to that 100 gp/man (less equipment costs to an extent), and other 150,000 for the prostitutes, and then 200,000 for land and modifications to existing structures...it cost. Oh, did it cost!

The establishment is not completely mapped, and never will be if the present owners have anything to say about the matter. However, in the main grouping are included 8 bars, 5 casinos, 3 nightclubs, 2 hotels, 9 hostels, 5 stables, 4 warehouses, 6 minor stores, 2 smiths and armorers, 1 poorly stocked library, and a lot more in books and crannies; plus the private quarters for the owners.

HOUSE RULES

+ + + + +

No forcing of prostitutes against their will. Payment is in advance, in cash, unless credit is previously arranged. (Or we want a blackmail possibility...but that's our decision.) Violence that involves drawing a blade is forbidden except in the lowest three bars; offenders will be disposed of (or charmed and forced to work without pay). Mind you, major riots in the bars are not welcomed and are quelled as soon as we can get enough men together, but ordinary brawls are part of the fun. In fact, in the lower taverns a night isn't fun without a dozen brawls. (Those bartenders are our toughest, if worst; they do get combat pay.) In higher class establishments no fight outside, please. Although we do maintain a minor dueling arena. Not suitable for mages; a hell of a lot of our establishment is wooden. Ahem!

Weapons (other than swords/daggers, etc.) must be checked at the door. We do guarantee return of same; our profit is in the continuation of business and building up a good rep. Aside from which, any too gratuitous thievery on our part, and the lawfuls of the town would be on our necks like a ton of bricks. The Thieves' Guild understands and respects our "hands off" policy; if someone steals in our establishment, his/her hands come off! The basic idea is that no one else will steal from you, and we do it legally (prices). Besides, we do offer a marvelous place to sit and rest, to have a friendly drink or two, to get character witnesses, to establish alibis... and to escape the lawful watch-squads. Outright protection of thieves is not our policy, but we do maintain a certain degree of autonomy.

Fighting amongst customers is not allowed. So the guy's a chaotic! If you attack, you're dead! This is a neutral establishment; we determine who is allowed in and who isn't. Paladins are welcome, but not likely; in their case we make exceptions and knock them out instead of killing them. After all, they are handicapped. Religious solicitation is not allowed; arguments yes, but not preaching. You might succeed in converting a staffer, whom I must then replace. Miracle workers will either be shown the door, or put in the nightclub

as a new act (they get 40% of the gate). Magic is a no-no; we spent good money on those damping spells and don't want them worn out. Research is done elsewhere!

GEISHAS are special. Their cost averages 1,000 gp/hour; and they are in complete control of the evening. They choose meal, entertainment, and whether or not to bed down with the customer. We work on a refund-if-not fully satisfied basis; our worst problem has been the extra gifts!

Spying and prying are punishable by whim of the owners. We have good connections with a patriarch and/or a wizard; geases and quests are available to us. Chuckle, chuckle...Assassins may not work in our area. If caught, they are hung, drawn, quartered, regenerated, covered in boiling oil, regenerated, and then burned to death by acid or fed to a dragon friend. (Burn character sheet.) [Even for an assassin, this treatment sounds a trifle extreme. Watch your alignment if you try that routine, folks.--NS/ Jesters and harpers may apply at the hiring office for nightclub acts. We don't guarantee you more than your skin at the lower class ones, but we will give you a set fee or a %age of the gate at the higher class ones.

Sleeping at the hotel is quite safe; as a matter of fact, it can be the safest place in HellsGate. The hotels are our better guarded spots, since they are the obvious place for thieves to operate. Gear left in your rooms (aside from extremely valuable treasures--we're not a vault) is safe for the duration of your stay. It will be held for one month, should you not return from wherever, in a warehouse; but then...At the hostels, we guarantee safety while you are in the room only.

As business picks up (pardon the pun), we will no doubt expand our business, in services and scale. At present the owners are not worried about quick returns and profits (That's fortunate--NS/(but they are nice); we are more concerned with building up a good reputation, a solid clientele, and enough blackmail secrets to keep the lawfuls out of our hair and business. Blackmail secrets, by the way, are all routed through the owners...both of them and one more person...but rarely if ever used. Potential clubs are what we need. Besides, it hurts trade in the long run.

One last virtue and benefit of the establishment: it collects all the various and sundry rumors that abound in HellsGate in record time. It also serves to disperse rumors as well; thus news travels very quickly in this place. "Only five Nazgul left? How interesting!" Or: "What's LOOSE? GODALMIGHTLYSHIT!!"(Overheard near the arena and soon solved)

Approximately 90% of our staff is human. Not through prejudice; it just comes out that way. (But the wierdest batch comes in!) Elves are very, very, few; we're trying to locate a dwarf and a hobbit; orcs (including a class I orc--see chart to follow) are available; five weres of various sorts...we do have a dragon visitor, even.

Facilities do exist for the stabling of unicorns. For those who wish to stay at the hotel or go to the nightclub or whatever (I have to pay those stable boys double fee, and lose them so frequently). But it's your business whether or not you can ride the beast again. Don't expect US to get in the way of profits!

TYPICAL RATES:

WOMEN	of	CLASS I	CLASS II	CLASS III	CLASS IV
		200 gp/hr	100 gp/hr	20 gp/hr	10 gp/hr

Standard extras: +50% base rate, other extras: all the traffic will bear. If this is too costly, try next door. If no luck there, get the hell out! (We're not all that tolerant!)

Questions or suggestions, or even complaints can be addressed to the owners. Greymar (who was cut in on the deal) can usually be found in THE LAST TRUMP, one of our best nightclubs; Hleg K'L (or Hleg Kelal in the decadent sourthron script), the originator and my fighter is more often than not found in the FOUR CORNERS or HELLSGATE UNDER; you can recognize him by the two pet wolves that accompany him everywhere. Best come well prepared to HELLSGATE UNDER. It's the second worst bar, though it does have the best brawls. We'll see you!

NAMES OF THE ESTABLISHMENTS:

TAVERNS

- The Four Corners
- Raven's Roost
- HellsGate Under
- Molly-fying
- Neutral's Nook
- The Red Haven
- Sam's Saloon
- Skyhighs

NIGHTCLUBS

- The Last Trump
- WildWooly
- Tubal's Joint

HOTELS

- World's Rest
- Nirvana

Hostels

- Hole in the Wall
- The Mudhole

ROOM RATES

- Class I suite--100 gp/ night
- Class II Room--75 gp/night
- Class III room--20 gp/night
- Class IV Room--10 gp/night
- Hostels--2 gp/night

THE GUILDED HOLE level 1

An expedition into the realms of darkest penury led by the experienced and expert Mark A. Swanson, owner and operator of the Goree campaign, Dogboy to the Wild Hunt, perenial misser of A&E and all round ogre. I live at 71 Beacon St., Arlington, Mass., 02174, may be spoken to at 617-648-4469, and am allergic to new long tables of useless data.

THE CHARACTER BUILDING TRAITS OF EARLY POVERTY

Those of you who have been observing the great Blacow-Ogre vs The West Coast fight with fascination have probably overlooked me. While ALARUMS AND EXCURSIONS' air has been filled with howls of the wolf as he engages the massed squadrons of divebombing dragons, I've been the character sitting in the corner shaking my head and letting loose with an occasional mild "tu-tut."

The fracas appears to have died down in a peace of exhaustion. Regardless, I refuse to accept the weak-kneed "OK, it's your campaign so run it your way" attitude that seems to have dug itself in. I accept as a given that your campaign is full of character development, fun, "balanced" within the weight of a tribble's eyelash and in general absolutely perfect. But even in a San Francisco based D&D APA we can talk about the problems with the other guy's Overly Guilded Hole, can't we?

It's true what they say about Boston area Dungeon Masters: we're cheap! A very good expedition to the eighth floor or so may well lose half its members and come back with a few thousand gold pieces each, and a similar number of experience points. And maybe two useful magical items and half a dozen "twit magic" devices. (Consider a wand of detecting twits which is always successful, due to the nature of the character carrying it. Owing to a recent disagreement with a fireball and then with his sword, this is the only magic this Champion has!).

Obviously, the question is "Why bother?" I've had a few people give this response to Goree. I know Kevin Slimak and (sort of) Lee Gold have also received it. The reason is that it makes a better game. [Here, your friendly editor must comment--NO RULE, in and of itself will guarentee a better game. What makes a good D&D game is an elusive combination of good players and a GOOD DM, together with a semi-reasonable collection of rules.--NS]

With two or three artifact level magic items per character, there seems to be less call for skill in running the character. Why bother persuading the white haired old mage if someone's got a rung of human control? (No saving throw)? If every first level party includes a couple of weres, what can kobolds do? If a typical high level party has enough high level magic and firepower to waste any monster in a round or two, only monsters that take +4 magic to hit and can be expected to kill a lord/round are of any use.

I even have some data, rather subjective, to back me up. People

used to Boston area dungeons are usually surprised by the lack of tactical skill and general "safety first" attitude of most West Coast players [Clearly they have never met anyone used to the dungeons of Dave Hargrave--NS]. Faced with an Orc that doesn't sleep, an Ogre that declines to commit suicide while "charmed" or monsters that attack before the party is ready they start muttering about "not fair", cowering in the corner or arguing with each other in the presence of the enemy. Without their all-ruling magic, fire elemental cloaks, and +5 holy swords, they seem lost.

Well, so what? Much good tactical ability will do you when knowing how to get out of the way of artillery is the prime survival trait. Avoiding dungeons where some Orcs don't sleep will advance your characters a lot faster than learning how to deal with them. Why worry about whether my characters would do well in Boston when they do just fine around here?

I claim that it is important because the required traits and skills are more "human", "real", and interesting. If magic can backfire, you have to worry about risks and rewards, instead of counting spell points. If the monsters died because you outmaneuvered them, that is more of a distinction than having wiped one out with your flaming, dancing, vorpal sword. A fighting man who fights is a more interesting character than the guardian of an artillery park. In short, what is important shifts more to what the character is, rather than what he has dangling from his belt.

Obviously, there is nothing that makes it impossible to have a good high magic game. It does seem more difficult, though. Until a character gets high up, he is apt to be dominated by the equipment. Naturally, the popular DM's will make sure that everyone gets through the boring parts fast. The junior characters, when they are all too exposed to the blows of fortune can be the most interesting. By the time a character gets high up, in my experience, he needs a background interest, something beyond the endless strolls through the local "guilded holes" to keep him interesting. [See George Cole's zine in this issue for one local solution--NS] Somehow, A&E zines, with their endless lists of gross magical items all seem to have adventures laid in the same gray world, whose only points of scenic interest seem to be the regularly spaced guilded holes in the ground.

I'm lucky, of course. There is a group of about eight or so local DM's/campaigns, all on the same world and fairly compatible. The Goree customs service are bigger bluenoses than some, but not all that much more. People have been known to bring some gross, game unbalancing items to Goree to dispose of them. Still, I suspect that most people would find that D&D run as a character centered epic is a lot more interesting than strolling endless corridors with the golfbag of +3 swords trailing behind.

ARCHILOVE

by Lee Gold, 2471 Oak St., Santa Monica, CA 90405 (450-2278)
for LORDS OF CHAOS #1

Recently I've been trying to write down and organize my ideas on City-Planning. This looks like a good forum for a slightly smoothed over draft to circulate.

A City should be at least as heavily populated as a dungeon and, in most cases, more highly organized. It probably has 2-20K people of various species, specializations (F,MU,C,Tf,etc.), religions, alignments, etc. Within a given species, there are probably several ethnic groups represented. Somehow the City Manager (aka Dictator) must cope with all of this.

In addition to a wise and powerful Ruler, a City must also fulfill other requirements to survive for more than a few months. It needs:

--defenses against magical and military attack. Ideally these should protect it from all directions. (Nyosa, for instance, is surrounded by a Globe of Protection which appears as a 20' thick, 100' high Wall of Living Fire patrolled by Fire Elementals, an equally thick Dome of Webbed Mist over the city and an equally thick hemisphere of Petrifying Magma beneath the city.)

--Established entrances for tourists and traders...preferably with customs offices attached.

--Some sort of method of keeping brawling from destroying the City. In Nyosa annoying street fights may bring the attention of some Guard Patrol. More significant, area spells capable of affecting the City are strongly discouraged. A high level Fireball will bring the attentions of a Water Elemental (16th rank) on the party. Earth-quake and similar spells will be discouraged by Principles of Petrification, etc.

--Tolerance of most outlandish customs but definite local mores. Nyosa, for instance, is largely Chaotic (and the rest are Neutral). All male babies are sacrificed at birth to the Dark Ones. To keep the population stable, all fertile male visitors must leave a semen deposit with Customs or impregnate one female Citizen before leaving. Also, Elves are expected to stay in the Ghetto within the hours of darkness.

--Have definite wards and sectors zoned off which serve as the equivalent of levels in a dungeon, allow visitors to have a rough idea of the social status of the beings they are mingling with, and generally give an area some character.

--A good transportation system is also necessary. Nyosa uses teleport hop-disks in the streets suitable for use by either walkers or animal-drawn vehicles.

DICTIONARY MONSTER: THE ARIMASPI: Herodotus described them as a one-eyed people of the extreme north warring perpetually with griffins for gold hoards.

Most of a City's inhabitants are people, sentients of some sort. Non-sentients tend to be vermin, work animals or pets. Only a deserted City would have more than a very few animal menaces; a well-run City would only tolerate gargoyles and such in a few special areas like the Zoo, the Amphitheatre, and the place of honor at the dinner table. Most of the sentient inhabitants of a city will probably be of similar species. Only a true cosmopolis would be able to serve in full the diverse needs of centaurs, pixies, giants, vampires and Afreetz. Your average city will have one predominant species and a few other species with which it can interbreed (making up circa 60% of the population) and a number of odd sorts here and there who are willing to put up with living in a place tailored to another species' wants and whims. This is the table I used for Nyosa:

	Species	% Female	%Chaotic-Neutral-Lawful		
01-25	Human	70%	80%	19%	01%
26-30	Elf	70%	60%	35%	05%
31-40	Dwarf, Gnome	50%	70%	25%	01%
41-50	Orc, Goblin	70%	90%	10%	
51-60	Were (roll 2X)	70%	85%	13%	02%
61-65	Undead	50%	90%	09%	01%
66-75	Ogre, et al	70%	85%	14%	01%
76-85	Giant	70%	85%	14%	01%
86-95	Dragon	70%	70%	25%	05%
96-00	Alien	50%	80%	19%	01%

Now obviously this table would not be usable for another city. For one thing, Nyosa's mores are reflected in its sexual make-up. The Ruler is a Queen and most of the inhabitants are women, not surprisingly in a city where the only permanently resident males are immigrants and most males are "just passing through."

-more next issue-

SOME VARIETIES OF DEDICATED SWORDS

01-10	Dedicated to Slay X	slows X on hit, paralyzes on critical
11-20	Dedicated to Defeat X	Feebleminds X on hit; drives insane on critical
21-70	Dedicated to Destroy X	paralyzes X on hit; petrifies on critical
71-80	Dedicated to Blast X	blasts with half wielder's level dice fireball on hit; full level dice fireball on critical.
81-87	Dedicated to Crush X	Takes 1-3 points from X's Prime Requisite on hit; 1-6 on Critical.
88-94	Dedicated to Waste X	Takes one energy level on hit; two on critical.
95-00	Dedicated to Subvert X	Charms X on hit; changes alignment to wielder's on critical.

DM's option: If victim is given a chance to save against Dedicated Sword's effect, a save should result in triple dice damage, sextuple in the case of a critical.

GET IT RIGHT THIS TIME!
by Jeffrey J. (the Marvelless) Marr

How many times in your brief and multitudinous careers have you come across a locked chest and wondered how to open it? How many of your characters have been killed by innocent-looking corridor floors? When was the last time your lead 1st level was maimed and/or permanently deranged when he walked through a piano (harpsichord) wire? This column is designed to help the working thief.

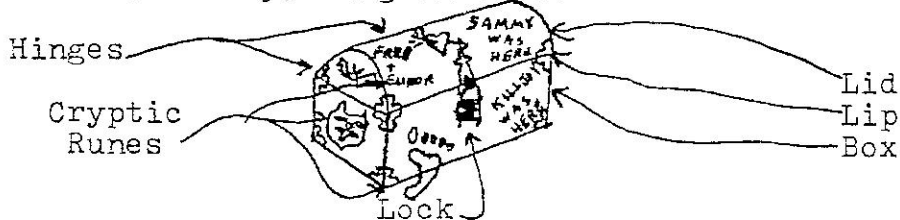
⊙ Leg: Superthief



Now, many people look down on thieves as something to shun; necessary, but undesired. Perhaps this is due to the large numbers of hobbits in our profession (chant--Thieves can't be lawful... Hobbits are always lawful...hobbits can't be thieves.....), so people have to look down or they don't see us. Fortunately, we can deftly step out of the way, lest they injure themselves. However, we should stand up for our rights!!! (even if it is on tippy-toe).

But if we are going to strike or anything radical like that, we'd better be up to snuff!! So, now begins a crash course in: HOW-TO-PICK-LOCKS-AND-OTHER-THIEFY-THINGS-LIKE-THAT.

The standard (JCPenny) dungeon chest:



Some rules for All-thumbs:

1. Never touch the cryptic runes. You may examine them, but always do that in a non-chalant sort of way. They are shy and sometimes bite if they think you're watching.
2. Always check the floor around the chest for evidence of traps, like chalk-marks in the shape of a fallen dragon.
3. Wires attached to locks, lids, etc. usually mean traps or bugs. Follow them as far as possible. Ignore the little man behind the curtain.
4. Never release a trap when you are standing in a corner, at the door, along a wall, or in the center of the room, as these are normal targets for crossbow bolts, fireballs, gas clouds, etc. This leaves only on the ceiling and under the chest.
5. Ignore the 10-foot distance myth. Any trap worth its salt can get you at 11 feet.
6. If possible, move the chest from its position. TNT usually does the trick when liberally applied. If this approach fails, try a TND. (TACTICAL NUCLEAR DEVICE)
7. Try the lock first to see if its locked. If not, then spend five or so minutes grunting and straining in front of the chest before opening it. This builds respect on the part of your comrades. Just don't lock it!