THE LORDS OF CHAOS 2
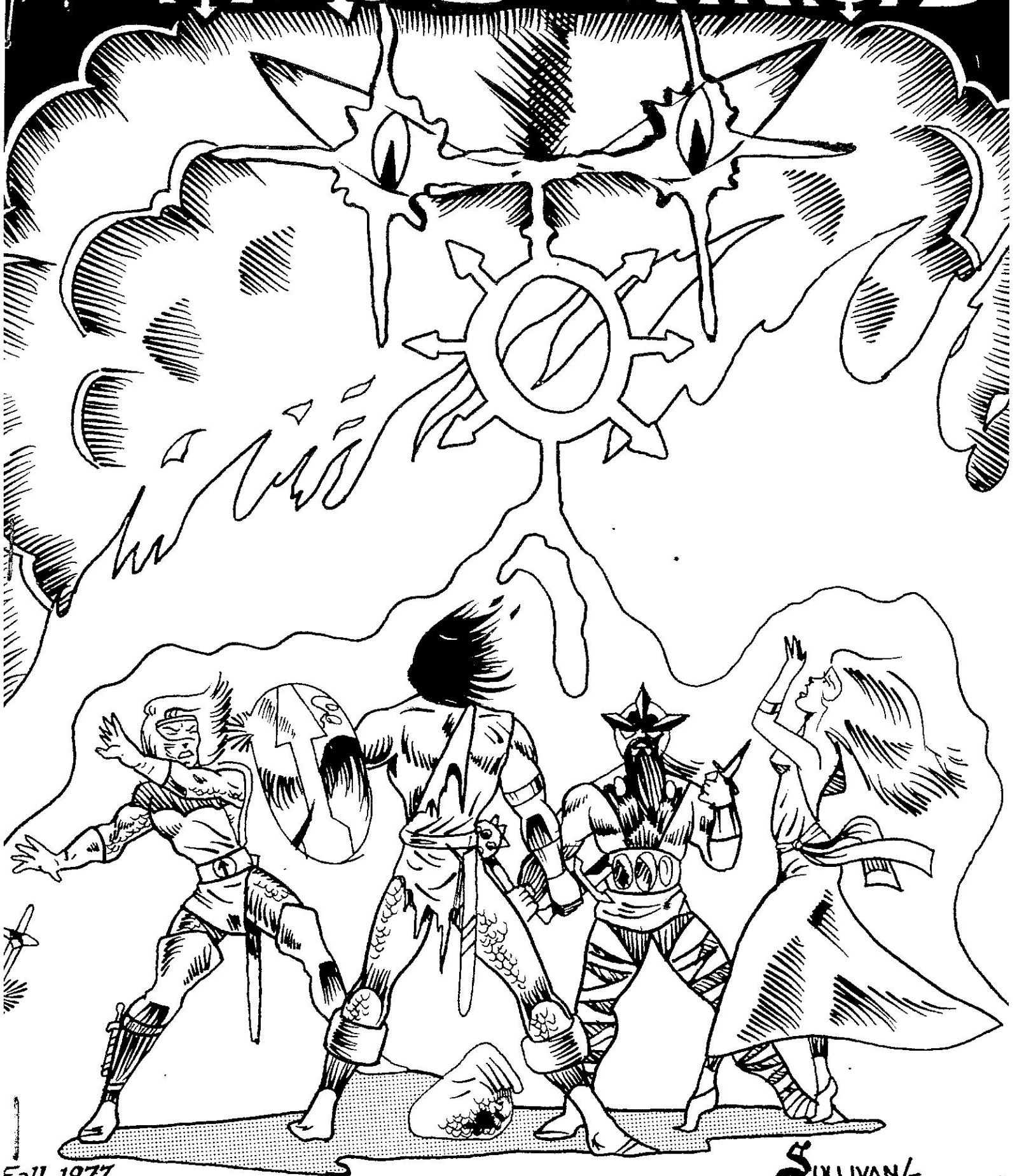
Fall 1977

SULLIVAN/-

DEADLINE FOR ISSUE NUMBER 3: 25 November for preprinted zines
20 November for zines needing to be mimeod, 10 November for zines needing
to be xeroxed, 1 November for zines needing to be typed.

Contents of Issue Number 2   As of 25 Aug 77

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EDITORIAL COMMENT: The Lords of Chaos is intended as a DM oriented zine.
To this end, I, Niall Shapero, intend to EDIT this zine--with a fist of
iron, if need be. Pure comment zines, or zines designed solely to present
THE ONE TRUE WAY unless VERY humorously presented will not be published in
The Lords of Chaos.

 Further, I do not wish any feuds to develop in this zine. To this
end, I will edit out any zine that passes beyond what I regard as the
bounds of common courtesy. Rude, ill-mannered comments will either be
edited out or, if there is nothing else in the zine in question, the
entire zine will be rejected.

 This policy will go in to effect   issue #3 and
will remain in effect until further notice.

This quarterly quasi-apa is brought to you courtesy of N.C. Shapero and the other mad members of the TLOC crew. This fanzine is meant to be run for the contributers primarily, and the fee schedules have been adjusted accordingly. It is edited by Nicolai Campbell Shapero (aka Niall Shapero) in the frevent hope that it will not lose TOO much money.

Contributers have several options. They may print up their zines themselves (copy count is 100). They may type up their contribution on a SEVEN hole stencil (suitable for use on a Rex Rotary M4) and send 55¢/side for printing costs to:

N. C. Shapero
200 Davey Glen Road Apt. 420
Belmont, Ca. 94002

Camera ready copy may also be sent--along with $2.25/side for printing costs. Or, if none of the above seem desireable, send a letter to N. Shapero (along with $1.25/side above and beyond printing charge) and he will type up your zine for you (limit of four pages).

UNPAID FOR MATERIAL WILL NOT BE RUN OFF OR INCLUDED IN THIS ZINE!

COSTS:

  (1) Contributers:
        (a) 3 or more pages--free
        (b) 1-2 pages--postage + 35¢

  (2) Non-contributers:
        (a) if buying in shop, pay whatever the man asks.
        (b) if 3 or more pages in previous issue--postage + 35¢
        (c) if 1-2 pages in previous issue--postage + 90¢
        (d) if no contribution in previous issue--$1.50 + postage.

Unless otherwise requested, the editor will send all copies of TLOC first class. Should insufficient funds be provided for first class mail, the editor will attempt to deliver by the fastest alternate mail class. If no funds are provided for mailing, copy will be hand delivered (with a probable delay of upwards of one year).

This issue is dedicated to three people: Kay Jones, and Lee and Barry Gold. The Golds for their continuing friendship--and for getting me started in this madness (fanzine publication), and Kay for helping me survive the "Real World".

Those interested in a monthly D&D apa/fanzine should contact

LEE GOLD/ALARUMS AND EXCURSIONS
2471 Oak St.
Santa Monica, Ca. 90405

A&E is a LARGE LA based zine (300+ copy count) with contributers from all over the western world, and is of great value to any D&D player.

The House Rules
of
StornGate Dungeon

(with apologies to Steve Perrin)

Sequence of Play

Each melee round is approximately 12 seconds long. During the melee,
a character may perform one (or in some cases two) of the five actions listed
below. (There is only one creature able to perform more than two functions
in a melee round--a Dragon--but more on that later.)

The five functions listed below are performed, in order, until the melee
is over.

1. PREPARATION -- A player may state that his character is preparing himself
   for battle, and indicate precisely how he is doing so. That is, putting
   away his bow and drawing a sword, trying to find his favorite blaster, etc.

2. MISSILE FIRE -- A character fires any pre-aimed weapons (or cone weapons
   not requiring precise aim) during this phase. All wands, staves, rods,
   etc, are activated during this phase. All button press activation
   devices also go off at this time.
   Fire rates for weapons are as follows;
       modern semi-automatic weapons--3 shots per melee round
       short bow--2 shots per melee round
       long bow, light crossbow, composite bow--1 shot per melee round
       heavy crossbow--1 shot every other melee round
   Damage done by light and heavy crossbows is different in StornGate--
   light crossbows have quarrels that do 1D10 damage, heavy crossbow quarrels
   do 1D20 damage (this damage is both against man-sized and larger than
   man-sized targets).

3. MOVEMENT--During this phase, a player may move his character up to
   one half his movement allotment (if he wishes to engage in melee)
   or up to full movement (if he does not wish to engage in melee this
   melee round). Thus, armored foot (movement 6") may move up to 3"
   and still fight, or 6" and not fight.

4. MELEE--Combat of the hand-to-hand sort occurs during this phase.
   Blows land in strict order of dexterity where weapons are of equal
   length (thus two fighters, one with sword, the other with flail,
   will strike in this order--higher dexterity, then lower dexterity).
   The first melee round that two characters are engaged, if their
   weapons are of grossly unequal lengths the character with the longer
   weapon strikes first (regardless of dexterities).

5. SPELL CASTING--During this phase, spells "go off". Also, rings and
   other devices requiring will power would also be activated during
   this phase. As with melee, spell casting is done in order of dexterities
   of casting mages.

   N.B.: Spell casting requires 1 full melee round of undisturbed concentration.
   A mage who intends to cast magic may move no more than five feet
   during the melee round, and may not be under any form of direct physical
   or magical attack during the melee round. Thus, if a fighter closes
   with a mage and swings at him (regardless of whether or not the blow
   actually lands), that mage may not cast magic that turn. If a missile
   weapon is fired at the casting mage but does not hit, his concentration
   is not broken (but of course, if he is hit by the missile, his spell again
   does not go off). If a casting mage takes any damage or any noticeable
   effect is felt from the magic of another mage casting before him, his magic

5..   SPELL CASTING (cont.)

again fails to go off.

NOTE: If a mage so wishes, he may spend 1 full melee round conjuring,
then "hold" the spell on his fingertips (so to speak). If he does this,
he may fire the spell during the missile fire phase of the next, or
any subsequent melee round PROVIDED THAT HE IS NOT ATTACKED, AND PROVIDED
HE MOVES NO MORE THAN FIVE FEET!

DEXTERITY

The ability to perform many complicated activities (such as closing a door,
jumping back, and simultaneously drawing a two handed weapon, or closing
a door very quickly, or opening a door, jumping through, and firing a pistol)
will be affected by a combination of dexterity and experience. When such
complex maneuvers are attempted, a dexterity roll is called for.

The probability of successfully accomplishing such actions is
4 percentage points per point of dexterity plus 3 percentage points
per level, up to a total combined value of 90%. Thus a dexterity 15 fighter
of the third level would have a 69% chance of success.

All categories get the benefit of dexterity towards defence; however,
no matter how augmented no more than four points can be added to armor value
for dexterity.

COMBAT

1.   First strike in any situation, whether melee combat, spell casting, or
whatever, goes to the person with the higher dexterity.

2.   A hasted or sped up condition does count--Haste has the effect of
doubling dexterity in this connection (though not for the purpose of
armor class determination).

3.   Haste doubles the number of attacks allowed per melee round (though
not the number of spell castings allowed).

4.   When a character takes more than 50% damage there is a possibility
that he will be knocked down. The percentage probability that he
will remain standing is equal to the percentage of hit points he has
remaining.

If an additional 10% or more is done in a later melee round to bring
total damage past 60,70,80 or 90% damage, the roll to remain standing
must be made again or the character is knocked down.

KNOCKED DOWN: a character gets no blow that turn (if he has the lesser
dexterity) and must make his percentage in order to even attempt an
attack the next turn. If he does get to make an attack, it will be
at the end of the melee round (and he must make his percentage based
on the damage taken up to that time) regardless of his dexterity. Further,
while on the ground, he loses all dexterity adds to armor class.
If left completely alone, he need only make his roll in order to resume
upright position, but if under attack he will stay on the ground,
defending himself as best he can, continuing to get in his last shot.

5.   Combat cannot be broken off unless one of the opponents is down on
the ground, or the combat is not one on one. In a non-one-on-one
situation a dexterity roll is needed in order to break off combat.
If combat is broken off before the opponent has made his blow, he
gains a free shot at the retreating backside of the retreating party at +4.

HOW MAGIC WORKS

A mage, cleric, or other magic user may cast as many spells as he has "spell points" for. Spell points are derived from the following formula:

$$\text{SPELL POINTS} = ((\text{Prime requisite}) + (\text{Constitution})) \times (\text{level})$$

Spells generally cost $(\text{level})^2$ spell points to cast, but there are certain exceptions. They are as follows:

(1) Spell points for spells affecting large quantities of people (such as sleep, haste, slow, fear, etc.) shall cost level squared PLUS two spell points per person after the first affected by the spell. Those making saving throws against the spell do not count in the spell point cost of the spell unless they take some form of half damage (in which case they are counted towards the total).

(2) Mages may use a lesser number of dice than their maximum possible for destructive spells such as fireball or lightning bolt, down to the number of dice corresponding to the level of the spell. Example: A magician may throw anything from a three ot a six die fireball. Spell point cost is level of spell squared plus two points for each die of damage above level of spell. Thus a seven die fireball costs $9 + 2 \times (7-3) = 17$ spell points.

(3) Phantasms of monsters cost 2 spell points per die of monster per monster for each turn that a monster (or group of monsters) is animated, and costs an additional 4 points for the casting of the spell. Thus, to create the illusion of ten trolls would cost $4 + 2 \times 7 \times 10 = 144$ spell points for the first melee round, and 140 points per melee round thereafter.
NOTE: As spell casting normally takes place at the end of the melee round, it will generally be the case that illusions of monsters must be maintained for a minimum of two melee rounds in order to cause damage to the opposition. If the opposition saves vs magic, the opposition can take no damage from the illusory monsters, though they will still see the monsters as faintly visible images.

(4) Spell point cost for a phantasm of a destructive spell is twice the cost of that spell plus four points. ALL individuals caught in the affected region (with the exception of the mage casting the phantasm) must make their saving throw vs magic, or they will be treated as being in the region affected by a regular destructive spell of the given type (giving two saving throws, in effect). Thus, if a friendly party member is in the region affected by an 8 die phantasmal fireball and he fails his saving throw vs the phantasm, he must save again. If he fails his second saving throw, he takes full damage--otherwise he takes half damage. Even the certain knowledge on his part that it is a phantasm cannot free the party member from the necessity of making a saving throw. Individuals who save vs the phantasm, of course, can take no damage whatsoever--not even partial damage.

(5) Phantasms of other high level spells cost that spell's cost plus four. (Two saving throws are again allowed.)

(6) Spell points for cures cost level squared or one point per point cured, whichever is larger.

A cleric may cast no more than one cure light or one cure serious per ten minute period.

Because the spell point system allows repeated use of spells rather than single shot use, saving throws are allowed against all spells. However, a reduced saving throw must be made vs higher level spells. Save at -2 vs 7th level spells. -4 vs 8th level spells, and -6 vs 9th level spells.

HOW MAGIC WORKS (cont.)

Charm, hold, and control spells dominate the controlled individual completely. A charmed person may be ordered to commit suicide, kill his former friends, anything. However, the caster must be able to speak the language of the charmee, or the charmee will simply sit there (or stand as the case may be) waiting for the command that never comes. Note--it is most unlikely that a command will be heard over the noise of battle.

A body may not be sped up to more than twice its normal speed--thus haste spells may not be added on to other haste spells, potions of speed, etc.

A saving throw against paralysis results in the character saving being slowed. If he fails his save, he is paralyzed (for 30 minutes) and ceases to breath (heart action continues, however). Unless given artificial respiration for that 30 minute period, a paralyzed person will, as a result, die.

If a character saves vs disintegration, he takes 4D12 damage.

If a character makes his saving throw vs fear, he goes into a berserker rage. He will then attempt to close with the caster of the spell, ignoring all other possible targets (unless they attempt to prevent him reaching the mage in question). He will attack at +4 hit probability, +4 damage, and will not be knocked down until killed.

Fireballs have full effect on anyone within a 5' radius of the ground zero point (saving throw vs magic resulting in $\frac{1}{2}$ damage). Anyone from 5' to 20' distance from ground zero takes $\frac{1}{2}$ damage (no damage if save).

Points from a line or cone spell (lightning or cold) MAY be absorbed by the first rank or first few ranks of an advancing group, with only those points in excess of the points going to the first ranks or left over from saving throws going on to the rearward ranks.

Spell points are regenerated at a rate of ((Prime requisite)+(Constitution)) per 24 hour period in which the spell caster performs NO MAGIC WHATSOEVER!

DRAGONS

Dragons are perhaps the most powerful creatures in the StormGate Universe. Dragons may breath at will (frequently for more than three times per day) and may do so either during missile fire phase or movement phase (either at the beginning, end or somewhere in the middle). They may also attack (2 claw, 1 bite, 1 tail attack) and cast spells in the same melee round. Thus a Red Dragon would be able to fly 240 yards (in wilderness) breath fire as soon as he was within range of the party, close and attack with claws bite and tail, and then cast magic. As the older dragons in StormGate are generally able to cast up to 6th and 7th level magic, this means that no party in its right mind will want to tangle with a dragon. (Dragons are also the only creatures able to cast magic EVEN if they have taken damage during the course of the melee round.)

ELVES

In order to qualify as an elf, a character must have Intelligence of 15 or above, Strength of 15 or above, Strength + Intelligence of 31 or above, Dexterity of 12 or above, and charisma of 12 or above. Elves may wear armor and cast magic, and do not top out (though they do divide experience)..

Half elven characters need Strength and Intelligence of 14 or above and a combined Strength + Intelligence score of 29 or above, and both Dexterity and Charisma of 9 or above. As for elves, $\frac{1}{2}$ elven types may act as fighters and mages on the same expedition. They are not ghoul paralyzation resistant, however

What is the role of the DM anyway?

A DM is God; he created the dungeon, the world and its
inhabitants, flora and fauna, even his entire universe if he
so desires. At any rate, he is in charge of the local rules
of the road. So what is God supposed to do?

Some feel that he is solely to provide a local, guided,
set tour through the universe. (People who keep to a set "kill
ratio" or "number of rooms looted" belong here.) Others feel
that his world is a fire-sale; all transactions are final
and no complaints honored. My personal opinion is that the
DM is there to provide a fair balance of play. That means
the DM is there to reinforce the rules to the extent that
all find enjoyable, not to bring up nastier monsters than
usual when high-level characters pick on kobolds; or to wish
away the Death Demon confronting the foolish first-levelers.

No one forces you to go into any DM's dungeon. But it
is only reasonable to have the local changes in the rules
made clear before the event; and if possible, alterations
fitted in. It is one thing to insist that all organization
take place before the party starts, and then not to allow
the changing of spells; it is another entirely to suddenly
let fumble the mage know that, by the way, his fireballs start
out 10' wide and he has just blown out his two friends in
front...

Remember, the characters have lived in that world for
some time! They have the gestalt, and are ready and willing
to adapt. Keep in mind the distinction between character
and player...the first knows God's rules in their particulars;
the second does not necessarily. It is the DM's business
to either inform him or squeeze time and space to allow a
better fit. That's what being God is all about, anyway.

Trimming to fit either way is allowable. I grant
all that come knowledge that, for example, trolls must
be burned and something else (no one has asked a character
specifically what that something else is, although many
players have asked the DM)before they stop regenerating;
and I do not allow Clerical continuous light to destroy
Vampires. But, likewise, I trim off all of their nice 20th
century awareness of what rifles, hand grenades, portable
nukes, etc., can really do! It is up to the players to react
or not to clues, and for them to fit their actual abilities
to their rolled characteristics. If someone with an inteéligence
of 3 continually saves the party with his bright ideas,
I may look pained, but I will not magically zap him. (Although

at one time I did up a player's dexterity after 16 out of 23
hits with a thrown dagger in a plate figure from 13 to 14.)

   Mistakes happen, as is inevitable in any game where
imitating life occurs. Multitudes of senses and data enter our
every waking act...try keeping track of all the decisions
you make riding a bicycle in a crowd...but D&D tends to be
linear in nature and form; even the best DMs can only talk
about one thing at a time. If I missed on an obvious clue
(remember the familiar cry, "but I would have <u>heard</u> (seen,
smelled) that!")then if possible I will alter <u>to suit</u>...if called
upon then and there. Don't expect me to correct the mistake
made at the beginning of the melee that was close fought two
hours later! If you see a 10'x10'x10' room, and it is
empty, I would not have the Umber Hulk burst through the wall
with complete surprise--I will mention the rumbling noise first.

   Admittedly, one of the tru joys of DMing is wathhing the
turkeys fly--and then shooting them down. But one must be
sporting, after all. They must be given a chance. If all
you want to do is kill the players, then just drop an H-bomb
on their heads![Strategic nuclear weapons means you never have
to say you're sorry--NCS] Turkeys will not pick up on the
obvious clues, and will earn their just deserts. If they are
talking to an innkeeper, and he glances over and .nods to two
bullies, they should not be.at all surprised when the bullies
jump them outside. If a sudden silence fills the rain forest,
they should not look shocked when the Greater Demon appears.
Of course, nothing hurts if the Ref throws in extra clues
from time to time; the party can be stampeded by bluff.[As when
the locals shot it out with a holographic projection?--NCS]
A fellow fanatic, having memorized (and made it known that he
had memorized) "Monty Python and the Holy Grail" managed to
panic an entire party with one white rabbit. I've bluffed
parties with a hobbit in tennis shoes, and a kobold with a
deep voice and a cardboard giant hand. Even when told it was
cardboard...someone had grabbed the hand...they still hesitated
and a voice bluff worked.

   Not that all is peachy fine and crystal clear. I will give
you the information that I judge would be available to your
character, in what I consider to be the important order. If
you open a door I will tell you (1) if anything animate is in
the room (2) if so, what, where, and how many (roughly) things
there are, and (3) their reactions. Then I will go on to
describe (4) other items of note in the room, and (5) other
doors and exits. All that would be picked up in that order
by a dungeon adventurer (unless they asked me specifically
about some feature--e.g. are there any doors--in which case
any chance of surprise is gone, and the animate inhabitants of
the room get first reaction), almost simultaneously, while

I must answer linearly. The player may interrupt me at any time
with an order; if I only begin, "They're Spectres..." and
the party holders "shut the door!" then there is a much greater
chance that they will get away than if someone insists on
counting them, the doors in the room, etc.

     And when I miss the obvious, I will alter the world. If
you object that, in a 10' corridor, you would have noticed the
3' ballista bolt sticking in the wall, with a skeleton impaled
thereon, and therefore that Sam (who opened the door) should
have expected some sort of trap, I might just remove the
ballista bolt residing between his ribs and give him a dexterity
roll when he opens the door. If I'm feeling nice, that is.

     If I try to operate as a God such that active patently
divine interference occurs only when all desire it, then I
feel that this is all to the best. Hints will come first--
i.e. Paladins who insist on slitting throats will be warned
(as players) that God frowns on that for players who are
Paladins. Continued insistence hues weapons black, etc.,...
only in the end will I arbitrarily [ARBITRARILY??--NCS] have
a spider claw out there eye, or rip off their nose and
therefore ruin the Paladin's charisma. Clerics wielding
the finger of death needlessly will get bad breath, b.o. etc,
before they are read out of the Church.

     One excellent time to interfere, however, is when
people are getting tired. Teleports and/or time-stops
are easy to arrange; and better that than a grueling 36 hour
adventure that leaves all exhausted and with a firm desire
to leave the hobby. Just because you're smearing them like
jam all over the floor is no reason to quit, but a fire in
the apartment might be areasonable excuse!

     REMEMBER--IT'S JUST A GAME! And all atheists should play
D&D once, just to cure them. Likewise, all students and
believers in probablility should also, just to shake them up.
I had a solo player discover an enchanted wish ring the
first time he played. To get in, he had to find (which
required looking in just the right spot) a secret trapdoor,
sing a 2 verse song, find a second trapdoor through the
first, sing a haiku at the second door, go through it, and
at a third secret trapdoor sing a limerick. So he walks in,
hums, sings, haikus, etc, and picks up the treasure. He then
has the gall to ask me, "Is it always this easy?"

     · The temptation to visit him with bugbears was great.

WHAT'S LOOSE?!?!?!

..well, this zine, actually...
being the second contribution to TLOC by Kay Jones, 200 Davey Glen Rd.
#420, Belmont, CA 94002.
* *

And here is something to go with Nicolai's random monster generator.
(A&E #24): The Random Room Generator (or - what I did with my last
few lunch breaks..)

ENTRY METHOD: (decimal dice)
01 - 25   Obvious Door
26 - 50   Secret Door
51 - 55   Hidden hole in floor of room above
56 - 60   Obvious hole in floor of room above
61 - 65   Hidden hole in ceiling of room above
66 - 70   Obvious hole in ceiling of room below
71 - 74   Illusory Wall
75 - 76   Illusory Ceiling in room below
77 - 78   Illusory Floor in room above
   79   Teleport Panel
80 - 89   Secret trigger opens wall
90 - 99   Obvious trigger opens wall
   00   None (need D-Door, Passwall, whatever. Good place to put
              Blink Dogs)
Roll D6 for number of entries

ROOM APPEARANCE:

Floor - D6	Ceiling - D6	Shape of ceiling - D8
1 - Bare stone	1 - Wood	1 - 7 Arched
2 - Dirt	2 - Stone	4 - 6 Flat
3 - Wood	3 - metal	7 Faceted
4 - Paving stones	4 - brick	8 Assymetrical
5 - carpet	5 - tile	
6 - Special	6 - Special	

Walls - number (D6)	material (D6)	graffitti? (D6)
1 - 3	1 - stone	1 - 3 yes
2 - 4	2 - wood	4 - 5 no
3 - 5	3 - packed dirt	6 room automatically
4 - 6	4 - tapestried	erases marks
5 - 7	5 - brick	
6 - round room	6 - special	

Specials

Floor - (D 12)	Ceiling - (D 10)
1 - Living carpet (moss, grass..)	1 - None, apparently
2 - Mud	2 - Hidden by smoke or mist
3 - Patterned Tile	3 - A Mirror
4 - Sunken Pool	4 - Painted scene
5 - Hidden by smoke or mist	5 - Acoustical tile and light fixt-
6 - Slippery Ice	ures
7 - Foam padding	6 - Beamed
8 - Carniverous rug	7 - Precious mineral or gem
9 - Something gooey (lime yogurt...)	8 - Blinking lights & patterns
10 - Sand	on hazy background
11 - Crackly Objects (twigs, etc.)	9 - Luminous
12 - Make up something	10 - make up something

specials -
Walls (D12)
1 - Ice
2 - Flame
3 - Strange life form (imitating stone, perhaps)
4 - Hidden by smoke or mist
5 - Patterned tile
6 - Plate glass (1 - 3:clear, 4 - 5:colored, 6: mirror)
7 - Glass-like black substance capable of being walked into (vis
    "The Plaza of Dark Delights" by Fritz Leiber)
8 - Foam Padding
9 - Carvings
10 - Aquaria with fish, plants, whatever.
11 - Windows
12 - make up something

TREASURE

Location - D6
1 - Floor
2 - Wall (roll for which)
3 - Ceiling
4 - In chest
5 - Suspended in mid-air
6 - Special

specials (D6)
1 - Polymorphed to something else
2 - Gold (or whatever) dust scattered
    about room
3 - Part of monster
4 - Under/Inside something repulsive
5 - Inside door
6 - make up something

Visibility (D6)
1 - 3 Visible
4 - 5 Invisible
  6   Transparent

If in container, roll further for location (D6)
1 - Inside
2 - In lock
3 - In lid
4 - In container wall
5 - In container base
6 - Special

Specials (D6)
1 - Treasure is the chest itself
2 - Buried beneath the chest
3 - A rope holding the chest (or
    suspending it) is magic or
    some valuable substance
4 - Scroll as graffiti in container
5 - Air in chest is potion
6 - Make up something

Traps will be added in my next zine - I want to consult with my friend,
the fourteenth level thief...

COMMENTS:
WORD FROM HELLSGATE UNDER: The more I hear about your establishment,
the more I'm glad Alfric bought those boots. Much more fun than building
a castle, I must say! I'm currently working out the stats on a clinic
my senior cleric just finished.

CHAOS REIGNS SUPREME: After my wilderness recently munched a party of
decent players by sheer atrition, I have begun to agree with Nicolai's
explanation of dungeons - they're where the monsters go to escape from
the wilderness! The strongest ones naturally fight their way down the
furthest where it's "safest"...

OPERATION:CHAOS: Those Mind Snakes are the nastiest all-purpose monster
I've seen in a while. As I may have indicated when we met the 18 die one..

The Jagdmeister
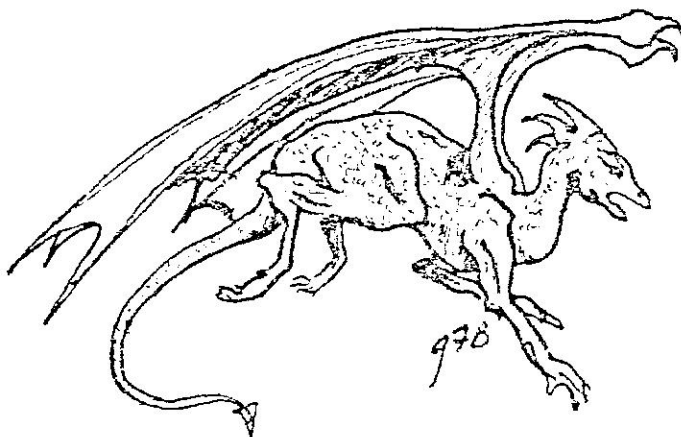
Written and drawn by;

Glenn F. Blacow
13 Grove St. #7
Boston, Mass. 02114

For what is reportedly titled THE LORDS OF CHAOS,
a D&D APA organized/edited/whatever by Nicolai Shapero.
I was somewhat dubious about contributing to yet another APA, but
there was a personal invitation given, so here I am. This zine is titled;

THE JAGDMEISTER #1

Which will be my regular title for this APA, and refers to the fact that
I am one of the two editors for THE WILD HUNT, the Boston-area D&D APA.
****

Nicolai...I've been told that you've acquired a mimeo which is neither
Gestetner (Lee Gold's) nor A.B. Dick (mine). What kind of stencil does
it take? If neither of the above, can it handle Gestetner stencils? I
don't especially relish keeping three types of stencils in stock.
****

A NOTE ON THE PHILOSOPHY OF DUNGEONS

It's obvious to anyone who has played at all extensively that
D&D varies tremendously from DM to DM. There are Candyland dungeons,
where players go up at incredible speeds, where a handful of 1st-levels
can butcher Balrogs without taking any casualties, and where magic
apparently carpets the floor of every room. Once a DM passes beyond
that stage, there are several ways to go. One is the Gygax/Gygax-
variant type, rolled with or without variations from the rule books.
Another is the "funhouse" dungeon, full of everything under the sun;
with chutes and ladders, rooms that transform sexs, characteristics,etc.
There's the more serious dungeon, sans the randomness of the "funhouse",
in which the DM tries to keep the players interested by inventing or
adopting endless new monsters. There are high-entropy dungeons, where
the Gamesmaster hands out large amounts of magic - and then has to keep
upgrading the monsters in order to keep the dungeon from being overrun.
There are low-entropy dungeons, where the prime emphasis is on skill
of play. There are endless shades in between all of the above.
Other differentials exist. There are "role-playing" vs.
"skilled" games, murderous ones as opposed to safe ones. But these
factors vary enormously within the above types.
Finally, there are Wildernesses, varying even more than the
dungeons mentioned. There are some which consist of little more than
the DM rolling on the Outdoor Encounter Tables from Vol. III and

ELDRITCH WIZARDRY. Still others are laid out and populated with cities
and creatures drawn from a dozen different literary universes, comic books,
etc., with great emphasis on making outdoor adventures interesting, but
little in arranging for a consistent universe. Finally, there are DMs
who map out an entire universe in loving detail, creating characters and
situations unique to his universe. Not surprisingly (since I run the
last type), I prefer the original universe concept.

Well, what of Edwyr, one might reasonably ask? The answer is
very complex; there have been three stages of the development of Edwyr
dungeon proper (the more accurate term would be the abandoned dwarf city
of Arghost, but that's terminology that would be familiar mostly to
the local players).

Edwyr I had a few weeks of being relatively harmless (I hesitated
to kill any of the characters because I liked them, and also because I
was somewhat afraid of driving away players), and then settled down. As
originally run, it fell somewhat into the "funhouse" category. Those were
the days of Little Old Ladies in Tennis Shoes, Purple People-Eaters, lerts,
bytes, and other random creatures; when Glavus the Clever ran free pulling
practical jokes; when shifting characteristics (and sexes) happened often.
I suspect Edwyr I was much closer to the average West Coast dungeon then,
with the strange array of monsters, spell-point system, and use of stand-
ard D&D/GREYHAWK magic tables. There are still things around from those
days to haunt me.

Edwyr II saw the First Purge. The sillier monsters were purged,
the Chaotics given their first semblance of tactics, and the magic tables
cleansed of some of the less restrained items. I made my first beginnings
at building some sort of political superstructure, mapped out areas near
the city proper, and tried my first outdoor expeditions. On the whole,
though, the players at the time preferred dungeon wanders. This was
perhaps as well, since it gave me time to work out details of the universe.

Edwyr III is Edwyr now. The Great Cultural Revolution swept
away almost all of the funhouse monsters, substituted klutz-factored
magic for spell-points, vastly improved monster tactics, and vastly superior
encounter tables and magic/treasure tables were supplied. There is now
a well-mapped island to wander around in, fully-designed castles, ruined
cities, Ml holds, and other places (including some far too powerful for
present characters to handle) for the players to investigate in the spring,
summer, and fall. In the winter, there's the dungeon, city adventures, and
dimensional nexii in the underworld to investigate.

Now; I've had many an argument in ALARUMS & EXCURSIONS and THE
WILD HUNT concerning the philosophy of D&Ding, as a result of which I've
been variously accused of intolerance, of being nasty to the young and
fragile, and in general have acquired the reputation of being somewhat
of an ogre.

One of the most abrasive subjects has concerned the game rationale.
To many, the only possible reason for playing D&D is "fun". Almost any-
thing done - inventing characters, giving away magic by the bushel-load,
cheating on die-rolls - is justified by the fact that the person wheeling
and dealing is having fun. My own opinion is that a game in which you
can't lose, in which the rules are always bent in your favor, and in which
cheating is cheerfully overlooked is a game which isn't worth playing.
I consider D&D a game of skill, where the fun comes in figuring out the right
thing to do at the right time. An adventure without danger is no real
adventure at all - and I play D&D for the adventure.

Another factor in the squabbling has been my emphasis on consistency. This has centered about such things as the introduction of technology, the endless proliferation of monsters (to the point where any given environmental niche has a dozen different contenders in it), and the general oversupply of artifact-quality magic. A large part of this is probably due to the fact that I'm basically a historian who gets rather upset by such things as blasters and space stations in a basically medieval and magic universe. Anachronisms bother me. So do creatures without any acceptable rationale for existance. So do universes in which half of the characters in existance have Artifacts. One wonders where all of the incredible magic came from.

There is also the long argument about Balance. This has been especially bitter where it concerns character classes. It has gotten really bad around the more powerful types, where the only restriction seems to be in the high rolls required. Since a good many of the people who argue that high rolls are enough of a limitation in themselves seem to maintain stables of 50-150 characters, I've never been much impressed by the argument. Balance has also included long debates over the location of certain powerful magic items (or; do you want Vorpal Blades on the 1st level?). Certain other topics have also been the cause of much dispute.

To bring this section to an end, Edwyr is the result of a long evolution; the result of two years of playing D&D and running the game. Changes have usually come after long talks with Mark Swanson and the MIT players. If changes have been made, they were made after attempting to consider all of the facts involved and what the results were liable to be. The rulings that came forth from these have often been starkly different from those by which much (or perhaps most) of the California multiverse are run. Let's consider some of the differences...

1) Edwyr is part of the Kingdom of Oskley. There is a written history some thousands of years long. It's under the rule of the Wolf-Kings, with an establishment of ancient nobility (the Fifteen Old Families), feuding churches, powerful guild organizations, and many other ambitious groups (I've been describing them one by one in THE WILD HUNT). There are plenty of high-level non-player characters, most of them more powerful than the players. (I don't think that player characters should be the most powerful creatures in the universe). Non-player characters seldom seek out players, and never offer help unless there's a very good reason. Quite a change from the more standard hole-in-the-ground, and the false-front town next to it. There should be a purpose, a reason for things, a goal in mind for the future.

2) Magic should be a thing difficult and dangerous. A mage should not be able to throw spell after spell without flaw for "x" melee rounds. Consider most of fantasy and/or sword & sorcery. Magic is a great strain, all to apt to go awry if one's attention is diverted at the wrong moment. Hence the "klutz-factor" magic system. I'm not interested in a world dominated by magic-users whose only worry is their energy-state.

3) I've grown more and more opposed to the invention of endless random monsters with random powers. I've found it more effective to limit the number of available kinds and personalize them instead. A room that's been pre-rolled as to inhabitants, with said inhabitants carefully defined as to characteristics, modes of behavior, and ideosyncracies seems far more interesting - and deadly- than one inhabited by a random beastie which breathes X, gets Y attacks per melee round, doing Dz of damage.

4) While powerful magic exists, it isn't distributed by pure chance in kobold dens, wererat chambers, and empty rooms. It's owned and guarded by beings who are in themselves powerful - and who tend to use whatever extra powers these valuable items have to add to their protection.

To my mind, a plentiful supply of powerful magic makes for a dull game. I can't see watching a party wipe out infinite monsters by the sheer amount and quality of their magic as being terribly interesting. It is far more enjoyable to watch intelligent action and inspired use of minor magic carry the day.

5) I place a high value on originality. Stealing ideas, concepts, and personalities wholesale is the easy way out of the problem of populating a dungeon or wilderness. It must be rather boring to encounter Sauron for the third or fourth time. Or fight Grishnakh yet once more, or outfence Garth Vader, or whatever villain is most popular among the local DMs. There are still a few instances of this syndrome; most notably the name "Fenris" for the Lawful Wargod. There has been a slow but steady replacement of the more random names by ones that fit the mythology/universe better. One cannot run into such easily identifiable names as Sauron, Gorice, Dr. Doom, et cetera in Edwyr. The player characters have to learn to deal with such not-easily-placed beings as Jessu the Subtle, Sayin, Pharos Donstarr, The Shelled Wizard, Ishar Malik, Linduk the Uncouth, and many others. It seems to interest the players far more to encounter these non-player personalities, each distinct from the other, rather than to run into infinite cardboard creatures drawn from every mythos in SF and fantasy.

These are the five elements which most typify the philosophy that guides Edwyr; by the success of these, the dungeon has to stand or fall. It seems to have decided to stand - and quite well, it would seem, by the reactions of those that play in it. The philosophy is not (of course) all that new. Mark Swanson gets much of the credit for it. Others who have helped fashion Edwyr-now are Mark Chilenskas, Kevin Slimak, Paul Bean, Rod Burr, Lee Gold, Lincoln Clark III, and the great mass of MIT players. The endless after-game discussions that occur have perhaps been the most enlightening - bitching to the DM is a high art locally. This may be why so many sparks fly between me and certain other Gamesmasters in A&E; I'm used to criticizing and being criticized, and they're not.

Well, that seems to be it for now. I think I've missed the deadline for LORDS OF CHAOS #1, but hope this will be welcome in #2. I expect to contribute at least every other issue, since I'm already deeply involved with THE WILD HUNT and ALARUMS & EXCURSIONS, and may drop an occasional line in to TROLLCRUSHER and NEWS FROM BREE. APA-writing is lots of fun, but boy, does it burn up time!

Best wishes from The Jagdmeister,
AKA

Glenn F. Blacow

Fleeing from the hounds of Hell, pursued by the Lords of
Chaos themselves, came I at last, as in a dream, upon the Word...

****

   This magazine is the result of some urging by our host,
Gospodin Shapiro, and is an attempt to give some idea of
the state of the art here at Stanford. Having never been in
print in a fanzine before, let me note that I am a wargamer
from way back, and that I got interested in D&D about two
years ago by playing in an excellent campaign in Detroit:
the Ryth Campaign run by John Van De Graaf, et. al.

   The original campaigns I played in were run under the
traditional Gygaxian sets of rules, but since my arrival
in California for graduate study a year and a half ago, I have
played under almost every variant set of rules that has ever
been devised, from the Perrin System to Warlock. Besides
leading to a rather schizophrenic attitude towards rules
(asking DMs countless times per session how they calculate
spell points, etc.),all this variation set me to thinking
about whether there weren't really some basic problems with
the models underlying the D&D rules.

   Gygax and Arneson set out to write down some rules to
a game they had been making up. As such, we can only ask
that it be fun and playable; which it is, if you wade through
the muck and put in a few long-distance p'one calls or letters
to Lake Geneva for rules clarifications, and if you use some
good common sense. Equally, variant sets of rules can and do
provide fun and playable games for the people who use them.
Most of the difference between sets of rules seems to lie
along the axis of whether your average fighter carries a
+5 sword and mithril shield, or whether he carries a bronze
sword and leather shield, if he can afford it; whether the
mages are tossing Power Word Kill or Protection from Evil.
This seems to be a matter of taste, and I will avoid the matter
entirely, except to note a preference for the latter, since
I find it a lot more fun to have to stay alive by using my
wits, rather than by pulling my Wand of Power out and blasting
away.

   The question which is sometimes raised (in A&E,TWH, and else
where,) but seldom answered, is whether one could produce
a better game by starting over with slightly different
assumptions and models, i.e., a game which had more elements
which correspond to an "intuitive" idea of how things would
really be.(I hereby note I am+3 against cries of "how can you
ask for realism in a fantasy game?") I think we are headed in
the direction of a positive answer to the question here at

The process was something like this: lastfall the most
active four or five Dungeonmasters here got together with
the intent of running a unified campaign. There was no problem
while we got ourselves a map of a huge continent, sectioned it
off, and set up our cultures, nations, and history. But when
we came 'round to writing down a set of rules clarifications
to standardise our interpretations, we kept finding a common
feeling of disagreement with ideas which are built solidly
into D&D. For example:

1. No-one ever gets tired.
2. Carrying looted valuables out of holes in the
   ground teaches you how to throw spells and wield
   a broadsword.
3. As you get better with your craft, you can stand
   to be run through more times before you die.
4. No matter that you never saw a bow in your life,
   and carved your way up to Lord with a Greataxe —
   if you pick up a bow, you can shoot like William Tell.
5. When a mage goes up a level, he suddenly has presented
   to him a tome containing all the new spells for his
   level, without any effort on his part whatever.

The net result was that we started from scratch, almost,
and came up with a set of rules (known informally as the
"Stanford system") which have been in use in our campaign for
upwards of six months. Although the rules are only in draft form,
they are complete enough to run a campaign with. The document
is presently in a computer file for easy modification, and
will probably be available in printed form sometime towards the
end of the summer.

Salient features:

1. An endurance system. Walking, fighting, and throwing
   spells all cost endurance points; some points can be
   recovered during an expedition by resting.
2. A split experience system, where experience affects
   ability _of the same type_: fighters get experience in
   a particular weapon type for using it in combat, with
   some, but not all carrying over to similar weapon types.
   Mages progress individually in 5 categories of Magic:
   Bewilder, Control Energy, Protection, Move&Reshape,
   Detect&Enhance. Everyone gains experience in an additional
   overall category which determines resistance to magic
   and amount of endurance available.
3. The only way in which treasure affects ability is
   if it is spent on training, or on better equipment.
   Mages also have to study and pay for new spells from
   the Guild.
4. The damage which one can take before dying stays fairly
   constant with level, with advancement only counting
   toward the number of endurance points one has in a given
   day. Better fighters get better at blocking blows,
   and so tend to stay alive longer.

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where we're at. In future issues I may have more in particular

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A quick summary, but perhaps enough to give you a feel for where we're at. In future issues I may have more in particular

about how we have tried to implement these ideas, but for
now I will throw the floor open for comments and further
suggestions.
     As a parting shot, here's a trick we've been using
in rolling up characters which you may be interested in:

CORRELATED CHARACTERISTICS

     It seems intuitive that there are certain characteristics
of characters which should occur together. For example, in
the regular six characteristics, one might expect that an
18 strength would be more likely to go with a Constitution
of 18 than with a Constitution of 3. Since we use 9 character-
istics (adding size, and splitting dexterity and charisma into,
respectively, dexterity, agility, persuasiveness, and leadership)
there are many more such associations which one might envision.
The following procedure generates characteristics which are
not independent(as in the regular method) but which have
a certain amount of association between them:

Characteristic Generation Table:

STRENGTH   ( )   ( )   ( )   _____
                   +   +
CONSTITUTION   ( ) ( ) ( ) ( )   _____
                        +   +
SIZE   ( ) ( )   ( )   _____
                             +   ‖
AGILITY   ( )   ( ) ( )   _____
                   +
DEXTERITY   ( ) ( ) ( )   _____
                        +
INTELLIGENCE   ( )   ( ) ( )   _____
                                         +
PERSUASIVENESS   ( )   ( ) ( ) ( )   _____
                   +   +
WISDOM   ‖   ( ) ( ) ( )   _____
                   +   +
LEADERSHIP   ( ) ( )   ( )   _____
                        +

The object is to fill in each of the boxes (( )'s)
with a D6, then total across each row (note each row has three
boxes) to get the characteristics. The trick is that for each
pair of boxes connected by +'s, you only roll one die, and put
the result in both places. Also, for the one pair of boxes
connected by -'s, do the following: roll one D6, put the result
in the top box, and 7 minus the result in the bottom box.(This
represents a negative association between size and agility.)

     This procedure can of course be adapted according to
your feelings as to which characteristics are associated. It
takes a little longer, but produces nicer (less incongruous)
sets of characteristics.

 Well, out of space, out of time. Back, you fiends, back I say...

According to Plan of a One-Eyed Mystic / Plan One

A DMzine intended for the second coming of The Lords Of Chaos, by:

Charlie Luce
4252 51st St #4
San Diego, CA 92115

Phone: (714) 281-7897; DMs in the San Diego area are encouraged to call.

For some unfathomable reason, the perpitrator of this psudec APA seems to desire my contributions. So, I take 7-hole stencil in hand to attempt to meet yet another zine deadline (my third--and eac takes a different type of stencil. Sigh.). Having so sneakily waited until the second issue to start contributions (or the third, if the Post Awful doesn't cooperate), I can fill some space with...

Mystic Mutterings--Comments on #1

YE OLDE EDITOR: Well, Nicolai, here is the zine! I suspect your joy at the contributions may be short-lived...

DAN PIERSON: On the other hand, Palidins usually fit into the Lawful/ Evil portion of my twin-axis alignment system--usually for a propen- sity toward slaughtering Chaotic/Goods.

KEVIN (NOVA SCOTIA) SLIMAK: Thanks for the guideline toward writing your first zine into a DM-type APA. Let's see how well I pull it off. Good essay, too.~~(even if everthing you know is wrong)~~

KAY (Hello, Pridesister!):Better yet, break the Misc. Magic tables un by general category (Gems & Jewelry, Magical Apparel, Books & Decks, Musical Magic, etc.); then you know right where to stick that new item.

WAYNE: Aargh! (I think that expresses it rather well)

GEORGE COLE: Now that's an example of some adventurers who use their heads! (and a Lawful/Amoral dwarf named Redin loves the desciption).

MARK SWANSON: I am in full agreem~ that a high-powered campaign is much more difficult to make ba~anced, skill-oriented, challenging, and interesting; but, just ~cause you took the easy way out puts no obligation on anyone els. Seriously though; though I dispise the excesses of Candyland dungeons as much as anyone, I am really getting tired of being told how to run my game.

JEFFERY J: The Grand Master of the Hobbit Thief strikes again! But, really, Je~ how could you include on the cieling as safe when the well-kno~ collapsing ceiling trap gets such widespread use?

And so much for the mutters

Next time, when things are not so hectic, I will try and include a short piece on how I run D&D games in my worlds, what I look for in a DM as a player, and general D&D philosophy; and, if I have the strength, I'll try and include a discussion of combat systems.
Till then, the Mystic will...
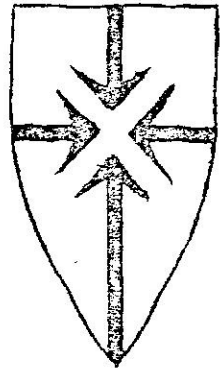
Ye News from Nexus

Greetings from the City Beyond the Edge. For the past year I have been building Tal-Nexus, a slowly growing grandson of StormGate through the line of Temporalana. Nexus is an attempt to combine elaborate world-scenarios of the East Coast with the high-keyed magic and included technology of the West Coast. The effect I'm hoping for is a flexible world compatible with both the high and low-power schools of campaigning, including asides into favorite SF-fantasy based subworlds.

My rationale is of a chunk of some continent somewhere in the multiverse (about the size and general shape of California) that has been colonized from many fantasy worlds. Though some secluded areas could be right out of Tekumel, old Japan, Melnibone, Merseia, etc., the two largest cultures are from Middle Earth (to the north) and the Hyborean Age (to the south). The area around the dungeon and its two associated cities of Nexus and Misthaven is the interface of these cultures, a truly cosmopolitan area.

At present, only 3½ dungeon levels, the rough city plans of Nexus and Misthaven, and the lay of the land around the river connecting them are open and playable. Magic is lower-keyed than in Temporalana, but is still gross by Edwyr standards. Technology exists, but is rarer than magic. Allowing techno to coexist with magic presents a problem, the solution of which and rationale behind same is the main subject of this priemere issue.

TECHNOLOGY + MAGIC: HOW?

Technology coexisting with magic brings many images to mind: Shadow Magic Stukas wasting cutesy elves, Avatar pulling a Luger from his sleeve, and Steve Mattuchek charging a machine gun nest and hoping the silver-jacketed rounds won't be at the start of the ammo belt. However, where D&D is concerned, the main problem is in turning these images into a balanced and playable system. To be balanced, techno must not be allowed to overpower magic; nor magic, techno.

Four schools of thought exist on this matter. The first is to treat it all as a joke, as in the case of the "Anti-magic User" character class. I find this a dodging of the whole issue, though workable where the DM likes absurdities.

The second is to simply forbid technology to function in the DM's universe. Glenn (Edwyr) Blacow of Boston is the most vocal advocate of this rationale.

While playable, and well-suited to low-keyed campaigns and closed universes, this solution has one big drawback: What is technology? Is it a flak vest, which protects because of the material it is made out of? How does this differ from ordinary non-magical armor? Is it gunpowder? How does normal fire differ from the very rapid burning of a powder explosion? Is it electricity? A lighter based on flint & steel? As may be extrapolated from this example, outlawing technology becomes very complex very fast. Eventually it becomes simpler to allow and limit it than to include all the changes implied in forbidding it.

The third approach is to limit technology to minor irrelevancies and utilities (like a dungeon life-support system). Technology works, but is not directly involved. This has a problem with character transfers from other campaigns where techno is directly involved--the balance lasts until the first really useful tech-weapon comes in. To allow for this, the magic must be beefed up to where it can counter the tech or the campaign must be a closed universe.

The last method is to just allow tech items and balance them out to rough parity with the level of magic involved. This presents some problems in working out the rationale behind the parity, which have been loudly advanced by Glenn Blacow in his arguments for a no-technology universe.

The first problem (to use Blacow's favorite objection) is "grossity"; a given tech item is item for item more powerful than its medieval equivalent-- otherwise we'd still be using chainmail and pikes in NATO. For instance, an M-1 rifle under Temporalana/Nexus rules has about twice the damage, 120% the range, 20% better penetration, and six times the rate of fire of a heavy cross-bow. An AK-47 equals a man-portable multi-bolt ballista, etc. Compared with magic, an autofire laser rifle (from Starguard!) equals an eight-dice Lightning Bolt in effect, and a grenade launcher a medium-level Fireball, never mind such things as (Glenn's favorite gross techno) a TacNuke or antimatter pistol.

To maintain parity between magic and tech, the individually more powerful tech items should be proportionatally rarer, so that the total power is equal. This may be done by limiting the item itself (any nuke would have to be Artifact-rare), limiting the ammo (like the Temporalana Blaster; 16 dice and cone-effect, but only a three-shot powerpack, replacements of which have never been found), or crocking the item (like Sardaukar Belts' habit of exploding if hit by energy, or ammo cooking off from Fireballs).

This brings us to the second problem: how to keep tech items rare when most, if not all, are mass-produced. Blacow is fond of pointing out that nukes are as common as Fireballs, and tanks can be produced at the rate of 20+ per day per factory. This is true; however, such production figures are from the universe in which this 'zine is being published--a purely technological plane. Such advanced tech is unlikely to appear by itself in a D&D-magical world for several reasons.

First is the industrial base needed for mass production. Think of the support facilities needed for a munitions plant--powerplants, steel mills, chemical plants, oil wells and refineries, machine tools, the number of skilled workers to be trained and supported--far beyond the abilities of a barony. Nation-states are a prerequisite for such large-scale operations.

Second is the existing magical "technology". Any indigenous tech would have had to develop in an environment of advanced magic. Technological development is an evolutionary process, the first steps of which would be inferior to the surrounding magic. Little motivation would exist to develop tech to the point where it would surpass magic.

A similar situation exists in the real-world space program. Interstellar flight is a long way off from our first baby steps of orbital and moon flights. Yet there is opposition to developing space flight to a cost-effective level. Instead, pressure to divert money into more practical (i.e. familiar) fields is heard and felt--witness the post-Apollo drop in NASA's budget. Imagine what the pressure would be like if we had a practical magical form of short-range space flight.

Related to this is the mental set of people in a magic-using society. They would be used to familiar magical solutions to problems that a tech-using society would solve with machines--money would be poured into spell research instead of techno R&D when a problem came up. This would cause an anti-tech prejudice which would first have to be overcome. Plus, some of the magical establishment may actively oppose technology, seeing it as a threat to their livelihood. Some temples may join this opposition from religious tradition and conservatism, while Fighters may consider such weapons and armor unchivalrous (as European knights did missile weapons). Under these conditions, few would want to become seriously interested in technology.

Since advanced tech is unlikely for the above reasons to be indigenous, any such items in the game would probably come from other worlds through some sort of interdimensional connection. Examples of such a connection are Temporalana (an artifact of a time and plane-spanning race), the Altani around Stormgate (an extant race of temporal travellers), and the Crimson Gate in both the StormGate and Nexus worlds (a portal that is apparently as old as the world). By setting a level of flow through this connection, the DM can set a limit on the amount of circulating tech appropriate to the level of campaign he wants. Such portals also provide an opportunity for cross-universe adventures. Say a capricious portal strands a platoon of SS, or Sardaukar, or Vader's Raiders in the D&D universe...imagine the variety possible. And the portal may be two-way...

..The final argument about tech in a D&D world is whether the characters would know what a given tech item is and how to use it. Divine revelations.. by the players (who do know what a gun or spacesuit is) to their characters (who have probably never even heard of one) is a bit of a problem. Dave Hargrave in his Arduin Grimorie gives one solution: the Techno, a character class specializing in technology. Wayne (Temporalana) Shaw has made some minor changes to bring level progression into line with his more standard experience system, resulting in a very playable character. Since a Techno (and the Dorsai pubbed in A&E a while back) would have no problem recognizing and using a tech item, use of tech could be limited to these character classes or others given special tech training by them. Rarity of Technos would limit both the availiability of such training and the number of people able to use the tech items.

In closing, advanced technology can be made to coexist with D&D, provided care is taken to limit it and balance it out.

That's all for this quarter. From the City Beyond the Edge, *Ken Pick*

No doubt the first page of this thing will be a bit muddy looking--
II'm havin a bit of trouble getting the keys clean.

As a prewarning, the first part of the zine this month will be
an essay zine, in response to Kevin Slimak's. Those of you who dislike
essays may wish to flip to the end of the zine where there will be
other things.

FROM WHENCE DID THIS GROW?
or
WHY I DO THINGS THE WAY I DO

To explain why I run the game the way I do, it is necessary to
look at basic reasons. I play Dungeons and Dragons as an exercise
in creative story telling, not, note, as a war game. Oh, I enjoy
complex battles as much as the next person, but I was a wargamer
before I was a D&D player, and in the sense of playing it as a war
gamer, there are other games I prefer much more.

But I do not play it as a war game. In my readings in fantasy,
it has been my observation that generally the characters in them
are rarely inconsequential types. Oh, occasionally there are exceptions--
the hobbits in LOTR were not particular important, but even in that
book they were exceptions--Gandalf, Aragorn, Boromir, Legolos, even Gimli--
these were all of some importance.

This is why my game is set up so that the characters can theoretically
achieve as important a role in the game as any given individual. It
isn't partucularly likely for any given individual--the highest level
local character who has played only in what I consider reasonable
dungeons is a mage who, as I recall, is 14th level. Considering
that is not partucularly uncommon to meet hostile humans of equivelent
level, I don't find this partucularly gross.

The fact that there is reasonably common use of technology in
my game is also based on this preference for story telling mode. Most
of my early encounters with fantasy were bordeline science fantasy--
books like Harrison's Pastel City, and many of Norton's books, where
the line between fantasy and science fiction is dim and hard to find.

Magic in my game is also heavily influenced by these. Magic and
psi are closely related. They are simply way for the mind to manipulate
matter and enegy more directly than through the physical. The main
difference between magic, clerical powers, and psi lies in questions
of power origin and control. Magic and psi both draw their power
from energy sources in nature, the psi directly, the mage by going
through certain rituals which free the powers of his mind and sometimes
compell certain nonphysical sources to add to his power. A cleric also
uses his mind to focus force with the help of ritual, but the source
of the power he manipulates lies with another greater entity. And
technology differs from them only in that the mind only is necessary
in the beginning, when the tool is formed, and usually, to activate
it. There is nothing inherent in these powers that makes them distinct
from one another; as for as actually ability, what can be done with
one can be done with all. The limitations lie in the rituals and
energy sources used.

Finally, some things in the way the game is run are affected by
a factor that lies rather deep in my personality. This is a rather
fanatic dislike for bonds. This is why I prefer a system using spell
points, where it is a simple factor of available power, rather than
some variety of klutz/backfire system. This is also why I will almost
always allow any character class that is halfway reasonable--and why

I create so many of my own. And I shall continue to do so as long
as I continue to find characters in literature that can not be reasonably
aproximated with existing classes.

This I think explains some of the base reasons why I do some things
the way I do. But lets look over Kevin's essay an d see if I can't
find something more to deal with.

Ah, there's a good beginning. This question of the player versus
his arsenal question--why is there such a total distinction between
the two always? Many characters only develope a personality because
of some distinctive piece or pieces of equipement. If the equipement
is lost the personality doesn't change, but it would not have formed
without it. And I also have to disagree with something MarkxSwanson
said in this context. His comment was something to the effect of
how it's more fun to run a fighting man than the guardian of an artillery
park. This happens to be a somewhat literal discription of David
Brent my Techno(who at least one of your characters has played with)).
I can state catagorically that David has been more fun to run than
any character I've had in a long time. This might be argued to be
inspite of his equipement rather than because of it, but because
of him and a few other exceptionally well equiped characters I've
played with, who's owners seemed to enjoy running, there seems to be
a flaw in the logic somewhere.

As to balance of power and such, there are reasons for everything
I introduce in the game(such as the guardians)and there are ways
in which the players can get involved in everything I put in. That
the players rarely do is a result of caution born of the tendency
for people meddling in large affairs in my wilderness to get in over
there head easily. The higher level characters in fact, tend to be
tangentally at least, involved in everything.

And when we come to balance in types, all I can say is that my
spell point system seems to supply this, as best as I can tell. If
you don't know what it is, I suggest looking through the recent A&E's.
Details of it are in one, and Charlie Luce did an analysis of it--slightly
incorrect in another. If you disagree that this keeps balance, I will
be quite willing to discuss it further.

Silvered weapons in my world are ten times more expensive in
my world--but this does not mean they are uncommon. This cost is
gnerally because the people who want silver weapons are generally well
off enough to afford them. I mean, even a random group of kobolds
will probable be one to two-thirds silver armed. They need them often
enough for them to save enough to buy them, and if they ever need
extra money, they can always hock them.

On control of magic, I both agree and disagree with you. I won't
let someone reduce the size of the third level Fireball spell--but I
will allow them to reduce the damage, since this is controlled by
the amount of energy expended. But I did allow research of a smaller
Fireball at third, since this implies sacrificing some power for greater
control--not an unreasonable trade, I believe.

As a last note on all this, I sympathize with your growing dislike
for the dungeon concept. I have had my doubts for a long time, and
marginally prefer the wilderness for other reasons, also. But I keep
running the dungeon for a number of reasons including the fact that
it is too closely associated with my world, and also, it is simply
easier and shorter under most circumstances to run dungeon, so when
there are time limitations at cons and such, it is useful to have.

I hope this helped to supply some of the discussion of these topics
you wanted. If it isn't always totally coherent, write it off to the
fact that I compose on the stencil.

By the time this is read, most of you will have seen the movie
Star Wars. From the number of references made to it in A&E, most

people already have.

Inevitably when the concept of something like the Jedi Knight enters the mind of the collective D&D playing populace, they will get the idea, "gee, wouldn't that look neat in D&D!"

Well, maybe I'm just a grumpy suspicious type. But I tend to have less than overwhelming faith in other people's abilities when it comes to creating character classes. But if there is already an existing version, most people will use it rather than create their own, out of laziness. With this in mind, I present:

THE JEDI KNIGHT: A CHARACTER CLASS

Requirements: Strength 13+, Intelligence 15+, Wisdom 15+, Constitution 13+, Dexterity 15+, Charisma 13+

Equipement: Jedi only use light armor, leather or samurai type(this includes certain technological types such as Nylon Body Armor), as weaponry, they of course prefer a Light Saber(my version of this I will describe at the end of the zine), but if this is not available or up until they can get ahold of one, they tend to use samurai swords. Other than this they can use any equipement that a Fighter can use(though they are not terribly fond of missle weapons, at least once they have reached a significant level), and those intended for use by Espers and similar types.

Abilities: In addition to those listed as being achieved at specific levels, Jedi suprise as a Monk, climb, move silently, and hide in shadows as a thief half their level, strike as a Monk a third their level(topping at fourth monkish ability).

Level	EP	Hit Dice	Special Abilities
1	0	1	1,2,3
2	3500	2	4
3	7000	3	5,6
4	15000	4	7
5	32000	5	8
6	64000	6	9,10
7	130000	7	11
8	240000	8	12,13
9	420000	9	14
10	+210000	+3 pts. per level	15

Explainations of Abilities:

1. Clairsentience-the perception of shapes nonvisually, over a distance. This ability is detailed enough so that it would allow the Jedi to continue to function if he was blinded, for example. Range 8" + 1" per level.

2. Missle Deflection-Allows him to deflect even high velocity missles such as bullets and rays, each deflection represented by a save vs. stone. Maximum deflectable: level+2.

3. Force Feel-The ability to detect such things as magic, magic users, psionic creatures, etc. nearby. He will always note when such leave or enter is range, but only has a 5% per level chance of determining their nature. Range: 2" per level.

4. Mind Shield-Prevents ESP and similar detection and prevents mental attacks. Chance of success in detecting/attack the Jedi is determined by dividing the level of the attacker by twice the Jedi's level, and rolling percentile. Duration: Level +3, +1D6. Useable once a day per three levels.

5. Haste Self-Doubles the speed of the Jedi for 3 turn. Useable

once a day per four levels.

6. strengthen self-doubles the jedi's strength. Duration 3 turns. Useable once a day per four levels.

7. suggestion-Effects one person per level above 3rd. Useable once a day per five levels.

8. psychometry-Allows the jedi to determine the emotions and sometimes the simple conceptual thoughts of the last entity to handle a particular object. There is a 20% chance of failure, increasing 10% for each level of previous ownership that the jedi is trying to scan. After it is determined that a scan is successful, roll percentile dice. If the score is 01-80, only emotions are perceived. If the score is 81-95, basic conceptual thoughts are also received. If 96-00 is rolled, a visual image of the entity is also perceived. Useable once a day per six levels.

9. emotions-As the illusionist spell. Useable once a day per seven levels.

10. Heal self-Can heal himself a number of dice of damage equal to half his level in six-sided dice. This ability is total per day. It need not be all used at one time.

11. Telekinesis-As the TK spell, Useable once a day per eight levels.

12. Deaththink-A single target Death spell, if the target saves, he is immobilized for one melee turn. This ability can continue to be used against the same target for a number of melee turns equal to half the jedi's level. Useable once a day per nine levels.

13. Heal Others-Allow the jedi to heal a total of half his level in six sided dice per day. This need not be used all at once.

14. Telepathy-As the ability of the Helm of Telepathy, but without the suggestion ability.. Range 2" per level.

15. True sight-As the illusionist spell, useable once a day per eleven levels.

Needless to say, jedi are always either lawful or chaotic.

As to Light Sabres, mine hit as AC9, do 4D6 of damage, and always either hit critical, or if you use hit location, take off whatever is hit. Can hold ten charges, each good for one melee turn, and can be recharged by pulling out the charge pack, unfolding it, and leaving it in the sunlight, one hour per charge.

Well, I was going to publish my adaptations of things from the starguard rules to D&D, but I don't really feel up to it. So I guess I'll use up the last of this page on "shudder" some comments.

NICOLAI: A good adaptation of the Alapern Mini-Drag with the exception that you forget that the eye crit is nerve poison, and that I think the dice should get succeedingly weaker(8, then 7, then 6, etc.). This still totals 36 dice of acid damage if they don't do something about it. Say, the fire demon reminds me; why don't you break down and publish the rest of your demons? I'd like to use them, but I hate to get things piecemeal.

KEVIN: Essentially the whole first half of this column is addressed to you, Kevin.

KAY: Interesting to note that you also came up with a Neutral Clerical Book. Mine almost has the same name by coincidence. The Jem of Returning is cute.

GEORGE COLE: It's nice to see people who do things in the game like that. Makes you interact more with the environment.

MARK SWANSON: I merely have one comment. If you want to start that routine in this zine too, you won't get any help from me. "An arguement needs two sides."

COMMENTS ON NUMBA ONE

Allen Sundry - Those of you interested in mixing fantasy and SF are hereby heartily encouraged to pick up Game Designer's Workshop's new role-playing SF game TRAVELLER. Mark Swanson reviewed it in the WILD HUNT 18, so I won't say much here. I do recommend them, though. We should be starting a TRAVELLER campaign out here in the High Desert in the not too distant future.

Jeff Marr - I would add two things to your list. 1. When opening a safe with the proverbial ten foot pole, chose a somewhat arbitrary angle from the front of the chest.....37.5 degrees is one of my favorites. 2. Another neat idea for opening the reluctant safe is the use of the party mule.....of course, this is not a good idea for a trapped chest, nor for one containing potions!

George Cole - Well, that's one thing to do with money. I probably would have tried the much more mundane solution of trying to gather an army of sorts....plus making sure that I greased the right palms so that I didn't get in trouble with the powers that be.

Mark Swanson and Nicolai Shapero - I have been terribly disappointed by the general level of tactical competence shown by D&D players nationwide. I cannot get over people not thinking of the simple things....like having a point man....not to mention the grosser ones....like forgetting to have someone watch the rear at all times (if at all possible). I may do something about it this issue.

Lee Gold - Your comments on city design are interesting, although, at least for the area around Kendor, the demography is definitely not right. A couple of nits/ comments though. A City need not have a single wise and powerful ruler: instead, it can be ruled by a council of individuals (who may end up playing balance of power games among the group) or the peace can be maintained as an uneasy peace/cold war between two very powerful factions with a figurehead as ruler. There are probably other possibil- ities, but the two I cite offer a great opportunity to get the players involved (one could almost say trapped) in the politics of the world!///The customs offices are needed only if one has a lot of people coming in from out of the game....elsewise, they are probably not needed. Why discourage the trade that keeps the city alive by putting money into the merchants (and therefore the rulers) coffers?///I really don't see the necessity of the teleport disks....unless there are no streets.

SLIMAK ON TACTICS

First, an explanation. Much of what I will suggest are approaches to different situations. There is never a best single approach (knowable) to a situation all of whose factors are not known; however, we can discuss general approaches, some of which are vastly better than others.

First principles. Many articles have been written on the principles of war. Read them and try to remember the principles....even though D&D is dice- combat, the proper application of these principles will greatly aid your efforts. I won't go into detail, but the principles are: Economy of Force, Concentration or Mass, Objective, Pursuit, Offensive or Initiative, Security, Surprise....and sometimes, Unity of Command.

Specific application: the pointman. Groups wandering in the Wilderness or in the passages of a dungeon should almost always have a pointman....someone out in front to be the first around corners or over rises to see what there (and hopefully not be seen in return). This position should be occupied by someone not prone to charging into battle without thinking (he'll get too many opportunities), nor should it be occupied by the highest level in the party (or the best fighter or MU....if levels are the same). In fact, it is one of the ideal positions for a thief and/or a low level. A point is especially needed if there are a lot of traps (tho a clever DM can have traps trigger on the second or later person, of course).

Glenn Blacow, among others, has maintained that such conduct is debatedly Lawful and that, in his view, real characters would not volunteer to do things like take the point. I do not believe that either of these assertions is true. Adventurers are, first and foremost, danger-takers, taking risks for fame and fortune. They do things you and I would probably never do, tho we fantasize about them. Yet, in our very real world, the point man is a standard fixture of patrols, clearly proving to my satisfaction that those going into danger will make use of the system.

As to whether this is Lawful, well, the best response is probably that Lawful is as Lawful does. Different DMs and different players have vastly different ideas as to what constitutes lawful behavior. Without opening this can of worms this time around, I believe that that which leads to group survival is most certainly lawful: Horatio at the bridge was very lawful behavior...in my opinion.

Another way to look at it, simply put, is that the lower levels pay for their share of the experience and treasure by taking positions like point man and by doing things like opening chests. They, on the other hand, should be used in combat primarily as missile troops and reserves (exception later), allowing the brunt of the fighting to fall upon the higher levels in the party. Using a low level to bring up the rear is also not a terribly bad idea!

Speaking of bringing up the rear, only in the most critical of situations, where the one man might turn the tide the other way, should there not generally be someone (preferably capable of holding alone for a time) guarding the rear or flanks of the army. This will prevent a desperate situation from becoming hopeless in many cases. Making this guard initially large also gives one reserves to meet those of the foe, should any appear. To quote Napoleon, "The battle often is won by the side with the last reserves."

All of which brings us to a point I consider quite interesting: how do you conduct the actual attack, say through a doorway, if you don't have surprise. There are several philosophies, some of which I will discuss: Magic, then melee; Lead with the best; Peon power; Tricks. The exact path that you take is very much dependent on variable such as how many people/turn your DM will allow through the door, how clear a path is needed to spell, etc. Magic, then melee is a good attack mode to use on those groups you think you have the magic to decimate; eg., an MU and a good fighter go into a room with some Kobolds or a single Ogre....the MU throws sleep and the FM, reinforced by however many can come in the following melee, fights the remainder. Obviously,. this tactic is limited in application by the knowledge that you have of the opposition; it's quite funny to see sleep thrown at Undead, for example!

If you anticipate that magic won't be the solution virtually by itself, one path is to lead with the best fighter, attempting to blow away the opposition with the first wave. Of course, this first wave takes on the best that the enemy has to offer, both magic and in FM. So, another tactic is to lead with peons, allowing them to attrition both the enemy magic and FM; this tactic is especially good with systems like the Boston KF system that limit magic and require preparation to throw it! Eg., the door breaks open and in rush three FM, one looking more impressive than the others; the usual result is a thrown CP or Confusion or Finger of Death, etc. This tactic admittedly does call upon the lower levels to take the brunt of the initial fighting, but if things look really grim after the first round, they can back out the door and be replaced by the more effective fighters. Leading with the lower levels in an area playing hard ("I own you!") Charm Person also means that the party's best FM doesn't go into the room, get charmed and come out to take the rest of the party on!

Last come tricks. If Phantasmal Forces can be used to trigger this response in spells, why not allow the PF to take the brunt rather than the low levels. Sometimes, this even works! But don't try tricks too often.

One last thing to stress: tactics must be flexible, they must be modified to fit each situation as it arises. Maybe more on tactics next time.

This issue is Number 25 (of Volume II) and is meant primarily for the second issue of *The Lords of Chaos,* the new D&D APA, and *Alarums & Excursions 24* (July 8, 1977). Not too profound, this is strictly catchup. *Next issue:* back to the even more fantastic world of libertarian-Science Fiction fen in *Frefanzine!*

INFREQUENCY AND NEW WAVELENGTH

I'll keep this short so I'll have more room for comments. I missed last month's *A&E* and the first *The Lords of Chaos* out ill, though intents were good. My frequency may not pick up as my fanac load is full and D&D playing has declined slightly, and new time-consumers are coming into my life. (*TLoC* should be easy to keep up with.)

My comments must be limited mainly to those who comment to me, though there is much interesting material as always. *round of applause for Lee Gold* On to brighter things.

Cover of this issue One brighter thing is that Sandy McIntosh finally came through with *her* conception of a balrog for my cover this disty. She was supposed to have one to portray the Lawful equivalent, the *Guard,* in my last D&D issue, but since they look like balrogs and *Eldritch Wizardry* had already portrayed them, she left it out. Still, she was muttering that Gygax and Co.'s balrogs were nothing like *her* idea of a balrog.

So when I was thinking of a nice cover for the first zine I'd do for *The Lords of Chaos,* what sprang to mind as appropriate but a lord of chaos—or at least Evil. Next time we met I said to Sandy, O.K., let's see your version of a balrog. And there it is—on ·it's own page. (*Note to purists:* some fine detail may have been lost by the photoreduction necessary to fit it in. Blame me or the cameraman, not Sandy.*)

D&D DOINGS DOWN HOME

As I mention above, my playing frequency is way down as well as pubbing frequency. I finished the first level of my *Orthogonal Alignment* dungeon, *Wargrypt,* in time for LepreCon, but didn't get to run it. First run was at a Tolkien Society (Westmarch club) picnic. Second run was in Long Beach a few weeks later.

Both parties barely got into the dungeon proper, being distracted by Freestall, the above-ground totally free marketplace where anything can be bought for a competitive price. I'm not sure whether the array of innovative goods or the characters running the stalls were the attraction, but I seem to have made it too appealing. Ah well, the novelty will wear off in successive expeditions.

So far, then, little has been discovered by outside expeditions about Wargrypt. They appear on a teleportation platform, only skeletally enclosed, with a sign in front saying, "Intersystem Transport and Teleportation/Wargrypt Station."

Checking behind them, they see they are on the rim of a plateau of a mountain so high, the clouds are far below. (Niven fans may remember Mount Lookitthat . . .) In front of them is a large one story building (actually it appears to be two stories high), about a mile away, with two armed camps visible on each side, and all sorts of strange types in small clumps camping in front. As they approach the building which clearly has a guarded entrance, they will be approached by a peddlar selling . . .information! (Everything

has a price on Wargrypt.)

Already paid for is the information that the building is Freestall. It has four entrances: the general admission in front, a Law entrance on the left with its own staircase, a Chaos entrance on the right with its own stairs down, and one in back for Neutral/Amoral members of the Cult of Ayesha.

Oh yes, Law and Chaos are at war for control of Mt. Wargrypt, with armies ranging down the levels, ultimately commanded, it is said, by demons.

Inside Freestall, you see the heroes and riff-raff of dozens of worlds of fantasy, each army and its sympathisers divided by races and species, from Good to Amoral to Evil and . . .but see for yourself.

<div align="center">

COME TO MT. WARGRYPT
The Ninth Wonder of the Multiverse!
Free Passage from any ITT Station!
Paid for by Freestall Mgt.

</div>

EN GARDE AT THE RIPOSTE OFFICE

The Lords of Chaos

Nick, I'll do comments as soon as you send me the disties.

Alarums & Excursions 20

Lee Gold We did indeed drive to Phoenix and got some D&D in. [Those interested in more detail can write for free copies of *ce!23 & 24* containing the write-up of that trip, *LepreConzo!*] Good game; good trip; good company. Thanks.

Kay Jones Thank you for your praise of Sandy's Furious Females cover, and for the support of your characters. ‖ Get your Melnibonean ready for the next time you're in L.A. area! ‖ I have no idea what the creature is; I suspect it was an ancient depiction of an octopus. The source book wasn't clear.

Chris Pettus Thanks for your feminist support too. (I agree on the hyperbolas, but since Gygax introduced the square, so be it. Good enough approximation.

Tim Kask This answer to your letter is now way out of date, but I'll make two comments. First I continue to see no reason to roll different characteristics for females and will continue not to do so. Secondly, Gygax is to TSR (and thus *The Dragon*) what Rupert Murdoch is to the *New York Post.* Owners always share some responsibility, especially when they are active and notorious/famous. I did suggest he may have been unaware of the sins of his editor. ‖ In regard to your PPS: the idea tha a Law cleric could summon *and control* and Chaotic demon is utterly ridiculous. Demons (especially Princes and Princesses) are always the ones actually in control, and will manipulate those of their own alignment

morality, destroying most enemies out of hand. ‖ But that's enough. I'm willing to declare Peace now that the points have been made and generally accepted.

Cheryl P. Lloyd Your support is appreciated. ‖ My Wiccans are based on the Harness Neutral Cleric, published in an early *A&E.* Mine comes from the Twentieth Century, just to add a little more flavor to her character. Liberated, of course. ‖ Tall one is the ex-Bene Gesserit. Druid is Gygaxian. ‖ I see no reason why "comelines" should be rolled at all, but since you're non-discriminatory, I don't care how you arrived at it. Welcome!

Bill Seligman My idea was to separate alignments from churches (mostly). ‖ The Doc Smith allusion worth a grin. ‖ I a governor? But I'm a practicing anarchist! EIAA! (Egoboo Is Always Appreciated!)

Peggy Gemignani EIAA! And I don't think Slimak would want to be anywhere near the Fem Force if he admits to MCPism. Some of them are Neutral . . . ‖ A Melnibonean is generally Chaotic/Amoral. Some drop ot Evil; a few (like Elric) move to Chaotic/Good. His *alignment* didn't change, as witness his powers to summon demons, elementals, and so forth. ‖ Neutral/Goods are clearly "more good" than Lawful/Amorals. Is that what you mean?

Robert Sacks An objectivist vampire must act according to his nature, for Life *qua* Vampire. And yes, Lakofka was only in

So this rag is to be about DM and D&D philosophy?
I think I'll stay in, even if I did get in by accident
(I hadn't expected my letter to appear in TLOC1 - no
objection though. In fact, THANKS Nicolai for trapping
me into this).

I find myself in the mildly embarassing position of
being an ex-San Francisco area "gross" DM who agrees with
much (but not all!) of what Kevin and Mark said last month.
In particular I am sick (with one exception - Regina Cohen's)
of dungeons in limbo. I want characters to exist and interact
in a real enviroment 100% of the time. This continuous, played
out existance is one of the two main goals of my current
project, Harshmel Ruins/Valley of the Maur.

This concept has been generating a lot of verbal resistance
and occasional threats of boycot from my local group of player/
DM's. Never the less I am forging ahead; both because I belive
that this approach will produce a better game and because my
limbo dungeon, Terrizon Arcades, usually bores me. If this
experiment doesn't work I will probably cease active DMing.

HOWEVER, all of the above does not mean that I have
become a "Boston DM". I still like magic! Like Kevin's
my magic goes away when appropriate, like all good DM's
(including Kevin) balance is a fact of life; but also much
of my magic is peculiar. For example, a +2 Mace which casts
a 3"r Fear spell that affects everyone but the wielder.
Or a suit of armor which always glows with Mage Light. Some
of the catches are less direct - e.g. a banner of Protection
+2, 5'r which displays the personal arms of a late member
of a very powerful house. Giving most magic items special
characteristics like those above has two advantages. First
it "personalizes" the item, it keeps it from being just another
+1 Sword (incedentally, magic weapons seem to be one of the
rarer items in Harshmel). Second, these characteristics allow
me to create a moderately high amount of magic without making
the characters super-powered (of course there is some really
good stuff around, but it is mostly owned by beings who may
not want to give it up).

The above paranthetical comment brings me to my next
point. There ARE things in the dungoen/wilderness which
you are likely to run into and be unable to beat. Some
of these you might get powerful enough to take later on,
others, forget it! After all, dungeoning in general, and
the Valley of the Maur in particullar is dangerous. This
is not to say that ever time you meet one of these things
you will die; many (maybe most) of them will not attack
unless you do something stupid. Some of these "unbeatable"
things are Non Player Characters (NPC's). Partly through
creative laziness, partly through "plot" necessity many of
my NPC's are placed at levels that a typical party (at time
of first meeting) is unlikely to be able to beat. I am
doing this in order to keep my main NPC's around untill
after the inevitable "kill it turkey" weeding out process
is complete. I'm not sure that I'm handling this problem
in the best way though, comments will be appreciated.

One of the other things that I've been thinking about
is economics, particularly price lists. Not only is the
standard price list crocked, but so is any fixed price list
(though you can do a hell of a lot better than the basic
books). For example, a suit of chain mail bought direct
from the armorer would cost a varying price depending on the
armorers skill, reputation, production specialties, and greed.
The same suit of chain mail bought from the general store
in the farming village in Shadow of the Families Vale (where
most initial characters will start out), where the nearest
known armorer is a month long overland trip distant will
probably cost at least 4-8 times as much. if you consider
that an average armorer's price for chain mail should be
closer to 150 GP than 30 GP and that armorers don't grow
on trees in most places, it may be a while before a first
level fighter can afford chain, let alone plate!

As you can tell from the above I am very interested in
what I concieve of a realism. This means that I feel compeled
to: adjust many things for high and low characteristics,
allow weapons to be used as I and the only people with practical
experience (the SCA) think that they can be used, enforce
harsh rules for firing into melee (spells or weapons), and
most important give the dungeon inhabitants a logical structure
and reason for being where they are. The lack of such a
structure is my main complaint with Terrizon Arcades.

My interest in realism and a typical DM desire to
fiddle with the rules occasionaly leads me to consider
new game systems. Since I must always way the attractive
features of these systems against the effort necessary
to convert my dungeon and teach my players new rules,
this consideration seldom lasts longer than a minute.
Well, I think that something really good may have finally
come out. It's called Melee and its a mini-game produced
by Metagaming Concepts. It's not perfect, some of the
parameters probably need adjusting, BUT:

1) It defines and allows combat options such as
"dodge" and hand-to-hand combat.

2) The basic premises are more sensible, e.g. armor
takes damage rather than prevents hits.

3) It regularizes movement during combat.

4) Once learned it should be as fast, or faster
than the alternate combat system.

Of course many of the ideas in Melee have been kicking
around A&E for a long time; the difference is that Melee
is a complete, workable system. Melee is evidently part
of a role-playing set of games designed to be used together
and called The Fantasy Trip, Metagaming is also coming
out with something called Labyrinth - the first Second
Generation role-playing game. I don't know if Labyrinth
is part of The Fantasy Trip or not, however if either or
both together are as complete as D&D and as good as Melee
I'll probably swith rule systems.

COMMENT TIME COMMENT TIME COMMENT TIME COMMENT TIME COMMENT TIME

Everyone: One of the things that I liked most about the first
issue was the friendly tone of all the zines. Let's try to
keep it. We all had our feuds in A&E (fights at least) and
we now know in general where each other stands. Lets leave
the feuds and the turkeys in A&E and talk to each other
rationally and politely in TLOC.

Lee: There are a couple of points in your list of city require-
ments that I disagree with. Frist, elaborate defenses against
magical and/or military attack. Some cities would have such
of course. But on the other hand I can imagine cities which
grew up around and are defended (but not protected) by things
which no one in his right mind would attack. Or cities which
are too convenient to all sides as trade and meeting centers
to be seriously attacked. This type of city might be fairly
common, after all cities are militarily inefficient; if they
stay out of the fighting all of the combatants might find it

profitable to leave them alone. This is not to say that such cities would be undefended, merely that the defences might not go beyond walls and guards. Such simple defences would be effective against common bandits while more pwerfull threats would be kept in check by politicall and ecconomic forces.

Also, I see no reason why a city requires a fancy and/or high technoloy (magic or other) transportation system. Feet and beasts have worked well in past cities, they should work just as well in D&D land.

Wayne: Would it be possible to get a complete and ledgible copy of both of your futuristic technology tables? They're not usefull for Terrizon or the Valley but maybe I can work out a sub-universe.... Anyway I'd really like them. Please!

Mark: The consensus I seem to be reading from low magic DM's is that the trouble with high magic campaigns is that they are much harder to do well. I agree, its one reason I'm making my available magic less usefull. But not all high magic campaigns are easy (see...shudder...Dave Hargrave) nor are all high magic players tactically unskilled. Please reread the Litchpit adventure (Tuesday Morning Report - A&E 12+2) and comment on the tactics used by both sides. I'm really interested in your opinion.

Kevin: I like much of what you said but...
      You say (or imply) that rolled characteristics should be less important than the way the character acts. It sounds good but two things disturb me. First, if rolled characteristics are not important, why roll them at all. If they are important they should significantly affect the possibility and success-fullness of relevant actions (I will cheerfully admit that Charisma is the best argument for your side - thats why I interpret it to mean looks, bearing, voice, etc. - physical/ acting impressiveness). Second, if the way the character is played is what really differentiates characters, why do you seem to dislike role-players? It seems to me that without role-playing and characteristic bonus/penalties the rolled characteristics become basically meaningless and all of a players characters tend to become out of focus copies of the player.

Gelnn: Where were you last issue? We missed you!

OPERATION: CHAOS #8

A personalzine by Nicolai Shapero 4 August 1977   200 Davey Glen Rd.
Apartment #420, Belmont, Ca. 94002

THE WINDS OF DEATH

        All of the winds of death are immune to non-magical attacks. Other
special properties with regards to magic are as listed below:

FIREWIND: Fire restores damage, cold does double damage.

COLDWIND: Cold restores damage, fire does double damage.

WATERWIND: Fire does $\frac{1}{2}$ damage (no damage if save) and
            Cold does $1\frac{1}{2}$ times normal damage ($\frac{1}{2}$ damage if save).

SANDWIND: Fire does $\frac{1}{2}$ damage (no damage if save) and ADDS to the amount of
           damage done by the sandwind in its attacks for the next 10 minute
           period (this effect is cumulative).

LIGHTNINGWIND: All energy damage adds to the number of hitpoints (up to
            a total of twice the original hit points). Cold does double
            damage. If more hit points are added by energy blasts (above the
            maximum) the lightningwind explodes doing damage equal to the
            number of hitpoints the wind has to all within 3" of the creature
            at the time of detonation.

SOULWIND: Immune to all Clerical magic. 60% resistant to 11th level mage
            magic (add 10% resistance per level below, deduct 5 resistance
            per level above). Cold and fire restore damage, lightning does
            $\frac{1}{2}$ damage (no damage if save) and soul blasts/life level blasts
            reflect 100% on castor.

HELLWIND: Immune to all mage magic, immune to all clerical magic below
            Patriarch level. Takes quintuple damage from Lawful Paladins
            (who are immune to its soul drain capability). Saves at +4 vs
            clerical magic against which it is not immune.

ARMOR CLASS PROGRESSION

Hit dice	3	6	9	12	15	18
Firewind	4	2	2+2	2+4	2+6	2+8
Coldwind	4	3	2+1	2+3	2+5	2+8
Waterwind	9	6	3	2+2	2+5	2+8
Sandwind	3	2+2	2+5	2+7	2+9	2+10
Lightningwind	5	3	2+1	2+3	2+6	2+9
Soulwind	9	7	5	3	2+1	2+4
Hellwind	9	8	6	2	2+5	2+10

SIZE = (1/10)"xHD (Scale inches) subject to the following modifications:

        lightning wind +20%
        coldwind, firewind, waterwind +10%
        Sandwind, solwind -10%
        Hellwind -20%

MOVEMENT = 288/HD subject to the following modifications:
        lightningwind +30%   firewind +10%   waterwind -15%

Dexterity = Movement speed (so speed of 15"/turn yields dexterity of 15).

DAMAGE DONE:

Firewind: 1D6 damage/HD to any creature caught within the wind (save as vs magic cuts damage in half).

Coldwind: 1D6 cold damage/HD to every creature cuaght within the wind (save vs magic cuts this damage in half) plus 4D12 impact damage (from ice particles and/or gems suspended within the wind).

Waterwind: Save as vs poison or die (of strangulation) (save means take ½ total hit points in damage). Any creature caught within the waterwind must so save.

Sandwind: Save as vs poison or die as above, + 1D8/2 HD sandblasting damage.

Lightningwind: 1D6/HD lightning damage.

Soulwind and Hellwind damage depend on Hd as indicated below:

	3	6	9	12	15	18
Soulwind	1*	2	½D6*	1D6	1D12	2D6
Hellwind	1D6	2D6	3D6	4D6	5D6	6D6

Numbers indicate either number of life level drains, or number of dice rolled to determine number of life level drains. Save where indicated by *, save vs magic results in ½ that number in life level drains (round fractions up). * indicates no save allowed.

All within the soulwind or hellwind must save (where save allowed) or take full effect.

TREASURE:

Firewind: nil. generally used only as a guardian of other treasure.

Coldwind: Generally (55% probability) carries 1-100 gems.

Waterwind: Generally (45% probability) contains 2-20 (2D10) pearls (usual value being decimal dice times 5 in gp/pearl).

Sandwind: nil.

Lightningwind: nil

Soulwind: nil

Hellwind: nil

Next time: All of the StormGate Demons...(See Wayne, I told you I'd get around to it eventually)

THE SECOND GILDED HOLE

Typed by Mark Swanson for the second LORDS OF CHAOS. Printing by Gnomon due to my procrastination. I reside at 71 Beacon St, Arlington, MA 02174 617-648-4469. I run the Gorree campaign when I'm not bungling conventions.

Last issue I got a number of people mad at me. First of all, Nicolai did not care for some comments I made in A&E when I mistakenly thought TLC 1 was late. Even more importantly, Slimak claims that all too many of you decided that I was preaching THE ONE TRUE WAY. Backing off a little, I believe that it is easier to run a good low or moderate energy game than a good high energy game. Nuff said, by me anyway.

TRAVELLER

At the recent ORIGINS III convention the most exciting new product was the new GDW game TRAVELLER. This is based on space opera, with the characters flitting between planets for their adventures rather than wandering around a derelict generation ship, as in METAMORPHOSIS ALPHA. I consider it a better game than MA, but is is clearly a GDW game. They love charts.

For your $12 you get a black box the same size as the D&D box and three booklets. The first covers "Characters and Combat", then "Starships" and lastly "Worlds and Adventures." The rules are well written with only occasional holes. (Starship fuel rules conflict with the 'Cruiser' specs. A standard design starship can be built as a non-Starship for half cost. This makes them cheaper than the listed small craft types.) However, the holes nowhere make it impossible to understand or play the game.

The temptation is to sit down, if your D&D game is not going well, and start running "D&D In Space." This will not work well. First of all, the combat system is "real world." If a character survives three melee rounds he/she/it is lucky. There was a saying: "God made man, and Sam Colt made him equal." Characters get older; They get richer; They become more skillful but they don't turn into superman. With neither patriarchs nor wishes around games with a strong combat emphasis will soon lack characters (and players).

Characters start differently. Before they start the game proper they roll dice for a "career" in one of six services: Navy, Marines, Army, Scouts, Merchant and "Other." Other is either the Mafia or the CIA: the book doesn't specify. Characters can die, get promoted, gain skills or be prematurely retired. Eventually you get out, with, say, a 34 year old Colonel (forced into retirement) who can use a selection of weapons, has tactical ability, can handle a computer and is a good hand at brawling or poker. He has 45,000 credits and a ticket on a starship to anywhere he wants to go. He also is not quite as quick as he used to be. It takes about 33 die rolls to reach this point, but everything I just mention is in the rules.

There are obviously some limits here. A "normal" "first-level" D&D game just isn't going to interest this character. He's not rich, but neither is he hurting. (Minimum cost for a starship is 32 MegCr.) For a Traveller game, you are going to need a good background from the beginning.

If you decide to start a Traveller campaign you will doubtless want
to make your own mistakes, but I have a few suggestions anyway. Keep
parties down to 3-6 in number, since combat will be rare (or else ex-
perienced characters will be!)   High technology characters stomping
around on primitive planets is candy-land time. If characters keep
flying off to different planets the lucky scouts and merchant captains
with the ships will be running the game. Starting off inside one well
developed system with fragmented governments, multiple inhabited planets,
"Belters", etc might help.

By no means least, if people do get into combat have them figure
their "hit number" first. The combat system is well designed and
the results are reasonable, but flipping back and forth through the
tables can drive you batty!   TRAVELLER, $12 postpaid from GDW,
203 North St, Normal, IL 61761.

I CAN BE PEEVED TOO: I would like to know if the transmutation of
     Gilded to Guilded in last month's title was accidental or an in-
     tentional reference to the Twelve Magicians Guilds that run things
in the Gorree towns.

****

KAY JONES commented last issue that there were too many Decks of
Many Things in the Gygax tables, with which I concur. Frankly, I flushed
all Decks some time back, with the sole exception of the all-black deck
one special monster still has. I agree, Kay, that benefits should be
better spread out over the classes. After all, under the original rules
the optimum person to read any book is a Lawful Fighter. Provided you
are watching him so he can't hide it later you can usually classify
the book by type(and a hefty fighter will almost certainly survive.)

While I now use a better balanced table, all levelraising books were
tossed out. I dislike them as the mirror image of the "Zap, you're
dead" trap. Most books these days teach you how to construct some
magical item, give you +1 with weapon of random type ("+1 with Battle
Axe? But I'm a magician!!!") or   teach you a song/spell. For my
own amusement we have bad porn, "Edgar's Advice To The Young" and the
673 chapters of the Epic of Gilgamesh (notoriously interesting to
fighters.)   By the way, where do level raising books come from?

LEE GOLD's remarks on populating cities were interesting. Gorree
needs such tables, but it probably needs a city map, more details of
customs and politics, etc more.

Once, NICOLAI, I let a werebear into my dungeon. On the first floor.
I still wear the mental scars. Briefly I contemplated the Mad Dentist
(who goes around putting silver fillings in monsters' teeth,) but NO
WERES seemed the simpler solution.   I suspect that your game can handle
weres better than mine: more energy. Tell me, when theychange form
do weres conserve mass? Do the country folk burn them whenever they
catch them?   If not, why are they so few and far between?   This later
difficulty has made me very wary of all superhuman "recruiting monsters".
Wights, these days, are basicly confined to their lair, weres are non-
existant. Of course, some of the local regiments still have curious
ideas concerning how you volunteer for the labor battalion...