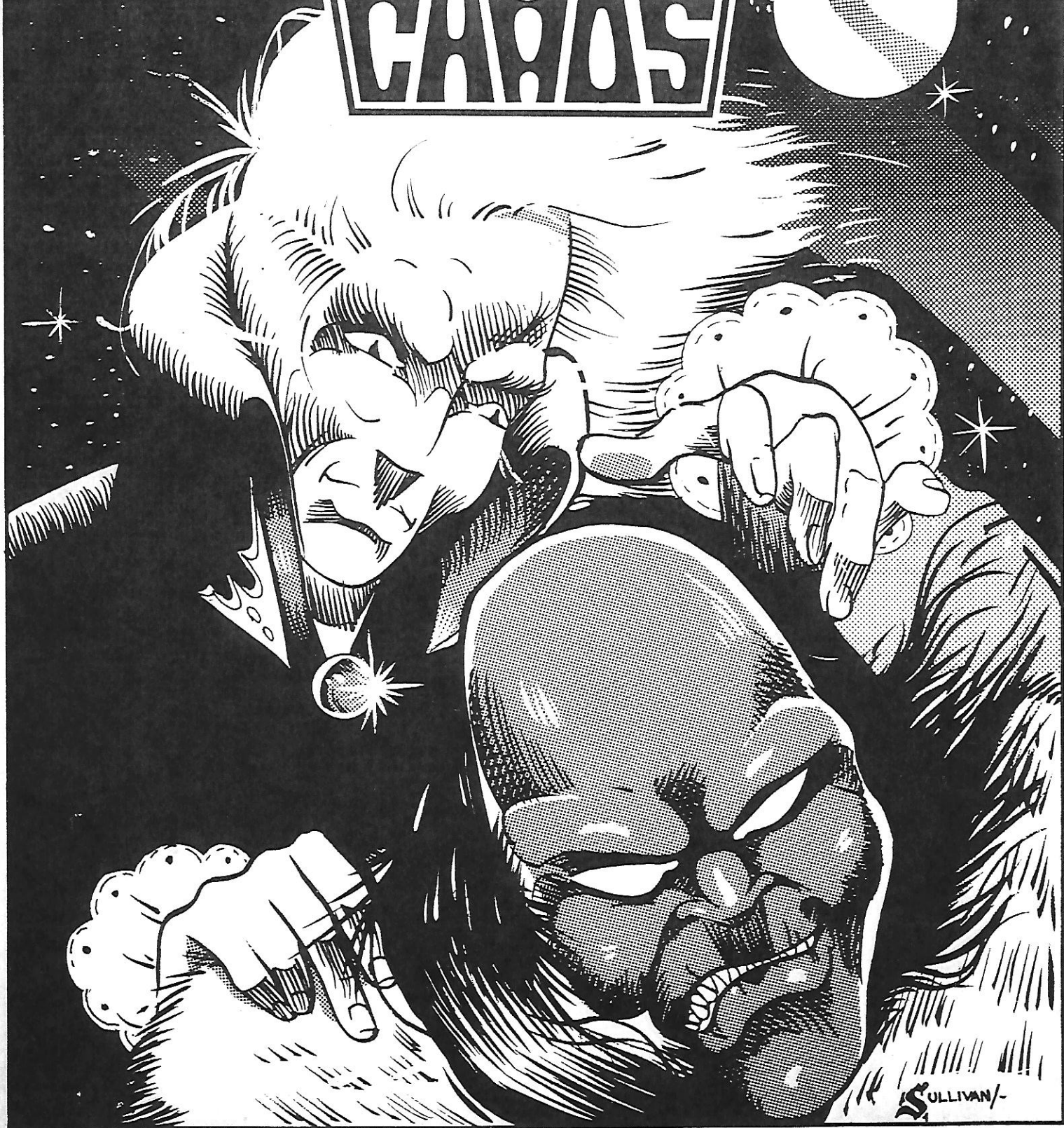


winter .

no. 3

TVA
**LOADS
OF
CHAOS**



This quarterly quasi-APA is brought to you courtesy of N.C. Shapero and the other mad members of the TLOC crew (special thanks this month to Jordan Brown and Dan Jurafsky for their help during collation). This fanzine is meant to be run for the contributors primarily, and the fee schedules have been adjusted accordingly. It is edited and published by Nicolai Shapero (aka Niall Shapero) in the fervent hope that it will not lose too much money.

Contributors have several options. They may print up their own zines (copy count for issue number four--to be distributed at DunDraCon--is 150; normal copy count is 100). They may type up their contribution on a SEVEN hole stencil (stencil width 9 1/16" or roughly 23 cm for those who cannot find seven hole stencils) and send 55¢/side printing costs to:

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200 Davey Glen Road Apt 420
Belmont, Ca. 94002.

If you are reading this fanzine after February 1978, and wish to contribute, please send your contribution (or subscription money, if you are not contributing) to the following address:

N. C. Shapero
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Palo Alto, Calif. 94306

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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 method. If no funds are provided for mailing expenses, copy will be hand delivered (probable delay--one year for subscribers outside the San Francisco Bay area and greater LA area).

This issue is dedicated to three people: Kay Jones (who puts up with my insanity on a daily basis) and Lee and Barry Gold (who got me started in this madness lo these many moons ago).

If you find TLOC entertaining, it is strongly suggested that you also subscribe to the father of all the D&D zines, Alarums and Excursions.

Lee Gold / editor Alarums and Excursions
2471 Oak St.
Santa Monica, Calif. 90405

A&E is a LARGE LA based magazine (400+ copy count) with contributors from all over the western world, and is of great interest to any D&D player or DM.

DEADLINE FOR ISSUE NUMBER FOUR: 12 February for preprinted zines, 3 February for zines needing to be mimeod, 28 January for zines needing to be xeroxed, and 1 January for zines needing to be typed.

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Editorial Comment: I (N. C. Shapero) intend to edit this zine. I consider "to edit" a very active verb. I do not intend to allow fan feuds in this zine, and rude or ill-mannered comments will be removed from submitted zines in consequence. Constructive criticism is ok--but ONE TRUE WAY-ism is not acceptable. Zines rejected will not be run off, and the "contributer" will receive zero page credit.

PRINTING NOTE: For those submitting zines on stencils--please type from line five through sixty three on stencil. Several zines for this issue were typed from line one through line sixty eight or so, and were VERY difficult to run off. One zine had to be cut and reglued to fit on my Rex Rotary and did not come out too well as a result. In order to avoid totally frustrating the printer (yours truly) please try and leave reasonable (3/4") margins left and right. Thank you.

OPERATION: CHAOS #9

A personalzine by Nicolai Shapero 23 November 1977 for TLOC #3
 200 Davey Glen Road, Apartment 420, Belmont, Ca. 94002
 415-593-6368 Do not call before 9 am or after 10 PM

This issue: All the Demons of StormGate (or, all you ever wanted to know about death)

DEATH DEMON (Class I)

Hit Dice	Armor class	Move	IQ Range	Dexterity Range
8D8	2	12	6+2D6	12+1D6

Alignment: Chaotic

Found in: Ruins, temples, dungeons

	Number	Prob. of Treasure (and type)
Lair(100%)	1	100% A(1)x2
Wander(0%)	-	-- --

Attacks:

1 special (see below)

Description:

The Class I Death Demon stands 10' tall, an obsidian pillar lacking arms with a single blood red eye in the middle of its forehead. It is 100% immune to all magic and magical weapons.

Further, no weapon in the hands of a character employing any magical strength booster (potion, girdle, or otherwise) may do damage to a class I death demon.

Cold steel weapons do double damage.

The eyebeam (which the demon may use once per melee round) always strikes its desired target.. The target must then save as vs magic or be annihilated. If the target fails its save, the soul and body are both destroyed, and NO WISH NOR ACT OF GOD MAY RESTORE THE CHARACTER TO EXISTANCE.

Death demons, it is to be noted, take a distinctly dim attitude towards clones of creatures whose souls they have eaten.

If killed, a death demon class I will leave behind a cateye gem of great magical power.. The first person to touch the gem will gain an additional two lives (when killed, he and all his equipment disappear, then reappear a millisecond later, all damage restored).

Only cold steel weapons may damage the class I death demon.

DEATH DEMON (Class II)

Hit Dice	Armor Class	Move	IQ Range	Dext. Range
10D8	2+4	12	6+2D6	15+1D6

Alignment: Chaotic

Found in: Ruins, temples, dungeons

	Number	Prob of treasure (and type)
Lair(100%)	1	100% A(1)x2
Wander (0%)	--	-- --

Attacks:

2 eyebeams (as for class I)
 2 attacks with flails of life blasting (1D8+life level blast if target fails its save vs magic).

Description:

The magic immunity of the Class II death demon is the same as for the class I ceath demon.

The Class II death demon has the same immunity to magical weapons, and magically assisted attacks as the class I death demon.

Cold steel weapons do double damage, and, as for the class I, are the only weapons able to do damage to a death demon, class II.

When killed, a death demon class II leaves a cateye gem of four lives (twice the potency of the gem left by a class I). Also, when the demon is killed, its flails disintegrate (no wish can prevent the disintegration, unless it also prevents the death of the demon).

DEATH DEMON (Class III)

Hit Dice	Armor Class	Move	IQ Range	Dext. Range
12D8	2+6	12	12+1D6	18+1D6

Alignment: Chaotic

Found in: Ruins, temples, dungeons

Attacks:

4 Eyebeams (as class I for effect)
 2 +2 flails of life blasting (effect as class II)

DEATH DEMON (Class III) (cont.)

Description:

The class III death demon is 14' tall, has two arms, and four eyes.

It has the same magic immunity as the class I & class II, and the same immunity to magical and magically amplified attacks.

Cold steel weapons are the only weapons capable of hitting a class III death demon, and they do triple damage when they hit.

When killed, the demon leaves behind a cateye gem of seven lives. And the demon's flails disappear when the demon is killed.

DEATH DEMON (Class IV)

Hit Dice	Armor Class	Move	IQ Range	Dext. Range
15D8	2+8	12	12+1D6	21+1D6

Alignment: Chaotic

Found in: Ruins, temples, dungeons

Attacks:

6 eyebeams (effect as class I)

4 flail attacks (see below for effect)

Description:

The class IV demon is 15' tall, has six eyes and four arms. It has four +3/+3 flails of life blasting that do 3+1D8 pips damage plus 1D4 life levels blasted ($\frac{1}{2} \times 1D4$ if target saves vs magic--round fractions up).

The class IV death demon has the same immunity to magic, magical attacks, and magically amplified attacks of the class I thru class III death demons.

Cold steel weapons (the only weapons that may do damage to class IV death demons) do triple damage.

When killed, a class IV death demon will leave behind a cateye gem of eight lives. When the demon is killed its flails disappear.

DEATH DEMON (Class V)

Hit Dice	Armor Class	Move	IQ Range	Dext. Range
18D8	2+10	12	14+D6	24+D6

DEATH DEMON (Class V) (cont.)

Alignment: Chaotic

Found in: Ruins, temples, dungeons

Number, probability of treasure and type, is as for class I & II (class III and IV are likewise)

Attacks:

8 eyebeams (effect as class I)

4 flail attacks (see below)

Description:

As for class I thru IV, class V death demons can only be damaged by cold steel weapons (used without any magical amplification of the user's powers). Cold steel does quadruple damage.

Each of the demon's flails does 1D8+4 pips damage (and is +4 to hit) and in addition does 1D6 life blast (cut life blast in half, rounding fractions up, if target saves vs magic).

When killed, the demon leaves behind a cateye gem of nine lives. Also, when the demon dies, its flails disintegrate..

THE DEATHGOD (Death demon, class VI)

Hit Dice	Armor Class	Move	IQ Range	Dext. Range
20D8	2+12	12	18+D6	27+D6

Alignment: Chaotic

Found in: Ruins, temples, dungeons

Number, probability of treasure, and treasure type as for types I thru V.

Attacks:

8 eyebeams (effect as class I)

6 flail attacks (see below for damage)

Description:

The deathgod is 20' tall, has eight eyes, and six arms. As for class I through V, the deathgod is immune to all attacks other than those employing cold steel (in the hands of users whose attacks are not amplified in any way by magic). Cold steel does quadruple damage.

Each of the deathgod's flails does 1D8+5 pips (& is +5 to hit) and does 1D8 life blast (half if save vs magic).

The Deathgod (continued)

If the deathgod is killed, it leaves a cateye gem of ten lives behind. When the demon dies, its flails disintegrate.

FIRE DEMON (Class I)

Hit Dice	Armor Class	Move	IQ Range	Dext. Range
6D8	2	18	6+2D6	12+D6

Alignment: Chaotic
 Found in: Ruins, temples, dungeons
 Number: 0 wander, 1 lair (100%)
 Treasure: 100% A(1)x2
 Attacks:

heat beam (6D6 fire damage) once per melee round (range 9')

Description:

The demon appears as two glowing red eyes floating unconnected in the air (see invisible adds an amorphous black body).

Normal weapons do $\frac{1}{2}$ damage, silver and magical weapons do full damage.

FIRE DEMON (Class II)

Hit Dice	Armor Class	Move	IQ Range	Dext. Range
8D8	2+2	18	6+2D6	14+D6

Alignment: Chaotic
 Found in: Temples, ruins, dungeons
 Number: 0 wander, 1 lair (100%)
 Treasure: 100% (A(1)x2)

Attacks:

heat beam, range 9", of 8D8

Description:

Appearance identical to Class I fire demon.

Immune to fire magic (which restores damage, rather than doing same). Class II fire demon does not get a saving throw vs cold magic (which always does full damage, as a result).

Can only be hit by silver or magic weapons.

On death, the demon explodes--doing 8D8 damage (divided among all within 20') no saving throw.

Fire Demon (Class III)

Hit Dice	Armor Class	Move	IQ Range	Dext. Range
10D8	2+3	18	12+D6	12+2D6

Alignment: Chaotic
 Found in: Ruins, temples, dungeons
 Treasure: 100% A(1)x2
 Number: 0 wander, 1 lair (100%)

Attacks:

2 heat attacks, range 12", 8D6 each

Description:

It appears as a giant (12' tall, 5' diameter) pillar of blue green fire.

It is immune to all non-magical weapons, and is immune to all fire and energy spells (which restore damage). It takes double damage from cold magic (full damage if saves).

When it dies, the demon explodes doing 10D8 damage (divided among all within 20'). This damage will not regenerate, nor can it be cured by any magical means. It may only be cured by time (1 point per day of complete rest, starting with second day of rest).

Fire Demon (Class IV) (Major Fire Demon)

Hit Dice	Armor Class	Move	IQ Range	Dext. Range
16D8	2+5	24	18+D6	24+D8

Alignment: Chaotic
 Found in: Temples and dungeons only
 Number: 0 wander, 1 lair (100%)
 Treasure: 100% A(1)x2, +30% Misc. magic item (1 only)

Attacks:

2 heat attacks (12D8, range 36")
 1 soulfire dart (1D6 life levels)

Description:

It appears to be class III demon of fire to all outward appearances.

It is immune to non-magical attacks, and is 75% resistant to 12th level mage magic. Clerics above 12th level, and Paladins above 7th level have a 2% chance per level of driving the demon off.

May summon a firewind of 12+1D6 D8

FIRE DEMON (Class IV) (cont.)

Description (cont):

three times per day.

The major fire demon may only be hit by magical weapons (or silver weapons in the hands of a paladin).

When it is killed, the demon explodes, doing 24D8 damage to all within 30' (divide the damage among those within range). In addition, all looking on the explosion must save as vs power word blind or be blinded. Hit point damage may only be cured by time (1 point/day of complete rest, starting with the second day of complete rest).

DEMON OF COLD (Class I)

Hit Dice	Armor Class	Move	IQ Range	Dext. Range
6D10	2	12	12+D6	12+D6

Alignment: Chaotic

Found in: Ruins, temples, dungeons

Number: 1-2 Wandering, 1D6 lair (100%)

Treasure: 1 misc magic (30%) + 2xA(1) 100%

Attacks:

Chaotic +2 sword of cold that does 2D10 cold damage (sword disappears when the demon is killed)

Cold beam (6D6)

Description:

The demon appears as a silvery skinned humanoid with gray eyes and silver hair. Usually wears flowing white robes.

Immune to all cold magic. 60% resistant to all other magic. If the demon fails its resistance roll against fire magic, the demon then saves at minus two. If it then fails this save, it takes 1.5 times damage rolled (if saves, only takes $\frac{1}{2}$ damage).

DEMON OF COLD (Class II)

Hit Dice	Armor Class	Move	IQ Range	Dext. Range
12D10	2+2	12	12+D6	12+D6

Alignment: Chaotic

Found in: Ruins, temples, dungeons

Number: 1 wander, 1-3 lair (100%)

Treasure: 1 misc magic (50%) + 2xA(1) (100%)

DEMON OF COLD (Class II) (cont.)

Attacks:

Sword of cold+2 (does 2D10 damage) (sword disintegrates when demon is killed).

2 cold beams (6D6 cold damage each)

Description:

It appears to be just a class I demon--save that those who are very perceptive (2% chance per wisdom point) may notice the greater aura of evil that surrounds the class II demon.

After combat is joined, of course, the demon will show its colors. Non-magical weapons are the only weapons that can do damage to class II demons of cold. Magical weapons, or normal weapons in the hands of an individual whose strength of other combat capabilities have been magically boosted, pass harmlessly through the demon. This effect will be noted even when the individual attacking is a demonfighter or other special character type with advantages against normal demons.

Demon fighters (and like character types) will be attacked preferentially by the class II demon of cold. Such types must save at minus six vs the cold beams or take double damage (normal damage if save). If demon fighter fails save vs the eyebeam, he must also save as a normal man (without special ability) vs a lifeblast of 2D4 levels.

Class II Demons of Cold are 80% magic resistant at the 16th level (add 10%/level mage is below 16, deduct 2%/level above 16th), save vs fire magic (against which it saves at minus four, and has no special magic resistance)

DEMON OF COLD (Class III)

Hit Dice	Armor Class	Move	IQ Range	Dext. Range
16D10	2+4	12	12+D6	12+D6

Alignment: Chaotic

Found in: Ruins, temples, dungeons

Number: 0 wander, 1 lair (100%)

Treasure: 1 book, 1 misc magic, + 50% chance of ring + $\frac{1}{2}$ xH+10,000 gp

DEMON OF COLD (Class III) (cont.)

Attacks:

2 attacks with +2 2 handed swords of cold. Swords do 3D8 vs mansized, 3D12 vs larger than man-sized targets. In addition, hill giant strength of demon adds a damage bonus of 2D8.

2 cold beams (8D6 each, save at -2).

Description:

In appearance, the class III demon of cold is identical to the class II demon (save, of course, that it uses two two-handed swords rather than one regular sword).

Only non-magical edged cold steel weapons can hit a class III demon of cold. As for the class II, such weapons will not hit if the wielder has been magically boosted in combat capability. (This includes demonfighters and the like, as for class II).

The effect of the cold beams on demonfighters and the like is as for the beam of the class II demon, save that the saving throw must be made at minus eight, and that the lifeblast is for 2D6 life levels).

Anyone striking a class III demon of cold with a conductive weapon takes 2D4 cold damage ($\frac{1}{2}$ damage if save). This damage will not regenerate, and cannot be cured by magic--it can only be cured by time (1 pt/day of complete rest).

Class III demons of cold are 100% magic resistant to all magic save fire magic (against fire magic, class III demons of cold save at minus six and have no special magic resistance)..

MAJOR DEMON OF COLD (Class IV Cold Demon)

Hit	Armor	Move	IQ	Dext
Dice	Class		Range	Range
24D10	2+10	18	18+D6	18+D6

Alignment: Chaotic

Found in: Ruins, temples, dungeons

Number: 0 wander, 1 lair (100%)

Treasure: 30% chance of 2 misc. magic, 100% chance of 1 misc. magic + 6D6 x 1000 gp + 1-3 magical weapons + type H treasure

Attacks:

Touches (2) for 1D6 life level blast (save at -4 cuts loss in half--round fractions up).

Breath of cold (cold cloud, 9"x9") in which all must save vs magic or be frozen solid and converted to statues of ice). Save must be made each melee round, and cloud lasts for 1D6 melee rounds. (Demon may breath only twice per day).

2 cold beams (10D10 cold damage)

Description:

Only magical weapons may hit a major cold demon, with one exception. Demonfighters and the like may only hit with non-magical weapons, which then do triple damage.

The major demon is immune to all magic, save fire magic, which does triple damage (no save) and cold magic, which restores damage.

Demonfighters who fail their saving throw vs magic when hit by the eyebeams are annihilated. The soul is eaten, the body destroyed, so no reincarnate or raise dead is possible. NO WISH NOR ACT OF GOD WILL RECOVER A CHARACTER SO DESTROYED.

RLAN, THE DEMON LORD OF COLD

Hit	Armor	Move	IQ	Dext.
Points	Class		Range	Range
350	2+14	24	24	30

Alignment: Chaotic

Found in: Glacial areas, mountains.

Number: 1 wander (100%) 0 lair (0%)

Treasure: Staff of frozen power (see below)

Attacks:

Glance (fear + flesh to ice)

2 Touch (Paralysis + Death + 8D20)

Description:

RLAN appears to be a short middle aged man with a flowing silver beard and silver hair. He is immune to all magic, and can only be hit by magical weapons. His staff fires CONES (as cold cone) of any of his attacks. (200 charges)

The Wind Demons (aka the Windriders)

All of the Wind Demons are capriform humanoids. They cannot be harmed by swords of any kind. Normal weapons do $\frac{1}{2}$ damage, silver weapons do normal damage, and magical weapons do $\frac{1}{4}$ damage.

Class-----	I	II	III	IV	V	VI
Hit Dice--	4D8	5D8	6D8	8D8	10D8	12D8
ArmorClass	4	3	2	2+2	2+4	2+6
Move	12	12	12	15	15	18
IQ range	3D6	6+2D6	6+2D6	9+2D6	9+2D6	9+2D8
Dex	12+D6	12+D6	12+D6	12+D6	18+D6	24+D6

Alignment: Chaotic, all

Found in: Ruins, temples, and dungeons.

Number: 1-2 wandering, $\frac{1}{2}$ D6+1 lair (100%)

Treasure: A(1)x5 + 10% chance of magical item per class of demon
(continue rolling until fail to roll in: indicated percentage range).
When killed, demon leaves a cateye gem (as per death demon)
of 1 life/HD of demon.

Attacks: 2 attacks with +1/+2 2 handed sword (dedicated--purpose to slay non-demons). (Sword disappears when the demon is killed).

May summon one of the Winds of Death (see TLOC #2) per class number of demon. Precise HD of wind summoned and types that may be summoned vary with class of demon as follows:

Class of Demon:	I	II	III	IV	V	VI
Coldwind	1D6 or	1D8	2D6	3D6	3D6	6+2D6
Firewind	1D6 or	1D8	2D4	2D6	3D6	6+2D6
Lightningwind	1D6	1D8	2D4	2D6	3D6	6+2D6
Sandwind	--	1D6	1D8	2D4	2D6	3D6
Waterwind	--	1+D4	1D6	1D8	2D6	3D6
Soulwind	--	--	--	--	1D6	2D4
Hellwind	--	--	--	--	--	3D4

All of the Wind Demons are 90% magic resistant to 11th level mage magic (+10% per level below 11, -5% per level above 11th)

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So much, then, for the Demons of StormGate. There are others, of course, but they will have to wait until another day.

Tukonai's Manifest

According to Plan of a One-Eyed Mystic/Plan Two
(or, "I am, actually"). A Chaos-zine by Charlie Luce, 4252 51st St.
Apt #4, San Diego, CA 92115. Phone (714) 281-7897.

MYSTIC MUTTERINGS--Brief comments on #2:

George Cole: You have a reasonable statement of the purpose of a DM, although you seem to imply that a good deal of your rulings are by whim of God--and that just ain't the way to do it; it contradicts the idea of the referee providing a game-balance to the players.

Kay: Ghu save us from tables! Not that yours was anything but excellent, you understand; but this last year I have seen so many beginning DMs substitute tables for imagination that I'm beginning to get nasty on the subject...

Glenn: I don't know if you are doing it by commission or omission, but I am getting a bit tired of being lumped in with every other DM on the West Coast that you have ever heard of. I play my own game, not Wayne Shaw's or Nicolai Shapero's or anyone else's. Criticize my game if you wish; it has been improved by you in the past, and I hope will continue to be so in the future. But stop lumping everything east of Massachusetts in one pile and sticking labels to it, please.

Ken Pick: If the natural laws of a universe are different, and the DM has a reasonable idea of how they are structured, drawing the line between tech and non-tech items isn't too difficult. You seem to imply that it takes a low-power game or the whim-of-DM style of play to restrict "technology" in an open campaign; but Non-tech games exist which are neither of these (mine is one of them, in a way; low power, perhaps, but not whimsical by any means.)

Kevin: At last, someone who is at least low-key about pushing a D&D style. I hope some day to run with you in a game that allows tactical skill to operate--I do try to be a better than average tactician, when the situation (DM style) allows it.

A STATEMENT OF ATTITUDE.

(Nicolai has informed me that he is not interested in turning TLOC into an essay zine, and I wish to respect his desires in the matter. However, it occurs to me that even those people who have been reading my A&E zine since it began in #13 have little conception of my philosophy of the game. This is an attempt to explain where I'm coming from).

I run a game where a low-level type is 1st-4th, medium 4th-7th, high 7th-12th, and very high 13th-20th. Treasure and Experience seem to be a bit less than that mythical "average" (partly due to my policy of not giving any experience directly for treasure), incidence of magic somewhat more than "average".

I have one hard-keyed dungeon and attendant town, which may some day develop into my first true world; I have one almost totally random dungeon which literally floats out into the middle of nowhere; and I have a not-too-detailed wilderness and psudeo-world. My lack of a "world" is basically due to a lack of time and enough lack of talent to make a world-creation a very slow and laboring process. All three of my psudeo-worlds run under slightly different rules, primarily in the way magic is run.

My game-locations (dungeon, wilderness, or whatever) tend to lack the details and trapping of a truly rich situation (again, a factor of the lack of time spent setting them up), most of the effort of detail going into the intelligent creatures one can encounter. As my game has many more of the traditional fabulous "monsters" treated as sophonts than that fabled "average" game, this tends to provide the interest in the games that I DM, rather than dungeon detail or intricate puzzles.

Perhaps 8% of my dungeon rooms would be called "Whimsical" or "Silly". These spice up the game a bit for those who prefer situations to encounters.

As I do not have an actual regular group of players, my games tend to be geared for the "visitor from the multiverse", and my rules such that I can adapt to a wide variety of player's worlds of origin (though there are occasionally glaring exceptions to that claim). Only the base six characteristics are required (though others can be handled), there is a limit on sub-classes which can be introduced, and no drastic alterations of standard magical items are enforced (well, not too many, anyway). I do use a twin-axis alignment system, but it is quickly explained.

In Clivendyr's Keep, my hard-keyed dungeon and scene of most of the games I run, magic is treated as a learned talent which exhausts a developed but innate power in the wielder. Thus, magic can be thrown quickly and fairly easily--but is exhausted rapidly, leaving the Mage easy prey. Magical items tend to be very useful, and don't get destroyed too often, but have never managed to confer invulnerability on a party.

The Kill Rate runs around 30%, but the permanent kill rate is very low, mostly due to the availability of Reincarnate--but few players who have experienced my system treat it as a free lunch.

The incidence of monsters and traps designed to maim a character (Undead, Rust Monsters, 37-crock items, Characteristic Drainers) or specifically to take a character away from the player (Various Gods, Higher Demons, Super Undead) is extremely low. I don't need those running around to feed my ego. On the other hand, things which the player sends his character into with open eyes (sitting on a Black Throne, drawing from a deck, having Reincarnation done) which might grant nice bennies also tend to have quite sharp and nasty teeth, be Wish-proof, etc.--but a player is seldom forced to deal with them.

I believe that the emphasis of "skill" over "role-playing" is an artificial situation. The character develops their own personality, and should be played accordingly (just as the personality should be consistent with the alignment and characteristics of the character); but the characters whose personality does not allow them to develop skill in adventuring will not survive, or at least not advance too fast, in the game any more than they would in an actual world.

I use a double-handful of monsters outside of D&D book II/Grayhawk (around three dozen). Most of those are from the other supplements or the first few issues of The Strategic Review, are mythological beasties left out of those sources which I felt belonged, are the 12 dragons to fill out my three Dragon Pantheons, or a few interesting Lycanthrope types. None are designed to fulfill a specific way to confound or destroy players.

I remain convinced that almost any creature (as opposed to Demon, Elemental, Undead, etc.) or sub-class/class can be played in D&D so long as the experience required as each stage of power is the same as that which a split-class human would need to acquire the same amount of power. All too often, the person who develops a new class tends to put in numbers which look pretty, rather than attempting to actually gauge the offensive and defensive power of each level of the class. This is responsible for much of the unpopularity of new character classes.

As far as the character vs. the arsenal---where is it written that a powerful magical item can't be used skillfully? A character more powerful in levels seeks riches great enough to be guarded by monsters who match his power, and the character more powerful in weaponry will too. As long as the item doesn't allow the wielder to blow an adventure's worth of monster's out of the way, it's not a problem. If it does, you have a perfect right to refuse its importation.

I have a reason for everything I do. I try to play fair as a DM and as a player, and I try to keep an open mind to match my often open mouth. I don't restrict my gaming to those who totally agree with me; there ain't no such animal, and there never will be. I have played in Temporalana and enjoyed it; the evidence is that I could play in Edwyr and enjoy it. I feel no need to imitate either.

Of course, the above is my own opinions, prejudices, and sore points. I claim none of it as "proper"--the nicest thing about D&D is that you can find people to play almost any style you want ~~no matter how repugnant~~. Still, I hope that the above will help the people who read my articles in this and other publications decide how many grains of salt I should be taken with. I have been known to contradict myself on many occasions--I'm no any more perfect than the next ~~gritty~~ person.

A TAD OF MAGIC FOR YOUR CHARTS:

A good 3% spot on a Misc. Magic chart can be filled by The Gems of Affect. These are semi-precious stones cut as one of the five regular solids (or a sphere for the "one-sided" gem). A second %ile roll is used to determine the gem type. The gems are usable by anyone, and the number of faces which glow indicate the number of charges remaining.

Roll	# faces	Gem Type
01-40	20	Reincarnation (Same as the spell)
41-65	12	Stone-Flesh (does <u>not</u> do Flesh to Stone)
66-80	8	Clerical (Cure Disease, Cure Serious, Neutralize Poison, or Raise Dead)
81-90	6	Restoration (does <u>not</u> do the reverse)
91-99	4	Raise Dead Fully (<u>doesn't</u> do the reverse)
00	1	Magnificent Reincarnation (this will do a normal Reincarnate, without a body, and irregardless of any fine print surrounding the death)

A good "crock" item for Misc. Weapons is the Arrow of Protection. When this +2 arrow hits its target, it does no damage, but acts as a combined Protection from Evil/Good and Protection from Normal Missles.

Less powerful Rings can be obtained by substituting One Wish and various Limited Wishes for Three and Many wishing rings.

Next time, I'll see about putting some more substance in. Till then, the Mystic will mutter and plan in his mystical den...

CHAOS REIGNS SUPREME/THE FOURFOLD WAY #3 is produced and typoed by Kevin Slirak, Desert Villa Bldg. 29 #5, Edwards AFB, CA 93523, 805-258-4745, for THE LORDS OF CHAOS #3. Anyone in the High Desert is encouraged to get in touch.

COMMENTS ON NURIA TU

Nicolai/STORMGATE - We've talked at some length about gaming, particularly D&D, so I hope you will take the following in the spirit in which it is meant. What follows are my own thoughts, my own preferences...take them as you will.///Some comments on the missile fire phase: I note the absence of automatic weapons and of bolt action weapons....seems a bit strange. I'd give bolt action about the same RoF as the short bow; automatic weapons should probably be something like 6/melee round, but with a restriction on the area that the targets can occupy (say a 2-3 yd wide fan at pointblank range).///I also don't really like the fact that wands, staves, rods, etc. go off during this phase....it tends to make them valuable not only as a source of spells that the character doesn't have/can't afford to throw, but as the easiest way to get a spell off.///I tend to prefer using rolled Dexterity as one of the elements of the determinant of when things happen; I add it to D20, just to introduce some random fluctuation into events....it really does help to keep things fluid and to represent the difficulty that even the most coordinated of us have at some times.///Your spell point system, like many others, has spell points going up as a linear function of level while the cost of spells rises as the square. This tends to favor the lower level MUc noreso than I prefer to do.///Well, that's one way to make sure PF doesn't dominate the game!///If I may be so bold as to do so, I'd like to cite those portions of your rules that make STORMGATE dangerous: the knockdown rule, the way you handle certain spells (sleep and paralysis come to mind at once), your monsters. The knockdown rule comes very close to meaning that once you are down you are dead... note that I'm not criticizing this! Your handling of sleep (ie., I believe that it gets 2D6 of 1st, 2D6 of 2nd, 1D6 of 3rd and 1 4th with the cost you specified last ish....meaning that a 1st level MU can kill himself by using it) and of paralysis (death if not revived in 30 min) are different than most; my own preference is to run spells differently, but this is really a matter of personal taste...as long as one is aware of what one is doing. Your monsters are perhaps a bit grosser than those in most games I've seen, but it's your game so why not? (I somehow can't help thinking of the Mind Snake as an example.)///In summation, we do things differently. I tend to a fondness for the standard monsters and good tactics, plus that touch of the unknown that I somehow (I'm not really sure how myself) manage to keep in the game.

Cole Snark - It is not necessarily true that the characters know what is what in the world. Mark Keller, who appears in THE WILD HUNT, runs what he calls (I believe) GATE OF WORLDS....you go through a gate into a different world. A big part of the game once you get there is to figure out what the local rules are! In some senses, much of the Boston scene is figuring out what is going on politically in the world/locale that your character is in.

Kay - Nicolai's explanation for the existence is no better and no worse than any other explanation I've heard...thus my continued efforts on a world.///I'd also appreciate your reminding the Wooki that the line is, "FACTICAL Nuclear Weapons Mean You Never Have to Say You're Sorry."

Blacow - You and I have our disagreements, but I enjoyed reading your article. Now, what is this reference to dimensional nexii????!?!?!?

Phantasvgoria - I LIKE the idea of mixing the characteristics! While I have the feeling that our games are very different, I'd like to see your rules when you get them ready for dissemination.

Charlie One-Eye - Gee, if you say everything I know is wrong, I must be right! (Just kidding....really!)

Pick/Nexus - "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." In my experience, this just is not the case! In Kendor, the gunpowder

reaction does not function. The only other technological item which has been tried was a nerve gas grenade....it also failed. I have found very little difficulty in keeping technology out; the trick is just to be firm about it. One might ask why the technological items do not work, but then might also ask why the magic does work; I trust I've made it clear that this is not something I'm going to concern myself about.///Your solution once you allow technology is laudable....keep it rare...and it apparently works.///I think that you and Glenn are both missing something in the magic vs. technology argument: what is the history of the society? If the society was industrialized prior to the introduction of magic (the grounds from which Glenn usually argues), or if magic has just been introduced by interdimensional travelers, one gets vastly different results than (your grounds) if the society has been running for some time with magic (so that magic is the well established art). THESE ARE TWO DIFFERENT GAMES! Advanced tech can be indigenous with magic intrusion, or vice versa. I just do not like the intrusion of tech, so I don't allow it; I also find it simpler to handle this way, for reasons below.///An aside; to settle the question of what kind of society arise when magic is introduced into a non-magical world, one could run a game where the adventurers are, at first at least, the only ones who can use magic. Let the game tell you what will happen.....this does, of course, virtually mean that the DM forsakes some of his accustomed control over the flow of the game./// One reason for staying away from things like rifles is the ease with which anyone vaguely aware of their existence may use them; in other words, they do tend to lead to rabble at arms armies....cf history of the Napoleonic period.///All of this is intended as an interchange of ideas, not as the beginning of an argument; I hope it comes across that way.

Flaming Shaw - Sheesh, half the zine a response to me; I feel flattered, I think!/// As your game is shaped by your dislike for bonds, my game is shaped by my recognition that there are bounds upon all things. As Norton and Harrison served to inspire you, Howard and Burroughs were the chief inspirations for the fantasies that shape my world.///Your feelings are different than Mark's or mine apparently; I don't enjoy just guarding the MUs in the party nor, for that matter, cutting down waves of Kobolds with a super techno weapon (eg., a machinegun)..it's not logic, it's taste.///I'll have to dig out back A&Es to see your spell system but I didn't aim the comments at you (about balance between character types)...it's also not the type of thing that one can analyze by looking at spell systems and such...you have to play to feel it (or at least, I do).

Flowing Pierson - I think I'd be disturbed if you did agree with all that Mark and I said, considering the fact that Mark and I don't completely agree on the matter of how a D&D game should be run.///Right on about characters interacting 100% with their world.///Rolls supply the physical aspects of the character as well as those non-physical aspects which the player can't supply (magic using ability and clerical ability); how strong are you, what is your constitution, your dexterity? I roll as a way of determining these. ///I don't object to role-players as much as I object to the use of role-playing as an excuse for not thinking, or worse, thinking of ways to do the wrong thing. Hells bells, some of the folks writing in this zine roll dice to see if their characters will say what they think up...and that in some pretty dangerous situations!///I, for one, am a person of many mixed-up emotions and multitudinous moods. Each character I play is me, or a reflection of some part of me... perhaps out of focus, but still fun to let out. I guess that's it: I fantasize most of what my characters are. Some are strong armed fighters, some dedicated clerics, some wielders of magic, others suffer from a lack of sense as to what belongs to others. All live by their wits, all have a sense of honor (tho often one not fully understood by fellow adventurers or DMs.)

Swanson - Yeah, I was responsible for paying for the reincarnation that brought the werebear into your game....and that rat Phillis was the one that took him on most of the subsequent adventures.

Kendor...How and Why

In my desire both to avoid an all comment zine and to respond to what Wayne Shaw said last time, I thought that I might go into some detail on the rationale behind my world, as well as explain some of the aspects of the game.

The players arrive in the land of Kendor by sea, coming ashore at Kendor on the Carnoe River. They come from a land where magic does not, for the most part work, but where its existence is known; there is some speculation that during the sea voyage passage is made through a portal between two dimensions, but there is no definite proof either way. What is known is that only one in ten of the ships which departs the homeland ever makes port in Kendor...a fact that is usually blamed on the sea monsters infesting the waters off the Kendorian coastal shelf.

The homeland from which the players come is known to be relatively mountainous, so most of the players arrive as somewhat less than excellent horsemen...a fact that often drives players crazy! In addition, the players are assumed to have left their homeland because of population pressure there...and arrive with no clear place in the social order of Kendor. It is for them to find a place in that order; that is a lot of what the game is about!

Kendor is the chief city of the Duchy of Kendor, the remains of a once larger empire still fighting a battle with a tribe of barbarian horsemen called the Saks. The Duchy stretches out from Kendor for about one days travel (20-30 miles) in all directions; within the Duchy, law and order more or less reigns...at least there are patrols from the various border nobles who try to maintain a semblance of order. Beyond the border marches lie the holdings of Robert the Snake, Theodore the Bull, Theodore the Bear, Black Bart (brother to the Lord Tessus...and his archenemy) and the Patriarch of Minis Veritas (whose holding borders the Great Swamp of Kendor...a stronghold of the Servants of the Unliving and the Undead). Kendor itself is something like Constantinople: everything can be had there (sometimes illegally) for the right price. The town is in a state of uneasy peace, the Duke's peace, imposed upon the Churches to insure that the final battle between Law and Chaos does not spoil the town's business.

There is no dungeon near Kendor, nor is there one to which overland journies are made on a regular basis. Instead, the players are forced to enter into the society immediately. Some choose to work for Seras and Deerback, great merchants of Kendor; some apprentice to MUs of the Collegium Arcana. Others take service with one of the nobles. Some have gotten in well over their heads...and died as a result. Others have been lucky and survived to make higher level! But everyone thus far who has played in the world seems to have enjoyed the feeling that death is always at hand...and that kingdoms are there to be won!

Magic in the land of Kendor is what I refer to as inspirational; it consists mostly of using pathways that lie outside of the physical plane to bring about results on this plane. It is not something which can, persay, be taught; one may be taught the form, but it is only inspiration that enables one to use the spell. Thus, whenever the MU gets a spell, he specifies which one he wants and rolls the die vs the chance known table in GREYHAWK; if he makes the roll, he gets the spell. If not, he tries for another spell until he gets one. I find that this introduces some of the randomness of inspiration into the game.

All creatures have the capacity for magic. Thus, whenever the target of a spell rolls a natural 20 ST, the spell is reflected and the MU must make a D20 vs his Talent (some call it Intelligence). If the roll is not less than or equal to his Talent, he must make a ST or be effected by the spell; note, he must fail both throws to take damage!

More next time maybe!

HELP! I'M INUNDATED IN REFUGEES!

Being the third contribution to TLOC by Kay Jones, 200 Davey Glen Rd. #420, Belmont, CA 94002.

Well - I was, anyway. Seems the war in Wayne Shaw's Land of Time reached such a state that John Bradley's characters came back from an expedition to find their home invaded. So Quizic and friends accepted a long standing invitation and took refuge in Gaelan with the Finagle group for a while to work out strategy and research a few spells. Since the group consisted of a number of humanoid, two Pernesé dragons (the big ones), and a pewter dragon (Shiggoth the Ever-Dying), the castle was a bit overcrowded. Right at the beginning of the rainy season, too.

FEARSCOME MONSTER DEPARTMENT

EYES-IN-DARKNESS

This critter consists of a number of independent "Eyes" in a symbiotic relationship with a Sentient Mist. The mist provides protection, while the Eyes provide a distance weapon, similar to those of a Beholder.

Hit Dice: 1 - 20 D8 (mist), 1 D8 (eye)
Armor Class: 4 (mist), 7 (eye). Both get dexterity bonus, if any
Intelligence: 12 D8
Dexterity: 12 D8

Move: Level	Move
1 - 5	12
6 - 10	24
11 - 15	36
16 - 20	48

Attacks: Mist - one per person enveloped. Once it hits, it must roll as to hit vs. AC: 9 to remain attached, doing 1 D8 damage per round in an attempt to strangle the victim.

Confusion obstructs view so that any party attack roll of 2 or more under the number needed to hit (or a roll of 1 in any case) has a 30% chance of hitting another party member enveloped. This probability increases by 10% for each member of the enveloped group over 6 people.

Eyes - Monster has one Eye per hit die. Roll a D20 and pick from the table. Note that duplicates ARE possible - do not re-roll if they occur.

- EYES: 1: Anti-Magic ray (as for Beholder)
- 2: Dispel Magic Ray (As 5th level MU, or monster level - whichever is higher.)
- 3: Haste
- 4: Slow
- 5: Cold Ray (1 D6/level of monster; single target - save at -4)
- 6: Lightning (1 D6/level of monster; Dimensions as spell)
- 7: TK (as 10 th level MU or level of monster, whichever is higher.)
- 8: Evil Eye (save at -2 or drop one combat class for melee)
- 9: Hold (Person OR Monster)
- 10: Phantasmal Forces
- 11: Disintegrate
- 12: Repulsion
- 13: Flesh to Stone
- 14: Monster Summoning IV

- 15: Heat Ray (1 D6/level of monster, single target - save at -4)
- 16; Maze
- 17: Ice Storm
- 18: Protection/normal missiles
- 19: Confusion
- 20: Polymorph Others.

Eyes are the size of a man's head (they look rather like sighted basketballs) and may act independantly. Mist covers an area of approximately (6x level/4) feet in radius.

Their natural alignment is Neutral, although occasional chaotic specimens have been found, and they are usually located in dungeon rooms or caves. Wandering ones are rarely encountered, and almost always at night.

 Further developments on the random room generator will have to wait; I haven't really had the time to work on them. One note - the only surfaces capable of being made of packed dirt are floors - substitute "metal" for "dirt" on the wall chart. Oh, yes - if one wall is made of a particular substance, there is a 70% chance for each other wall that it is made of the same substance. Hmmm...guess that's TWO notes. Oh well!

COMMENTS:

MARK SWANSON: In re weres. Might I suggest 1) treating monsters of 4+ hit dice as "magic" weapons, 2) kobolds with silver plated swords, 3) traps. Poor Asharin the were-wolf has bitten it from such things in the Roost so many times I hear he's considering starting all over in human form... (I suppose the Hell hounds may have had something to do with that.)

NCS: Strategic Nuclear Weapons mean nobody's LEFT to say they're sorry!

KEVIN SLIMAK: I believe Stormgate contains a chest trapped with cold blasts aimed at the 35°- 40° angles...//On tactics - do you normally run parties of 2 - 3 high levelers plus lots of firsts? Frankly, the usual effect of using a low level thief as point man would seem to be to lose the point man whenever you hit anything in front of the party. That and to insure a delay of at least one melee round before your best fighters can close. And if the enemy have distance weapons... Given any method of detecting traps better than walking into them, it might be better to put people in front who are capable of surviving attacks and doing damage, and save the low-level thief for opening traps. // If your first wave of attack is your low levels, unless the opposition is relatively weak (and your party too powerful in the first place) you are going to lose the first wave. After all, if the fight is looking really bad after the first melee round, they aren't going to be ABLE to disengage long enough to let the better fighters in, plus blocking any area spells, wands, or whatever your mages are trying to throw.

WE PAUSE HERE FOR A PLUG: If you haven't seen the game "Cosmic Encounter" yet, by all means try to latch on to a copy. It's one of the most delightfully funny games I've encountered since "Nuclear War". It's also about as hard to explain as...

JOHN SULLIVAN: Nifty covers. Keep it up!

CHARLIE LUCE: My, what a lovely idea. If I ever find the time to revise my tables again (again, again, again...) I'll have to try it.

Bye, all.....

ARCHILOWE

by Lee Gold, 2471 Oak St., Santa Monica, CA 90405. (213) 450-2278

First, my apologies for not being present in #2, but a trip to DC (to meet John Sapienza, Lee Burwasser, Joel Davis, and Regina Cohen and to renew acquaintanceship with Dick Eney, Sherna Comerford and Dan Pierson) took up what time that preparing for GenConWest didn't take. I have acquired a copy of All the Worlds' Monsters, The Arduin Grimoire and D&D ~~REVISION~~ - Basic Set. Maybe someday when all the copyrights have expired some genius cum computer will be able to integrate them all and produce something relatively easy to use.

Meanwhile to make complexity still more multiplex, here's my latest contribution

A DECK OF MANY THINGS (few of them gross)

This is not modeled on the D&D deck but extrapolated from the traditional significances of the 52 card deck as recorded in TAROT FOR THE MILLIONS by Sidney Bennett, Sherbourne Press, 1967. There was an earlier version of this but at the moment it seems to have strayed away from my Nyosa Kit. Luckily I still have the basic reference work close at hands.

CLUBS

- Ace: Acquire Crystal Ball which allows user to project Phantasms + level. Carrier/owner must save as 1st level vs. Illusions of any sort. If not used once/expedition, Crystal Ball vanishes.
- Two: Person will be invited to join next social gathering (feast, party, etc.) he encounters.
- Three: Person will be rudely insulted by next prestigious person encountered in the dungeon. A fight is almost inevitable.
- Four: Charisma +D4.
- Five: Person will fight/spell as 1st level unless given most powerful magic item available to party that he doesn't own to use for duration of expedition.
- Six: +10% chance of making a good impression on others.
- Seven: Detects don't work unless specifically concentrated on.
- Eight: +1 vs. such spells affecting the emotions as Fear, Lust, etc.
- Nine: Item of jewelry worth D12 K GP.
- Ten: Acquire a 1st level apprentice of the same species.
- Jack: Acquire a Flesh Golem servant.
- Queen: ability to summon once and once only a 12th level Druid priestess. Depending on her reaction to the basic situation, she may help or stand aloof.
- King: Ability to summon once and once only a 13th level Lord, who places primary stress on loyalty and honesty to assess the situation and either help or stand aloof from the summoner.

DIAMONDS

- Ace: a bracelet worth 10,000 GP which confers the ability to read magic and languages.
- Two: inheritance of 1-10 hundred GP
- Three: a Lawyer with some sort of document apparently or truly pertaining to person appears. (Inheritance, marriage license, divorce license, lawsuit, business contract, insurance, etc.)
- Four: 3-18 hundred GP
- Five: -3 vs. Charm, Hold, Suggestion, etc.

- Six: Gold pieces owned double.
- Seven: Will always be -2 vs. next spell fails to save vs., unless set Quest by Patriarch which is fulfilled.
- Eight: Reacts to ego weapons as if three levels higher.
- Nine: One Wish
- Ten: Must spend next D12 months taking care of estate in town or be imprisoned...on account of debts contracted by parents' business
- Jack: Person may become MU or Cleric if so wishes, even if INT or WIS is normally too low for such a change. Unless does so, will be -3 vs. spells.
- Queen: ability to summon once and once only a 12th level female MU who is passionate and quick-tempered. She will help the person if she finds him attractive, attack him if she finds him annoying/repulsive.
- King: Ability to summon once and once only a 13th level Cleric who is deeply religious, tends to see things in black and white. Will help or attack depending on his assessment of the situation.

HEARTS

- Ace: Person will find a mate by whom himer will have children on or immediately after this expedition.
- Two: a map
- Three: Person will be -2 to Charm, Hold, Illusion this expedition
- Four: Gets 10% greater EP for any action that results in rescuing a comrade from death.
- Five: If person has any weapon with high ego, it decides it disapproves of him and wishes to go to someone else.
- Six: a clue to the whereabouts of a Map to Treasure
- Seven: Person is +10% to have his fumbles injure fellow party members. Spells are also +10% to affect fellow party members instead of opponents.
- Eight: One Miscellaneous Magic Item usable by person
- Nine: one Wish (though not for any magical item nor for treasure)
- Ten: a messenger arrives from a favorably disposed and high status non-party member
- Jack: +10% charisma to attractive/ed gender
- Queen: ability to someone once and once only a 12th level Elf Cleric (female). She assesses the situation and deals with it as she sees fit.
- King: ability to summon once and once only a 13th level Merman Cleric who will assess the situation and deal with it as he sees fit.

SPADES

- Ace: Strength +D4. Person may change specialization at this point to Fighter if hesh wishes.
- Two: Lose at random one magic item's use for D6 months.
- Three: Acquire a Jewel worth 5000 GP which if broken releases a Power Word Stun affecting all in area but owner.
- Four: One Potion of full healing. (one dose only). Heals all HP lost.
- Five: Person must change specialization or be under Geas not to go out with any of current fellow party members for one year.
- Six: Person is -3 vs. Fear.
- Seven: a map
- Eight: +10% current GP held. +3 vs. Fear
- Nine: Person loses any cursed or crooked magic item hesh has. If there is none such, person loses one random minor magic item. If none such, a random magic item.

Ten: Person is surrounded by a Prismatic Wall. Archi
Jack: Person acquires an Amulet of Military Advice, giving good low
advice on large-scale strategy and tactics. Useable 3 times page 3
and then vanishes forever.
Queen: Ability to summon once and once only a 24th level Fighting
Lady. She is regal but cold in manner, strict in her alignment
(DM's discretion what it is) but generous. Has suffered a great
loss of an irreplaceable loved one. She will assess the situation
and help or attack the summoner.
King: ability to summon once and once only a 26th level Lord/Cleric.
He has the wisdom of Solomon, but is stern. He represents law
and order. He will assess the situation and act as he sees fit.

On returning home from GenConWest, I found on my doorstep a copy
of D&D: Basic Set (sent by a loyal and trustworthy A&E subber, not
by TSR). As most people now know this is 8.5"x11". It has few of the
old typos (though TSR still believes in paralyzation rather than
paralysis) and fewer new typos. Its organization is spotty. Monsters
are now alphabetized, but there is no overall chart as there was in
D&D Bk II giving a general summary of monsters by AC, HD, % in lair,
etc. Spells are now alphabetized within spell levels (and there are
numerous new spells).

There are also quite a few things to nitpick. This kit among
other things says that the Kobold chieftain fights like a groll but
omits anywhere to mention what gnolls fight like. //It says "Magic
users, of course may be either good or evil, lawful or chaotic" and
thereby gives the impression that they can't be Neutral. There are
quite a few tidbits about various monsters/spells tossed in through
the book but not found in the listing of that spell or monster, as
for instance the fact that sleep requires a grain of sand to throw or
that zombies are poisoned by salt.

Some tidbits of information: Dwarves detect traps, etc, 1/3 of
the time, not invariably. //Thieves are as likely to steal from their
own party as from others. //A tinder box costs 3 GP. //Common is the
language spoken in common by Elves, Humans, Dwarves and Hobbits; even
most other humanoid monsters don't know it. //A melee round equals 10",
a melee turn 1"; a non-melee turn 10". //Magic swords shed light. //DM
should roll for wandering monsters every three turns. //

Magic system is Greyhawk style. So are EPs and HP. BUT all MUs
may make scrolls of spells they know at a cost of 100GP and one week
per level of spell and carry these scrolls down into the dungeon.
Such scrolls can be used only once but don't need Read Magic to use.
Most of the old spells remain the same, but ... DETECT EVIL now detects
an "evilily enchanted object," CURE LIGHT WOUNDS now takes only one
round and so can presumably be thrown during melee, HOLD PERSON
holds victims "rooted to the spot unless released or spell wears out."
One of the grossest new spells is a 2nd level Clerical KNOW ALIGNMENT
which tells exact alignment on the four-fold path and also lets the
cleric know how lawful, chaotic, good, evil a creature is...and which
way a neutral person is leaning.

There is a detailed and useful section (p. 19) on Fire/Burning
Oil and Holy Water. //Light weapons may be used twice/round, normal
once, and heavy every other round. Crossbows take twice as long as
standard bows and apparently do equal damage.

The parry is introduced as an option, and rules on retreat are codified. //The melee phase system of EW is not introduced. Standard order within a combat or melee round is prepared magic--missile--melee. Missiles seem to be forbidden once melee is joined, or at least the DM is encouraged to have them hit all combatants at random.

Quite a few more treasure types are given, but as before there is no explicit rationale as to what sort of monsters get what sort of treasure. (See Tantivy in A&E #26 for my own attempt to give some sort of system or rationale to treasure types.)

Scrolls are now given the option of having potion, ring or wand spells on them. Aside from that I didn't notice any new treasure types.

Note that the old-style D&D (currently renamed Original Dungeons and Dragons, Collector's Edition) is to be sold for \$14.95, so if anyone wants a spare copy (for a friend perhaps) of the old rules we have all grown familiar with, it would be wise to get them now if you can still find them at \$10.

My general impression of D&D: Basic Set was that it was very pretty if you care for such things (I don't). The dice supplied with the set were sufficiently rotten that I threw them out. They had bubbles on the vertices, bumps and depressions on the faces and not much ink on the numbers. The organization of the booklet is rather better than that of the original set, but needed information is still scattered about and not cross-referenced so that I'd judge it very difficult for a total beginner to use this without guidance from an experienced player.

Nicolai Shapero: given that D&D werewolves are 4th level, I've always had player werewolves top out at 4th level also. I'd be interested in your rationale for allowing player characters to do more damage per bite than a standard werewolf. (Std WW does 2D4, 9th level Shapero WW does 2D6). Same queries as to werebears and weretigers and such.) In general I'd assume a were-character after topping out adds 1 HP per level and never increases damage done over that done by the standard representative of the species save on account of extraordinary strength or magic items. //Have you noticed the Blackmoor specs on Lycanthropes: "Add 1-3 points to STR and CON, but leave the rest of the characteristics alone." seems a reasonable way of handling the characteristic change while keeping the sense of a single person.

Slimak: A rolled Charisma should be a hint to the player to play his character as befits the Charisma. (So of course should rolled Intelligence and Wisdom.) If the player falls down on the job, surely the DM will find a way to change the characteristic. //What I try to offer players is not experiences but suspense/mystery/wierdness. Ideally they should emerge from the dungeon somewhatly freaked out rather than merely afraid. At one adventure at GenConWest, for instance, an idiot Cleric drank a potion which transformed him into a Bonsai Rowan Ent. Later he insisted on leaning on a spear and since it was a pointed weapon and he was still nominally clerical promptly fumbled the whole thing and instead of spearing an Owl-Bear in a Web fell into the Web on top of him. 3 HP damage to the Owl-Bear from being fallen on; 4 HP damage to the Rowan Ent for twig breakage, etc.

Kay Jones: Does the Wineskin of Holding hold only ten quarts of wine as one quart--or ten quarts of any liquid?//What is a major limb and what is a minor limb? I assume the neck is major and the tail minor, but the rank of the legs and arms remains unclear. Archi Lowe page 5

Shaw: The EE-Smith Lens could be touched by anyone when it was in a satisfied condition--i.e. on its owner. It was in a dissatisfied state when not on its owner, but crumbled to bits about an hour after its owner died. The Lens typically acted as an amplifier of its owner's Talents but had the additional properties of giving him 1) Speak and Read Languages (including codes and cyphers and 2) Permitting the powerful Entity who had constructed the Lenses the chance to observe in full detail anything taking place in the vicinity of a Lens-wearer. Note that going up a stage requires a high constitution and is acutely painful. The use of the Lens for Locate Object, Hold Person, Teleport, Telekinesis, Dispel Energy Field, Cure Critical Wounds, or Pyrotics is unprecedented in the Lensman Saga. They do, however, give Speak to Lifeforms (including Insects) as a virtue of their Speak Languages field.

George Cole: You omit to mention species of your whorehouse crew. One of the more popular Establishments in Nyosa is the Doppelganger-staffed House in which you can find yourself having sex with anyone you desire...including yourself. There's another Place in which you can for extra money arrange to be polymorphed to any race for the evening and have a partner of that race. Ever fancied finding out what the sexlife of a Dragon might be like?

Mark Swanson: Hello there. Wonder what your attitude would be to a DC-area D&Der I recently met who claimed magic staves are incredibly strong and that there was no chance that a Monk-5th with 18(89) STR could pick up a Snake Staff and break it across his knee? My feeling has always been that Snake Staves and all other Staves are enchanted wood and/or metal, but no more unbreakable than any other wood/metal.

Jeff Marr: Enjoyed your handy dandy guide to opening chests, but you forgot one vital point: Always Check around for Another Way In. There may be a hidden/secret way to open that chest with the obvious lock being irredeemably booby-trapped. Also, if the box/chest is not movable, carefully check out the ceiling directly over it or the wall beside it.

While I wait to recover my copy of TLC2 from the McIntoshes, I'll mention that I've recently been plowing through Chivalry & Sorcery and hope to have a character sheet available by the time people read this. I find the game intriguing, like a cross between EPT and EnGarde, with a few elements of D&D mixed in here and there.

Character creation takes about two hours. Characters can be fighters (Knights, Sergeants, Men-at-Arms, Yeomen, etc.) or Non-Fighters (merchants, tradesmen, farmers, herdsmen, clergy, etc.). Any character may if his alignment is high enough, enter Holy Orders. (What to do with a character with high Wisdom and evil alignment isn't clear, except perhaps make him a Monster.) Any character may if the stars and his IQ are favorable learn Magic (16 different specializations available...and mandated by the stars).

Comments on TL0C #2

Fascinating Cover.

Nicolai, I urge you invest in a ruler and a paper punch and tell would be contributors whether you'll take four hole or 9 hole stencils subject to repunching. Oh yes, A&E's copy count is now around 400.

STORMGATE HOUSE RULES:

Preparation: How long do players generally take changing weapons in your world? I usually require one melee round, not a part of one round. Especially given your rounds are 12 seconds.

While I let missiles and magic go off before melee, I generally have at least the magic (and sometimes the missiles) hit after close up melee has occurred, so the fighters won't decide to ignore the pin-cushion or the perhaps now Charmed opponent. I try to make sure players realize that our separation of Magic/Missiles/Melee is a purely arbitrary way of handling TOTALLY SIMULTANEOUS action. In your world, are these actions sequential instead?

Having seen my husband continue contemplating a computer program and scrawling notes on a flow chart when not only being spoken to but also upon being tapped on the head, I personally question whether a mage may not opt to continue his magic even if attacked...but of course he would have no shield nor dexterity protection and be a far easier target to hit. I might even make him +4 to hit (same as if person were attacking from back with full surprise). Certainly if a fighter can get on with his work (swinging) while being swung at, it seems rather hard that a mage mayn't go on with his.

If no matter what your dexterity, your AC can only be boosted by it for 4 points, then I fail to see why Haste wouldn't help your DEX for AC purposes. Surely hitting someone hasted would be like trying to hit someone at least four AC classes higher.

Knocked Down characters traditionally draw daggers and attempt to stab those kneeling over them. In any case I fail to see why a knocked down character though he may be too tired/injured to get up right away, will be unable to continue to attack (always the best defense).

A person in combat which is one-on-one may not be able to break off combat perzactly but hesh is able to retreat toward comrades, out the door, behind the mule or the pillar or trap or otherwise attampt evasive action. Sometimes even a run by is possible. It all depends on strength and dexterity and luck.

Snark Cole: An enjoyable zine.

Kay: lovely room chart. I would like, however, to suggest very diffidently that there should be a greater chance that Ceiling and Floor and Walls should correlate somehow in material. The idea of a room with packed dirt walls, a metal ceiling and foam padding floor seems somehow unlikely. Dirt implies a strong lack of building expertise contradicted by the other materials (unless something is concealed behind the dirt). And graffiti on either tapestries or pack dirt would be a neat gesture. Basically a more coordinated system would be nice.

Blacow: Greetings and salutations.

Barry Eynon: interesting system for correlated characteristics. I don't suppose you'd be willing to do up one for those of us who just use the original six characteristics would you?

You might find Chivalry and Sorcery an answer to some of your complaints about D&D. Most magic users spend weeks or months learning one spell, if they can learn it. (Each spell has a level and a Basic Magic Resistance. Each magic User has a Concentration Level which determines his magic-using level (different from his fighting level) (but both of them go up with experience though not at the same ratio) and the Conclvl determines how rapidly he can lower the Magic REsistance to 0 and then work success with the spell to 100% at throwing it with no backfire. Any failure at lowering Magic REsistance raises it instead, so you can if unlucky and pigheaded work up a spell so you can NEVER master it. And it takes days to weeks to months to master a spell completely.

Each character has a certain fixed number of Body Points and a number of Fatigue Points which go up with experience. You use fatigue points to absorb "damage" on the first few "hits" you take, so your body isn't actually wounded, but eventually you're bound to get tired. And critical hits usually injure the body directly, not just the fatigue points. Oh yes, spells are cast with fatigue points. You can cast 2.5 you haven't fully mastered before getting all tired out...or five you have fully mastered. Then you have to rest an hour or so. Luckily higher level magic users devote themselves to making devices to store spells in so they can bring greater fire power to bear.

Shaw: I will mention again that I don't consider Luke Skywalker (Jedi 1st level) would meet any of these requirements: not STR 13+, not INT 15+, not WIS 15+, not CON 13+, not CHA 13+. He may indeed have DEX 15+, but certainly didn't check it out first. As far as I can tell a Jedi Knight is an ordinary fellow who has INT, WIS, DEX of 9+ and can find someone to train him in the Use of the Force. A genetic disposition might be needed, but this somehow seems unlikely. Of course low DEX Jedi might tend to kill themselves while first experimenting with a Light Saber (surely an easy weapon to fumble with awesome results) and a shrewd Master would tend not to choose such people. But in order to do specs for Jedi, you will have to define how the Force works enough so Force Feel can get integrated into the present D&D mishmash of magic, psi and whatnot. I see no evidence in the movie or book for such talents as Missile Deflection or Heal Self or Others.

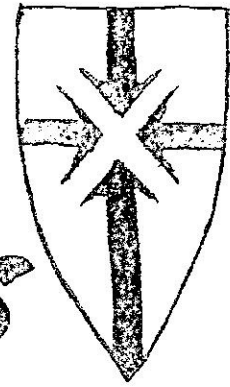
//Given the Light Saber did not go through nor melt the steel ball Luke was using as target on the ship, Light Sabers should not hit armored figures as if they were AC 9. Metal does stop them somewhat.

Dan Pierson: hello there. It was good meeting you again in DC. Does Melee contain a system for...um...well, I've been calling it the Grab-Wriggle problem?

Fighter One has fallen prey to a nixie, say, and Fighter Two grabs him. I generally run the grab in terms of relative dexterities and strengths plus having grabber roll a hit (to hit) and grabbee if he knows grab is coming roll a hit (to evade). However next round when the Grab-Wriggle Out situation goes into effect is more complex. I need someone to do up a sort of Wrestling Matrix.

Nicolai: WINDS OF DEATH. I'd appreciate some stats on these winds reactions to being hit by a Whirlwind (as by a Djinn or Air Elemental) their effect on Air Elementals if they run across them, the effect if a Waterwind and Purify or Corrupt Water cast on it, and similar interaction effects.

Ye News from Nexus



Missive the second: a TLOC 'zine by
Ken Pick, 175 N. Poinsettia Ave., Monrovia, CA 91016

Greetings once more from the City Beyond the Edge. At present I am living on-campus at Cal Poly Pomona. My address as such is Alamitos 111B, Cal Poly Pomona, 3801 W. Temple Ave., Pomona, CA 91768; however, I will be at my Monrovia address over December.

Tal-Nexus is currently inactive, due to a heavy class load which has also cut down my Dungeoneering time considerably. I have also branched out into Traveller and hope to start a campaign soon. Also, Phil McNamee wants me in on the playtest of his new SF game... at least there's a month after Finals.

This quarter I will give a history of tal-Nexus, as a way of comparison with the story of Edwyr last quarter. The two Dungeons are both similar (in the world idea) and different (in entropy level and Techno philosophy) so a comparison could be interesting.

Tal-Nexus began in the summer of '76, when Wayne Shaw (Temporalana) was the only local DM. Wayne was desperate to run characters instead of always LM'ing, so he pressured me to start a Dungeon the same way he started me in D&D--handed me dice and got me rolling.

The newborn Dungeon was planned on the Gygax random Dungeon system in order to get something workable underway fast. It was then stocked using Wayne's monster and treasure tables, again for speed. The resulting hole in the ground was essentially a toned-down Temporalana annex, small Adventurer's town and all.

I never intended tal-Nexus to remain that way for long, but it provided a working base on which to build. Soon I was changing my maps, removing the more obviously random parts and replacing them with consistent complexes. Tables were also altered to be more in line with what I felt a D&D world should be (and in the process, remove some of Temporalana's less palatable features). Slowly a rationale began to grow: the catacombs of a ruined temple city, kept stocked by dimensional gates the temple-builders had found or made.

As this was happening, I began thinking of the surrounding lands. The town grew away from Dungeoneer support to become a merchant town at the head of a navigable river. This river needed a port at its mouth, so I started another city, Mithaven. Tal-Nexus moved away from Nexus City to a range of hills a few miles east; still the number one target for adventurers, but not the city's major livelihood.

Then came the wilderness. I had recently read quite a bit of Conan, so I wanted a Hyborian Age flavor as well as Middle Earth. My early sketches of the land looked much like the Hyborian Age map, but I found a more manageable map to be California, suitably modified. Several splinter groups could easily be put in the valleys of the Coast Ranges, allowing for the "cities and creatures drawn from a dozen...universes" that gives West Coast games their great variety.

Having imagineered the rough layout, I ran into a problem that Glenn Blacow mentioned last issue--originality in population. While Melniboneans such as Lord Stendic D'Imryr fit in, the specific Prince Elric did not. While Jedi knights can be consistent with a D&D world, Darth Vader with his personal Imperial Cruiser is a total anachronism. Yet I like to bug a party with such anachronisms. I also like to run a consistent world.

My way out of this was to move all such anachronisms to a special place in the wilderness called the City Beyond the Edge. Anything I couldn't reconcile with the outside D&D world was put there. This way both types of adventures--realistic and comic book--are possible.

Nexus today consists of the Dungeon itself, two half-planned cities, and about a hundred-mile stretch of wilderness. In direct comparison with Blacow's Edwyr, it is between Phases II and III; some basic ideas are similar, but with violent disagreement on a few key points.

Looking back on this, I think I'd better find some redeeming social value in that egoboo before Nicolai edits me out. Well...its an example of how a D&D world evolves; and some lessons for new DM's can come out of it:

1. Don't put anything (room complex, town, etc.) in without a reason. This reason will probably have little to do with Dungeoneering.
2. Think out your D&D world before you plot it on paper. Nexus grows slowly, but I know it grows the way I want it to.
3. If you want both a consistent world and funhouse anachronisms, try segregating the funhouses in a Chaos area like the City Beyond the Edge.

On a separate subject, I have come across a tactic for Fighters based on SCA practice. This is the use of a front rank of shieldmen backed up by men with long two-handed weapons such as greatswords or halberds. With this tactic in melee, the second-rank men can use their halberds on the enemy while the enemy must first kill or disrupt the shieldmen before they can reach the halberdiers. At the last Reislingshire war action, Caid's men-at-arms were advised to train in three-man teams of two sword(or axe or mace) & shield men and one halberdier. This three-man team could easily work in the standard ten-foot corridor; the halberdier would not be subject to attack by melee weapons except for other pole-type arms in the enemy front rank until one of his teammates falls, while he could attack with his longer reach. He is still subject to missiles or magic, however.

The shieldmen also form a shield wall that gives the mage behind time to prep and cast his spell. This, plus the ability to let three men attack while only exposing two targets, gives such a formation an advantage. Dungeoneers would be wise to look into such teams.

Ken Bell

NEWS FROM MANIA

The first of an unknown number of
'zines for The Lords of Chaos.

(X = Total number; $0 < X < X+1$)

Conjured at probably very odd intervals by!

Jordan Brown

c/o Hellsgate MW Guild

Hellsgate, StormGate Universe

VIA Jordan Brown

600 Giralda Dr.

Los Altos, CA.

94022

(415)948-599 4, Call anytime if it's
interesting.

The major part of this 'zine is going to be tables, as that is what I have most of. However, I will try to think of some text to put in ... (approximately 40 seconds later) ... Aha! You might be curious about my address above. Well, you see, about a year and a half ago (dungeon time - 7 to 1 compress.) I was playing D&D in (on?) the Gameboard of the Gods (Kay Jones' world). After the game, we discussed quests and geases to send the poor characters who had been killed on. Kay mentioned that she wished that she had her dungeon box with her in D&D land (ref A&E 23 for that story), as it had all her maps and such in it. I suggested that since, after all, she was going to Rainbow Dungeon (StormGate) and using the Gateway to All Time/Space for another expedition, she might as well open it to my house (where we were playing) approximately 10 minutes later so we could pass through the dungeon box. Then we came to the brilliant realization that as long as the gateway was open, we (the players other than Kay) might as well walk through and try our luck at taking out nasty, icky beasties. Upon our arrival at Hellsgate, I went and sought training as a magic user. I eventually ended up ~~apprenticed~~ apprenticed to Sir Nicholas, one of Nicolai's high level wizards. Since then, for about a year I cleaned up the office, swept out the stable(s), held the books, and in his spare time Nicholas taught me to cast magic. For the last six months, I have been awaiting an expedition into StormGate of a level appropriate to a first level mage. Wish me luck... (a few seconds later) ...Oh, and by the way it was a good thing that I looked up Sir Nicholas and applied for a job soon after my arrival. The two people who accompanied me waited and as a result got themselves killed in some kind of brawl. (Sigh... Anybody want to do a couple of Reincarnates cheap?)

While I am on the subject, here is the Reincarnate table that I recently drew up. It has on it almost every creature that I have ever heard of. It is also the only table that I know of on which you can get a Werebear/Pernese Fire Lizard, for instance. (What did someone say in TLOC#2 about conserving mass?) Anyhow, it is on the next page. (assuming that Nicolai gets everything in the right order.) For those of you who can not figure out the rolls required, you should roll two sets of % dice and put them together, one after the other. Have fun!!

REINCARNATION TABLE

ROLL	CREATURE	ROLL	CREATURE
0100-0599	Same as before	5081-5083	Wereboar/Goblin
0600-1099	Human	5084-5087	Hobgoblin
1100-1349	Hobbit	5088-5091	Gnoll
1350-1599	Elf	5092	Troll
1600-1749	1/2 Elf	5093-5094	Exotic*
1750-1999	Dwarf	5095-5099	---**
2000-2249	Gnome	5100-5105	Weretiger/Human
2250-2749	Orc	5106-5109	Hobbit
2750-2999	Gnoll	5110-5113	Elf
3000-3249	Hobgoblin	5114-5115	1/2 Elf
3250-3499	Goblin	5116-5119	Dwarf
3500-3749	Kobold	5120-5122	Gnome
3750-3799	Lizard Man	5123-5128	Orc
3800-3899	Troll	5129-5130	Kobold
3900-3949	Ogre	5131-5133	Goblin
3950-3999	Kobbit	5134-5137	Hobgoblin
4000-4049	Knoblin	5138-5141	Gnoll
4050-4099	Nixie	5142	Troll
4100-4149	Pixie	5143-5144	Exotic*
4150-4199	Dryad	5145-5149	---**
4200-4249	Roc	5150-5155	Werebear/Human
4250-4274	Phoenix	5156-5159	Hobbit
4275-4374	Griffon	5160-5163	Elf
4375-4474	Hippogriff	5164-5165	1/2 Elf
4475-4574	Pegasus	5166-5169	Dwarf
4575-4624	Alacorn	5170-5172	Gnome
4625-4724	Unicorn	5173-5178	Orc
4725-4749	Lammasu	5179-5180	Kobold
4750-4774	Couatl	5181-5183	Goblin
4775-4799	Ki Rin	5184-5187	Hobgoblin
4800-4849	Centaur	5188-5191	Gnoll
4850-4899	Minotaur	5192	Troll
4900-4999	Blink Dog	5193-5194	Exotic*
5000-5005	Werewolf/Human	5195-5199	---**
5006-5009	Hobbit	5200-5205	Wererat/Human
5010-5013	Elf	5206-5209	Hobbit
5014-5015	1/2 Elf	5210-5213	Elf
5016-5019	Dwarf	5214-5215	1/2 Elf
5020-5022	Gnome	5216-5219	Dwarf
5023-5028	Orc	5220-5222	Gnome
5029-5030	Kobold	5223-5228	Orc
5031-5033	Goblin	5229-5230	Kobold
5034-5037	Hobgoblin	5231-5233	Goblin
5038-5041	Gnoll	5234-5237	Hobgoblin
5042	Troll	5238-5241	Gnoll
5043-5044	Exotic*	5242	Troll
5045-5049	---**	5243-5244	Exotic*
5050-5055	Wereboar/Human	5245-5249	---**
5056-5059	Hobbit		
5060-5063	Elf		
5064-5065	1/2 Elf		
5066-5069	Dwarf		
5070-5072	Gnome		
5073-5078	Orc		
5079-5080	Kobold		

*Roll on Reincarnate table for alternate form.

**There is no alternate form.

REINCARNATION TABLE

ROLL	CREATURE	ROLL	CREATURE
5250-5255	Werewolverine/Human	5450-5455	Wereotter/Human
5256-5259	Hobbit	5456-5459	Hobbit
5260-5263	Elf	5460-5463	Elf
5264-5265	½ Elf	5464-5465	½ Elf
5266-5269	Dwarf	5466-5469	Dwarf
5270-5272	Gnome	5470-5472	Gnome
5273-5278	Orc	5473-5478	Orc
5279-5280	Kobold	5479-5480	Kobold
5281-5283	Goblin	5481-5483	Goblin
5284-5287	Hobgoblin	5484-5487	Hobgoblin
5288-5291	Gnoll	5488-5491	Gnoll
5292	Troll	5492	Troll
5293-5294	Exotic*	5493-5494	Exotic*
5295-5299	---**	5495-5499	---**
5300-5305	Werepanther/Human	5590-5599	Typo Monster
5306-5309	Hobbit	5600-5626	Hill Giant
5310-5313	Elf	5627-5649	Stone Giant
5314-5315	½ Elf	5650-5667	Frost Giant
5316-5319	Dwarf	5668-5681	Fire Giant
5320-5322	Gnome	5682-5691	Cloud Giant
5323-5328	Orc	5692-5697	Storm Giant
5329-5330	Kobold	5698-5699	Ice Giant
5331-5333	Goblin	5700-5714	Brass Dragon
5334-5337	Hobgoblin	5715-5727	Copper Dragon
5338-5341	Gnoll	5728-5737	Bronze Dragon
5342	Troll	5738-5744	Silver Dragon
5343-5344	Exotic*	5745-5749	Gold Dragon
5345-5349	---**	5750-5764	White Dragon
5350-5355	Wereeagle/Human	5765-5777	Black Dragon
5356-5359	Hobbit	5778-5787	Green Dragon
5360-5363	Elf	5788-5794	Blue Dragon
5364-5365	½ Elf	5795-5799	Red Dragon
5366-5369	Dwarf	5800-5804	Pernese Dragon
5370-5372	Gnome	5805-5849	Pernese Fire Lizard
5373-5378	Orc	5850-5879	Termagent
5379-5380	Kobold	5880-5903	Striding Murderer
5381-5383	Goblin	5904-5922	Long-horned Murderer
5384-5387	Hobgoblin	5923-5936	Blue Horror
5388-5391	Gnoll	5937-5945	Fiend
5392	Troll	5946-5949	Jugger
5393-5394	Exotic*	5950-5961	Wyvergon
5395-5399	---**	5962-5986	Wyvern
5400-5405	Werefox/Human	5987-5999	Tryvern
5406-5409	Hobbit	6000-6024	Hydra
5410-5413	Elf	6025-6049	Manticore
5414-5415	½ Elf	6050-6074	Chimera
5416-5419	Dwarf	6075-6099	Sphinx
5420-5422	Gnome	6100-6112	Ankheg
5423-5428	Orc	6113-6134	Purple Worm
5429-5430	Kobold	6135-6154	Guardian Naga
5431-5433	Goblin	6155-6174	Water Naga
5434-5437	Hobgoblin	6175-6184	Spirit Naga
5438-5441	Gnoll	6185-6234	Bugbear
5442	Troll	6235-6259	Will o'Wisp
5443-5444	Exotic*	6260-6284	Umber Hulk
5445-5449	---**	6285-6309	Phase Spider

ROLL	CREATURE	ROLL	CREATURE
6310-6312	Beholder Beast	8660-8719	Bear
6313-6362	Balrog	8720-8744	Mule
6363-6412	Ogre Mage	8745-8764	Light Horse
6413-6462	Displacer Beast	8765-8779	Medium Horse
6463-6512	Medusa	8780-8789	Heavy Horse
6513-6562	Gorgon	8790-8799	Pony
6563-6662	Gargoyle	8800-8919	Wolf
6663-6962	Tribble	8920-9039	Cow
6963-7037	Glommar (Tribble Predator)	9040-9099	Boar
7038-7337	Denebian Slime Devil	9100-9139	Owl Bear
7338-7362	Homonuclous	9140-9159	Wolverine
7363-7412	Salamander	9150-9199	Stag
7413-7437	Hell Hound	9200-9219	Cockatrice
7438-7462	Ice Tiger	9220-9239	Basilisk
7463-7487	Deodanth	9240-9279	Mountain Lion
7488-7490	Hell Star	9280-9339	Lion
7491-7503	Carriion Crawler	9340-9379	Baboon
7504-7525	Harpy	9380-9399	Ass
7526-7538	Stingwing	9400-9439	Camel
7539-7588	Vroat	9440-9499	Leopard
7589-7601	Red Fangs	9500-9519	Eagle
7602-7613	Grey Horror	9520-9539	Great-Eagle
7614-7625	Spiga	9540-9559	Ape
7626-7650	Storm Hound	9560-9579	Wart Hog
7651-7662	Air Shark	9580-9599	Hyena
7663-7674	Bulette	9600-9619	Elephant
7675-7699	Panther (myth-type)	9620-9639	Rhino
7700-7799	Ent	9640-9659	Tiger
7800-7899	Dog	9660-9679	Panther
7900-7919	Pig	9680-9699	Buffalo
7920-7959	Giant Weasle	9700-9719	Cateblepas
7660-8059	Snake	9720-9739	Crocodile
8060-8119	Ant	9740-9759	Dragon Turtle
8120-8179	Beetle	9760-9779	Rabbit
8180-8219	Spider	9780-9799	Stirge
8220-8259	Centipede	9800-9849	Rock
8260-8319	Lizard	9850-9899	Mushroom
8320-8339	Toad	9900-9949	Tree
8340-8379	Tick	9950-9999	Weapon:
8380-8399	Porcupine		Plus former lvl
8400-8419	Skunk		divided by 4:
8420-8439	Lynx		1st Plus 0
8440-8459	Owl		(75%)
8460-8479	Ram		Plus 1
8480-8499	Goat		(25%)
8500-8519	Scorpion		7th Plus 1
8520-8539	Frog		(25%)
8540-8559	Turkey		Plus 2
8560-8579	Slug		(75%)
8580-8599	Hippo		and so on
8600-8619	Turtle		INT=same
8620-8639	Crayfish		EGO=same
8640-8659	Crab	0000-0099	ROLL ON RANDOM MONSTER CREATION TABLE

Whew!

Now, for anyone who is interested, here are the tables that I use for a weapon's intelligence-related powers. They are designed especially for weapons with intelligences greater than 12, such as those rolled using David Hargrave's tables. These powers are basically the standard (M&T) powers combined with some of his and a few that I thought of. Well 'nuf said. Here they are:

1) NORMAL (Roll on INT 7,9,11,...)		3) Special (INT 15,20)	
ROLL	POWER	ROLL	POWER
01-10	Detect Magic	01-05	100% Cold Proof
11-14	Detect Life	06-10	100% Fire Proof
15-20	Detect Alignment	11-15	100% Lightning Proof
21-25	Detect Poison	16-20	100% Disintegrate Proof
26-29	Detect Distance	21-25	100% Acid Proof
30-34	Detect Mechanical Traps	26-30	100% Stoning Proof
35-39	Detect Magical Traps	31-35	100% Dragon Breath
40-49	Detect All Traps	36-40	100% Clerical Magic Proof
50-54	Detect Undead	39-41	100% MU Magic Proof
55-59	Detect Enemies	42-48	Function in Water as in Air
60-66	Detect Evil / Good	49-51	Hits as AC 9
67-70	Detect Shifting Walls & Rooms	52-55	Paralyze
71-74	Detect Sloping Passages	56-58	Polymorph to Any Weapon Type
75-81	Detect Secret Doors	59-61	Elemental Conjunction
82-86	Detect Metal & What Kind	62-65	Spell Turning
87-91	Detect Gems # & Size	66-68	Spell Storing
92-98	See Invisible	69-74	Ogre Strength
99	Roll Twice	75-79	Hill Giant Strength
00	Go To Extraordinary Table	80-83	Stone Giant Strength
2) Extraordinary (INT 12,15,18,...)		84-86	Frost Giant Strength
ROLL	POWER	87-88	Fire Giant Strength
01-05	+1 Dexterity	89	Cloud Giant Strength
06-08	+2 Dexterity	90-92	+1 on All Saves
09	+3 Dexterity	93-94	+2 on All Saves
10-13	+1 Vs Undead Paralysis & Drain	95	+3 on all Saves
14-16	+2 Vs Undead Paralysis & Drain	96	Etherealness
17-18	+3 Vs Undead Paralysis & Drain	97	Djinn Powers
19	+4 Vs Undead Paralysis & Drain	98	Efreet Powers
20-25	Clairaudience	99	Dancing
26-31	Clairvoyance	00	Roll Twice
32-41	ESP		
42-47	Telepathy		
48-52	Telekinesis		
53-55	Teleport		
56-59	Dimension Door		
60-61	Mind Blank		
62-64	X-ray Vision		
65-69	Infravision		
70-74	Illusion Generation		
75-81	Levitate		
82-86	Fly		
87-89	Healing		
90-91	Haste		
92-93	Leaning		
94-98	Invisibility		
99	Roll Twice		
00	Go To Special Table		

A rings table, again with almost everything that I've ever heard of:

ROLL	RING	ROLL	RING
01-05	Mammal Control	63	Antimagic Shell
06-10	Human Control	64-65	Spell Turning
11-13	Normal Regen	66	Spell Storing
14-15	Troll-like Regen	67-68	Typo***
16	Vampire-like Regen	69-70	Flight
17-19	Vampire Regen*	71-72	Levitation
20-21	Troll Regen*	73	Haste
22	Normal Degen*	74	Rapid Transit
23	Leaning	75-76	Invisibility
24-31	Weakness	77	See Invisible
32-34	Protection +1	78-80	Infra-vision
35-36	Protection +2	81-82	X-ray Vision
37	Protection +3	83-84	Telekinesis
38-45	Vulnerability -1 to -4 *	85	Shooting Stars
46-47	Fire Resistance	86-87	Djinn Summoning
48-49	Cold Resistance	88	3 Wishes
50-51	Lightning Resistance	89	3 Fishes
52-53	Fire Susceptibility *	90-92	Magical - No Properties
54-55	Cold Susceptibility *	93-00	Sex Change**
56-57	Lightning Susceptibility*		
58-59	Autodestruct		
60	As Cat's Eye Gem 1 chg.	Removal:	
61	Reincarnate 2 as Cat's Eye Gem 1 chg. *	*Remove Curse	
62	Reincarnate 1 as Cat's Eye Gem 1 chg. *	**FULL WISH	
		***Finger Comes Off First!!	

What Some Of The Above Rings Do: (If You Already Know What The Ring Does, Don't Look At Listing Below)

TROLL-LIKE REGEN: Regenerates 3/turn starting 3 turns after Taking Damage.

VAMPIRE-LIKE REGEN: Regenerates 3/turn starting instantly.

VAMPIRE REGEN: Regenerates 3/turn starting instantly. When wearer drops below 25% of his hit points, he turns into a HUNGRY (thirsty?) Vampire with the person's original hit points.

TROLL REGEN: Almost exactly the same as Vampire Regen.

NORMAL DEGEN: When put on, does one point of damage/melee turn.

LEANING: Wearer does not fall down until dead. (He 'leans' on the ring)

VULNERABILITY: Self-explanatory.

COLD, LIGHTNING RESISTANCE: As Fire Resistance.

SUSCEPTIBILITY group: Minus 2 on save, plus 1 each die.

AUTODESTRUCT: When user is killed, he explodes in a 20' radius Fireball that does wearer's level in D6 with no half-blast region. The body of the wearer is completely destroyed.

What Some of The Rings Do (cont)

AS CAT'S EYE GEM 1 CHG.: When Wearer is killed (by any means - even something like a Sheen Battle Spider or similar GROSS thing) he disappears. An instant or two later he reappears, standing, with all his hit points and magical equipment intact. ONE USE.

REINCARNATE 2 AS CAT'S EYE GEM 1 CHG.: Operation same as above except roll % experience lost in transaction. ONE USE.

REINCARNATE 1 AS CAT'S EYE GEM 1 CHG.: Operation same as above except roll for what kind of creature the wearer turns into.

ANTIMAGIC SHELL: Self-explanatory.

TYPO: Any spell or magical device fired within 100' of wearer will TYPO. Referee's discretion on what any particular spell turns into.

RAPID TRANSIT: Reference Arduin Grimoire.

SEE INVISIBLE: Self-explanatory

3 FISHES: This ring appears to be a Ring of Three Wishes. When wearer attempts to wish something, a very large fish (ref's choice of species) lands on his head with a 75% chance of knocking him out for 2D10 minutes.

MAGICAL - NO PROPERTIES: This ring does absolutely nothing. It does, however, detect as magical.

SEX CHANGE: Self-explanatory. THIS RING WILL NOT NEGATE NOR WILL IT BE NEGATED BY ANY OTHER SEX CHANGE ITEM.

* * * * *

And now, one final table. A complete experience system for dragons on one page. (the next one, I think). This system is fairly easy to use both for player character and monster dragons. The numbers at the very top of the columns are the numbers of hit dice that the dragon has given for it in the book. (The average value, not either of the extremes.) To find the number of hit dice to roll for a given type dragon of a given age, simply cross-reference the hit dice and the age (the age is exactly equal to the level) and roll the number that you find at the intersection. The armor class and magic use are found in much the same way. Note that high level dragons can use very nasty spells. The experience is enough to compensate for this, however any comments will be grudgingly accepted. Please note that if you don't use 100k/level for mages, the experience numbers MUST be modified. The tables have been tested up to the third level by a bronze dragon that a friend of mine is running. Above this, I have only the couple of monster-dragons that I have run, which were not too nasty mainly because the #%'s & '##' dragons kept failing their saves versus fireballs and such. But I digress. Anyhow, try them and if you like them, tell me, and if you don't like them then tell me that also. Of course, I would much prefer that you liked them. AND THAT IS AN ORDER! (I just read over the last paragraph and must appologize for its lack of continuity. SORRY.)

DRAGON TABLE

LEVEL	EXP	6	HIT DICE	IF	BOOK IS	10	11	BREATH/DAY
			7	8	9			
1	0	1+1	1+2	2-1	2	2+1	2+2	1
2	10k	3-2	3	4-2	4	4+2	5-1	2
3	50k	4	5-2	5+1	6	7-2	7+1	3
4	150k	5+1	6+1	7	8	9-1	10-1	4
5	300k	7-2	8-1	9-1	10	11	12+1	5
6	500k	8	9+1	11-2	12	13+1	15-2	6
7	1M	9+1	11-1	12+2	14	16-2	17	7
8	3M	11-2	12+2	14+1	16	18-1	20-2	8

ARMOR CLASS

MOVEMENT

1	7	6	5	4	3	2	3/9
2	6	5	4	3	2	1	6/15
3	5	4	3	2	1	0	6/18
4	4	3	2	1	0	-1	9/24
5	3	2	1	0	-1	-2	9/24
6	2	1	0	-1	-2	-3	9/27
7	1	0	-1	-2	-3	-4	12/30
8	0	-1	-2	-3	-4	-5	12/30

MAGIC USE
LEVEL

1	-	-	-	-	1	3
2	-	-	-	1	3	5
3	-	-	1	3	5	7
4	-	1	3	5	7	9
5	1	3	5	7	9	12
6	3	5	7	9	12	14
7	5	7	9	12	14	16
8	7	9	12	14	16	18
INT REQUIRED	16	14	12	10	8	6

DAMAGE DONE

	HIT POINTS	CLAW	BITE	
To use damage table, simply index dragon's hit points and find damage for each attack.	2-10	1/2	D4	Many thanks to <u>Bill Bryg</u> who drew up the table at left.
	11-14	1	D6	
	15-20	1	D8	
	21-25	D2	2D6	
	26-30	D2	2D8	SAVING THROWS Dragons save as a fighter of their HD, or as a MU of equivalent level. (Which-ever is better)
	31-35	D3	3D6	
	36-40	D3	2D10	
	41-45	D4	3D8	
	46-50	D4	3D10	
	51-55	D4	3D12	
	56-60	D5	5D8	
	61-65	D6	7D6	
	66-70	D8	8D6	
	71-75	D10	9D6	
	76-80	2D6	5D12	
	81-100	2D6	8D8	

Just for a note, those of you who use a spell point system with one of the variables being constitution should know that I give Dragons double constitution for spell points. After all, the things have godawful constitutions compared to humans. Do you know any humans who can walk for three weeks STRAIGHT?

THE THIRD GILDED HOLE

By Park Swanson, 71 Beacon St, Arlington, MA 02174. 617-648-4469.
Intended for the third LORDS OF CHAOS. Printing by Miall Shapero.
Typed Nov 17 in the fervent hope that it will not be too late.

CONCERNING THE ALLEGED NECESSITY FOR TERMINOLOGICAL EXACTITUDE,
or THE RESEDUCTION OF THAT ANCIENT WHORE ENGLISH TRIUMPHANTLY JUSTIFIED.

Last month Sam Konkin declared that if he or any of his were to encounter so unnatural an object as a "Death Elemental" they would laugh and ignore it. Apparently he believes in the "four elements" theory.

Once upon a time a group of anarchofen would go adventuring. Stepping through a nearby nexus point, they found themselves on a wide prairie. A little investigation revealed that this was Kansas, about 1820. Deciding that they would assassinate Jackson, thus blocking the growth of the American State, they began marching East.

A few days later a mountain man came riding hell for leather over a crest, surprizing them. "Run for it, by Jesus, there's zillions of buffalo comin!"

A few of the less pure in faith started to follow him, but after their leader explained that Jesus was pure myth, zillions was not a number and there were no American hemisphere species of buffalo, they all settled down to the march just as the lead bulls of a hundred thousand head herd of American bison arrived.

Owing to this unfortunate occurence, the great defender of Liberty, Biddle, was defeated by the tyrant Jackson and line 10AB46.76FE34 fell a victim of terminological exactitude.

Now then, I wanted a class of monsters that were not dedicated to anything much outside of themselves and were the personified essenses of abstracts. An elemental, classically, is the personified essence of one of the four elements which the universe is constructed out of.

In Gorree, it is well known that the universe is not constructed out of four elements. However, there is a large class of personified abstracts, of which the classic four are the most easily controlled. Inevitably, the convenient word "elementals" was applied to this class. Many of the class monsters, who do not have a relatively pure natural manifestation, are obliged to occupy a host and modify same for their convenience. Hence, "Death Elementals". If you don't like it go argue with a stampeding buffalo herd. The name of a thing, outside of LeGuin magic, is wht it is called.

SOCIETY TYPES

A encounter with the CHIVALRY & SORCERY rules forced me to consider what kind of society I like to run. The answer seems to be some form of a warlord period society: a fairly high culture, memories of "the good old days" and enough instability to force the characters to get involved. For some reason, I do not care for lawful kingdoms immediatly bordered by the forces of evil (Down with the FourFold Way!). Such a situation seems to simple, I like more ambiguity concerning moral choices, what's a monster. (there are these "lawful"

What kind of societies do the rest of you prefer? If I run a C&S campaign I know it will not be a pure feudalism.

MANIFOLD ARE THE METHODS OF MAGICK

Last month Nicolai published his houserules for Stormgate dungeon. The differences between his rules and mine are an interesting contrast: we seem to be worrying about entirely different things.

I have generally followed the theory that it is easier to generate illusions than to affect the local physics. Confusing one's fellow sapients, I hold, is easier than summoning a bit of universal fire (or forcing all the fast air molecules into one area if you prefer that explanation.)

In Stormgate, however, phantasms cost more than the spell itself! Judging by the other comments, I assume that there was a period when parties were slaughtering monsters happily with phantasmal fireballs: after all you even get all the treasure! My solution to the problem was just to rule that it was very difficult to fool someone into thinking they were being charred to a crisp when they weren't.

The number of spells a party could throw in Stormgate is probably less than in Gorree. However, Charms are far less effective and I have always refused to allow tailored fireballs. I think that had something to do with the 17 constitution magician who had the habit of throwing ground zero fireballs when about to go down under an orc assault. A wizard in a similar situation is almost certain to survive a 6 die fireball, which is not true of the local orcs.

I do permit throwing magic while you are being attacked, though it does greatly increase the chance of something going wrong. The only magic better off in Stormgate than Gorree other than the artillery, seems to be wands and staves. I rule that wands fire at the same time as other magic, at the end of the melee round. Most of them can only fire every ten melee rounds: the exceptions are the "hair-trigger" wands, which fire at once unless the holder maintains total concentration keeping it under control. Understandably, such wands are rarely carried on adventures: the other players object.

All in all, Nicolai's rules constrain magic more but equipment less. If the enemy does close magicians are going to have problems, but I wonder what happens in the open.

WAND CHARGES AND THE PREDICTABILITY OF CAPTURED MAGICK

I have sometimes been depressed by players carefully calculating whether they have enough charges left to make it worth while carrying some piece of equipment. What the heck, does the wand have a LED display? Therefore, since I prefer uncertainty in my magick, captured magick these days usually has a % chance of exhaustion after every use. Running out of "ammo" in the middle of a fight can be depressing and I want the mages to be improving their talents, not their arsenals.

MYRIAD UNIVERSES; A D&D zine for The Lords of Chaos #3.

Written by Margaret Gemigani Typed by Charlie Luce

A SHORT SECTION OF COMMENTS:

KAY--The Brothers Whitemoon, have purchased Wisdom I from Lady Lianors DuFinagle for 3,000 GP apiece. They are Lawful Elven brothers and my characters: Jafe, a MU/F; and Peleis, a MU/C. They originally come from Tryillivan.

Does anyone have Jason Ray's new address? He was at the Suncon and The Brothers revisited their birthplace.

MAKING THE MOST OF YOUR TIME IN A D&D GAME: Too much time is used up during a game by setting up the game and keeping track of the changes; sometime a third of the playing time. With some cooperation this can be shortened and help get more playing time out of each adventure.

Players who are taking spell users should have a list of all the spells available to each character, including both the regular spells and all the ones bought or researched. The spells you choose can be marked in pencil (or grease pencil is covered in plastic) so spell users can easily compare selections for a good party spell mix. Then the list can be used to record when each spell is used, making it easier to compute spell points, Klutz Factors, and similar things.

The DM should have on a card posted where all the players can see the system used for spells, and any other calculations the players are going to have to make during the game.

For Melee the players should have a list for each character of the weapons used so that bonuses and penalties can be added in easily, and a list of bonuses and penalties due to characteristics or special magical devices.

The DM should keep a running list of the actions of each character (monsters hacked, spells thrown, heals done, etc.) in order to help calculate experience. Also a listing of the monsters present as the party hits the room, noting who killed who and how (especially if you give the monsters EP too).

Set up where everyone can see should be the Marching Order (using miniatures, counters, diagrams, or whatever), and it should be changed as soon as the characters change position. This helps the DM keep track as the macho in the third row charges the door, running over everything and everybody in sight.

The players should keep interested and pay attention to the game. If you will not be interested, don't waste the other's time. That's how to avoid wasting two hours out of a five hour game.

SHAMANS: A Neutral Clerical class for those who want to be a Neutral cleric--no definite religion.

Characteristic requirements: strength 12-16, Intelligence 12+, Wisdom 12-16, Constitution 14+, Charisma 12+.

Shamans must possess a talisman (a symbol of their totem, or sacred animal/plant) in order to cast spells. They are allowed to choose one major totem and up to two minor totems (specific animals or plants).

1st to 3rd level Shamans use spells as a Cleric of the same level. 4th level and above Shamans get the following special powers as well as the regular Clerical spells:

4th level-Speak with Totems (as Speak with Animals or Speak with Plants, but restricted to the Shaman's totems).

5th level-Double Healing (the amount of healing done by a healing spell will be doubled).

6th level-Speak with Dead (as the spell).

7th level-Double chance to Raise Dead (the Shaman receives sacred double-headed drums at this level; by beating these drums while doing a Raise, the character being Raised gets a second try at making their constitution roll if the first roll is failed. If both rolls fail, the drum is broken. A Shaman must go on a quest to replace lost or broken drums).

8th level-Shape Change to Major Totem (similar to the Druid ability, but limited to the Major Totem).

9th level-Human Control (the Shaman may control crowds as an orator).

Shamans of the highest levels gain influence as follows:

10th level-Village advisor (+3 on reaction)

11th level-Tribal advisor (+6 on reaction)

12th level-Clan advisor (+9 on reaction).

NOTE: If straight Clerical spells do not seem appropriate, a spell list can be made up with a mix of Clerical and Druidic spells dealing with nature, animals, and Man (Cure, Raise, Protect, Communicate, and Control).

WARRIOR PRIESTS: A Combination Fighter/Cleric Class.

Characteristics required: Strength 14+, Intelligence 12+, Wisdom 12+, Constitution 12+, Dexterity 14+, Charisma 10+.

Experience: As Fighters, with no Characteristics Bonuses. Prime Requisite is still Wisdom.

Warrior Priests get spells of a cleric that has gained twice their levels (thus a 1st level WP casts as a 1st level Cleric, 3rd WP as 2nd Cleric, 5th WP as 3rd Cleric, etc.)

Warrior Priests fight and save as Fighting-Men, and use magical items usable by both Fighters and Clerics (except for weapons, as shown below).

A Warrior Priest may choose six weapons to attempt to master, and may include if he wishes up to three edged weapons in the list. At

each odd-numbered level, a determination is made as to which weapon on the list is mastered. If there are no edged weapons on the list, the Warrior Priest has his choice; otherwise, a D6 is rolled to determine the weapon. As soon as a weapon is mastered another is chosen by the Warrior Priest to replace it on the list. Only mastered weapons can be used, and magical weapons of any type mastered can be used.

At each even-numbered level, the Warrior Priest may make an Expert roll for any of the weapons he has mastered (1% for each level he has had mastery). If he makes the roll, he has an additional +1 to hit with the weapon. Only one bonus per mastered weapon is allowed.

A Warrior Priest of Strength 14-15 never wears armor lighter than chain; one with Strength 16+ never wears armor lighter than Plate. A Warrior Priest with a Strength of 18 may swim in plate.

A Warrior Priest prefers riding a War Horse, and will purchase and train one as soon as he can afford it. After this is done, each level he gains afterward he can make an Expert roll for lance skill. He may continue the rolls at each level as long as he keeps making them.

Steps: Light Lance
Heavy Lance
Light Lance and Barding
Heavy Lance and Barding

Sixth Level Warrior Priests can make the Staff of Warrior Priests, capable of storing one spell per level above fifth of the maker (time and cost at DMs discretion). Such a staff is usable only by Warrior Priests.

VARIOUS OTHER HUMANOID TYPES (or what to do if you don't quite have the rolls for a Melnibonean):

For comparison, Melniboneans (a la Kay Jones) require S 13, I 13, W 13, Ch 13.

Half Human/Melniboneans: Omit the minimum Charisma.

Half Dwarf/Melniboneans: Omit the minimum Intelligence.

Half Elf/Melniboneans: S 15, I 15, W 15, Co 10, Ch 15.

Full Vulcans: S 12, I 15, W 15, Co 12; Primitive types need Ch 10, logical types need Ch 14

Half Vulcan/Melniboneans: S 12, I 15, W 15, Co 10; Primitive types need Ch 10, logical types need Ch 12.

CLERICAL CLASSES FOR VARIOUS HUMANOIDS: Full and Half Humans and Dwarves may become Warrior Priests; Elves and Half Elves cannot, but can become Shamans (or Druids). Full Melniboneans cannot become either.

I will see all you nice people next time
I am able to get into print.

Peggy G.

THE FLAMING HOURGLASS

by

Wayne Shaw

My piece this month will no doubt go to prove that I am an incurable techno-type. I don't know why it is that it seems to work out this way, but it just seems to. Next time I'll have to publish some of my miscellaneous magic or such, just to prove that I do do things with magic now and again.

But anyway, on to...

STARGUARD!

For those of you who are not aware, STARGUARD! is a set of rules for tactical ground warfare in the future. The original edition was written by Mike Scott, but parts of the second edition (which is considerably improved over the first), and all of the supplement ORILLA is by John McWen. Collectively, the two rule books contain six aliens, three human cultures, a section on robots and other constructs, an extensive list of weapons, and of course, a considerable amount on game mechanics.

When I was looking around for things to stock my wilderness with, I decided I liked the flavor of the Starguard races. This started off a series of adaptations that finally led to the set I'm going to present to you now. There were several false starts in this process--the decision to be too literal with the autofire rules for example. But I believe I finally have a set of consistent rules for these that I hope some of you will find useful.

(Note: you will find that there are several things in the following article which are vague. This is deliberate. I have enough respect for the writers of these rules, that if anyone's going to get a freebie copy, it isn't going to be from me.)

WEAPONS:

The Starguard weaponry is quite varied. It will be broken down in the following section into seven categories: Energy Weapons, Projectile Weapons, Missile Weapons, Heavy Weapons, Melee Weapons, and Armor. Energy Weapons: All energy weapons capable of autofire, and with ammo supply listed in the rules as "unlimited for the purposes of the game" should be considered to have a maximum of 600 charges. Those with the same charge listing but without autofire have a maximum of 100 charges.

Projectile Weapons: the Heavy Cone Machine Gun, and Grilla Machine Gun have, respectively, 72 and 100 rounds per canister.

Missile Weapons: the numbers given for missile weapons are those needed to hit by a first experience group user at short, medium, and long ranges rather than the pluses at those ranges.

Heavy Weapons: the vehicle mounted Laser, and the Laser Cannon have a maximum of 100 charges.

Armor: note that addition to it's armor value, powered armor has built in sensors, multiplies strength by four, and can take 40 points of damage before it ceases to function.

Autofire: there are two ways of doing this. The one I used to use, and abandoned was that after a hit was determined on the group in the autofire template, a D6 was rolled, 1-3 indicating one hit, 4-5 two, and 6 three. The current method is two roll a D10 per autofire burst, and that is the number of pulses actually fired, and the number of possible hits in the autofire template.

Rate of Fire: this varies somewhat depending on local convention dealing with technological weaponry. In my place technological weaponry can be fired three times a melee turn. This means that single shot weapons can be fired three times a melee, while up to three autofire burst, or one continuous burst (roll 3D10).

WEAPON	BONUSES	DAMAGE	BONUSES VS. AC 5+
ENERGY WEAPONS:			
Laser pistol	+5/-1/-7	6D6	0
Laser rifle	+7/+2/-5	8D6	+3
Eli Heavy Laser rifle	+5/-1/-7	10D6	+3
Orilla Laser pistol	+5/-1/-7	6D6	0
Orilla Laser rifle	+5/-1/-7	10D6	+3
Plasma gun	+7/+2/-5	20D10	+10
Disruptor	+7/+2/-5	8D6	+3
Disruptor pistol	+5/-1/-7	6D6	0
Slaver Disintegrator	+3/0/-3 (AC 9)	*	0
Nekton Sonic pistol	+7/+5/+2	6D6	+10
Nekton Sonic rifle	+7/+3/+0	8D6	+10
Terrelian Blaster	+3/-3/-8	30D6	+10
Parasonar	+3/-2/-7	stuns/4 turns	+7
Eli Blast rifle	+0/+4/+7	16D10/8D10/4D10	+7/0/-3
PROJECTILE WEAPONS:			
Koz Gyrojet pistol	+0/-3/-8	3D12	0
Azburk Cone rifle	+2/-3/-8	4D12	+3
Bezek Heavy Cone rifle	+0/-3/-8	5D12	+7
Needle rifle	+1/+0/-8	1D6+Nerve poison	-3
Terrelian needle rifle	-2/-8/-9	1D8+Nerve poison	-3
Nekton Gaus rifle	+5/+2/-5	3D10	+3/+0/-7
MISSILE WEAPONS			
Rocket Assist Grenade	8/13/13 (-7 blind fire)		
Rocket Assist Mortar	13/10/13		
Chigg Sonic Grenade Launcher	8/15/18		
Deathwind Multishot Launcher	8/15/18		
Y-Rack Launcher	8/15/18		
Portable Missile Launcher	8/10/13		
Orilla Grenade Launcher	8/15/18		
HEAVY WEAPONS			
Orilla Recoilless Rifle	8/15/18		
Vehicle Mounted Launcher	8/10/13		
Vehicle Mounted Laser	+3/-2/-5	20D6	+10
Laser Cannon	+7/+5/+3	40D6	+17
Major Spigot Mortar	10/15/13		
Conversion Beam	8/13/17		
METE WEAPONS:			
Monochrome Knife	+3	2D4	0
Force Blade	+6	2D8	+3
Force Sword	+8	3D8	+3
Stokes Coagulator	+1	3D12	0
Neuronic Whip	+2	P*	0
WARHEADS:			
H.E.	+6	12D6	
Nuclear	+20	64D6	
Tridex	+14	16D6	
Sonic Grenade	+14	20D6	
Hammer I		6 cone rifle autofire bursts	
Hammer II		3 hv. cone rifle autofire bursts	
Hammer III		6 gyrojet pistol autofire bursts	
Orilla Armor Piercing	+14	24D6	
Orilla Stick Bomb	+14	12D6	
Orilla Antipersonnel	+6	16D6	
Body Armor	AC 2(7+5)		
Eli Armor	AC -1(3+4)		
Powered Armor	AC -6(3+9)		
Force Field	AC -6(9+15)		

NOTES:

3
slaver disintegrator; the starguard slaver disintegrator rolls a hit versus every target in the autofire template. If a hit is scored, the range is determined, and a D6 is rolled. At short range the effect is automatic, at medium range it takes effect if a four or higher is rolled, at long range on a six or higher.

neuronic whip; if the neuronic whip hits, the part is paralyzed for one turn, and the person is minus one from dexterity for the next 4D6 of turns (the effect of the weapon is very painful.)

warheads; for the "kill zones" of these, damage should either be doubled, or the name should be taken literally.

A final note on energy weapons and warheads; in my world at least, these get a saving throw, and most of them are considered to be magic in respect to spell turning and such. This is obviously a matter of taste.

MYRDS:

The cultures described in starguard are quite varied, and each require a section onto themselves.

HUMANS: The humans consist of three groups; the federation troops (starguard); Rep-con troops; and Ameron troops.

starguard; these are the best equipped and trained forces in the game, and for personality type and probable operating procedure, in a given situation, can be treated as modern day marines, or Heinlein's M.I. They get D6's like any other fighter type. Ordinarily, the force leader is 10th level, the battle operator 8th, the monitor 6th, and the rest of the troops 4th.

Rep-con; these mercenary troops are still quite well equipped and trained. Treat them like Dickson's Corsai and you can't go too wrong. The centurion is 9th level, the battle operator 7th, the color sergeant 5th, and the rest of the troops 3rd.

Ameron; Ameron soldiers can be treated somewhat like Dervishes, as they come from a theocracy, and tend to generate a higher than usual proportion of fanatics. The patriarch is 9th, the syndic 8th, the marshal 7th, the constable 6th, the rifle masters 5th, the talesmen 4th, and the ordinary troops 3rd.

PALNAI; the palnai should be treated as one would muddle period Japanese warriors, with one important difference. Because of the lack of high population, warriors are considered too valuable to waste, so they do not tend to use high-casualty tactics. Their sense of honor is high, however, and they will not surrender or allow themselves to be captured. Palnai get D12's, and their strength and dexterity is rolled on 5D6. The deathmaster is 9th level, the castellan is 7th, the knights are 5th level, and the warriors and thog masters are 3rd. Thogs get 8D8, and roll 8D6 for strength. For those interested palnai as player characters fit in reasonably well. They are able to operate as either fighters or magi. As magi they get D6. They pay 3.5 x normal EP.

DREENOI; Dreenoi have a simple personality graph. If in control, they should be considered as one individual quite willing to expend their separate parts to get what they want, which is generally space and food. They get 2D8 per level, and roll 3D6+18 for strength. Their claws do 3D8, their chiton is AC 2. Most types are 3rd level, the cybercon is 5th.

ELI; Eli should be run, easily enough, as any other barbarian. They are considerably shrewder than most, and not quite as subject to irrational behavior. They are, however, quite violent tempered. They get D12's, roll 5D6 of strength and dexterity, the leader of an Eli clan is usually around 9th level, his lieutenants are usu

around 7th, the rest are 5th. As player characters, they can be either fighters, magi, or thieves, getting D6's as magi or thieves. They also pay 3.5 x normal experience.

ORILLA: orilla are quite placid individuals ordinarily. They will go out of their way to not start trouble. Once it has been started, however, they tend to be very tenacious. They roll 10D6 for strength, and get 3D8 per level. The Hinfard is 9th level, the Riffhard is 7th, the Riftheme 6th, the Ringhar 5th, and the rest 3rd. As player characters orilla can be fighters, magi, or clerics. As magi they get 3D4, as clerics, 3D6. Experience is 10 x normal.

NEKTONS: The nekton should be run as containing a large amount of paranoia. It requires caution to not get in a fight with them, and once you do get in a fight with them, it is difficult to make peace. They roll characteristics and get hit dice as humans. The Fraternkapt is 9th level, the gnord masters 6th. As player characters, they require 1.2 x experience.

TERRELIANS: The terrelians behave relatively straightforwardly. When their forces consist of primarily terrelians, they tend to be a bit more cautious than normal, but that's about all..oh, and they have a notable hatred for prenoi. They get D12's, roll 3D6 for strength and dexterity. The Force Master is 9th, the battle operator 7th, the monitors 5th, and the rest 3rd. As player characters they ~~xxxxx~~ can be fighters, magi, and thieves. They get D6's as magi and thieves. They pay 3.5 x experience.

- ROBOTS AND CONSTRUCTS: I'll go over each type seperately.
- Krell robot: AC 2, 1 attack per turn/2D8, hit dice 6D8.
- Philpot Mk. VIII: AC 2, 2 attacks turn/6D4, hit dice 8D6.
- Arland monowheel: AC 2, 2 attacks turn/2D10, 5D10 hit dice.
- Magrab jungle patrol: 210(2+12), 2 attacks/4D6, 24D8 hit dice.
- Norgal Destroyer, ac-10(2+12), 8 attacks/2D8, 40D8 hit dice.
- Beserker(1st edition): AC-6, 2 attacks/2D8, 12D8 hit dice.
- Neodog: AC7, 1 bite/2D4, 3D8 hit dice.
- Androids(1st edition): AC variable, 4 attacks/4D6, 12D8 hit dice.
- Necromorphs: As human soldier, but get D5's

Several of these robot types may have built in weaponry in addition to the listed types, and most of them will often carry other weapons.

BARRY EYMON: The characteristic linkage idea is excellent; unfortunately, like many ideas, it may not be too workable to those of us who run open worlds because other people would raise Cain about it.

CHARLIE LUCE: If I was running a twin axis alignment system, any paladin(as apposed to antipaladin)who kept killing goods of any sort wouldn't remain a paladin long.//clap-clap-clap-clap, hurray! (think long enough, and I think you'll figure out what the applause is for.)

Kevin Glimak: I don't agree with all of your statements in regard to tactical competence and such, but I suspect I'd rather go through more detail with you in person.

Dan Pierson: Sorry, Dan, the tech tables in A&E and TLOC are just about as clear as the ones I've got.

Mark Swanson: Re Traveller; one group discovered that its remarkable what 200 longbowmen can do to ten people with auto rifles. Secondly, a group without a ship but with money and skills, can generally find someone with a ship, but without money and skills.

Glenn Blacow: you know, Glenn, if you ever learn to write without the subtle sneer, the result will be truly amazing.

ELAIKASES TOWER

by Steve Marsh
2909 Midwick in Alhambra (91803)

In the use of psi power I would like to say the following:

- 1) My reasons for denying psi to nonhumans was based on rather foolish assumptions when I developed the mystic class.
- 2) Having playtested TSR's version with nonhumans in my own campaign I find it very play balanced.

Currently I allow all races psi as per the modifications in The Dragon (deleting the penalties) using the racial extras (as for dwarves and elves) in the place of the first few powers for outsiders and running them as for humans for insiders who are subject to delta doubling penalties.

As for my mystic class which I brought back from the editors pl. I run them as men (or dwarves) who have elected to turn inward for enlightenment. They are translucent to psi at a rate of +2 to their saving throws against it per level gained. Because of the form of their devotion they cannot be detected (as a psi spell can for example) by psychics but then they do not detect psychics in action either.

Thus I roll 91 to 00 to be psychic and roll % for strength of same and allow all classes to have psi without penalties (except for monks which gain at least 1 power per level, are all ways psychic and pay the EW penalties for thieves--ceasing to progress when they fall below the required requisites to be a monk--makes them remarkably play balanced).

For people who don't like psi I use a modification called the Divine (or Psychic) from GDM's TRAVELER. M-U progression, d6 (5&6=4 tho), the use of one wpn per 4 dex pts. Roll 2d6 per level for psi strength and roll for abilities at each level. Check for improvement of ability by level not by month. 1 chart per 4 levels and save as clerics. Max of plate armor but not a shield. I is the prime req.

That is how I run the powers of the mind and keep my universe safe and sane. Other approaches would be appreciated.

Next issue I will present my ideas on "events not alterable by wishes or acts of the gods" assuming I survive midterms and &.

Magic in my system is run by assuming homeopathy and similarity work. Spells are the equivalent of FORTRAN and runes of APL. The energy comes from entropy (as in our world).

Cost for magic items follows the general formula $1\% \text{ ep} + 10\% \text{ ep/month}$ plus cost of product to m-u. (The 1% is the standard upkeep price for a m-u, the 10% fair wage and the cost is of course passed on.). How do you figure what to charge players? Amounts are in gold pieces.

May your enemies drown in their own bile.

Steve Marsh
31 Oct 1977

DunDraCon III

DunDraCon, the science-fiction, fantasy, and role-playing game convention, returns for the third year; bigger and better than ever!

We've moved to the Leamington Hotel so we have more room for Hucksters, Seminars, and the Tournaments. There will be plenty of room for all night games and expeditions. We have even added a film program!

DunDraCon will occur over President's Day week-end, the 18th, 19th and 20th of February, 1978. Memberships cost \$5 until October 1st, then go up to \$6 until February 1st. Memberships at the door will be \$7.50 for all 3 days, or \$3 for a single day.

We have firm room rates at the hotel; \$18 single and \$22 double. Please contact the hotel for reservations:

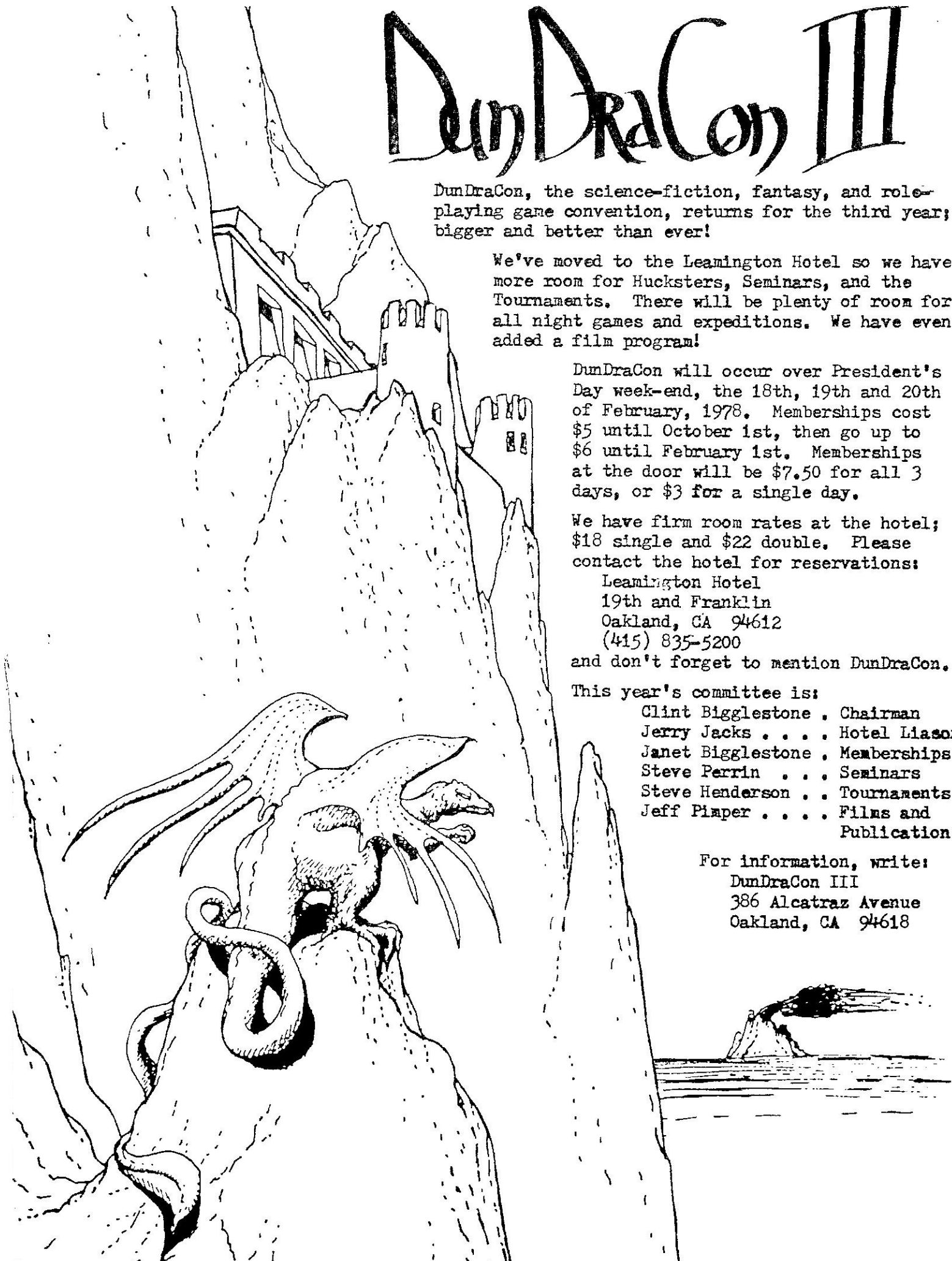
Leamington Hotel
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(415) 835-5200

and don't forget to mention DunDraCon.

This year's committee is:

Clint Bigglestone . Chairman
Jerry Jacks Hotel Liason
Janet Bigglestone . Memberships
Steve Perrin . . . Seminars
Steve Henderson . . Tournaments
Jeff Piaper Films and
Publications

For information, write:
DunDraCon III
386 Alcatraz Avenue
Oakland, CA 94618



GENERAL

In order to keep the convention small and congenial, we have decided to limit the membership, so join early as there will be only a few memberships available at the door. So that everyone gets a fair chance at the tournaments and seminars, we plan to preregister all the participants.

SEMINARS

There will be four seminars on Saturday and four more on Sunday. Some will be repeats (continuations) of last year's seminars and some will be on new topics. All the seminars will relate to role-playing and fantasy gaming. If you have any ideas for seminars or would like to volunteer to run one, contact Steve Pezzin at the convention address.

FILMS

There will be films. If you have any requests, contact Jeff Pimper.

HUCKSTERS

The huckster's area will be about three times larger than last year's, with many more companies represented. For huckster's information, contact Clint Bigglestone.

TOURNAMENTS

There will be several prize tournaments. Some are definitely set and more may be added later. The definite tournaments are:

Stellar Conquest - limited to 16 participants

Ancient Conquest - limited to 16 participants

Dungeon - probably open entrants

Ogre - probably open entrants, using a pre-set scenario
(no GEV defenses)

Tactical Problem - different from last year's

D&D - we will be using the excellent system debuted at Gen Con West.

There will be several dungeons, run by different DM's. Each DM will decide how many players he will allow into his universe, how many characters they can play, and what levels. The entrance fees for this tournament go directly to the DM's and they determine the winners based on how well the characters are played and how much experience and loot they get. We would like feedback from the members so that we can determine what level dungeons we will need. If you have any comments or suggestions on the D&D tournament, contact Steve Henderson.

DEMONSTRATIONS

There will be a fighting demonstration put on by members of the Society for Creative Anachronism. Come and see how real swords and shields work.

There will be a terrain table for fantasy miniature demonstration games. There will be demonstrations of new games and new miniature rules.

OPEN GAMING

There will be several rooms available for all night gaming and areas set aside for gaming during the day. We will have a DM contact service to aid you in locating games to run or to play in.

PROGRESS REPORT

We will be sending out the Progress Report to all registered members in December. It will contain the preregistration forms for the seminars and tournaments and further information about the program and events. This is your convention, if you have any suggestions or comments, please feel free to write any of us at the convention address: DunDraCon III, 386 Alcatraz Avenue, Oakland CA 94618