

THE LOADS OF CHAOS

January



#7

Cody

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GENERAL NOTE TO CONTRIBUTORS: I now have a Gestetner 320, and can run either 7-hole OR 9 hole stencils. Please type between lines 5 and 65 ONLY, and type no more than seven inches horizontally.

YE NEWS FROM NEXUS

Missive the Sixth; a TLOC-zine by:
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Greetings from Cats" Keep, my new address Beyond the Edge. This month I will bring you the final part of my combat system (called "runes & Dragons" by some of the locals), as well as some RQ-based fillers if space allows.

TAL-NEXUS COMBAT SYSTEM

Part 3--Magic

Part 2 Addenda--Multiple attacks/Strike rank

Number of blows/shots as covered in the previous part is for missiles only--otherwise melee becomes meatgrinder and suicidal. Large engagements are fought with simultaneous combat; small brawls (the limit varies, but is between 10 and 20) are fought using straight RQ Strike Rank. This preserves the effect of sequencing, but saves time when melee mechanics threatens to slow the pace of the game.

Number of blows with a melee weapon is straight Runequest--one attack and one parry per weapon per 50% expertise (fractions rounded down).

Minor Magic

This is Runequest's Battle Magic (RQ Chp.5). These are the simplest of the known spells, and require no special training other than tutoring and practice as outlined in RQ. All characters may use Minor Magic.

Great Magic

These are the equivalents of D&D spells; the mortal mind must be specially "unlocked" to use such powerful magic through special training. Such training is the monopoly of the magical guilds or member wizards. Entering such a guild as a sorcerous apprentice is similar to joining a Gloronthan Rune Cult, except the Power requirement is only 13.

The character's mind is unlocked to harness the power of these spells through a "power ritual" such as described in the Deryni Chronicles or visualized in the Dr. Strange movie. Once unlocked, the mind can never be relocked against the mana flux it has contacted--like the RQ Shaman, there is no turning back once you are a mage.

Such magi are treated as Shamans except for the following exceptions:

1. A mage does not get an Allied Spirit as part of the Power Ritual. Any familiars he/she has, he/she must bind or ally independently.
2. A Mage cannot link with unbound/unallied spirits, or bind his own spirit to his body (with one exception covered later in specialist magi).
3. A Mage, unlike a Shaman, cannot memorize more points of spells than he has Intelligence. However, he offsets this by the power of the spells he does know.
4. A mage may create Spell Matrices in the same manner as an RQ Rune Priest.

Great Magic spells are converted from D&D spells as follows:

Spell Level is equal to the point value of the spell, except for the "do-it-yourself Divine Interventions" of Wish and Gate; these also require a permanent loss of 1D6 Power from literally "burning out" from the tremendous energy used.

Such powerful spells require high Intelligence to know and high Power to cast. The minimum requisite is computed as follows: A first-level spell requires 8 Intelligence and 13 Power to cast. For each additional spell level, add 1 to the power required to cast. Intelligence is figured as spell level X 2 or 8, whichever is higher.

Spell range is twice that of D&D indoor range; effect area is D&D indoor area; damage is spell level in D6 for D&D variable-damage spells. Strike rank to cast is figured as for RQ Battle Magic.

A mage using this system is powerful but still well-limited. Example--a mage with Int of 15 & Pow of 16. His intelligence means he has the potential to eventually use 7th-level spells (15/2 rounded down), but he can only have 15 points of spells available at any time (of which some would be taken up by battle magic). His Power, though, limits him at present to a maximum of 4th-level spells (13 for 1st-level spell +3 spell levels), and he can only cast 16 points of spells/day, maximum.

Specialist Magic

For tal-Nexus, I have divided the D&D spells into ten major groups: Earth, Air, Fire, Water (includes cold & ice), Sun (Caltech heat spells), Moon (aka Mind--psychologically-influencing spells), Life/Death (this is the one that includes the Shaman spirit binding powers), Summoning, and Illusion (TSR Illusionist). Each of these classifications has its unique spell list, with limited crossovers between related schools. With this addition, the mage has a much more limited and coherent repertoire. (In the future, I plan to pub these lists and the straight D&D use of them).

Clerical "Magic"

Minor and Great Magic are performed by the mage/caster using his own psi ability as a trigger for natural energies collectively called "mana". Clerical or Rune Magic is performed by partaking of the energy of a god to whom the caster is sworn.

This latter form of spellcasting is taken directly from Runequest's Rune Magic (RQ, Book Chp: 7) with only two changes: First, special runes are used beyond those listed to symbolize the aspects of the god; second and most important, the recharge time for Rune Spells is not a fixed 7 days. Instead, recharge time depends on how soon the priest performs devotions after using the spell, with a minimum of one day. This varies with the particular god and situation, i.e. an Egyptian god would want the devotions done in a main temple, conditional on not harming the god's special animal, while one of the Valar would search for a pure heart in the priest before recharging him. This is largely a matter of the DM predefining the gods and the behavior they expect of their followers, then playing fast and loose while the player-character priests see how much they can get away with. This helps the DM orchestrate his scenario as it happens, and allows the disciplining of the more gonzo players. The relationship of the Rune Priest and the god (fronting for the DM) is that of a contract--in return for the Rune Spells and powers, the priest has to obey the god and conform to the standards of behavior set by the god. Breaking this contract on the priest's part leaves him subject to penalty, such as withdrawal/suspension of Rune Magic or general "bad luck"; however, the god will not harm his own priest unless seriously provoked.

Rune Lords, the templars attached to the temples (I do not like the term "cult"--especially after the Jonestown Massacre!), transfer intact from Runequest, with the addition of Rune Lord-only orders like the Rangers and Jedi.

Character Conversion

Magi or Clerics convert as in part 2, except for top-outs in expertise and the following specials: Magi gain one point in Power for every 3 levels, and are limited in spells as previously stated; Clerics convert with a Power of 18 plus one point of Rune Spells per level.

All for this TLOC; out of space and time,

Ken Pick
DM of tal-Nexus.

WITCH WORLD * ALL THE COLORS OF MAGIC

by DIANA MYERS

3532 MENTONE # 2

LOS ANGELES, CALIFORNIA 90034

In THE JARGOON PARD by Andre Norton, the character Kethan meditates on the nature of Magic.

"Some men speak ignorantly of White Magic and Black, meaning that which is wrought for the benefit of mankind and that of the Great Shadow, which ever threatens him. But those well into the Mysteries do not speak so- rather they aver that Magic is divided otherwise, and each part has both a dark and a light side.

There is Red Magic that deals with the health of the body, physical strength, the art of war also. Secondly comes Orange Magic, which is a matter of self-confidence and strong desire. Yellow is the magic of the mind, needing logic and philosophy, that which the Thaumaturgists most dealt in.

Green is the hue not only of Nature's growing things and fertility, but also of beauty and the creating of beauty through man's own efforts. Blue summons the emotions, the worship of whatever gods men believe in, prophecy. Indigo is concerned with the weather, with storms and foretelling by stars.

Purple is a force that is drawn upon warily, for it carries the seeds of lust, hate, fear, power- and it is far too easily misused. Violet is pure power among the spirits, and few, even of the Voices, can claim to harness it. While Brown is the Magic of the woods and glades, of the animal world.

Those of the woodland about which I knew aught were learned in the Green and Brown. And of all Magics, these are closest to the earth, the less easily misused."

Since my overland campaign is the Witch World, then obviously I needed to develop a color based Magic System. I stumbled across a ten page, one dollar publication by P.E.I. Bonewits called Authentic Thaumaturgy. This is not the expanded book he published with the same title later. This earlier publication contained simply a list of all the Laws of Magic with explanations, a list of all the Psychic Talents with descriptions, and a list of all the Colors of Magic with descriptions. The colors Andre Norton mentioned were listed as well as some others. To the nine colors Norton wrote of I have added the following five colors from Bonewits (with modifications).

White is Ice Magic, dealing in snow, cold, winter. Grey is the Magic of fog, clouds, mist, and water. (Bonewits divided water magic into two colors- blue green for fresh water and greengreen for salt water. However, I couldn't see putting water under two colors because of differences in mineral concentration or size of the body of water. Furthermore, in Norton's descriptions blue-green magic is Blue Magic and Green Magic combined. So I combined those two with Grey for fog and clouds, which seemed most appropriate.) Black is the color of necromancy, insects, and arachnids. Because it deals with death, undeath, using life energy, it is most easily misused. No Good mage can handle Black Magic at all and Neutral magi are rapidly corrupted

by it. The only good people who have anything to do with Black Magic are clerics because under Black Magic also come the Raise Dead, the restorations, and the turning and destruction of undead. The cleric is not affected by Black Magic because he/she does not use it (or any other color of Magic) directly. The deity concerned uses the cleric as a focus through which his/her/its own power is transmitted to this plane. I added insects and arachnids to Black Magic partly because of a suggestion by Lee Gold and partly because by putting insects under Black Magic it is possible to define all clerical Magic in three colors. (Lee Gold said that she dislikes the idea of a winged queen insect coming under the realm of Blue Magic which includes all things related to the air; and when she loses her wings coming under the realm of Brown Magic which includes all the animals of the Earth. She suggested that insect thought processes, especially of colony insects, are closer to undead than to birds or animals and, therefore, insects should go under Black Magic. Arachnids are more similar to insects than to other animals, so they go here also.)

Silver is the Magic of the Moon, the Metal Silver, Illusions, and Lycanthropes. Since the Moon is traditionally regarded as feminine, female characters may have a closer affinity for it. For example, Aylinn, the Moon Witch in The Jargoon Pard. Lycanthropes have a definite affinity for it, since the Moon influences their change and the Metal Silver can cause them harm. The Were Riders of the Waste in Year of the Unicorn by Andre Norton (obviously), are an excellent example. Gold is the Magic of the Sun, heat, light, fire, and the Metal Gold.

"In the ancient learning the gryphon symbolizes gold: the warmth and majesty of the sun. Oftimes in legends it is the guardian of hidden treasure. Thus the gryphon is mainly pictured in red and gold which are sun colors. Yet the one enclosed in the globe was the white of ice - a white gryphon."

The Crystal Gryphon by Andre Norton (again)

Since the Sun is traditionally regarded as masculine, males may have a greater affinity for it.

There is one Color of Magic that is my own addition based in part on another recommendation by Lee Gold. (Needless to say, her opinion is one that I highly respect, even if I don't always agree with it.) She suggested that I create a separate color for the creation of and enchanting of Magic Items. Since most magic Items are of metal and/or gemstones, the color is Copper the Magic of Smithcraft. I selected Copper because it was 1) unique; 2) close to the color Gold, for fire for the forge; 3) close to the color Brown, for the Earth, from which comes the metals, ores, and gemstones; 4) because Copper is one of the two metals found commonly in metallic form in nature (Gold is the other), and was consequently one of the two first worked metals (hammered copper or hammered gold); and 5) because Copper was probably the first metal to be melted down from ore. Alloys of Copper followed, initiating the Bronze Age. Also the quote below hints at a special significance for Copper.

".....he lifted out divers small bags and boxes, some of silk, some of wood, others of carved bone or crystal. From each he shook its contents, to be flattened out upon the cloth in a display of such wealth I had not believed existed outside some ancient tale of a Firedrake's treasure hoard.

There was gold there and moon silver, even the ruddy copper, wrought into very ancient setting for gems."

The Jargoon Pard by Andre Norton

Besides adding five colors to my list, Authentic Thaumaturgy (the \$1 publication) by Bonewits also helped to broaden my understanding of the nine colors Norton named. With my own addition of Copper Magic, this brings the total number of colors to fifteen. Most if not all, of the color associations are familiar, traditional, or both. Remembering them will not be quite as bad as you might think[

ALL THE COLORS OF MAGIC

- RED -Health of the body, physical strength, the art of war.
(clerical healing, battle magic, altering the body-polymorphs)
- ORANGE-Self confidence, strong desire, materialism, political power
(controlling others-charms, obtaining wealth-theft skills)
- YELLOW-Logic, mathematics, philosophy, learning, 'anti-psi'
(Magic resistance, turning, amplifying, inverting, dispelling)
- GREEN -Plants fertility, strengthening healing, creating beauty
(Magical healing, herbal alchemy, plant growth)
- BLUE -Emotions, worship of deities, prophecy, air, wind, sound, E.S.P.
(telepathy, clairvoyance, clerical bless, sonic & esp, illusions)
- INDIGO-Weather, storms, time and space travel, telekinesis, astrology
(weather control, teleport, fly, T.K., d-door)
- PURPLE-Hate, fear, lust, power, violent emotions
(fear, confusion, tapping the energy of violent emotions)
- VIOLET-Pure Power among the spirits, raw magical power, pure energy
(Pure energy spells, this is very hard to control)
- BROWN -Animals, woods, hunting, the Earth
(especially the Earth above the ground)
- COPPER-smithcraft, enchanting objects, the Earth
(the earth-underground, mining, chemical alchemy)
- GOLD --Sun, heat, light, fire, the metal Gold
(fireballs, detect gold, continual light)
- SILVER-Moon, lycanthropes, illusions, sleep, dreams, the metal Silver
(sleep spells, illusions-especially visual illusions)
- WHITE -Ice, snow, cold, winter
(ice storms, wall of ice, blizzards)
- GRAY -Water, fog, clouds, mist, rain
(control fish, lower water, acid rain, liquid alchemy)
- BLACK -Necromancy, insects, arachnids, Life and Death and Undeath
(Raises and fingers of death, drains and restorations)

'However, no one with the talent ever draws upon one Magic alone, but mingles this spell with that, seeking to draw the innate energy of what is most inclined to the result the sorcerer desires.' The Jargoan Pard by Andre Norton

To institute a system of color mixing, however, would increase the complexity beyond the point where most D.M.'s and players would be willing to work with it. (even if I could figure out a playable way to do it). Most spells are predominantly of one color so they are readily classifiable under that color. Other spells are not that easily classifiable. For simplicity's sake I have put spells of obviously mixed color under all of the predominant colors. Example: Command Animals (not birds) comes under Brown Magic because it deals with animals and under Orange Magic because it deals with controlling others. Also there are a variety of spell effects that can be duplicated (more or less) by different Colors of Magic. Example: Magic Missile; Fire Missile=Gold, Ice Missile=White, Sonic Burst=Blue, T.K. Punch=Indigo; Silver Missile=Silver; basically each causes 1d6+1 pts of damage.

MAGIC USER SPELL PROGRESSION

Level of Mage	Experience Points	Level of Spell																		
		1	2	3	4	5	6	7	8	9	10									
1	0	1																		
2	3.5	2																		
3	8	3	1																	
4	15	4	2																	
5	30	41	3	1																
6	50	42	4	2																
7	80	43	41	3	1															
8	120	44	42	4	2															
9	170	441	43	41	3	1														
10	240	442	44	42	4	2														
11	330	443	441	43	41	3	1													
12	450	444	442	44	42	4	2													
13	600	4441	443	441	43	41	3	1												
14	800	4442	444	442	44	42	4	2												
15	1000	4443	4441	443	441	43	41	3	1											
16	1300	4444	4442	444	442	44	42	4	2											
17	1600	44441	4443	4441	443	441	43	41	3	1										
18	2000	44442	4444	4442	444	442	44	42	4	2										
19	2400	44443	44441	4443	4441	443	441	43	41	3	1									
20	3000	44444	44442	4444	4442	444	442	44	4	2										

Each single digit number indicates the number of spells of a given color that a mage can carry. Example: a fifth level mage carries four first level spells, three second level spells, and one third level spell of his/her initial color. He/she is also carrying one first level spell of his/her new color.

A specializing mage takes the sum of the single digits as the number of spells he/she can carry of a given level. Instead of carrying four first level spells of one color and one of a new color like the mage above the specialist carries five first level spells of the color he/she is specializing in.

Each mage has a Color in which he/she is competent (needs 2 pts less to save and takes -1 pt per die of damage (subtract before rolling to save) from spells of that Color; causes the victim to need 2 pts more to save and adds 1 pt per die of damage (or cure) when casting spells of that Color), and each mage has a Color in which he/she is incompetent (needs 2 pts more to save and takes +1 pt per die of damage (add before rolling to save) from spells of that Color; causes the victim to need 2 pts less to save and subtracts 1 pt per die of damage (or cure) when casting spells of that Color). To find the mage's (or non-mage's if you wish) competency and liability, roll on the chart.

COLOR	ROLL	COLOR	ROLL	COLOR	ROLL
1. Red	001-072	6. Indigo	361-432	11. Gold	650-721
2. Orange	073-144	7. Purple	433-504	12. Silver	722-793
3. Yellow	145-216	8. Violet	505	13. White	794-865
4. Green	217-288	9. Brown	506-577	14. Gray	866-937
5. Blue	289-360	10. Copper	578-949	15. Black	938-000

If your competency is the same as your incompetency, reroll. No good person may be competent with Purple or Black. If the character is good and rolls Purple or Black as a competency, reroll! No evil person may be competent with Green or Brown. If the character is evil and rolls Green or Brown as a competency, reroll! The chart above is for humans. Other species may have other distributions. (I.E. Elven types will have higher proportions of Green, Blue, Indigo, and Brown.)

At the beginning of a mage's career he/she goes to a high level mage or the local magic school or whatever for analysis. He/she/they/le/she/the determine what area or areas of study the neo-mage would be best suited for. The neo-mage then seeks out or referred to a master to study under. The mage starts with one color. The mage can use only spells of this color until he or she reaches fifth level and can carry a third level spell. At this point, the mage has a choice - specialize or diversify. If the mage chooses to diversify, he or she then takes a first level spell of another color. When the mage gets to carry a fourth level spell of the original color, he or she can carry a second level spell of the second color. When the mage gets to carry a fifth level spell of the original color, he or she can carry a third level spell of the second color and can start a third color with a first level spell. Thus it can be observed that at fifth, ninth, thirteenth, and seventeenth levels the mage can start a new color. Your highest color is always at least two levels higher than your second highest color. Etc. At no time can the number of high level spells of any one color be greater than the number of spells of that color of the level below. Example: If you carry three fifth level Blue spells, you must carry at least three fourth level Blue spells.

If the mage chooses to specialize, he or she gets a bonus in casting that color of spell. The mage is +1 casting that spell color and +1 to saves from that color and also adds 1 point per die of damage of his or her spell and subtracts 1 point per die of damage from spells of that color thrown at him or her. Example: A fifth level Gold mage is hit by a six-die fireball, average damage of 21 points. Six points are subtracted, equalling 15. He throws a fireball back, averages 17.5 points for an average fireball. He adds five points, equalling 22.5 points of damage. When a specialist reaches ninth level and can carry a fifth level spell, he or she can again choose between continuing to specialize and thereby gaining another bonus or diversifying and adding a first level spell of another color. A ninth level mage who specializes is now +2 to spells and saves and +2 to damage he or she does and -2 to from damage of that color done to him or her. By 17th level, the mage has a 4 point bonus and is effectively immune to damage from his or her color.

If you think the bonus might remotely be too much, consider how much fun it is taking your high level Gold magician against a nasty monster that's totally immune to fire or your Orange magician against undead who cannot be charmed.

In Witch World, clerics are something of a problem. All healing is done by Wise Women or, more rarely, Wise Men who are effectively Magic users specializing in Green and Brown Magic. There might be clerics among the Sulcar seafolk or in Karsten, Alizon, or the Dales of High Halleck. In Estcarp, Escore, and Arvon however, there aren't any at all. Since I do play a D&D Variient open campaign, I do have to deal with them. Locally most D.M.'s use some sort of spell point system for magical and clerical 'spell' throwing. I think, however, that Clerics should operate in a mode that is very different from magic users. Otherwise, they play/feel like poor imitations of Magic Users who just happen to be able to do cures. Clerics, therefore, will no longer be using spell point in my campaign. Instead, the cleric's deity will be the power supply for the cleric's prayers. The power of the deity extends wherever it has worshippers. Because the deity supplies the power, a clerical spell does not stop when the cleric dies. The number of Prayers the deity will answer is dependant on the Piety of the cleric expressed in levels, while the maximum Prayer level the deity will answer is dependant on the Wisdom of the cleric.

		PIETY OF THE CLERIC IN LEVELS																			MINIMUM WISDOM	
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	TO CAST
L	E P	1-1	2	2	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6	6	3-5
V	R	2-		1	2	2	3	3	3	4	4	4	4	5	5	5	5	6	6	6	6	6-8
E	A	3-				1	2	2	3	3	3	4	4	4	4	5	5	5	5	5	6	9-11
L	Y	4-						1	2	3	3	3	4	4	4	4	5	5	5	5	5	12-13
	E	5-									1	2	3	3	3	4	4	4	5	5	5	14-15
O	R	6-												1	2	3	3	4	4	4	5	16-17
F		7-															1	2	3	4	5	18 up

Seven Levels of Prayers is the maximum allowed in my campaign. Those campaigns where higher level prayers exist will have to do their own spell progression. I never did understand why clerics had to wait until second level before being able to 'cast' anything. I assume that the cleric proved that he/she was worthy during the same period of time when the neo magic user was being taught the basic principles of magic and his/her first spell. Those who may want a more reasonable clerical progression, but who disapprove of a first level cleric 'casting' anything need only shift the chart over one.

Each day the cleric has a specific number of uses of a given prayer level. The cleric gets a complete set of prayer-uses at the beginning of the day, according to his/her religion. Thus a Jewish cleric gets a new set in the evening just after sundown. For many Amerinds the time is dawn. Others may start a midnight or noon or 3:33 in the afternoon. For Church of Gyax (kein eine horeh) or unspecified clerics it is random-before each expedition roll d24 to find out what hour is the start of the day for a given cleric.

A cleric will usually have memorized all the prayers appropriate to his/her level and may even have memorized prayers of a higher level in case of a sudden level advance during a expedition. It takes $\text{Level of Prayer} / (\text{Intelligence} + \text{Level of Cleric}) \times 3 \text{ days} (72 \text{ hours})$ to learn a prayer. A prayer that has not been memorized may be read from a prayer book but it takes $(2 \times \text{level of prayer squared})$ longer to 'cast', has a $\text{Level of Prayer} / (\text{Level} + \text{Wisdom of cleric})$ chance of failure (due to mispronouncing a word, chanting the wrong note, skipping a line, etc.), and does not work at all if the cleric is trying to read from the Prayer Books for some other deity. In fact the cleric may take possibly substancial amounts of damage from the attempt.

If the cleric has memorized Prayers of the Fourth Level for example, but only has a wisdom of 10 the deity worshipped will not

answer the Prayer. The cleric does not know that his/her Wisdom is too low until the attempt has been made. The Fourth Level slot, however, may be downgraded (as any prayer level can) to a lower level prayer, if necessary. If the cleric above gets his/her Wisdom raised during the course of the expedition, then he/she may immediately 'cast' a Fourth Level Prayer, since they were already memorized.

All clerics use parts of three colors of magic. They use the part of Red Magic dealing with the health of the body, but not the part dealing with the art of war and battle magic which is the part used by the magic user. They use the part of Blue Magic dealing with the worship of deities, but not the part dealing with air, wind, sound, perceptive psi, or telepathy. They use, if they are evil, virtually the same set of spells as the Black Magician or Necromancer. If the cleric is good, he/she uses the inverses of the Black Magic spells. If the cleric is neutral then both versions may be cast, noting of course that the more evil spells that are cast the more evil the cleric will become and vice versa.

As you will notice, most of the Prayers a cleric knows can be inverted (I.E. Raise Dead/Finger of Death, Cures/Uncures, etc.) If the need is great enough the cleric may attempt to invert a Prayer. (All Detect Prayers are exempt. Bless/Damn type Prayers are also exempt because deities will all commonly Bless their followers and Damn the enemies of their followers.) If the need is great, the cleric may attempt to invert a Prayer. If the deity and the D.M. judge that the need is great enough, then the Prayer will be answered. If the need is not great enough, then the Prayer will not be answered. Nothing happens or, if the deity has a bad temper, it may backfire. The deity is not likely to be happy with the cleric who asked this in any case, especially, if it wasn't necessary. (An evil cleric can throw Raise Dead, but the evil deity will undoubtedly object.) Therefore, the cleric must do penance.

If the Prayer was judged to be necessary and the deity answered it, then the penance will be (Level of Inverted prayer) x 7 days of fasting and prayer (or whatever the deity usually requires for penance). If the Prayer was judged to be unnecessary the deity will be even less happy with the cleric. In this case the penance will consist of (Level of Attempted Inverted Prayer) squared x 7 days of whatever the deity usually requires for penance. The period of Penance need not be continuous (Jewish clerics cannot fast on the Sabbath for example), but the penance should be completed before the cleric goes on any more expeditions. The longer the cleric puts off doing penance, the greater the chance that the cleric's alignment may change (requiring then a suitably difficult quest to correct).

If the cleric has his/her alignment changed, then the deity may no longer accept worship from that cleric and will no longer answer Prayers. If the cleric goes on the quest the deity will answer all prayers, except the one that he/she inverted or attempted to invert. When the quest is complete the cleric will be fully reinstated. If the cleric does not go on a quest, then he/she may elect to change worship to a different deity. The cleric, at the start, does not know the Prayers that call upon this particular deity and must learn them. The deity, on the other hand, does not know this new cleric. The new cleric must earn the attention of the new deity the same way that those who start out with this deity do. He/she must advance in levels. The cleric still retains his/her old hit dice and fighting skills, so it only takes one half the E.P. to advance in clerical levels under the new deity. When the cleric reaches the same level of clerical Prayer use under the new deity as he/she held under the old deity then he/she begins to advance levels normally again. That is the hit dice and fighting skills advance along with the clerical Prayer use.

CLERICAL PRAYERS

RED MAGIC

FIRST LEVEL

- Detect/Analyze Injury Range=3", Duration=12 hrs.
 How much damage is there? What level of curing is likely to be needed? Is there a critical injury (assuming that it isn't obvious) and what is it? ETC. Limit is nine questions.
- Detect/Analyze Disease Range=3", Duration=12 hrs.
 What disease is present? What chance does the victim have of surviving without aid? How long before it is likely to kill the victim? What are the disease's effects? If there is no cure available, what can be done to improve the chances of survival? ETC. Limit is nine questions.
- Detect/Analyze Poison Range=3", Duration=12 hrs.
 Is there poison present? What are its effects? How long before it is likely to kill the victim? What is the chance the victim will survive without aid? If there is no Neutralize Poison available, what can be done to decrease or stop the effect, if anything? ETC. Limit is nine questions about poison in a victim. For poison potions or poisoned objects, ALL you will detect is that it is there.
- Cure I Range=3", Affects one entity
 Cures 1d6+1 pts. of damage to lifeforms.
 Causes 1d6 pts. of damage to unlife.
- Uncure I Range=3", Affects one entity
 Causes 1d6 pts of damage to lifeforms.
 Cures 1d6+1 pts of damage to unlife.
- Constitution I Range=3", Duration=1 day, Affects 1 entity
 Add 1 pt. of Constitution to lifeforms.
 Subtract 1 pt. from the Constitution of unlife.
 Affects all Con. related functions. NOT Permanizable!
- Debilitation I Range=3", Duration=1 day, Affects 1 entity
 Subtracts 1 pt. of Con. from lifeforms.
 Adds 1 pt. of Con. to unlife.
 Affects all Con. related functions. NOT Permanizable!
- Infra-hearing Range=3", Duration=1 day, Affects 1 entity
 Increases hearing sensitivity and frequency range. Humans increase to doglike hearing. Animals who hear about like dogs hear even better. Cancels Decrease Hearing.
- Decrease hearing Range=3", Duration=1 day, Affects 1 entity
 Decreases hearing sensitivity and frequency range. Those with doglike hearing decrease to human levels. Humans get even worse. Cancels Infra-hearing

SECOND LEVEL

- Cure II Range=3", Affects 1 entity
 Cures 2d6+2 pts. of damage to lifeforms.
 Causes 2d6 pts. of damage to unlife.
- Uncure II Range=3", Affects 1 entity
 Causes 2d6 pts of damage to lifeforms.
 Cures 2d6+2 pts. of damage to unlife.
- Infra-vision Range=3", Duration=1 day, Affects 1 entity
 See in the dark as elves, etc. Cancels Night Blindness.
- Night Blindness Range=3", Duration=1 day, Affects 1 entity
 Cancels Infra-vision. Those with natural infra vision get a saving throw.

THIRD LEVEL

- Cure III Range=3, Affects 1 entity
Cures 4d6+4 pts. of damage to lifeforms.
Causes 4d6 pts. of damage to unlife.
- Uncure III Range=3, Affects 1 entity
Causes 4d6 pts. of damage to lifeforms.
Cures 4d6+4 pts. of damage to unlife.
- Constitution II Range=3, Duration=4 day, Affects 1 entity
As Constitution I but changes 2 pts. of Con.
- Debilitation II Range=3, Duration=4 days, Affects 1 entity
As Debilitation I but changes 2 pts. of Con.
- Cure Disease Range=3, Affects 1 entity, Cures 1 disease
Cures natural and magical diseases.
- Cause Disease Range=3, Affects 1 entity,
Causes one disease, caster specifies. Disease has normal incubation period.
- Cure Deafness Range=3, Affects 1 entity
Cures deafness from any cause.
- Deafness Range=3, Affects 1 entity
Causes deafness by destroying the inner ear and/or nerve tissue.
Lasts until Cure Deafness or Regeneration II is thrown.

FOURTH LEVEL

- Cure IV Range=3, Affects 1 entity
Cures 7d6+7 pts of damage to lifeforms.
Cause 7d6 pts of damage to unlife.
- Uncure IV Range=3, Affects 1 entity
Causes 7d6 pts of damage to lifeforms.
Cures 7d6+7 pts. of damage to unlife.
- Cure Critical Injury Range=3, Affects 1 entity
Cures a critical injury to a life form. Cures no hit points.
Only a Cure Crit. will cure a critical injury to a lifeform.
- Uncure Critical Injury Range=3, Affects 1 entity
As above but affects unlife.
- Neutralize Poison Range=3, Affects 1 Poison
- Generate Poison Range=3, Affects 1 entity
Creates a severe metabolic imbalance-causing the body to poison itself. Take 1 pt. of damage every Constitution of Victim minutes for Level of Cleric x d6. 20 minute periods.
Cures are only one third effective unless Neutralize Poison is thrown.
- Cure Blindness Range=3, Affects 1 entity
Cures blindness due to glaucoma, nerve damage, spell, etc.
OR it will regenerate one completely destroyed eye (takes 2 weeks to regen).
- Blindness Range=3, Affects 1 entity
Causes blindness in both eyes OR destroys one eye completely (the sight goes first and by the end of two weeks, the eye has completely degenerated).

FIFTH LEVEL

- Cure V Range=3, Affects 1 entity
Cures 11d6+11 pts. of damage to lifeforms.
Causes 11d6 pts. of damage to unlife.
- Uncure V Range=3, Affects 1 entity
Causes 11d6 pts of damage to lifeforms.
Cures 11d6+11 pts. of damage to unlife.

ON GHOSTIES, AND GHOULIES, AND LONG LEGGED BEASTIES AND THINGS THAT GO BUMP
IN THE NIGHT.....

being the seventh contribution to TLOC by Kay Shapero, 8886 Earhart ave, Los
Angeles, CA 90045

ONE MORE COMMENT ON ISH 6

MIKE GUNDERLOY: in re gems: Thanks to a rather massive amount of information
I have received from, among others, Lee Gold, Steve Marsh and Peggy Gemignani,
I am currently working on a fairly comprehensive list of the uses of various
types of gemstone in my campaign. I may run it in here when I get it finished.
Meanwhile, a few notes. (Please note that these are for a specialized personal
campaign - not all are the traditional meanings of stone or color by any means)

In general, gem usages are related to color:

red - dealing with healing and damage causing magics such as "Cause Light
Wounds", also fire magics.

yellow - for treasure finding and magics dealing with gold.

green - for fertility, plants and growth, also weather magic.

blue - for magics dealing with water and electricity.

violet - for magics dealing with the mind and intelligence, including ESP
and illusions

white - for clerical magics dealing with curing of disease, blessings and
the like.

black - for anti-clerical curses, demonology, etc.

clear - for pure power, dispelling of magic of all kinds, skrying and such
spells.

Most other classifications of spell (eg. metal working, especially weapons
forging) require specialized metals rather than gems, although gems set in
such metals may be helpful (such as a ruby in the hilt of a flaming sword).

With the exception of clear stones, devices meant to permanently contain
spells of the 6th level or higher (example, rings of regeneration, or anti-
magic shell) require star stones of the appropriate color as follows:

6th level - catseye gems (considered as a two pointed "star")

7th level - four pointed stars

8th level - 6 pointed stars

while for clear stones, various grades of opal are used:

6th level - "catseye" opal

7th level - fire opal

8th level - white opal

Devices permanently containing 9th level spells of any sort require black
opals as do ALL demon/angel summoning devices.

In the case of temporary storage, limited charge and/or one-shot devices
(example, rings of one wish, wands) gems are not necessarily required,
although it helps to use items of the appropriate color.

In the case of rechargeable storage devices (example, spell storing rings),

opals, star stones or other gems that change color (alexandrites, for example) are required.

So much for that. Having finally finished getting my wandering monster tables typed up, I may as well put them in here. Note that these merely give the type of being encountered. In general, level, number and quality of critter should be figured based on the party size, armament and level and it is possible to roll a creature too powerful for the party, in which case one can always roll again...

First, roll for general type or creature, using decimal dice:

- 01 - 08 Animals
- 09 - 11 Cleanup Crew
- 12 - 19 Dragons
- 20 - 27 Exotics
- 28 - 30 Forces
- 31 - 38 Humanoids
- 39 - 46 Insects
- 47 - 54 Lycanthropes
- 55 - 62 Plants
- 63 - 73 Something Silly
- 74 - 81 Misc. Sophonts
- 82 - 84 Specials
- 85 - 92 Undead
- 93 - 00 Vance Dragons

(Note - this is mostly an outdoors chart. Indoors plant probabilities should probably be reduced.)

Now, roll on the corresponding table:

ANIMALS

- 01 - 04 Kittyhawk (ATWM I)
- 05 - 08 Hell Hound
- 09 - 12 Rust Monster
- 13 - 16 Stinge
- 17 - 20 Owl Bear
- 21 - 24 Wobra (DH)
- 25 - 28 Flame Tiger (DH)
- 29 - 32 Giant Ground Octopus (DH)
- 33 - 36 Night Hound (DH)
- 37 - 40 Pybra (DH)
- 41 - 44 Ice Tiger (DH)
- 45 - 48 Sun Devil (DH)
- 49 - 52 Wind Devil (DH)
- 53 - 56 Giant Owl (DH)
- 57 - 60 Bear (ATWM I)
- 61 - 64 Wolf (ATWM I)
- 65 - 68 Roc
- 69 - 72 Purple Worm
- 73 - 76 Rockworm (DH)
- 77 - 80 Vampire Bat (D6 - 1-3 Lesser, 4-6 Greater) (KS)
- 81 - 84 Fox (KS)
- 85 - 88 Rat (KS)
- 89 - 92 Bat (KS)
- 93 - 96 Snake (varies with type)
- 97 - 00 Horse

CLEANUP CREW

OUTDOORS (roll D10)

- 1 - 2 Carrion Crawler
- 3 - 4 Green Slime
- 5 Grey Ooze
- 6 - 7 Yellow Mold
- 8 - 9 Ochre Jelly
- 10 Black Pudding

INDOORS (roll D8)

- 1 Ochre Jelly
- 2 Black Pudding
- 3 Green Slime
- 4 Grey Ooze
- 5 Yellow Mold
- 6 Carrion Crawler
- 7 Gelatinous Cube
- 8 Scrubbing Bubbles (A&E)

DRAGONS

- 01 - 50 Dragon
- 51 - 75 Fern Fire Lizard
- 76 - 00 Harreki

FERN FIRE LIZARD (roll D6)

- 1 - 2 Accompanied by a Lawful
- 3 - 4 " " a Neutral
- 5 - 6 Independant (Neutral (5) or Lawful (6))

DRAGON (OR HARREKI)

Note - in the case of Harreki, ignore the 8:00 result in the color table. Otherwise as Dragons

- 1 - 2 Lawful
- 3 - 4 Neutral
- 5 - 6 Chaotic

LAWFUL (D8)

- 1 Zinc
- 2 Brass
- 3 Copper
- 4 Bronze
- 5 Silver
- 6 Gold
- 7 Mithril
- 8:00 Platinum

NEUTRAL

- Tan
- Chestnut
- Amber
- Hazel
- Cinnamon
- Russet
- Umber
- Mahogany

CHAOTIC

- White
- Black
- Green
- Blue
- Red
- Yellow
- Violet
- Chromatic

(Above non-standard dragons credited to Charlie Luce and appeared in A&E - I forget which issue)

If 8 is rolled, roll decimal dice. If 00, then as given, otherwise reroll die ignoring 8. NOTE: If the location of any of the 8:00 dragons is known, adjust likelihood of encountering them accordingly.

EXOTICS

- | | | |
|--------------------|-------------------------------|------------------------|
| 01 - 04 Cockatrice | 45 - 48 Soul Feed (NS) | 81 - 84 Nightgaunt(KS) |
| 05 - 08 Basilisk | 49 - 50 Magic Absorber I (NS) | 85 - 88 Typo (?) |
| 09 - 12 Medusa | 51 - 52 MA II (NS) | 89 - 92 Wind (NS) |
| 13 - 16 Gorgon | 53 - 56 Will O' Wisp | 93 - 96 Dream |
| 17 - 20 Manticore | 57 - 60 Harpy | Beast (KS) |
| 21 - 24 Hydra | 61 - 64 Salamander | 97 - 00 Ice Mice |
| 25 - 28 Chimera | 65 - 68 Beholder | (KS) |
| 29 - 32 Wyvern | 69 - 70 Eyes-In-Darkness (KS) | |
| 33 - 36 Gargoyle | 71 - 72 Sentient Mist (KS) | |
| 37 - 40 Minotaur | 73 - 76 Golem | |
| 41 - 44 Shadow | 77 - 80 Mind Snake (NS) | |

FORCES (roll D10)

1	Vatch
2	Death Demon (NS)
3 - 4	Balrog
5 - 6	Elemental
7	Ice Demon (DH)
8	Shaw Demon (WS)
9	Lich
10	Nazgul (NS)

DEATH DEMONS (roll D6)

1 - 2	Type I
3	Type II
4	Type III
5	Type IV
6:1 - 5	Type V
6:6	The Death God

ELEMENTAL (roll D4)

1	Earth
2	Air
3	Fire
4	Water

ICE DEMONS (roll D6)

1 - 3	Type I
4 - 5	Type II
6	Type III

SHAW DEMONS (D6)

1 - 5	Lesser
6	Greater

HUMANOIDS

TYPE	IN DESERT (D12)	FOREST (D12)	OPEN LAND (D12)	MTS (D12)
Men	1 - 4	1	1 - 3	1 - 2
Elves	-	2 - 3 @	4	-
Dwarves	-	-	5	3 - 5
*Orcs	5 - 8	4 @	6	6 - 7
Ogres	-	5 @	7	8
Trolls	9	6 @	8	9
Umber Hulks	-	7 @	9	-
Bugbears	-	8 @	10	-
*Giants	10	9	11	10 - 11
Ogre Magi	11 - 12	10	12	12
Nixies	-	X	X	X
Dryads	-	11 - 12	-	-
Ents	-	Y	-	-

@-In Elf-forests, ELves are encountered on roll of 2 - 8 and Orcs, Ogres, Trolls, Umber Hulks and Bugbears are deleted.

X-If near water roll decimal dice for 40% or less for Nixies. If higher, roll D12 as usual.

Y-If in an Ent-wood, roll decimal dice for 30% or less if party merely passing through, 90% if trees are damaged in any way. Otherwise, roll D12 as usual.

* ORCS (D6)

1 - 3	Snaga only
4 - 5	Snaga plus Uruk-hai officers
6	Uruk-hai only

*GIANTS -----PARTY LEVEL DICE SIZE (rolled for giant type)

1	Hill	1 - 3	D2
2	Stone	4 - 6	D4
3	Frost	7 - 9	D6
4	Fire	10+	D8 (ignore 8)
5	Cloud		
6	Storm		
7	Ice		

HUMANOIDS (Continued)

ALIGNMENTS OF HUMANOIDS:

Dwarves and Men: (D6)	1 - 2	Lawful	1 - 2	Good
	3 - 4	Neutral	3 - 4	Amoral
	5 - 6	Chaotic	5 - 6	Evil
Elves: (D6)	1	Lawful	1 - 4	Good
	2 - 5	Neutral	5	Amoral
	6	Chaotic	6	Evil
Orcs: (D6)	1	Lawful	1	Good
	2 - 3	Neutral	2 - 3	Amoral
	4 - 6	Chaotic	4 - 6	Evil

NOTE: If Orcs consist of Snaga, roll once; if of Snaga plus Uruk-hai roll twice and take highest number; if Uruk-hai alone, roll 3 times and take highest number.

Ogre Magi, Ogres & Trolls: (D6)

	1:1	Lawful	1:1	Good
	1:2 - 4	Neutral	1:2 - 3	Amoral
	5 - 6	Chaotic	4 - 6	Evil
Giants: (D6)	1	Lawful	1	Good
	2 - 5	Neutral	2 - 5	Amoral
	6	Chaotic	6	Evil
Nixies & Dryads: (D6)	1:1 - 1:3	Lawful	1	Good
	1:4 - 5	Neutral	2 - 5	Amoral
	6	Chaotic	6	Evil
Ents: (D6)	1	Lawful	1 - 5	Good
	2-6:5	Neutral	6:1-6:5	Amoral
	6:6	Chaotic	6:6	Evil

NOTE: Where number is separated by :, roll D6 for second number.

INSECTS & INSECTOIDS

01 - 14	Giant Tick
15 - 28	Mosquito (KS)
29 - 42	Killer Bee (ATWM I)
43 - 56	Giant Scorpion
57 - 71	Gem Bug (KS)
72 - 85	Trap Door Spider (KS)
86 - 00	Spider (see below)

GIANT SCORPION (D6)

1 - 4	Tan
4 - 6	Black

GEM BUG (D4)

1	Fire Fly
2	Lightning Bug
3	Ice Beetle
4	Stink Bug

SPIDER (D6)

1 - 4	Black widow (A&E)		
5	Phase		
6	Power (KS & DH) (roll decimal dice)		
01 - 11	Ice	89 - 99	Witchfire
12 - 22	Purple	00:	(D4)
23 - 33	Lightning	1 - 2	Pearl
34 - 44	Gold	3	Stone
45 - 55	Green	4	Hell
56 - 66	Star		
67 - 77	Fire		
78 - 88	Acid		

LYCANTHROPES

01 - 09 Wolf
 10 - 18 Wolverine
 19 - 27 Fox
 28 - 36 Otter
 37 - 45 Panther
 46 - 54 Lion
 55 - 63 Tiger
 64 - 72 Boar
 71 - 81 Bear
 82 - 90 Eagle
 91 - 99 Rat

00:

1 - 3 Human (reroll for non-were form)
 4 - 6 Special (reroll on wander table for were form)

(I'm not sure where most of the non-standard types came from - I've been using them for almost as long as I've been playing.)

PLANT

	PLAINS	FOREST	DESERT	MOUNTAINS
Archer Bush	01 - 25	01 - 30	-	01 - 20
Bloodgrass (DH)	26 - 60	31 - 40	-	21 - 50
Goo Tree	61 - 65	41 - 60	-	51 - 55
Upas Tree	66 - 80	61 - 70	-	56 - 85
Voltree	81 - 85	71 - 90	-	85 - 90
Snap Dragon	86 - 90	91 - 00	-	91 - 00
Porcupine Cactus	-	-	01 - 15	-
Cholla	-	-	16 - 30	-
Okatilla	-	-	31 - 50	-
Tumbleweed	91 - 00	-	51 - 65	-
Joshua Tree	-	-	66 - 80	-
Barrel Cactus	-	-	81 - 90	-
Saguaro Cactus	-	-	91 - 00	-

(with the exception of the bloodgrass, all of the above are my own.)

SOMETHING SILLY

Anything your sneaky little brain can think of - preferably amusing rather than deadly. (example - a bird becomes fascinated with your helmet and keeps pecking at the shiny surface, or you meet up with a man with a stack of leaflets advertizing Dungeon Delight. Or maybe one of Glenn's dungeon inspection teams.)

not wishing to split up a table, see next page for Misc. Sophonts.

UNDEAD

01 - 10 Ghoul
 11 - 20 Wight
 21 - 30 Wraith
 31 - 40 Mummie
 41 - 45 Spectre
 46 - 50 Vampire
 51 - 60 Skin (A&E)
 61 - 70 Banshee (?)
 71 - 80 Screamer (DH)
 81 - 00 Skeleton

MISC. SOPHONTS

OUTSIDE		INSIDE
01 - 07	Griffin	01
08 - 14	Centaur	02 - 14
15 - 21	Lammasu	15 - 27
22 - 28	Alacorn (CL)	28
29 - 35	Pegasus	29
36 - 42	Hippogriff	30
43 - 46	Blink Dog	31 - 37
47 - 49	Displacer Beast *	38 - 43
50 - 56	Cheshire Cat (A&E)	44 - 56
57 - 63	Naga	57 - 69
64 - 70	Sphinx (ATWM II)	70
71 - 77	Phoenix (ATWM I)	71
78 - 84	Panther (ATWM I)	72 - 84
85 - 91	Kedry's Night Demon (only after dark)	85 - 98
92 - 99	Great Eagle (CL)	99
00:		00:
1 - 3	Unicorn	1
4 - 6	Couatl	2
	Re-roll	3 - 6

* these might be placed in the animal table if desired.

SPECIALS

This list should include known entities of your world. For example, mine includes Ja'ala Windrider, the Rainbow Dragon and followers of the Dark Poet. If some god/godess enjoys interacting with characters on occasion, this is the place to put him/her/it/them...

VANCE DRAGONS (ATWM I)
(D12)

1 - 2	Termigant
3 - 4	Spider Dragon
5 - 6	Striding Murderer
7 - 8	Long-Horned Murderer
9 - 10	Blue Horror
11	Fiend
12	Jugger

NOTES: initials in parentheses are intended as a guide to finding the stats on the creatures in question as opposed to a definitive list of credits.

ATWM = All The Worlds' Monsters (edited by Jeff Pimper & Steve Perrin)

A&E = Appeared in Alaurums & Excursions; I don't remember when or by whom written.

CL = Charlie Luce (published in A&E or on his ep charts)

DH = Dave Hargrave (possibly in the Arduin Grimoire - mu information is from a set of xeroxed notes from him well before the AG was published)

KS = Kay Shapero (published in A&E or TLOC and/or printed/reprinted in this zine)

NS = Nicolai Shapero (published in A&E or TLOC)

WS = Wayne Shaw (published in A&E)

? = I have NO idea and/or there are MANY versions.

If no notes, either from the original or something that varies with each DM.

As some of the creatures of my own creation are unpublished, or were published quite a while back, I will put them here. My thanks to All The Worlds' Monsters for the format.

VAMPIRE BAT:	HD	AC	MOVE	FLY	IQ RANGE	DEX. RANGE
Greater	2D8	6	3	24	2D4	16 + D4
Lesser	D8	7	3	18	2D4	12 + D6

ALIGNMENT: Hungry

FOUND IN: Caves, dungeons, wilderness at night

	NUMBER	PROB. OF TREASURE
LAIR (30%)	10D10	30%, C
WANDERING	1. 2D10	

ATTACKS:

1 bite, D6 (Lesser) or D8 (Greater) and attaches to victim. blood drain after attachment of D4 (Lesser) or D6 (Greater) per round.

APPEARANCE: Reddish brown bats of from 1 foot wingspread (Lesser) to 3 foot wingspread (Greater). Lesser Vampire Bats attack as 2 die monsters, Greater as 4 die monsters. Echo location gives them the equivalent of a Robe of Eyes. Occasionally colonies develop rabies. (Hence occasional expeditions to keep the bat population down.)

FOX

HD	AC	MOVE	SWIM	IQ RANGE	DEX. RANGE
D8	7	30	5	D8	12+D8

ALIGNMENT: Hungry

FOUND IN: Anywhere outdoors where it is possible to dig a hole safely. (type of fox varies)

	NUMBER
LAIR (25%)	D8
WANDERING	D4

ATTACKS: 1 bite, D4

APPEARANCE: Regular foxes - above stats meant for red, grey or arctic foxes; desert foxes (fennecs) and kit foxes are slightly smaller. If in lair, assume all but one or two are cubs. Parents will attack at plus 2 if cubs are threatened.

RAT

HD	AC	MOVE	SWIM	IQ RANGE	DEX. RANGE
D4	7	6	3	D6	12 + D6

ALIGNMENT: Hungry

FOUND IN: Fields, cities, ruins etc. Places where tunnels are available or easily constructed.

	NUMBER	PROB. OF TREASURE AND TYPE
LAIR (30%)	10 D10	10%, D6 of gems (accidental acquisitions)
WANDERING	2D10	

ATTACKS: 1 bite, D4

APPEARANCE: Black or brown (Norway) rats. Live in large colonies - when in lair many will be females with babies. Those found wandering will be adults. If cornered or females with young, fight at +2. Colonies sometimes develop rabies or bubonic plague. Generally will not attack unless very hungry or desperate.

SNAKE

HD	AC	MOVE	SWIM	IQ RANGE	DEX. RANGE
D8	6	12	5	D4	12+D6

ALIGNMENT: Hungry

FOUND IN: About anywhere - depends on type of snake.

NUMBER

LAIR (20%) D4

WANDERING D4

ATTACKS:

- 1 bite, D4 plus poison of anywhere from D8 (rattlesnakes) to fatal within a few melee rounds (krait)
some snakes (cobra) can spit venom for 6-8 feet doing $\frac{1}{2}$ normal damage. Note that all poison damage is halved if save.

APPEARANCE: General snakes. Especially sidewinder rattlesnakes, vipers, cobras et al. Constrictor snakes constrict for D2 - D8 damage/round, instead of doing poison damage.

SENTIENT MIST (An earlier version appeared in ATWM II)

HD	AC	MOVE	LEVEL	IQ RANGE	DEX. RANGE.
1-20 D8	4	12	1-5	12+D8	12+D8
		24	6-10		
		36	11-15		
		48	16+		

ALIGNMENT: Any. (Normally Neutral, may be geased to guard treasure)

FOUND IN: Enclosed places

IN LAIR (100%)	NUMBER	PROB. OF TREASURE AND TYPE
	1	80%, A

ATTACKS:

- 1 envelopment - may at one time envelop 2 beings per die of mist. this creates confusion so that any party attack roll of 2 or more under the number needed to hit (or 1 in any case) has a 30% chance of hitting another (enveloped) party member, increasing by 10% for every party member over 6 enveloped.
- 1 strangle. Once it hits an enveloped party member, must roll as if to hit AC:9 to remain attached. Each round it does so, it does 1 D8 of damage.

APPEARANCE: A swirling faintly blue cloud of mist.

EYES-IN-DARKNESS

As Sentient mist with the addition of 1 "Eye" per die of monster. Eyes are AC 7 and have 1D8 hit points. They draw their strength from the Mist and operate as if they were the dexterity and level of the mist (I.e., if the Mist was 3rd level, a Lightning eye would through 3 die lightning bolts.) Roll D20 and pick from table (duplicates ARE possible - do not re-roll them)

1	Anti-Magic Ray (as beholder)	11 Disintegrate
2	Dispell Magic Ray	12 Repulsion
3	Haste	13 Flesh/Stone
4	Slow	14 Monster Summoning IV
5	Cold Ray	15 Heat Ray
6	Lightning	16 Protection/normal missiles
7	TK	17 Ice Storm
8	Evil Eye (save at -2 or drop 1 combat class for rest of melee)	18 Maze
9	Hold Being	19 Confusion
10	Phantasmal Forces	20 Polymorph others

NOTE: All Rays are single target, damage causing ones doing one die of damage per die of Mist.

APPEARANCE: Dense faintly blue mist containing several basketball-sized "Eyes". Actually a symbiotic colony creature composed of a sentient mist and a group of "Eyes" descended from a now extinct sort of free-living variety. This is a defensive alliance and, as the eyes are powered by the Mist which in turn feeds on mana (much as a mage draws on it for magic), it has rarely any reason to attack a party unless geased to guard something. They may be found wandering, being only 50% in lair.

NIGHTGAUNT: see ATWM I

DREAM BEAST

HD	AC	MOVE	IQ RANGE	DEX. RANGE
6D3	7	0	14+D4	12+D6

ALIGNMENT: Neutral/amoral
FOUND IN: Deserts, dungeons

	NUMBERS	PROB. OF TREASURE AND TYPE
LAIR (100%)	D8	60%, A-1

ATTACKS: 1 Attraction. Semi-telepathic ability similar to Phantasmal Forces makes the creature resemble whatever the viewer most wants to see. If victim is alone, saving throw is 20, if accompanied, save at -2. Anyone fooled by the illusion must save as vs. Charm or they will approach. When victim is in range, monster will drop the illusion and attack. To retaliate, victim must save again at +6

1 attack per tentacle doing 1D6 each. Has 5-10 tentacles.

APPEARANCE: when not projecting illusions (and two viewers need not see the same thing at the same time, by the way. What the beast projects is the illusion that it is what the viewer most wants to see - it is the viewer's mind that produces the specific illusion), resembles a clump of black, intertwined ropes with jagged teeth. (From "A Martian Odyssey" by Stanley Weinbaum.)

ICE MICE

HD	AC	MOVE	IQ RANGE	DEX. RANGE
D4	5	12	D4	12+D6

ALIGNMENT: Neutral/Hungry
FOUND IN: Cold areas

	NUMBERS	PROB. OF TREASURE AND TYPE
LAIR (70%)	10D10	20%, I
WANDERING	5D10	

ATTACKS: 1 bite, D2
1 single target cold breath, D6

DESCRIPTION: Bluish-white mice about the size of field mice. When killed become lumps of slightly dirty ice. Occasionally infest the homes of Ice Giants.

MOSQUITOES

HD	AC	MOVE	FLY	IQ RANGE	DEX. RANGE
1/8 Hp	9	1	48	insect	3D6

(0 in the air)

FOUND IN: Marshy places, anywhere there's stagnant water/

	NUMBER
WANDERING	100D10

ATTACKS:

- 1 bite - drains 1/8 hp worth of blood after which bug is full.
- 1/2 chance of a given bug carrying malaria.
- They attack as 8th level fighters treating targets as if AC:9 and save as 1 die monsters.

APPEARANCE: Mosquitoes, basically.

GEM BUG

HD	AC	MOVE	FLY	DEX. RANGE
1 pt.	9	1	48	12+D6

(0 in the air)

FOUND IN: damp wilderness areas (Lightning Bug)
 dry wilderness areas (Fire Fly)
 cold areas (Ice Beetle)
 swampy areas (Stink Bug)

	NUMBERS	PROB. & TYPE OF TREASURE
WANDERING	10D4	100% - bug becomes 10gp. gem when killed: sapphire - Lightning Bug, ruby - Fire Fly diamond - Ice Beetle emerald - Stink Bug

ATTACKS:

- 1 pt. single target breath weapon: Lightning bolt - Lightning Bug
 flame lance - Fire Fly
 ice lance - Ice Beetle
 chlorine gas cloud - Stink Bug

APPEARANCE: 1/2" beetles of electric blue (Lightning Bug), flame red (Fire Fly) crystal (Ice Beetle) and grass green (Stink Bug)

TRAP DOOR SPIDER

HD	AC	MOVE	IQ RANGE	DEX. RANGE
10D8	5	15	6+2D6	12+D6

ALIGNMENT: Chaotic/Neutral

FOUND IN: Wilderness, underground

	NUMBERS	PROB. & TYPE OF TREASURE
LAIR(100%)	1	30%, A-1

- ATTACKS: 1 Trap - digs trap underground with thin roof. Anyone stepping on the trigger point falls 10 - 20 feet into the trap taking 1D6 damage from fall, and must save as vs. magic or be dazed for 1 - 5 melee rounds.

- 8 Claws, 1D6 per claw
- 1 Bite, D4 plus 4D8 poison.
- May spin a web as per Web spell

APPEARANCE: Grey-brown spider about the size of a Great Dane. Averse to light, but not hindered by it.

POWER SPIDERS				ATTACKS AND DAMAGE					
HD	AC	MOVE	IQ	DEX	CLAW(8)	BITE(1)	POISON	WEB	
1-4D8	7	6	3D6	6+2D6	1D4	1D2	1D8	(see,	
5-8D8	5	12	6+2D6	12+D6	1D6	1D4	2D8	below -	
9-12D8	3	18	12+D6	14+D4	1D8	1D6	3D8	as type	
13-16D8	1	24	14+D4	16+D4	1D8	1D6	4D8	of spider)	
17-20D8	-1	24	16+D4	18+D4	1D8	1D6	5D8		

WEBS: All are 10' in diameter and hold 2D8 beings. Except where noted, all may be destroyed by doing 40hp damage with cutting weapons (treat as AC 9).

TYPE OF SPIDER & COLOR	TYPE OF WEB
Ice Spider (white)	Frosty white - does 1D6 cold damage per melee round of entanglement. Flaming weapons do double damage to the web.
Purple Spider	Glowing purple - paralyzes all entangled for period of entanglement only.
Lightning Spider (electric blue)	Glowing metallic blue - does 1D6 electric damage per melee round of entanglement.
Gold Spider	Sparkling metallic gold - drains 1 point of strength per melee round of entanglement. After web is destroyed, drained strength will return at 1 point per full turn. Remove Curse will restore drained points immediately.
Green Spider	Web is composed of Green Slime!
Star Spider (silver)	Translucent silver - shrinks by 1" per melee round, shrinking those entangled proportionately until it disappears altogether, teleporting it's contents elsewhere at random. Web armor class increases by 1 point per foot shrunk due to difficulty of avoiding hitting those entangled. If web destroyed, victims return to full size at 1 foot per melee round.
Fire Spider (flame red)	Luminous translucent red with tiny flames on it - does 1D6 fire damage per melee round of entanglement. Cold weapons do double damage to web.
Acid Spider (yellow and green striped)	Bright yellow - does 1 D6 acid damage per melee round of entanglement.
Witchfire Spider (Blue with red markings)	Glowing blue with blue flames - paralyzes all entangled plus doing 1D6 fire damage per melee round of entanglement, while making a loud roaring noise. Cold weapons do double damage/ heat weapons RESTORE damage. Paralysis only lasts while entangled.
Pearl Spider	Shiny pearl - shrinks those entangled by 1 armor size per melee round. Save as vs. magic each round or loss is permanent - each round save is made the lost point will return when removed from web at 1 point per full turn. Note - clothing, armor etc. does NOT shrink.

SPIDERS (cont)

Stone Spider (grey)

WEB TYPE

Grey-green - Does stone to flesh to those entangled. If save vs. magic is made, victims are restored when web is destroyed.

Hell Spider (black)

Smoky black - Drains one life level per melee round of entanglement. Victim must save vs magic every round - if save, life level lost that round will return 1 full turn after web is destroyed, otherwise loss is permanent.

Those entangled in the webs (if not paralyzed or stoned) may attempt to cut the web but will need a 20 to hit regardless of weapon, strength or other bonuses. All hits will do $\frac{1}{2}$ damage due to the awkwardness of the situation except daggers and similar small weapons which do full damage.

NOTE: Those in the target area of the web must make $\frac{1}{2}$ dex. roll to avoid entanglement. Once entangled, unless otherwise indicated, there is no saving throw vs. the effects.

DESCRIPTION: All spiders are man-sized.

My thanks to Dave Hargrave, whose Rune-weaver spells gave me the idea.

ARCHER BUSH, COO TREE, UPAS TREE, VOLTREE (and BLOODGRASS, for that matter) Are in ATWM.

SNAP-DRAGON

HD	AC	DEX. RANGE
4D8	8	12+D6

FOUND IN: Temperate forests, grasslands

	NUMBERS	PROB. OF TREASURE AND TYPE
LAIR (100%)	2D4	30%, $\frac{1}{2}$ type I

ATTACKS: 10D4 flowers, each breathing 1D4 flame (single target)

APPEARANCE: A 4-6 foot bush with light green serrate leaves and yellow flowers shaped vaguely like dragon heads.

FORCUPINE CACTUS

HD	AC	DEX. RANGE
2D8	8	12+D6

FOUND IN: Deserts

	NUMBERS	PROB. OF TREASURE AND TYPE
LAIR (100%)	1 D8	20%, $\frac{1}{2}$ type I

ATTACKS: Has D8 "arms" each containing 10D10 spines, each arm capable of firing off it's load of spines independant of the other arms. Spines do $\frac{1}{2}$ hp damage each. Treat target as AC 9 unless in full plate with the visor down! (roll once for each arm fired - if hit, roll 10D10 for number of spines connecting.)

APPEARANCE: Looks rather like a Cholla - fairly narrow branches furry with white spines.

CHOLLA - A real plant... A sort of small, multibranch cactus with an incredible number of spines. These break off easily into little spiky balls which tend to be distributed within 10 or 20 feet of the plant. Those passing near one must save as vs. magic or they will pick one up somewhere. They tend to do 1 or 2 points of damage and are rather hard to dislodge.

OKATILLA - A tall, slender (about 4" in diameter) green succulent which grows in clusters. The edges have spines. Will not do damage unless grabbed.

TUMBLEWEED - Standard tumbleweed. To 4' in diameter. Tend to drift together in corners, along fences and the like. Dark brown woody bush which loses it's roots, dries out and is blown about by the wind to scatter it's seeds.

JOSHUA TREE - 5 - 9 foot tall fibrous plant with long narrow leaves. Multiple "arms" which tend to take the wierdest forms.

BARREL CACTUS - Like the name implies. Short (to 4' tall) and wide (to 2' in diameter) and covered with spines. A very juicy succulent - if cut open will supply water for 1 - 5 people.

SAGUARO - The stereotypical cactus. Like a tall version of the barrel cactus with from 0 to 4 "arms" budding off the sides at various heights. Also a good source of water (unless it's been dry for a LONG time.).

All of the above (on this page) are existing plants.

KEDRY'S NIGHT DEMON

HD	AC	MOVE	IQ RANGE	DEX. RANGE
11D8	2+4	12	6+2D6	14+D4

ALIGNMENT: Any .. usually neutral

FOUND IN: Dungeons, wilderness after dark

	NUMBERS	PROB. OF TREASURE AND TYPE
LAIR(30%)	1 D8	50%, F
WANDERING	1 D4	20%, I

ATTACKS: 2 Claws, D8/claw
1 Bite, D10
1 Hug (as per Owl Bear) 2D8
1 Breath (usable 3x per day) -- 10D8 flame.

APPEARANCE: Man-sized ursinoid with thick, coarse black fur and large, razor-sharp claws. Not a true demon, but a rather rare intelligent creature. Generally prefer their own company to that of any other beings, though they have been known to trade with other beings on occasion.

Whew! That took up more space than I thought it would!

Next issue I hope to have an article on how to create beasties to fit with specific environments. Meanwhile, unless some filler turns up, I may as well leave the rest of this page blank. See you all nextish...

MYRIAD UNIVERSES

By Margaret R. Gemignani
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Complaints about the typing should go to Charlie Luce.

The Laws, of Historical Change
(How I refused to introduce the Atom Bomb into a Medieval
World)

1. Thou shalt not give to the people knowledge they would not discover with the knowledge they have within their reach.
2. Thou shalt not give to the people anything their society could not create.
3. Thou shalt not teach bad habits to the people.
4. Thou shalt not introduce a life style to the people that would alter their lives to the point of destroying their world.
5. Thou shalt not kill the Butterfly, for all the Universe shall be changed, and ye shall be responsible for it.

The Para-Cleric, or how to utilize spells not useful in all universes, also, a means to brevet for first level clerics so they can do some healing.

The example used is the Spells of Patriarch Duncan of Galen for sale in the last issue.

The cleric may pay 15,000 for the spells from Kay's universe or the year of work. Then he or she will be able to brevet at first level 1 to second level so that they may use light healing spells. Receives such spells as Cure Disease, Cure Serious Wounds, Neutralize Poison, etc., 1 level earlier brevetment than EP earned would allow. For brevetment, you must pay back the EP but have the use of the material while doing so. To do so otherwise would cheat a hard working player and character out of his or her due.

If the DM sells levels, he may agree to sell the level to you for the cost of the difference in fee, paid to the Clinic, for example if the level costs 20,000GP 15,000 goes to the clinic, 5000 goes to the DM, and you get the level.

Clerics already having the spells get for their time and money the following:

- +1 +2 months or 4,000 GP
- +2 +5 months or 9,000 GP
- +3 +1 year or 15,000 GP.

Shamans and Healers are also eligible for the deal.

Plus you receive the following percentage chance for both brevet and those owing the level for your money or services:

Identify diseases 10% for 2 months or the money
20% for 5 months or the money
30% for one year or the money.

also the same for identify poisons or identify herbs, and 10% more on purifying food and water.

Next issue; the coming of Mirrorlight, City of the Bronze Dragon King, Place of the Dancing Doll.

Comments...

Charlie Luce, could you develop fertility tables for exotics?

E. Gary Gygax says Hold Person on one person is -2 on save, 2-4 regular save, third level spell.

Suggestion is higher, Illusionist spell, may be run the same way. Some DMs run Hold Person like Charm Person, I think that's wrong, because if Hold Person and Charm Person are the same, why have two spells which are the same in use?

Jordan Brown, you don't remember starting as an MU in Nicolai's world apprenticed to his high-level magic user? You wrote the story two issues ago.

Ed Simbalist, the mage who tried to learn the spell and took two years was an example of a drug-trance daughter of a stableman. I wish we knew more about her. With the adjustment, it may not have taken so long.

Couldn't a Serf be bought from his master and so become an apprentice and earn his freedom?

Duncan Kuhns, Anti-Magic users were originally used as Mad Scientists by New York Dungeoneers, and their favorite weapon was an Ice Pick +1.

Mike Gunderloy, did you ever hear about the Dirtiest Trick of the all, the El Zip or Zero? He was a poor roll character, below average, that the DM stuck on a player, but the dummy had luck of Chief Inspector Clousaeu.

Peggy Gemignani

ILLUSIONISTS

A sub-class of Magic-Users for use in Dungeons and Dragons campaigns.

This adaptation written by Charlie Luce; these rules are a GriffinGame production.

Adapted from the original presentation by Peter Aronson in The Strategic Review #4 (Copyright 1975 by TSR Hobbies) and supplemental material in The Dragon #2 (Copyright 1976 by TSR Publications).

CHARACTER AT A GLANCE:

Prime Requisites: Intelligence and Dexterity must be at least 12.

Race Limits: As Mages.

Experience per level: As Mages.

Saving Throws: As Mages.

Hit Dice: As Mages.

Armor Permitted: As Mages; in addition, races which can wear armor and still do Magic (such as Elves in many universes) are restricted to armor which is nonencumbering (such as Mithril chainmail).

Weapons Permitted: As Mages.

Fighting Ability: As Mages.

Magical Items Permitted: Items which Mages and at least one other class may use, Scrolls with Mage spells, and Items which are related to or act like Illusionist spells, such as: Crystal Balls, Illusion, Fear, Paralysis, and Polymorph Wands, etc.

BACKGROUND: Illusionists are of the lesser-known scholl of Manual Conjunction, using gestures, as opposed to Mages, who are of the school of Phonetic Thaumaturgy, using spoken spells. While both schools usually imploy both speech and gestures in the casting of their spells, Mages can cast by voice alone, while Illusionists can cast by gesture alone.

Illusionists specialize in the casting of magics which affect the mind, causing the target(s) to believe things which are not true. As their command of Magic grows stronger (i.e., higher level spells are acquired), they begin to mix a higher and higher proportion of reality into their spells, until at the highest levels they are able to create or alter reality in a similar fashion to high-level Wizards.

NOTES ON ILLUSIONIST MAGIC: Non-Illusionist spells and devices to detect illusions or give Truesight should be played with the restrictions given on the spells to do so given in these rules unless specially enchanted or of Artifact type.

To cast a spell of this level:	Requires an Intelligence of:	And a Dexterity of:
7	13	14
8	14	16
9	15	18
10	16	20

Illusionists may begin enchanting items at 10th level. There are no Illusionist scrolls.

PLAYING ILLUSIONISTS: An Illusionist, especially at the lower levels, loses much of its effectiveness once the opposition realizes that it is an Illusionist and not a Mage that they face. Because of this, a saving throw against an Illusionist should not automatically identify the spell as such. A system such as $(Int. + \frac{1}{2}Wis. + Lvl)$ times a factor from 0-4, depending on the situation is a good rule of thumb for recognizing an Illusion; of course, creatures with

little mind to fool or someone with mind shields will also be illusion resistant.

In addition, an Illusionist often needs two or three spells to be as effective as a Mage can be with one or two. Magic systems should take this into account, in giving the Illusionist more spell points, shorter prep time, smaller Klutz %age or similar adaptations (Pure Gygax/Vance systems may want to give Illusionists a few more spells). One rule that works in many systems is to use (Int. + Dex/5) as a substitute for Intelligence in formulas involving Prime Requisite.

ILLUSIONIST SPELL LIST

- | 1st level | 2nd level | 3rd level |
|-----------------------|------------------------|-------------------------|
| 1. Phantasmal Forces | 1. Suggestion | 1. Change Self |
| 2. Fogwall | 2. Self-Infravision | 2. Misdetection |
| 3. Light | 3. Hypnosis | 3. Deafness |
| 4. Darkness | 4. Read Magic | 4. Hypnotic Pattern |
| 5. Mirror | 5. Illusionary Forces | 5. Continual Light |
| 6. Detect Illusion | 6. Invisibility | 6. Continual Darkness |
| 7. Mirror Image | 7. Detect Magic | 7. Spectral Forces |
| 8. Ventriloquism | 8. Detect Evil | 8. Dispel Magic |
| 9. Dispel Image | 9. Shadow Arrow | 9. Fear |
| | 10. Fog Cloud | 10. Invisibility, 10'r. |
| | 11. Magic Mouth | 11. Illusionary Script |
| | 12. Blur | 12. Super-Hypnosis |
| | 13. Pyrotechnics | 13. Sleep |
| | | 14. Mind Shield |
| | | 15. Truesight |
| 4th level | 5th level | 6th level |
| 1. Blindness | 1. Skrying Flus | 1. Chaos |
| 2. Self-Blank | 2. Paralysis | 2. Demi-Phantoms |
| 3. Full Illusion | 3. Concealment | 3. Demi-Wall |
| 4. Ignore Wounds | 4. Emotions | 4. Demi-Missile |
| 5. Mass Suggestion | 5. Shadow Shield | 5. Triggered Illusion |
| 6. Massmorph | 6. Programmed Illusion | 6. Polymorph Others |
| 7. Phantoms | 7. Minor Creation | 7. Major Creation |
| 8. Shadow Wall | 8. Polymorph Self | 8. Summon Shadows |
| 9. Shadow Missile | 9. Projected Image | 9. Window |
| 10. Confusion | 10. Change Others | 10. Illusionist Eye |
| 11. Infravision | | 11. Vision |
| 12. Spellbind | | 12. Mind Blank |
| 13. Fireworks | | 13. Disenchant |
| 14. Hold Portal | | |
| 15. Knock | | |
| 16. Skrying | | |
| 7th level | 8th level | 9th level |
| 1. Super-Invisibility | 1. Alter Reality | 1. Empower Others |
| 2. Create Shades | 2. Permanent Spell | 2. Shape Change |
| 3. Astral Spell | 3. Power-Gesture | 3. Disbelieve |
| 4. Lycanthrope | 4. Symbol | |
| 5. Ignore Disability | | |
| 6. Prismatic Illusion | | |
| 7. Maze | | |
| 8. Illusionist's Trap | | |
| 9. Transform Self | | |
| 10. Bend Reality | | |
| | | 10th level |
| | | 1. Prismatic Wall |
| | | 2. Create Reality |

Illusionist Spell Descriptions (R=Range, A=Area affected, D=Duration)

1st level:

Phantasmal Forces: Same effect as the Mage spell, producing purely visual illusions. R=24", A=3" diameter, D=As long as the caster concentrates.

Fogwall: A wall of fog, cohesive but not hindering movement through itself. It blocks normal vision and cuts Infravision through it by a factor of 6. R=12", A=6"x1"x1 foot or 3" diameter by 2" by 1 foot. D=1D4 turns in the open, 2D4 turns below ground.

Light: Same effect as Mage spell. R=12", A=3" dia, D=6+Caster's level in turns.

Darkness: As the Light spell, except that Darkness is produced. The darkness cannot be seen in even by Infravision but can be negated by Light such that IV works.

Mirror: Creates a 1 square foot surface, totally reflective to light on one side and black on the other. The spell can be used against stone-gaze and magic mirror attacks. R=12", D=1 turn.

Detect Illusion: This spell detects the presense of an Illusion in a manner similar to the spell Detect Invisible (which is included in this spell). It is ineffective against illusions generated by Illusionist spells of 4th level and above, natural abilities of creatures of 6th level and above, Mage spells of 6th level and above, and similar magical items. R=1" per level of caster, A=1" path, D=2 turns.

Mirror Image: Same effect as Mage spell. A=3" dia., D=6 turns.

Ventriloquism: Same effect as Mage spell. R=6", D=2 turns.

Dispel Image: Similar to the spell Dispel Magic, but limited to illusions. R= 12".

2nd level

Suggestion: Same effect as Mage spell. R=6", D=1 week.

Self-Infravision: Same effect as the Mage spell Infravision, but castable only on yourself. A=6" rad., D=24 hours.

Hypnosis: A spell similar to Charm Person, but requiring the caster to look the victim in the eyes. This spell has a +2 chance of success. R=3", D as Charm Person.

Read Magic: Same as the Mage spell, but with the same restrictions on the use of high-level magic as Thieves.

Illusionary Forces: Similar to Phantasmal Forces, but producing both visual and sound illusions. R=24", A=3" dia., D=As long as caster concentrates + 3 turns.

Invisibility: Same effect as Mage spell. R=3", D=Until negated or dispelled.

Detect Magic: Same effect as Mage spell. R=6", A=1" dia, D=2 turns.

Detect Evil: Same effect as Mage spell., R=6", A=1" dia., D=6 turns.

Shadow Arrow: An illusionary Magic Missile which does full damage if thought to be real and 1 point if known to be Illusion. Only one missile is thrown. R=15".

Fog Cloud: A cloud which obscures normal vision and cuts Infravision range by a factor of 10. The cloud moves with the wind, but stays still if there is no wind. R=3", A=1" per level of caster diameter by 2" high, d=6 turns.

Magic Mouth: Same as the Mage spell.

Blur: This spell causes the caster to be blurred, adding +2 to defensive capabilities and saving throws. D=1D4 + Caster's level in turns.

Pyrotechnics: Same as the Mage spell.

3rd level

Change Self: A limited Polymorph Self, which allows the caster to appear as a creature of similar size and shape (for example, a human could appear as a Groll but not a Wyvern.) D=1D4+8+Caster's level in turns.

Misdetection: This spell can cause a Detect (Magic, Metal, Gems etc.) to give a false reading when cast at the object or creature the Misdetect is on. The target gets a save vs detection equal to that of the caster (vs. wands for magical items, vs. spells for spells or natural powers). R=6", D=Until dispelled for objects, 2 turns for creatures.

Deafness: Causes total Deafness to the target if save is failed. After the first day there is a 2% per level cumulative chance per day of recovery. R=12"

Hypnotic Pattern: a 1"x1" projection which will hold creatures up to 2" in front of it motionless. Up to 5th level creatures may be held, and only Illusionists get a saving throw (in systems which give normal saves vs. Sleep give normal saves with Illusionists saving at +4). It will affect 3D6 level 1 creatures, 2D6 2nds, 2D4 3rds, 1D4 4ths or 1 5th. A mirror can be used within 3" to try and catch the caster and break the spell, and any attack on one of the held creatures breaks the spell. R=12", D=As long as caster concentrates.

Continual Light: Same as the Mage spell. R=12", A=24" dia., D=Until Dispelled.

Continual Darkness: The opposite of Continual Light (see Light/Darkness).

Spectral Forces: Similar to Phantasm/Illusion but fooling all five or so senses and not dispelled by touch (though they can do no damage in known to be illusions). R=24", A=3" diameter, D=As long as caster concentrates + 6 turns.

Dispel Magic: Same effect as Mage spell. R=12".

Fear: Same effect as Mage spell. A=24"x4" cone, D=6 rounds/turns as applicable. [Is this for the cone, or for the length of time those who fail save are feared? KS]

Invisibility, 10' rad.: Same as the Mage spell.

Illusionary Script: A spell similar to Magic Mouth, but when triggered produces glowing words visible only to the target(s). Maximum length is 50 words. D=Until triggered + 2 turns.

Super-Hypnosis: A spell similar to Hypnosis, but not requiring the caster to look into the target's eyes. If the eyes are looked into, the +2 chance of success applies. R=9", D as Charm Person.

Sleep: As the Mage spell. R=24".

Mind Shield: A shield vs. mental spells, devices and powers. It gives a saving throw against such effects which do not normally get saves and a +4 save against those that do. This shield is castable only on yourself. D=24 hours.

Truesight: Allows caster to see the truth behind illusions and similar effects. It is ineffective against Illusionist spells of 5th level and above, natural powers of 9th level creatures and above, and Artifacts. D= 1 turn per level of caster.

4th level

Blindness: A spell similar to Deafness, but producing total Blindness in the target that fails save. There is a 1% chance cumulative each day after the first of recovery. R=12".

Self-Blank: Same effect as the Mage spell Mind Blank, but castable only on yourself. D=24 hours.

Full Illusion: A spell similar to Spectral Forces, but containing a part of the caster's mental/life force, and thus reaching to such detects. For each full illusion in operation or stored in a spell or device the caster loses 2 hit points until the illusion is dispelled or dissipated. R=24", A=3" dia., D=12 turns.

Ignore Wounds: The recipient of this spell is able to ignore the effects of wounds up to but not including the disabling of a limb or organ. The spell is dispelled when the recipient has taken 90% or more damage. While the spell is in effect, the person the spell is on has a 5% chance per own level of resisting Sleep, stunning, shock/unconsciousness, and other effects of this type. An individual may only benefit from this spell once per day. R=6", D= 3D4 turns.

Mass Suggestion: As Suggestion, but able to affect one being for each two levels of the caster (drop halves). The same suggestion is made to all the targets. R=6", A=1" diameter, D= 1 week.

Massmorph: Same as Mage spell. R=24", A=4" dia., D=Until dispelled.

Phantoms: This spell creates semi-real monsters having 1 point per hit die (no hit points for adds) under the command of the caster. If thought to be real they attack and defend normally (as per Spectral Forces); if known to be Phantom they are Armor Class 9, have no special abilities, do $\frac{1}{4}$ normal damage, and take double damage from silver. An illusionist may create as many dice worth of Phantoms as his own level. R=12", D= 6 turns.

Shadow Wall: Creates a semi-real wall (Fire or Ice, caster's choice) which does full damage if thought to be real and $\frac{1}{4}$ damage if known to be Shadow. R=6", A as Fog Wall, D=6 turns.

Shadow Missile: An imitation Fire Ball or Lightning Bolt (caster's choice) which does full damage if thought to be real and $\frac{1}{4}$ damage if known to be Shadow. R=24", A is as imitated missile.

Confusion: Same effect as Mage spell. R=12", A=3" dia., D=12 rounds.

Infravision: Same as the Mage spell. R=touch, D=24 hours.

Spellbind: This spell has the same effect as Hypnosis, but can be used on 1D6 persons or one monster. Against one person the spell is +3; against a monster it is +1. There is no need to look a target in the eye, nor is there a penalty for doing so. R=18", A=3" diameter, D=24 hours.

Fireworks: Similar to Pyrotechnics, but a creature caught inside the fireworks ($\frac{1}{2}$ " radius from source) will take 2D8 damage (half if save), while creatures below four hit dice who look directly at the source will be dazzled (generally operate at -2) for 2D4 meleé rounds (half if save). If smoke is produced rather than bright flashes, it will cover a volume of at least 80 cubic feet. R=12", D=Caster's level in rounds.

Hold Portal: Similar to the Mage spell, but while the caster is concentrating a save vs. spells is allowed vs. forcing the door or opening it via magic. R=1", A=1 portal, D=As long as caster concentrates + 1D4 turns.

Knock: Same as the Mage spell. R=3".

Skrying: A spell similar to Clairvoyance, but not requiring a mind on the other end. It is blocked by lead and anti-magic, as well as Mind Blank. R=4" plus 1" per level of caster, D=1 turn per level of caster.

5th level

Skrying Plus: As Skrying, but like a combination of Clairvoyance and Clair-audience.

Paralysis: Produces a cone similar to that of a Paralization Wand (but saved as vs. spell). A=12" c3" cone, D=8 hours or until dispelled.

Concealment: This spell allows the caster to Move Silently and Hide in Shadows as if a 10th level Thief, and blocks detections such as Magic, Evil or Life. When combined with Invisibility normal Detect Invisible will not detect the caster. D=3 turns per level.

Emotions: This spell influences the emotions of intelligent creatures within the target area (saving throws apply). A number of different emotions can be projected: Fear, as the spell; Battle Lust, which makes creatures fight Berserkly (but can be countered by Fear); Deprivation, which causes loss of morale; Bravado, which can give immunity to Fear (but not counter it) or counter Deprivation; Friendliness, which causes feelings of friendship toward the caster; Annoyance, which causes short tempers in the affected beings; and Hate, which has a variable effect on each target according to the roll on a D10: 1-2=Hate nearest enemy; 3-4=Hate nearest friend; 5-7=Hate nearest creature, 8=Hate self, and 9-0=Hate caster. Creatures under Hate immediately attack the object of their hate (if self, attempt suicide). R=18", A=4"x4", Duration of the area is as long as caster concentrates; the effect of the spell lasts for 2D6+level of caster in rounds (turns, if fleeing in Fear).

Shadow Shield: Creates a Shadowy shield surrounding the caster and acting as a combined Protection from Evil and Bracers of Armor Class 2. This spell may be combined with Blur for maximum effect. D=1 turn per level of caster.

Programmed Illusion: A Spectral Force or Full Illusion (caster's choice) which will appear, perform actions specified by the caster (limited to 25 words), then vanish. Concentration need not be maintained after the illusion is programmed. R=24", A=3" diameter, D=12 turns maximum.

Minor Creation: Djinn-style creation of material up to Wood in hardness (no metals can be produced). Up to 100 GPW per level per day can be produced at a rate of 50GPW per melee round. Food and drink last indefinitely, other materials last up to eight hours per level of caster. R=1", D=12 hours.

Polymorph Self: As the Mage spell. D=1D6 + 10 + Caster's level in turns.

Projected Image: As the Mage spell. R=24", D=10 turns.

Change Others: A spell which has the same effect on other beings as a Polymorph Self has on the caster. R=9", D=1 hour per level of caster.

6th level

Chaos: Similar to Confusion, but creatures below 6th level get no saving throw (save for Illusionists), and if save is not made the spell takes effect immediately. R=12", A=3" diameter, D=12 rounds.

Demi-Phantoms: Similar to Phantoms, except that they have 2 points per hit die and are Armor Class 8 and do half damage if known not to be real. R=12", D=12 turns.

Demi-Wall: Like Shadow Wall, but doing $\frac{1}{2}$ damage even if not believed.

Demi-Missile: Like Shadow Missile, but doing $\frac{1}{2}$ damage if known as Shadow.

Triggered Illusion: A programmed Illusion which can be set to go off similarly to the spells Magic Mouth and Illusionary Script. R=6", C=Until triggered + 12 turns.

Polymorph Others: Same effect as the Mage spell. R=6", D=Until dispelled.

Major Creation: This spell gives the caster full Djinn creation abilities; up to 300GPW per level per day can be created, at a rate of 100GPW per melee round. R=1", D=Indefinite for materials up to wood, and up to 24 hours for metals.

Summon Shadows: This spell summons Shadows (see GREYHAWK, Copyright 1976 by TSR Rules) to do the caster's bidding (similarly to the Mage spell Invisible Stalker), one for each three levels of the caster (round off). The Shadows react as do Stalkers at long periods of service. R=6", D=Until dismissed or mission completed.

Window: A spell which creates an image on a wall as if a 3 foot by 3 foot window (one-way) was there. The spell can penetrate any normal material (stone, lead, iron, silver, etc.) but is stopped by anti-magic. The spell penetrates up to one foot of material per level of caster. R=6", D=2 turns.

Illusionist Eye: Same as the Mage spell Wizard Eye. R=24", D=6 turns.

Vision: A spell usable to gain information on one question, in a more detailed way than Contact Higher Plane, but less so than Legend Lore. The amount of information given is determined by the DM by rolling 3D6-3, multiplying by 5, and adding half the caster's level; this is treated as a percentage of the total information available. The spell is usable once per week.

Mind Blank: Same effect as the Mage spell. R=1", D=24 hours.

Disenchant: Similar to Dispel Magic, but more far-reaching; it can be used against many types of spells and powers in a way similar to a combined Dispel Magic, Remove Curse, and Dispel Evil. It does not act as a Rod of Cancellation. R=12".

7th level

Super-Invisibility: Similar to Invisibility, but the caster may attack using single target non-missile spells and only be revealed to the intended target. In addition, when combined with Concealment only a Robe of Eyes or similar sensing will be able to detect the caster, and such detection is allowed a save each melee round, with the caster being unseen in rounds where save is made. D=2 turns per level.

Create Shades: This spell creates a Shade to house the soul of a being which has been killed (similar limitations as Reincarnation). The Shade is as the being killed, but has only half the hit points (round up) and spells and most special abilities are at half power by level (i.e. the Shade of an 8th level Mage would throw 4 die Lightning Bolts, and Locate Objects up to 12" away, Fly for 10 turns, etc.). The Shade has its mind, memory and all characteristics intact; it does not come under the control of the caster. A Shade can be Reincarnated (though not against its will), or can be made into a full-powered duplicate by use of Alter Reality, Limited Wish, or Raise Dead fully. R=3".

Astral Spell: Same as the Mage spell.

Lycanthrope: A limited Shape Change, allowing the caster to take the form of a Lycanthrope. (The referee should limit the possible forms to one land, one water, and one sky; I use Weretiger, Wereotter, and Wereagle.) Only one of the possible forms can be taken by one spell; hit points do not change, nor do characteristics (except in a relative sense). The caster may shift into humanoid form to cast spells and back into the were-form, but is limited

Lycanthrope (cont.) to spells of 6th level and below. D=2 turns per level.

Ignore Disability: A special combination of Change Others and Ignore Wounds, allowing the recipient to be to appearances unharmed by and able to ignore the effects of any wounds including loss of limbs, Sleep, stun, incapacitations effects, etc., but not including loss of an organ (although the side effects of such a loss are ignored.). However, the subject will die after taking 85% of normal Hit Points in damage, will heal at half rate (normal, spell, or regeneration) all damage taken under the spell, and if killed can only be Raised by a Raise Dead Pully, which will have the effect of a normal Raise Dead. R=9", D=3D6 + level of caster in turns.

Prismatic Illusion: An imitation Prismatic wall which gives similar protection to a combined Cube of Force and Anti-Magic Shell, but is subject to dispel or can be brought down as per a Cube of Force (see GREYHAWK, Copyright 1976 by TSR Rules). If passed through by a being, the Illusion is passable but has a $\frac{1}{2}\%$ chance per level of caster for each layer of having the normal effect of a Prismatic Wall on the creature. The blinding of creatures below eight dice who look on the wall is allowed a normal saving throw (save at +4 if normal throws are given for Prismatic Wall). The Illusion can be brought down as if a normal Prismatic Wall. A=2" dia., D=1 hour.

Maze: Same effect as the Mage spell. R=6".

Illusionist's Trap: Similar to Triggered Illusion, this spell creates a 3" radius field which can be set to trigger another spell cast into it; such spells must be thrown by the caster of the trap and be 6th level or below, but have a +20% chance of being believed (or are -2 to save against if this does not apply). R=6", D= Until triggered + duration of triggered spell.

Transform Self: A spell which has the effect of a Polymorph Others but is cast on yourself (limited as per Shape Change). Only one form may be taken per spell, but the spell is dispelled at will. D=1 week.

Bend Reality: A "wild card" spell, similar in nature to Limited Wish; it is capable to cause temporary alterations in reality which could be accomplished by a 6th level or below spell (Mage or Illusionist) such as Passwall, Polymorph Others, etc., though not full transformations such as Stone-Flesh.

8th level

Alter Reality: Similar to Bend Reality, it is capable of permanent as well as temporary alterations in reality, limited in power to 8th level and below effects, such as Polymorph any object, Remove Curse, Disintegrate etc.)

Permanent Spell: Same effect as the Mage spell. R=Touch,

Power-Gesture: Similar to the Mage's Power-Word/Blind in speed, effect, etc. R= 12".

Symbol: As the Mage spell.

9th level

Disbelieve: A very powerful Truesight-type spell allowing the caster to discern the reality behind illusions and temporary transformations, as well as other magical-type deceptions. However, the caster is limited to 4th level spells and below while this spell is in effect. (NOTE: It is vital to play-balance that a similar limitation in power be placed on any spell or device with this order be placed on any spell or device with this order of illusion penetration). This spell can be dispelled by the caster at will. D=1 turn per level.

Empower Others: This spell allows the recipient to create a Spectral Force as if a 6th level Illusionist. It can be cast on any intelligent creature with the proper characteristics to become an Illusionist, regardless of class or race, except for those classes which cannot use magical items or Illusionists of 6th level or above. The caster may empower creatures to throw one illusion per four levels (drop fractions), in any combination (a 19th level Illusionist could empower one creature to throw four Spectral Forces, two to throw two each, four to throw one, etc.). R=3", D=until all illusions have been thrown or 24 hours, whichever comes first.

Shape Change: Same effect as Mage spell. D=2D4 + caster's level in turns.

10th level

Prismatic Wall: Same as the Mage spell. An Illusionist brings down a Prismatic Wall with the following spells: Red=Confusion; Orange=Shadow Lightning; Yellow=Shadow Arrow; Green=Window; Blue=Disenchant; Indigo=Dispel Image; Violet=Continual Light. A=2" diameter, D=1 hour.

Create Reality: The creation of reality either to create a large amount of permanent material instantly (1000 GFW per level of caster) or to perform an act of creation of 9th level power or below (see Bend and Alter Reality for guidelines). This spell affects the caster as does Wish to a Mage.

Still being emanated by Mike Gunderloy, whoever he is. Address and phone number are in limbo--if there's none at the end of the zine I don't know what they are at the time. If you need to get in touch with me, you can always call Nicolai. This is TLOC zine #3, intended for TLOC #7, and is Pretzel Press publication #48. Begun 12-6-78.

COMMENTS ON TLOC 6 *few, far between, and rushed*

Jordan Brown: Thanx fro the enchanting stuff///What would happen in case of Presidential assassination via Disintegrate/Teleport wand? About 500 innocent bystanders would be killed by Secret Service bullets passing randomly through the space where the mage was standing.

Nicolai Shapero: Best printing job I've ever had on a stencil cut by this typer. Many thanx.

Charlie Luce: Hmm, lots of nifty new magic items. Think you're me or something?

Kay Shapero: Commenting on the previous ish in the previous ish? Cheat!!!///No demons in this zine, I think.

DIVINATION:

A while ago Lee Gold wondered in my earshot if anyone had a list of "mancys". Well, Lee, here it is. These are methods of divination of events. The name of the method is listed, followed by the materials/equipment used by practitioners of that particular method.

AEROMANCY: Atmospheric conditions.

ALECTRYOMANCY: A cock pecks at grain on an alphabet board.

ALEUROMANCY: Questions written on slips of paper and put into balls of dough, the eater sees prophetic visions.

ALOMANCY: Salt.

ALPHITOMANCY: Wheat or barley cakes, which those guilty of crimes cannot swallow.

AMNIOMANCY: Examination of the caul at birth.

ANTHROPOMANCY: Intestines of sacrificed children.

APANTOMANCY: Objects taken haphazardly from the surroundings.

ARMOMANCY: Observation of the shoulders of a sacrificed animal.

APSIDOMANCY: Practitioner sits on a shield, in a magic circle, falls into a trance while muttering conjurations and then pronounces revelations.

ASTRAGALOMANCY: Knucklebones.

AXINOMANCY: Axe

BELOMANCY: Arrows.

BIBLIOMANCY: Random lines in a book.

BOTANOMANCY: Burning briar branches with inscribed questions.

BRIZOMANCY: Invocation of Brizo, Goddess of sleep.

CAPNOMANCY: Wreaths of Smoke.

CAPTROMANCY: Fumes from poppoes on live coals.

CATOPTROMANCY: Lens or magic mirror.

CAUSIMOMANCY: Fire

CEPHALOMANCY: Donkey's head.

CERAMANCY: Melted wax dripped on the floor.

CERAUNOSCOPY: Air, thunder & lightning

CHIROMANCY: Palm-reading

CLEDOMANCY: Observation of utterances.

CLEIDOMANCY: Movements of a key hanging by a thread from a young girl's third finger nail.

CLEROMANCY: Drawing of lots.

COSCINOMANCY: Sieves.

CRITOMANCY: flour sprinkled over the blood of a scarifice.

CROMNIOMANCY: Onions on the altar at Christmas

CUBOMANCY: Thimbles.

DACTYLIOMANCY: Finger-rings.
DAPHNOMANCY: The way in which a laurel branch burns and crackles
in the fire.
EMPYROMANCY: Observations of objects in a sacred fire.
EROMANCY: Exposing objects to the air.
GASTROMANCY: Ventriloquism
GELOSCOPY: Observing laughter
GEOMANCY: Observing handfuls of earth.
GYROMANCY: Walking around a chalked circle, the position stopped at
determines the answer
HEPATOSCOPY: Sheep's liver.
HIPPOMANCY: Horse's pace.
HYDROMANCY: Gazing into water surfaces, works as a Locate Object
ICHTHYOMANCY: Fish Entrails.
LAMPADOMANCY: Flame of a lamp.
LECANOMANCY: Sound of gems dropped in water
LIBANOMANCY: Incense smoke
LITHOMANCY: Gems
MARGARITOMANCY: Pearls
METOPOSCOPY: Observation of lines on subject's forehead
MOLYBDOMANCY: Melted lead
MYOMANCY: Mice
NECROMANCY: Evoking the spirits of the dead
NECYOMANCY: Nerves of a corpse
OEONISTICY: Flight of birds
OINOMANCY: Wine
OLOLYGMANCY: Howling of dogs
OMOPLATOSCOPY or SCAPULOMANCY: Shoulder-blade of a scarified animal
heated over a fire
OMPHALOMANCY: Navel
ONOMANCY: Letters in a person's name
ONEIROSCOPY: Induced dreams
ONYCHOMANCY: Reflections of the sun's rays
OOSCOPY: The way eggs break in a fire
OPHIOMANCY: Serpents
ORNISCOPY or ORNITHOMANCY: Bird-flight
OVOMANCY: Eggs
PETCHIMANCY: Brushing clothes
PHYLLORHODOMANCY: Rose-leaves
PSYCHOMANCY: Conjuring the dead
PYROMANCY: Fire
RHABDOMANCY: Divining rods
RAPSDOMANCY or STOLCHEOMANCY: Opening a poet's verse at random and
reading the first verse seen.
SIDEROMANCY: Straws thrown on hot iron
SORTILEGE: Drawing lots
SPHONDULOMANCY: Spindles
SPUDOMANCY: Cinders from sacrificial fire
STICHOMANCY: Random words in a book
STOLISOMANCY: Person's method of dressing
TEPHROMANCY: Writing in ashes
TIROMANCY: Cheese
TURIFUMY: Incense smoke
XYLOMANCY: Position of twigs on the ground

A short zine this month as I'm in the process of moving. I
hope to do more nextish. Until then,

Mike Gunderloy

And now, for only 10 cents a slice, it's...

THE AMBROIS SAUSAGE FACTORY!

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THE DIRTY TRICKS LIST, PART 5

Brought to you once again by Mike Gunderloy, Ken Rowand, and a staff of lots. This is intended for independent distribution and for TLOC (eventually). Free to those taking hand-delivery and to major contributors; available for postage or trade to all others. This is Pretzel Press publication #29. (Mimeo reprint edition).

Copyright (c) 1978 by Mike Gunderloy. All rights reserved. Permission is hereby granted to reproduce all or part of the following to increase its circulation. ((In other words, reprint all you want, just make sure you give credit where credit is due.)) ((As usual, the double parens means I'm talking--MG))

First, a few corrections to Part 4: ((See TLOC 6))

It's Dale Malec, despite the way I had it last time. Sorry about the misspelling, Dale. Dale runs the Beach Ball Pool Hall, which is at the corner of Beach and Ball. Stop by for some D&D if you get the chance.

The trick involving a little man with a claw hammer which was credited to Sheldon Linker was actually the creation of John Bradley. Sorry, your editor screwed up.

From Dale Malec:

Try using a Magic Mouth spell as an after-the-fact tactic to trick PCs. Install a chest/coffin/Iron Maiden of Undead/Demon summoning rigged so that when they open the lid the monster is summoned. Upon slaying the bad news merchant they search for foes/treasure and find nothing. When the lid is closed it triggers the magic mouth into saying something like "Ha, ha, you missed me." If the lid is re-raised to check, the U/D summoning is re-triggered and melee resumes. Be sure to set multiple uses so there can be more than two fights.

Somewhere on each dungeon level is a viewer that can be activated by inputting the next number in a series (like 1-4-9-16 would start if 25 was input, three wrong guesses shut the machine down for the day). If started the machine has a 25% chance of showing or hearing the scene in a random room of the same level for 2D6 melees. DM should check if anything is happening.

Always give the PC a chance to make a mistake, many make a career of taking any opening to screw up. Ex.: The door opens and a crossbow trap puts a bolt in the opener. He then charges forward to fall into the 10' deep pit (spikes on the bottom) covered by the straw on the floor. The spikes are poisoned and the straw makes rescue difficult. The chest is still trapped and has contact poison on the lock for thieves. The chest contains maybe 200CP--worth maybe $\frac{1}{2}$ a GP but much harder to carry.

My Ranger, Ambrois (LG) has criticised 4 times in his brief career and because they were all groin crits he's considering becoming a part-time rabbi.

The Ring of Exlax works as if the wearer had eaten a full box of a strong purgative--this is truly a crock of shit.

I put a Hydra that was Change Others polymorphed into a 5' cube with 2KGP inside my dungeon. No one has tried to dispel the stasis but untold hours have been spent trying to find its secret. It detects as magical. I must find some way to drop a hint of a Dispel Magic...

I define audacity as a secret were-creature trying to buy a set of magic chainmail that can be removed immediately for a needed shapechange.

After the party twit had dropped 4 multi-ton blocks of stone onto the floor--we had found a door rigged to drop random parts of the ceiling, fortunately we were on the safe side--we finally drug him from his entertainment and restarted the expedition. He jumped all over my Cleric for softly intoning "Onward Christian Soldiers" to keep morale up. He was also surprised to find that everything with ears knew we were coming already.

The first three times a party entered a particular room they found a Mirror of Opposition and had to go after themselves. They learned to simply break the mirror as a solution and then I put in a Mirror of Life Trapping full of appropriate-level nasties.

From Diana Malec (wife of Dale):

Put a Feeblemind on a Helm of Brilliance. Then a mage using it will have to save at -4 anytime he puts it on or uses it.

I put the treasure in one Dragon's lair behind a fully visible locked door. The party checking the room over found, beneath a loose stone, a magical bag, and assumed that this contained the treasure--so they left. When they got back to town and investigated they found the key to the treasure room and are now organizing to return--pity something moved in.

I put a 10' tall head by itself in a room, it had an empty mouth and a -8 save Death Ray from both eyes, which it couldn't open. When I ran the room, a thief opened the eyes and looked in. He failed to save and fell clearing the view for the rest of the party. *Sigh!*

From Kelly Marceau:

I created a semi-artifact sword that originally had 24 4th-level berserkers it can call upon, up to 12 at a time. When they die, they are not replaced, until the last dies--then the owner of the sword drops it and runs off screaming, eternally out of play. Anyone chacking the sword finds that it now has 24 berserk clones of the owner in it as he was when he left. The berserkers cannot be brought back from death, nor can the PC. Usable only by the owner or someone who peermanently got it from him.

From Ken Rowand:

Helm of Former Brilliance: As a normal Helm of Brilliance, but cursed, eats (permanently) a point of the user's IQ per use. Does not detect as a crock. User will not seek a Remove Curse until at least 6 points of IQ are used. Can be made less dangerous by only giving an n% chance of loss per use.

From Charlie Luce:

Wings of Icarus: Like Wings of Flying until you get about a mile up on a hot day...

From Phil McNamee:

After following a hydra for three days we watched it fall asleep. Then we had our Clerics cast Silence and Purify Air (so it couldn't

hear or smell us) closed in and tried for a head hit. Great idea-- if you survived the four melees it was berserk.

During the day while a Vampire sleeps, try having your top Cleric use Holy Water and intone the Lord's Prayer to sanctify the coffin where he is and the ground nearby. This also produces a berserker but you can always retreat to sunlit ground and the Vampire is cut off from his native soil.

Military Advice: There is no enemy who has ever existed who cannot be bluffed. Try showing hair, then do the absolutely unexpected and surprise them. When surrounded by about 1600 hostiles, ranging from normal Orcs to Greater Uruk-Hai, a Dwarf Fighter named Happy calmly walked down from the high ground, brandishing his war hammer and chanting "1600 shall I slay today". The various orcs were unnerved by this display and broke ranks, allowing the party pretending to be the Dwarf's retinue to gain a serious advantage and rout them. Score: Party 350 killed, 1100 captured, Orcs 2 slain in a melee that should have been total disaster.

Try an Expansion (growth) potion laced with black (window pane acid)--it not only gets you high but wide and deep as well.

From David Friedman:

David followed some of my ((Ken's)) basic tricks, like using trip wires and having people with crossbows duck out of sight after firing and with 3 1sts and 3 3rd level orcs managed to take down about half of a well-levelled party. The orcs shot from ambush in a preset sequence: From front, then back, then the side, getting the party to charge the last one seen. They tripped three times over the pre-rigged wires, giving the next orc his chance to strike and eventually the party fled because they heard the reinforcements (2 1sts and a 2nd) running up. They left friends and equipment behind. The orcs collected the stuff up and because of the magic wand captured started rumors the orc king (a pretender) wanted the services of a capable mage. Several weeks later an NPC 14th level mage, lured by the promise of Gold for services, accepted the hospitality of the orc encampment. The wand, he found, had 47 shots of Prismatic Spray left. A symbiotic relationship was born, with the mage supplying advice and mystic protection and the orc king supplying manpower and a base. They then started a campaign to overrun the nearby human lands. More to come...

Reasonably high-level mage casts "Symbol of Death" on a door. The symbol is made invisible and the invisible permanent. Over the door, a FITB "Bucket-over-door" type trap is filled with ordinary dust. Door has no handle and must be kicked or bashed open. When the character does so, he or she touches the door and gets dusted in both senses of the word. Others, of course, assume the dust was deadly and have lots of fun trying to figure out what this idiot non-magical dust is.

How about a room, well sealed, which holds an uncorked Decanter of Endless Water. Door opens outward and is locked. Note that, while

dwarves will tend to detect this as a trap (tunnelers avoid large quantities of water), magic swords, spells, etc., will not. What fun as severely injured characters flow down various and sundry corridors! Wet clothing in cold damp dungeons is also fun.

From Nicolai Shapero:

Don't stick your schmeckel in the pickle slicer! But seriously: Place a tidal basin somewhere in the wilderness. Then, when the players venture out on to it, describe what they see, but do NOT refer to it as a tidal basin. A large moon helps of course (30 meter tides in Hellsgate...)

And now back to (who else?)

Ken Rowand:

D&D Question of the week:

How do you pick up your fingers after you grabbed the buzzsaw? The common twit answer is "With my other hand." Then point out that the buzzsaw is still running. One guy said he would pick up the fingers carefully, one by one, with his teeth. He doesn't play in my world any more.

Wanted: Worshipers. Apply at the Druid camp. Tired of attending church every Sunday? Well, just join this ancient reviving religion. Commune with nature and talk with trees. Learn the mysteries of collecting Mistletoe at midnite on All-Hallows Eve. Only two weeks left to join before the first of spring orgy (the only required yearly attendance).

Ring of Erection: A modified rope trick working on the most rope-like portion of the male anatomy ((the intestines?)). Very well liked by female PCs, married or not. Since anything that climbs a rope trick gets transported to another dimension, it also includes birth control. This is the only treasure that anyone has actually killed a fellow party member in my world just to get. A totally twit magic item.

Ring of Lordly Might: A switch-ring possessing a small knife blade $\frac{1}{2}$ " long, when striking does dagger+fist+1 point of damage (D4+D2+1). When brandished causes viewers to save, those who roll a 1 on a D20 giggle at the user for a melee round before striking.

Whenever attacked by an enchanted monster of or conjured by someone of the opposite alignment on the good/evil scale, use the good old MU1, CL1 standby Prot/Good (or Evil). This means the monster cannot close on you.

A great protector for your overland camps would be the spirit of a dying high-level druid. He could watch the camp without needing to interact with the party, by using Pass Plant and placing his ailing self in a nearby giant oak. The first party to hit this area in my world did a Detect Undead, got a slight possible Yes on the tree and then blew it away. Now the camp is unprotected.

In working out a campaign with a fellow DM the idea of using a simulacrum of the nastiest NPC came up, and of course we put in a large explosive bomb rigged to go off whenever the snowman is accosted by a party. Who would ever detect traps on what appears to be a human?

Define Grosso: A PC run by Frostbite Frisbee, a local player, once toted Turkeybane (A Chaotic, Returning, +5 war hammer with the special purpose to slay gross or turkey player characters) into my dungeon. When a hobbit thief used his thrid "natural" ability for the day, Frisbee's Cleric drew forth the hammer and started berserkly throwing the Grosso-seeker at the party. Since I never check what comes into my world, this obviously threw me for a short loop. Now Ken had to find the borderline between normal and gross. Thinking fervently about the basic behavior patterns of players and not wanting to fall into a Deus Ex Machina method of personally deciding that this is and that ain't, I decreed: Gross shall be defined as any Player Character who has more than one 18 on his basic 6 characteristics and a magic item not out of Greyhawk (The item would have to be more powerful than a Greyhawk item, i.e. a new staff parallel to a GH one is OK). A quick check of my PCs showed that they are all non-gross by this definition. A quick check of the party showed that other than a few low-levels and Elizabeth Wolcott's PCs all of the party was gross. *Sigh!* Since then every player I have met falls neatly on the right side of this definition: Those, I think are non-gross have non-gross PCs, etc. The best players may have one or two gross PCs, but that's all.

So, then what: Well, as Turkeybane flew into the party of ten seeking targets, I rolled randomly amongst the targets and bizarrely enough, a second hobbit thief, played by the individual that started the whole thing, was hit--and failed to save with a 2, thus being disintegrated (remember the special ability). Then the Cleric fumbled, hit himself--and because of Turkeybane qualified as gross! He saved, but was still stopped from PC slaying.

The player of the two hobbits (Father & Son, Ripoff Artistes) then tried to hire an assassin to slay the Cleric. He found a semi-available lad and offered a fabulous sum for the slaying of the turkey-killer. Hands were shaken, and payment in full was made--as the assassin said, "I won't be findable afterward." Then, as an afterthought, the PC wanted to make sure the Cleric would never come back, without any offer of further pay. The NPC assured him he would be totally satisfied.

The NPC shadowed the party until they entered the Anti-Titan's room and while they were still battered from the melee approached the party and said, as he stepped from the shadows and said, "No one move, I've come for the Cleric that slew my master." The hobbit quickly threw down his arms and the party followed suit handing over the Cleric. They reasoned that no one would ever give them a chance to surrender, if he couldn't take them out. (Well, he couldn't). He then placed the now-stunned Cleric on the altar in the back of the room and started chanting. The altar was on a Demon Portal ((See part 3)), but the 4" of straw on the floor obscured the lines from view. He started the portal (on 3) and intoning vague phrases tore the living heart from the Cleric and threw it still warm to the hobbit, who as I recall quietly puked. The contract for the death was complete as paid for.

The hobbit player didn't realize it but the temple's Ghod was a Ghod of Nature, the altar was intended for ritual animal sacrifices,

and the Ghod's import was to allow, when a soul was properly served up, the server would receive a limited wish and a limited (within the dungeon) teleport from the DP. The NPC was actually chanting in his native tongue that if the Ghod returned the offered soul, allowed the wish and teleport, then 500 sheep would be sacrificed to him on the altar. The Ghod acquiesced, and the NPC cried, "As it has been asked, let it so be done!" while bathing the altar in Lightning bolts (Phantasmal) from a Ring of Spell Storing. The body was teleported to a waiting confederate, who used the Limited Wish to raise the body. The NPC, still busily hamming it up, was informed via Telepathy spell that this was done. He then went to the Hobbit and told him that

1. The contract was fulfilled--spectacularly (The only part paid for and agreed upon was the killing of the Cleric), and

2. The cleric was, in his present state, incapable of being raised, cloned, reincarnated, or otherwise returned, even by a full wish. (All true, since the PC was alive as the Assassin spoke). He then allowed an ESP spell to check on the truth of both statements, and the client was satisfied.

The NPC then charged the Cleric a large fee (including Turkeybane) used a Girdle of Femininity on him and polymorphed new features on her, thus earning a second large fee and preventing retaliations by the Cleric's friends.

You get what you pay for--and what you ask for. An NPC's honor, especially a paid assassin's, has definite limits and won't stand in the way of his making a profit.

The Ghod had not been called in several hundred years and was thus very interested; besides the consumption of souls makes a Ghod chaotic by definition. He had the sheep properly sacrificed to him from this and the assassin is becoming his newest priest.

The ancients used Deadfalls as a trap: Over a 30 foot fall place a wooden floor rigged to rotate on an axis between the two opposite doors in a 10x10 room. Then rig the inner door so that the floor supports on that side of the room can be removed. Then when anyone enters the room almost everything seems normal (Detect Traps comes up "Yes" but Find Traps leads to the entire floor.) About halfway across the floor the PC's weight rotates the floor dropping the PC into the pit. The counterbalanced floor then rotates back to normal.

Whenever my PCs experience long periods of no melee or nothing to do, they perform Monster Summoning Zero: Banging on your shield to make noise, or frying baloney sandwiches in garlic. That last one usually brings all locals with noses and pissed Vampires.

Someone really must develop a Leyden Jar (early capaciitor) to catch a pet Will-O-The-Wisp in.

Anyone trying to bring a PC into my world with a gross natural "Ghod-Given" talent is told that the talent will work just fine if he brings the Ghod along with him.

My NPC alchemists are quickly researching and brewing up both poisons and acids with a Silver base. Lycanthropes all take double damage from this stuff, normal humans take normal amounts.

Figure out how all items, spells, abilities, etc. work within your world. Is regen based on metabolism and barred to gargoyles who are just animated statues? How does fireball work ((OH, NO, NOT THAT!)) does it come from the energy of the mage himself, or does he open a small portal to a fire-filled place? How does infravision work, and can you see invisible with it? Figure out the results, how they work and why they work, and write them down. Try to stay close to the original writeup, though this may produce a few strange results. Then stick by your guns, changing your mind slowly, and then only to bring the item/spell closer to your theory of play. Don't make things more useful or safer or more powerful, just more realistic within the context of your game.

Once in my world a studly male fighter was criticaled by the dying blow of a nasty he was dispatching. Upon dropping his weapon and clutching his groin, he found a reduced inventory and copious bleeding. He cried medic, and the party's only Cleric hurried over to help. When asked to heal him (Quickly!), she replied that being a good Catholic she couldn't possibly lay hands on that part of a man's body--unless they were married. Sinking fast, he proposed. She replied Alright, we'll post the banns, then in 6 months we can become engaged and wed in a year and three days.

He did make the raise, though.

Worlds where parties have a tendency to launch massive attacks against anything that moves should start to include wandering weirdoes. The Abode has been infected with a conman who tries to sell the party Gideon Bibles (stolen from a nearby hotel) by claiming to be God doing a freelance autograph session. He always manages to misspell God, though.

Spell, Cl2: Pits: Researched by Alylaya my 7th level Snake Dancer and Priestess of Set. Gives the recipient a set of viper pits that are heat sensitive. Duration as infravision. Allows you to sense targets in total darkness by body heat alone, but you cannot tell who is who. Sells for 2K Gp and a male human without important family ties.

How do you tell a real statue from a person turned Flesh to Stone? Simple, just use X-Ray vision to check the inside. People have bones, statues don't.

On an overland trip to the dungeon known as Andralock's Abode, a party was accosted by a random beholder. One of the studlies threw Obscurement on it, while his shield brother shot an arrow with green slime in the tip into it. The arrow disappeared into the Beholder's mouth just as the mists hit it. Random rays were still taking effect as the party tried to missile the BH to death. One of the lads was a Dwarf using a +6 War Hammer. As the green slime ate the flesh of the enchanted beastie, he kept tossing his mighty Dwarven basher at it, ignoring the effects of the dripping weapon on his fellow party members due to low IQ. Finally he critted the dying BH, and the War Hammer returned carrying about 1½ gallons of what looked like lime jello. The Dwarf ducked, and recalling that slime eats weapons he left it. Well, it saved. Somewhere on my overland is a +6 WH with 12 abilities that no one wants.

Eyes of Ghod (00): Go with your dice! If you start to see a pattern to the flow of dice stick with it regardless of the odds involved. When bizarre rolls come up, use them. Once Clive was fighting well over his capability (8 to 1) and got a lucky Instant Kill Crit with his left hand and enough damage with his right to kill that individual outright. Luck, sure, but the effects of this plus the misses of his opponents created a strong illusion, that he had struck once and casually blown them away. Clive then sheathed both short swords and informed the second rank, who had the initiative, that if they didn't leave immediately he would get mad and start fighting. (They did).

DMs should worship the great Ghod Polyhedra and when Ghod's Eyes stare back from that 00 on the table, strange and wondrous things should happen in the game. Try painting an eye in the center of all D20 zeroes for effect.

I am told by one RoverBoy that he plays D&D for fun. Unfortunately he considers that the fun should be a part of the game and not a result of it. This inconsistency has led him into the Valley of Temptation. Since winning is fun, he plays only in games where he will always win. Since high stat fighters who kill everything are fun, he runs them. Since powerful mages are fun, he plays mages. Since capable Ninja, who slay anyone/thing with a nasty glance and hide in a light bulb are fun, etc., etc., etc. The result is a predictable D&D experience where the RoverBoy goes through the motions he likes without significant difficulty. I don't understand this form of play. To me the fun should be the result of a game played well or at least valiantly. The pre-programmed run may have all the trappings of the game, but I don't see the challenge.

The Vampire Ninja, and his equipment, attacked an illusionist and a bard of mine. He took exception to the bard's Djinn Summoning Ring and poured acid on that hand while invisible. My PCs then attacked the VN and ran him off, only to be annoyed from long range. He sent a pet trivern with poisonous tails against them. With luck and skill they slew it. Then the VN brought in another. Realizing the baddie was too persistent for their longevity, they devised an escape plan. They sat calmly waiting for the tryvern to charge. As he suspected a trick, he went up with more acid but just as he started to pour the illusionist used the Djinn major creation ability to form a thin porcelain shell about the pair. This use of the accursed Djinn abilities (the VN was part efreet) berserked the bad guy and he ordered the tryvern to smash the fragile igloo and less fragile bodies. Within two melees all that remained was raw meat with shards of bone and porcelain intermixed and jutting from it.

It was a scam. Having realized that they were being watched, the PCs sat pretending to chant prayers but the illusionist was creating random body parts, a process hidden by his robes. When the tryvern closed they stood their ground, then raised the shell to ward off the acid when the VN investigated in a predictable way. The bard annointed them both with Oil of Etherealness while the illusionist made blood. They then dove into the earth and swam away while the VN was distracted by all the blood. The VN was satisfied that he had

slain them and left. The moral is, if you want not to be found out, you've got to give them something to see.

My Illusionist still uses this principle. He puts up a Spectral Forces "self" whenever he goes Improved Invisible, so that he can still be found and his absence goes unnoticed.

Once Nevair, my high-level mage, Change-Selfed into a hobbit thief, and suffered a memory loss head crit. I rolled for memory and got an 01, as little as possible. He then asked "Who am I" and was told "You're the hobbit thief." He ran in the next 18 expeditions as a 1st level hobbit thief with 17th level mage hits.

When Nevair met Iron Golems he immediately realized he was helpless with no magic weapons and climbed the ceiling to be out of reach of their arms. Iron Golems don't jump very well. He eventually managed to lead the IGs back to the party and cried "You guys take these, I'm going back for more!" He then went into the room and claimed the treasure, which, being mindblown, he returned to the party.

After becoming an 11th level thief, a random mind probe restored his memory (The DM's device, not mine!). The resulting combo is weird to play, an obvious high level who eschews magic and money and allows me to try strange ways of dealing with problems.

When his party was attacked by a 12-headed hydra, breathing such things as Disintegrate, green slime, and fire, possessing an Armor Class of -12 (2+14) or so, Nevair calmly declared "i'll take it" and vanished. He had D-Doored behind it, lifted it's tail and released three bursts of 7 magic missiles, one from each spell-storing ring plus one conjured. The DM ruled that it's AC was significantly lower there and a lucky series of die rolls killed it. The party, by now half-dead, and very relieved, started making cracks about suppositories of secret strike, which I ignored in a rare fit of good taste.

Try graphic explanantions to get people into using their brains in the dungeon. The vendor outside the Abode had many greatly crocked items for sale at 5GP per item. You were told they were made by someone with a reputation for screwing up and that no one on the entire planet would even touch them.

The first one was the "Boy Boffo" brand Raise Dead Fully Suppository. 5 GP and you guaranteed a RDF if you were "wearing" the item when you died. Upon purchase, the PC was introduced to Guido and Nunzio the No-Neck twins who gave him a demonstration of how to use the item. It was 15" long and 5" in diameter. There was an 80% chance of death in the demo, but it was a Raise Fully item.

The second item was a light saber, a creation of one Shack the Quack, a noted local inventor. If the purchase was made the item was to be turned on to see if the PC had enough of THE FORCE in him (4% per point of IQ plus 3% per point of Wisdom). If the force was strong in this one, it turned on. All expected the blade to come out the back so the saber was held at a 90 degree angle then activated. The device required being turned on twice a day to stay active.

The only flaw with the device was that S the Q screwed up the projector crystal: it was set for area instead of blade effect. Everything within 1' of the handle, except itself, was disintegrated, no save. The vendor just happened to be running a special sale on tourniquets and first aid manuals. Only by having the entire ramifications of the device pre-thought and written down saved me from being guest of honor at a lynching.

Someone sold me a bag of 10 globes known as the balls of Dramatic Entrance: Allows the globe-shatterer to use a spectral forces plus a D-Door to enter any area. The limit to the device is that you cannot gain any strategic advantage, or damage anyone with the device. It also negates all chance of surprise.

My use was to have a giant-sized celestial hand reach through the ceiling and point. A deep, booming voice intoned "Let there be Fred." Amidst lightning and soke, a pillar of flame erupted and coalesced into the figure of a man who looked about, spotted the room's inhabitants, smiled and said "Hi, I'm Fred." I ask you, would you blow him away?

From David Friedman:

Use non-human zombies described as typical FITB monsters who are slightly slow and clumsy. No one ever tries to dispel anything that isn't specifically described as a zombie.

From John Bradley:

Tired of parties throwing flasks of oil on the floor, seeing them burst, and lighting the resulting pool of oil? Try a porous rock or sand for the dungeon floor.

From the Editor:

How about summoning a Demon into a pentacle placed just inside a door, and then attaching a chalk eraser to the base of the door? "Open the door, erase the lines, close the door..." (If you can!)

For a crooked item, try using a potion of Exclusive Water-Breathing: User breathes in water and chokes in air.

Everyone knows that a door can be jammed shut with a chair under the knob. If there are no chairs around, improvise.

Or you can try the same thing with a stick. The stick will most likely break when the door is hit. Imagine the excitement if it's really a staff of Fireballs...

Natural gas will percolate slowly through porous rocks like sandstone. Try putting a vein of such rock in your dungeon and wait for the turkeys with torches to come along. Fortunately, untreated natural gas is colorless and odorless.

That's about it for now. Ideas are solicited, as always, for future installments of this listing.

Hail Eris!

DEI
FEIF!

(C) 1978 by Wesley D. Ives, 5415-B Dana Drive, Raleigh, N.C. 27606

Wherein the Acolyte, in his debut issue in the Gunderloy Dirty Tricks List, endeavors to discuss Tricks, Traps, and Pitfalls; their application and logic.

To help with this discussion, please allow me to introduce N.P.C., who has graciously agreed to appear here, so long as we don't use his name, but rather only his initials."

NPC: Hello. Pleased to be here.

US: Tell us about yourself, NPC. What do you do for a living?

NPC: Well, I don't know if you'd call it work, but what I do is, I design dungeons and places of mystery.

US: Oh, you're a DM, then!

NPC: No, not in the sense you mean, I think. No, I'm the character who was once around in every FRP world: you know, the one who actually built the dungeon, deserted castle, or whatever, bunches and bunches of years ago.

US: So you're a character in the campaigns, then.

NPC: Even that isn't exact. I don't really have any actual existence in most campaigns--I'm just a shadowy figure that was there, a long time ago.

US: I'm still not entirely sure what you mean, but perhaps that will become clear if you'll tell us a little more about what you do.

You say you design dungeons?

NPC: Yes, precisely. You see, I exist in every campaign with dungeons and/or any other sort of non-standard residences. When a DM designs a world, he can only cause so much to happen by geological accident. If he wants something for his monsters to live in besides caves, he calls me in, and in one of my many guises--I've been a highest-level mage, a former civilization, a mad computer, you name it--I build the Ps of M.

US: I see! So when I go adventuring in Joe Blow's dungeon, and I ask him just how this place came to exist, and he says it was built by a mad mage thousands of years ago--

NPC: Then he's talking about me. Yes.

US: Well, I had no idea! I've been looking for you for a long time! When we asked your agent to get you onto the show, we thought you were a DM.

NPC: Not to worry--nearly everybody makes that mistake. But you see, the DM can't do his own designing, since he doesn't even exist in his own world. His characters exist, but he himself does not, and that is a vital difference.

US: Of course! It's so obvious! But tell me--given the vast differences in quality that one observes among dungeons and places of mystery--how do you account for this disparity in quality? Do you have off days, like the rest of us?

NPC: Oh, no! Never! You are making another common mistake that people make when they think about me--and that is to think that I have more than a bare minimum of free will. That simply isn't true. I'm always and everywhere a complete tool of the DM--and let me tell you, it surely ticks me off at times!

US: Why is that?

NPC: Because I get saddled with some of the wimpiest designs you ever saw in your life, that's why!

US: For instance?

NPC: Okay, I'll give you an example. Now, keep in mind that the designs I'm talking about are designs that are supposed to be dangerous, okay?

US: Sure. So you aren't talking about the "Sporting-house" dungeons, run by a character type who enjoys seeing other characters risk their necks, and gives them a reward if they succeed.

NPC: Exactly--though I've got my gripes there, too--another time. But here I am, designing a place of mystery in the far past of some DM's world, to his exact specifications. This place is usually chin deep in loot, with magical items that I would give my eye-teeth for, and how does the DM have me protect it? Well, lemme tell you, Jack--he usually doesn't!

US: How, specifically?

NPC: Specifics you want? Okay. Levels. Explain to me the logic of Levels in a Dungeon. Why, precisely, are creatures segregated below the ground to an extent unimaginable aboveground? I mean, hell, when you're in the wilderness, you're in the wilderness, and no bones about it. Think about levels in a wilderness: what would you do? Have bands running along the lines of latitude, with some monsters existing on one side and not on the other? Kinda silly, right? But why should Dungeons be any different? It seems reasonable to assume that any monster with any sense at all would be fighting his (its?) way toward the surface every minute, simply because the competition isn't so fierce up there.

US: Well, there are some pretty good theories put forth for the existence of leveled dungeons.

NPC: No there aren't. I've heard a lot, and they surely do strain the credulity of myself and, I would assume, the players. If there are logical explanations for Levels (besides making it easy for the players), I'd like to hear them!

US: I'm sure we will. But getting away from such structural problems, what other beefs do you have?

NPC: Well, there's one basic one, and that's this: whenever I'm called on to set traps or such, I always get the same song and dance from the DM. He always whines at me, "don't make them impossible to get out of! Leave an escape for them!" Now I ask you, is that or is that not stupid? What the hell good is a trap that can be escaped from by the very target you're trying to trap? That is designed with this very idea in mind? The mind designing the trap either wants to keep the trapee in one place while the trapper decides what to do with the trapee--or else the designer of the trap has already decided to off the invader, in which case the trap should kill anyone caught by it.

Face it, these hoods are coming into some honest monster's home, with theft and murder on their minds--and I'm supposed to set traps that won't hurt them? Keep in mind that these felons can fly, levitate, teleport, or simply bust out by raw strength from most traps, so you can't hold them long. Not hurt them? Leave them a way out?

I will bet my whole hoard to ten coppers that if one of these player characters designed a subterranean home for himself, he sure as hell wouldn't use silly little nuisance traps to protect it! You better believe he'd have poisoned spikes in the bottoms of his pits; the gas coming from the vents in gas traps would be

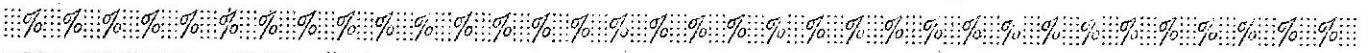
the deadliest available; and if he wanted to trap the bandits alive, you can be damn sure that there would be no conveniently provided secret passageway out! He might arrange a listening vent to allow him to check the contents of the room every week or so-- but he wouldn't negotiate with his prisoners. Ever. The deal would be something like "give me everything you own and I'll sell you as slaves after I cripple you--otherwise, you can stay there until you rot." But what do I have to do? I have to set up traps that can be escaped from--or if not escaped from, then the ransom is set so low as to be laughable...

US: Whew! What do you suggest, then?

NPC: I don't really know. It would be more logical to have the denizens of a world defend themselves with as much vigor and imagination as their opponents, but that might be asking too much. I mean, really--given the inherent advantages of defensive fighting, it would be a rare player-character that could make a living at smash & grab work; the players would probably lose far more than they won. Now I wouldn't mind that at all, and neither would my friends, the monsters; but it really isn't up to me--it all depends on the reactions from the DMs.

US: Yes, that it does. I hope we'll be hearing from some of them in our next show, but until then, this is the Stoned Acolyte saying "Bon adventure" and "Mike, I hope the list is around for a while to come. I like it!"

((Retyped onto stencil for TLOC by Demon #3. Grew from 2 pages to 2 1/2.))



THE DISMAL LICH #3A

A short note about the Dirty Tricks List from its Editor/Publisher, Mike Gunderloy. This is Pretzel Press publication #46.

Well, this is the mimeograph reprint edition of the Dirty Tricks List part 5. Based on the acceptance the DTL has received so far, I am going to take the possibly somewhat radical step of actually trying not to go broke on it.

Part 6 will be out RSN (probably sometime in January). Part 6 of the Dirty Tricks list will be somewhere in the area of 15 more pages of stuff. It will be charged for at the rate of 2 cents per page.

Contributors will get 50 cents credit perpage they contribute. This should assure that they get free copies of at least the installment their work appears in. Minimum contribution credit will be 10 cents. (For 1/5 of a page or less).

Obviously, I can no longer accept contributions on ditto masters. You can either send me manuscript to be typed or 9-hole mimeo stencils. I am not at all sure about the fee structure that will exist for these things--if you're interested, contact me.

This also means that this is the last installment of the DTL that will run through TLOC (unless Nicolai wants to purchase 200 copies) (HA!). If you want to continue receiving these things, send me some money and I'll set up an account for you.

That's about all I have time/space for. See ya later

Mike Gunderloy.

BEYOND THE CURTAIN OF VAPOURS #1.

A zine perpetrated by the shattered mind of Gary Martin; 10527 Palms Bl., L.A., CA., 90034.

I am brought into TLOC on the urgings of the Lord of Law himself to bring news of an obscure game called Space Quest, a game that appeared in our midst when Jason Ray returned with it from SunCon in '76. It is a very good SF role playing game, though it does lean toward blood and thunder artillery duels. In it's course it had generated a good deal of material in the form of new races; new weapons; etc. All references are made assuming that the reader knows the game.

New Races---

<u>RASSTAR</u> / reptilian			native G (D10)
Physical Power	2D6	lifespan: 250 + years	1 : .5
Speed	3D6+3	initial age: 34+ 1D6	2 - 8 : 1
Coordination	3D6+1		9 -10 : 2
Intelligence	3D6	rating: KAHHE	
Psi	4D6		
Empathy	1D6		
Vitality	3D6	Boron Based	

Rasstar are desert dwelling creatures that are raised on oxy-nitro, and although they find human real-estate cold; they can live there. There are two sentient sexes, of which the female is an egg layer. Rasstar are very cynical, as well as racial atheists. They also bear great resemblance to the alligators from Fantasia.

<u>THARAAK</u> / saurian			native G (D10)
Physical Power	3D6	lifespan: 1000+ years	1 : 1
Speed	2D6	initial age: 45 + 2D10	2 - 8 : 2
Coordination	3D6		9 -10 : 3
Intelligence	3D6	rating: JAHHE	
Psi	2D6		
Empathy	3D6+3	skin: 1D6+1 (cum.) armor	
Vitality	4D6	Carbon Based	

Tharaak are swamp dwelling oxy-nitro breathers who make up a large segment of the philosophers of the galaxy. Slow and deliberate, they make exceedingly poor spacers. They also have the interesting ability to breathe fire (range as Gamma Mace on fan: 2D6 Pen. 3DF) once per day for every five points of vitality. Tharaak are squat, tailed, and bi-pedal.

Notes on new races:

All races should have a total number of dice in characteristics equalling 21 (total adds to dice, with each three points counting as on die), and should be fitted into a characters class instead of given random powers.

CURTAIN OF VAPOURS - P. 2

WEAPON TYPE	SETTING	ROF	S	M	L	E:	--P--D--CE		
Sonic Pistol	beam	2	10	30	50	150	3	10	10
	fan	1	5	10	30	50	2	8	15
Laser Pistol	beam	2	20	35	100	350	5	4	10
Laser Carbine	beam	2	30	75	175	500	7	4	20
Force Rifle	beam	2	30	100	200	1000	9	1	10
Cannister Pistol	shot	1	15	30	45	75	mag cap: 1		
							pellet	2	5
							HE	2	10
							fletcherette	4	8
							incendiary	3	8 (burns 1-3 mt)
Gyro-Jet Pistol	shot	1	7	35	40	50	mag cap: 10		
							slug	4	5
GaussPistol	shot	3	10	25	50	100	mag cap: 10 slug or 20 needle		
GaussRifle	shot	3	20	50	100	1000	mag cap: 20 slug or 30 needle		

(Note: GaussWeapons are projectile weapons that fire by magnetic acceleration. They fire all standard slug and needle rounds, which cost the standard prices. Rounds for a GaussWeapon are not interchangeable with slug guns or needlers.)

Costs---

Sonic Pistol	80
Laser Pistol	55
Laser Rifle	110
Force Rifle	125
Gyro-Jet Pistol	30
Gyro-Jet ammo	5/clip (10)
GaussPistol	150
GaussRifle	250

(Other note: GaussWeapons adapted from Harry Harrison's Stainless Steel Rat Trilogy.)

BASIC PSI SYSTEM

For any qualified NON-POWER USING characters.

psi score	
15	Telepathy (250 m)
16	" (500m)
17	P.K. (1 kg/20m)
18	" (5 kg/25m)

I'm running out of time and about to crash into my deadline. Next month more races (world conquerors, too!), and new classes.

DunDraCon IV

DunDraCon, the science-fiction, fantasy, and role-playing game convention, returns for the fourth year, even bigger and better than last year!

We've moved to the Villa Hotel, the site of Gen Con West and Pacific Encounters, so there will be even more room for Dealers, Gaming, Seminars, and Tournaments. There will be facilities for all night gaming and another game-oriented film program.

DunDraCon will occur over President's Day Weekend, the 17th, 18th and 19th of February, 1979. Memberships will cost \$8.50 until February first and \$10.00 after that date and at the door. There will be NO one day memberships

Room rates are fixed at \$25 and \$30 double per day, \$5 for a roll away bed. For reservations contact:

Villa Hotel
4000 S. El Camino Real
San Mateo, CA 94403

and don't forget to mention DunDraCon

Your committee for this year is:

Clint Bigglestone	. Chairman
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T.O. Green, Terry Jackson, & Gordon Monson	. . . Members at Large

For information write:
DunDraCon IV
386 Alcatraz
Oakland, CA 94618

PROGRESS REPORT 0

SEMINARS

As in previous years we will have several seminars. Some will be repeats or continuations of last year's seminars and some will be on new topics. All the seminars will relate to fantasy and role-playing games. If you have any ideas for seminars or would like to conduct one, contact Steve Perrin at the convention address.

FILMS

We will have another game oriented film program. If you have any requests, contact Jeff Pimper at the convention address.

DEALERS

The dealer's area will be about twice as large as last year's. The individual sellers will have their own rooms. Contact Jeff Tibbetts at the convention address for more information.

COMPUTERS

We are expecting at least half a dozen computers to be present at the convention. If you are planning to bring one to the convention (or would like to), please contact Jeff Pimper. If necessary we can arrange for data lines and tie lines for remote terminals, but you will have to provide your own modems.

TOURNAMENTS

As in previous years there will be several prize tournaments. There will be a D&D tournament run on the Gen Con West system. Other tournaments have not been set yet. If you would like to conduct a D&D game for the tournament or would like to take part in, contact Steve Henderson. We will preregister all tournaments as much as possible, so if you wish to take part, write in early to guarantee a position.

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 miniatures demonstration games. There will also be demonstrations of new games and new miniatures rules.

OPEN GAMING

There will be a large room available for open gaming and all night games. We will have a DM contact board to aid you in locating games to run or to play in.

PROGRESS REPORT

There will be a progress report in December. It will contain the firm room rates and the entrance forms for the tournaments and the preregistration forms for the seminars. We will also include any more information on the hotel, seminars, tournaments, and films that is available.

DIORAMA AND MINIATURES COMPETITION

A new feature of this year's convention will be the diorama and figure painting competition. There will be prizes in several categories. More information will be in the Progress Report.

VOLUNTEERS

As with all large conventions we will need volunteer assistance. Volunteers will be reimbursed for their aid. More information in the Progress Report.

THIS IS YOUR CONVENTION

If you have any suggestions (or for that matter, complaints), please write us. We want this year's convention to be the best ever and we need your help to do it.

BUT I THOUGHT THIS WAS ALL A DREAM. . . #1

Born in the mind of the Dreamer Deanna Sue White and leaking out through her fingers into a creaking Smith-Corona and thus onto paper. I reside at Skyhome, 3851 Keystone Ave. #24, Culver City, CA. 90230 837-0955

Many people have asked me to relate how Mistigar came into being, its colorful and tragic past, and various heroes of which the bards sing. Well, now that school is over for a while, I can finally get a hold of the proper parchments and begin translating. Thus, it is with the greatest of pleasure I now present to you the following...

THE CREATION OF MISTIGAR

I am the Firstborn of the House of Ayd, an entity of pure thought, pure energy, pure power that far surpasses any of your small imaginings. I am not a god, though your kind would have made me one. I wear the crown of Faeia, our name for your galaxy, and wield the Rod of Power. No, I want nothing to do with godhood for that in itself is a type of chain, and I, too, value my freedom.

I was soul-born just as you, but unlike you I am immortal. I can also assume physical shape if I wish or else stay as a glowing, incandescent cloud.

I am also a creator. For though my kind can give death easily, only a few exist with enough power to give life.

Do you wish my name? I am called many names on many worlds: Illylle, Tsamlla, Threena, Leelaki, Rovanna, the list is endless, but none of them is my true name. That, I'm afraid is my secret for names do hold power and though you could not harm me, there are those who could. Therefore, you may call me anything you please. But for now, until I hear a calling from one of you that pleases me, you may call me Mistress.

Ah, but on to my story...

Know that during each eon there are stretches of time where even I get bored. Stars are born and join their voices in the Eternal song. Some of them bearing planets of ice, heat, gas, dust, and only a very few with life. My Holding and I have watched many lifeforms struggle to sentience, many of them dying along the way. But for those who do achieve intelligence, ah... their road is always the hardest. They are the ones I try to aid; to make their road easier in the climbing.

Still, there are the Null Times, and it was during one such that I tried an experiment. I called to me a star whose solitude had cried out at me over the vast distances of space. With my mind I took a little of its own essence and created a small planet. I made it a world of wonder, a place where beauty might dwell and be at peace with the universe. I sculptured two large landmasses and surrounded them with wide, deep seas. Then I sat for a long time and considered what I would create next. Wrapping my world well in the mists and shadows of space to hide it from prying eyes, I traveled Faeia for ideas.

On a planet little larger than my own, I came upon a battle just as the sun broke through the golden clouds in the pale, green sky. Thirteen creatures fighting against the minions of night were trapped on a high hillock. The black ones made one last desperate rush and then retreated hastily in the growing sunlight. The exhausted survivors sank to the ground in despair. They were hopelessly outnumbered and were fully aware of their fate, yet they were determined to survive.

In the guise of a cloud, I hovered above their hill and studied them. They were a tall and strong limbed race, humanoid in appearance, with golden hair, slanted blue eyes and pointed ears. There were eight males, one hardly older than a child, and five females. Reading their thoughts, I was pleased to still find hope among them.

Laughing to myself, I stretched forth my hand and answered their hope. When they would wake again, it would be elsewhere.

On another far distant world, one of my Holding, LaMost, told me tales of a great city destroyed by a holocaust. He spoke of a large island devastated by earthquake and fire before sinking beneath the sea and though the race itself had survived, they had never been able to find the city again. My curiosity raised, I traveled back in time to observe the city and its folk before its destruction.

They were a proud and spirited race not much different from the others I had saved except these were darker in hair and eye and not pointed of ear.

I made my decision quickly and what I willed was done.

I worked according to a plan now. Going from planet to planet, I took what pleased me and planted my world with the blossoms of a thousand stars. I brought many different folk to dwell in places suited for their way of life and called forth those whose way of life was also one of power. To each and all I gave a gift; Powers, much scaled down in strength for their use, and left in places that their growing knowledge and wisdom would be able to find and unlock.

But the Null Times came to an end and duty called. Yet, before I left, I looked with satisfaction at all I had done and saw a shadow not of my making reaching forth like a hand toward my work.

Anger filled me that Evil had dared to come and spoil my creation. Then I realized my mistake. I had tried to create only Beauty, Good and Peace and did not heed the law of the Great Balance. Evil opposes Good and hence is necessary. To omit it upsets the balance and that in itself is evil. Thus I spoke to the Father of each Folk and to each of the unaligned powers and bade them to remember the balance. If they wished to dwell in the paradise I created, they would need to struggle for it. I had done all I could do in the way of aid. The final decision would be theirs.

THE RAMBLING RUNE, a collection of questions and answers about RUNEQUEST from Steve Perrin, with a little help from his friends. All contents Copyright 1978 by Steve Perrin and the CHAOSIUM. Perrin can be found at 372 Adams St., Oakland, CA94610.

Introductory Notes:

When we put together the rules for RUNEQUEST, we figured we had a complete set of rules. Once they were fully edited, we figured we had a good set of rules with only the question of "What happens next?" to worry about. Once the rules were published, we knew we'd have to deal with the typos. But that was all, right?

Wrong.

As happens all too often, we couldn't see all the problems because we were too close to the situation. So the following is a series of answers to questions sent in by several RUNEQUEST players, in hopes that the information provided will help everyone else. This is being sent to all of the APAs, and may be excerpted for the next Wyrms Footnotes.

JOHN SAPIENZA is a name not unknown to the FRP world. We were most gratified with his immediate interest in our game, and his questions have already prompted a number of revisions in the upcoming addenda. Herewith his questions.

1. The prior experience rules on pp 106-107 give peasants basic militia training plus the chance to join a guild for skills enhancement. If they make their roll for becoming mercenaries, can they also join a guild, or does being a mercenary count as their guild membership?

Being a Mercenary counts as Guild membership.

The same question applies to barbarians, who get a set of skills as such--can they also become members of the mercenaries or other guilds and gain additional skills as part of their prior experience?

Not according to the rules, although we have played that any Riding ability will carry over.

You give nobles a set of skills for being nobles, but you also speak of buying skills. How does this work--do nobles also join guilds as part of their prior experience?

Nobles both gain skills as a part of their "inheritance" and can buy skills like any beginning adventurer. They do not join a guild, they purchase training from it.

2. We need a rule on handedness, one that doesn't totally eliminate the possibility of lefties out there (particularly among those whose training is not that of the regular army, especially horse barbarians) or of ambidextrous characters.

As I told John in an earlier letter, we had intended to have "handedness" as a characteristic right up to the final month of writing. However, our research showed that most ancient and medieval armies tended to train everyone right handed, because that didn't break up shield walls. However, if you are really hot for such rules, I give you our original rules on the subject...

Roll 3D6. If 3-14, the character is right handed. If 15-17, the character is left handed. An 18 indicates ambidextrousness.

A Left handed character has a 5% add to his chance of hitting a humanoid weapon-using opponent. However, he must spend 10% more per five percent increment in training, due to the difficulty in training a left handed fighter.

An ambidextrous fighter gets to learn two weapon use at the usual rate for both weapons, rather than the 1.5 times usual rate specified in the rules.

3. We need a rule for establishing probability of a player getting a nonhuman character. This can be one of those several-option things, but I suggest that one option be a die roll to select among the most likely player-class races (no dragons, probably none of the dragonwts). How likely do you think nonhuman PCs should be? Five percent? 30%? 25% with the really exotic ones at 5%?

We don't see where this needs to be regulated by the authors. I can see someone having an all nonhuman campaign, as one lad I talked to at ORIGINS told me he would do.

We run a primarily human campaign, but perhaps 1/6 of the characters played are nonhuman, usually being elves, though we have had centaurs and baboons, as well as one young giant. Warren James keeps threatening to play a Wyrn, but we haven't seen it yet.

4. You get a chance for a POW increase when you throw a spell that the enemy failed to resist. Should you also get a chance when you have thrown a protective spell on yourself that the enemy failed to penetrate with magic? I am thinking specifically of Countermagic, but there are other Battle Magic spells that would qualify. It seems to me that logically you should, since this is the converse of the regular system. You have successfully used magic against the enemy, which is the standard.

Sorry. The standard is successfully overcoming the enemy's resistance, not successfully using magic against him. There is a definite difference. While we do not use it, you might give a chance for having successfully resisted an enemy's magic attack. That, again, is the Power versus Power conflict which can result in a Power Gain Roll.

5. Why didn't you give breakage figures for shields and armor in the RQ rules? You talk about it in the text, but you have no game mechanism for it. Should a critical hit be required to break shields and armor?

Once again, we originally had such a rule, but gave it up as too cumbersome. Besides, what experience we have in the SCA demonstrates that both shield and armor last forever as far as game time is concerned. And where did we mention it in the text? I thought we got rid of all those references.

If you want shields and armor to shatter in the find heroic tradition, you can have shields break on a critical hit (as you suggest), but we feel that the critical hit result of ignoring armor amply takes care of any need to destroy armor.

Our former rule was that if a shield took 1/2 again as much as it could absorb in one attack, it would shatter. Thus, a small shield would shatter under a blow of 12+ points, a medium at a blow of 18+ points, and a large at a blow of 24 pts.

6. Was the length given for the one-handed spear a misprint? It says "1.5-2", but that overlaps the Strike Rank categories "1" (1.5-1.9m) and "0" (2m+) I suggest that for simplicity all 1H spears be Strike Rank 1.

The point is that a one-handed spear can be anywhere from 1.5m (suitable for use as a javelin, if balance correctly) to 2m (which can be used interchangeably as a two-handed spear as well). We are actually giving the player a choice as to which he would like to use.

However, making all one-handed spears Strike Rank 1 is a legitimate ruling, as a spear used in one hand must be "choked up" on to have any control.

7. There appears to be an inconsistency in the rules concerning the damage done by a weapon when used one-handed or double-handed. The Large Axe and the Bastard Sword do the same damage either way. But the Heavy Mace and the Warhammer/Pick do more damage

double handed than single handed. The latter makes more sense, since you impart more force to the blow when using two hands than with one. This is the reason for the Bastard Sword, to give a weapon that can get in extra damage by using a hand and a half on it (when you have an unoccupied extra hand) So I suggest that the Bastard Sword should do 1D10 one-handed and 1D12+1 doublehanded (that's only a small increase because it is not a true doublehanded weapon). And I suggest that the Heavy Axe do 1D8+2 one-handed and 2D8 doublehanded (the same damage as a Greatsword, a doublehanded seapon).

Firstly, the reason a Warhammer/Pick does more damage two handed is because it is a different weapon. Look at the weapon Lengths of the one-handed and two-handed models. The latter is the equivalent of the "Lucerne Hammer" so beloved of the Swiss.

One does not necessarily do more damage with a weapon two-handed as he does one-handed. Do to the freedom of movement of a one-handed weapon, Equal power can be given to an edged weapon with one hand as with two. Note that it takes a goodly strength to use a Bastard sword one-handed, which, by the rules of RUNEQUEST, is likely, though not necessarily, to mean that the one-hand user will actually get more damage than the two-hand user.

8. I suggest further research into the ranges of missile weapons. There is a strong tradition that the Composite Bow had an effective range of over 200m*. S&T's recent article on the Battle of Agincourt gives the effective range of both the crossbow (type unspecified; probably your version of "light Crossbow") and the English Longbow at about 100m, so your "Self Bow", being defined as a longbow, should have that range, with a shortbow having a range of 50-75m.

See Page 109. There is no English Longbow equivalent on Glorontha. You can read "Shortbow" for "Selfbow" if you like.

I also suggest that your bow list should include the Horsebow, a short Composite Bow favored by the mounted barbarians and having a range at least equal to that of the Longbow.

OK. Assume the Composite Bow mentioned in the Rules is your Horsebow, and assume the Composite Bow/LongBow actually has a range of 100m. Same damage, however. The tradition of the super long range Composite Bow is nothing much more than a tradition, I'm afraid. Most of those extra long shots were done with flight arrows, which were lightweight shafts with no penetrating ability.

The same S&T article suggests that you have greatly shortchanged the damage figures on the crossbows. Crossbow bolts apparently went through armor far more readily than arrows, including the so-called armor-piercing arrows, which explains why the crossbow remained a favored weapon (aside from the easier time of learning one when compared to the bow) despite the higher rate of fire of the handbow. I suggest rerating the Light Crossbow at 2D6 and the Heavy Crossbow at 3D6 (if you can only fire the silly thing every fifth melee round, it jolly well better do enough damage to justify the long wait, or it simply won't exist on the field of battle). An alternative would be to rate it at 2D8, but let it fire every three rounds; I prefer this version.

If we were playing D&D, T&T, or some other high hit point system, I would agree with you. However, an impaling Crossbow bolt does an ungodly amount of damage to a RUNEQUEST character already, so I think we'll keep the range as is.

**(do you remember the asterisk? Look up at the second line of this question.)*

NOTE: The Composite Bow also did more damage than the Longbow (questionable), raising questions of what damage did the Horsebow do. Perhaps the range of damage should be Shortbow 1D6, Longbow 1D8, Horsebow 1D8, Composite Bow 1D10. STR/DEX ratings: Shortbow 9/9, Longbow 11/9, Horsebow 11/9 (11/13 mounted), Composite Bow 13/11.

A proper Longbow, assuming there were any in Glorontha, takes no less strength than a Composite Bow to use. As for damage, I am still content with what we have.

9. The wealth provided for a Rich Noble (average 2500 Lunars per game month, 30,000 per game year) seems very out of proportion for a player-character, and a 5% chance of getting it seems too high. I suggest the following replacement:

96-99 Rich Noble 10D100 Lunars available per Game Year (2)

00 Royal Noble 20D100 Lunars available per Game Year (2)

(2) A noble must collect his yearly stipend at a certain place each time. A poor noble's money usually (90%) runs out at age 21. A Rich Noble has a 60% chance of the stipend running out at age 21, while for a royal noble the chance is 30%. If the stipend continues, it does so at 1/10 the previous amount (use a single D10 instead of D100 when rolling the amount) (*Why not just divide the previous amount by 10?*), and has the percentage listed above of running out each year.

Sounds okay to me. I would eliminate the title Royal Noble, however, substituting "Very Rich Noble." Would rather that any royal connections be devised by the referee, not a roll of the dice.

If that wasn't enough, I then received another letter from John, before I could answer the above one. It continues...

1. We need a list of the languages of Glorontha, and an explanation of how well a native speaker player-character speaks his native language-- 80%? 85%? 90%? Higher? Does social class affect this? Does social class affect the odds of reading/writing one's native language?

As stated on Page 51, native speakers speak at 80%, with an add or subtraction depending on Knowledge bonus. Social class affects this purely as a matter of pronunciation and phrasing. All classes have a comprehensibility level of 80%.

Nobles and Townsmen who are Sage apprentices read and write their language as well as they can speak it. No others can unless they pay for it.

Theoretical Note: A Rune Lord/Priest with and 100%+ ability in writing and speaking can have a chance of purposely confusing the issue to his own benefit.

2. We need hit location tables for rider and mount (two and four legged mounts) in the RQ rules--please supply same for the various races and their favorite mounts.

This seems like an unnecessary complication. The character declares ahead of time which, rider or mount, he is trying to hit. If successful, but the area of the rider or mount he is trying to hit is covered by the other, then he hit the other in the appropriate location. This will usually happen when the Hit Location on the rider comes up as Left Leg when the right side of the rider is to the attacker. Thus, either the forequarters or hindquarters of the animal, depending on the angle of attack, takes the damage instead. Same principle as firing at someone behind a wall.

3. How fast can an alchemist make the various potions? We need a fuller dissertation on alchemists and alchemy, since some players (Dan Pierson in particular) want to get into this area as soon as they can.

I'm afraid the Alchemy rules were one of the major holes in our rules.

Assume 1 week per 10 doses of 1-10 level poison or antidote

2 weeks per 10 doses of 11-20 level poison or antidote

2 weeks per 10 doses of 1-10 level Blade Venom or antidote

4 weeks per 10 doses of 11-20 level Blade Venom or antidote

1 week per dose of acid or Magic Potion

All time making potions takes a full working/learning day. Nothing else can be done in the way of learning, preparations, etc.

Also, the Previous Experience of Alchemists suffered from being written with no clear idea of how the final Alchemist rules would look. Thus, the two have little relation to one another. Use the following instead...

An apprentice spends 2 hours a day for the entire 5 years of his apprenticeship learning potion making. The rest of the time is spent being a slavey for the Masters. This amounts to approximately 25000 Lunars worth of training.

At the end of this period he can make 3-5 different potions (players choice as to which and how many within the range), with a maximum use of 10000 L. (2 years) for any one potion.

Usual Cost of Potions - 1/10 the cost of learning same, which is divided between Guild and Alchemist on a 70-30 basis.

4. Is a doublehanded spear encumbrance 1 or 2? We are having an argument on that round here, with the majority inclining to the view that a DH spear is no greater trouble to carry than a onehander.

See my answer to #6 above. It depends on the length of the spear. A 1.5m spear is easily handled and is encumbrance 1. A 2m+ spear is much trickier to go down a dungeon corridor or forest vale with and is encumbrance 2.

5. Why doesn't a character's strength affect the effective range of thrown weapons? Does your damage bonus apply to thrown weapons? Local convention in D&D is that you get half your damage bonus on thrown weapons, full for melee, none for missile weapons hurled by mechanical means (bows).

If you want the range of a thrown weapon to be controlled by the Strength of the character, feel free, although his Dexterity might have just as much to do with it, if not more. We are adopting the additional damage for thrown weapons, which we had been doing in our D&D play, anyway.

DAN PIERSON has also managed to come up with a few stumpers, although some were answered above in the comments to John. Herewith a few of Dan's questions.

1. I assume that the Sage and Alchemist CON increase is 2000 Lunars and 10 weeks per point.

Sorry. At two hours a day a week, which I assume is the regimen you are assuming, it takes 20 weeks to gain the point. For each 100 Lunars, a trainee gets two hours a day for a week. If a skill increase costs 500 Lunars, you know it will take 5 weeks a two hours a day each week to gain the increase. Reread page 14.

2. The filled out character sheet on page 17 implies that a character can get starting credit from both the fighting and magic (and possibly thief?) guilds. Is this true?

Yes.

3. Is it specifically required to be a Rune Lord, a Rune Priest, or both to become a Hero? Will any of the above do? The remaining requirements can wait, but players need the answers to this and question 4 below to play their character's career.

The best documented and accepted way to become a Hero is to be both Rune Lord and Rune Priest. However, the upcoming (but not too soon) HEROQUEST will also address ways

to become a Hero without "going through channels." Anyone out there with input on this is urged to write to the CHAOSTUM.

4. Is a Shaman able to become a Hero? (Do shaman characters obtain great power now in trade for the potential of greater future power?)

As a rule, this is correct. However, there have been Shaman Heroes known to Gloronthan history. Again, wait for HEROQUEST but assume that you must go through channels until told otherwise.

5. If a character has 7 Hit Points in a leg and that leg takes 13 damage points; (1) is the leg severed even though it has not taken double damage? Yes. (2) Is the character functionally incapacitated? No.

6. Can a character with a Strike Rank of 6 or less strike more than once per round with the same weapon? No. remember that we are dealing with an entire attack, not just a single blow.

Or is an attack probability of 100%+ required as well? Correct.

7. Can a Baboon, for example, strike with both claws (2 attacks) in a round if (1) the Baboon's Strike rank is 7 or more - No (2) the Baboon's Strike Rank is 6 or less - Yes

8. Can Strike Rank points be carried over from one round to the next. I hope the answer to this is "no." It's hard to justify but will probably speed melee.

I think speeding melee and keeping things relatively simple is a perfectly good justification. In other words, start over again for Strike Rank with each Melee Round.

9. I assume that a spirit bound in an inanimate object may engage in Spirit Combat with anyone other than its binder who picks it up (touches in any way?) the object. Am I correct?

Fraid not. As long as the Binder is alive, the Spirit stays in the object, no matter who handles it. Of course, it will not work for the new handler and is still in Mind Link with the binder. Of course, if the Binder is dead the Spirit can stay or go as it pleases, and someone picking up the object may have a Spirit Combat on hi- hands.

MARK SWANSON has one fairly vital question:

If a Detect works, does that give a character a chance of improving Power?

No. A character must use one of the dozen or so "resistance overcoming" spells to get the chance of a Power Gain Roll. A character with just Detect Spells will have to earn the Lunars to buy another spell.

SEAN SUMMERS asks:

My campaign has a great deal of Oriental and Aztec influences in it. This means I have to set up 10 to twenty Oriental weapons-- damage, % to hit, breakage, exotic abilities, etc. It would be very helpful to me if I could get some information from you, if you have set up any Oriental weapons within your campaign or playtesting.

Sorry, Sean, but we have done almost nothing with Oriental weaponry. When you figure them out, send them in, maybe we can use them in a supplement.

I am a student of Aikido right now, and had hoped to put a similar organization in the game. Have you had any thoughts about Defense being taught?

Sure, just treat it as a regular fighting skill. Make it very expensive.

DAN PIERSON again, with a comment I didn't think I would have room for before.

The experience system appears to have the potential of causing characters to do some "unrealistic" things. Examples of such are: using a weapon for which they are relatively unskilled in a fight, or worse, switching weapons during a lull in melee to get the opportunity to roll experience for more than one weapon. Despite this problem, I am considering a convention which may aggravate it.

PIERSON CONVENTION: Training will not increase a character's skill in any area unless the character has been eligible to roll for experience in that skill since he/she last received training in the skill in question (NOTE: you don't have to gain experience, just be able to roll for it).

Obviously, the purpose of this convention is to prevent characters from buying additional training in all skills after only using a few of them on an expedition. Is this a problem with a reasonably controlled money supply? Is it desirable in any case?

True that the experience system motivates players to do unrealistic things with their characters. This is a measure of how good a role player the player is. I do know that characters of mine have studiously avoided hauling out every weapon because they know that they are not as good with some as with others, and do not want to be killed because they couldn't hit the opposition. On the other hand, one of my characters is progressing just fine with both Poleaxe and shortsword, because the one keeps breaking and he has to use the other.

Your convention is halfway reasonable, but I wouldn't do it because I don't want to be bothered with keeping track of the bookwork. Have fun.

RUNEQUEST SCENARIO AND SOURCE PACKS.....

TROLLS & TROLLKIN, 20 pages of said monsters, 154 individually generated by computer program (42 Dark Trolls, 112 Trollkin). All personal characteristics, skills, armor, weapons, spells (if any), defence, damage bonus, strike ranks, hit charts, etc., for each. By Ray Tourney, \$2.00.

BALASTOR'S BARRACKS is a full-scale RUNEQUEST adventure of medium to high danger. Not the best place to introduce beginning characters, but they might get lucky. Cross swords, spells, or teeth with more than 60 unpopular citizens of Old Pavis. Play notes, maps, historical background, complete game profiles of the locals. By Steve Henderson, Warren James, and Steve Perrin. \$3.00.

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