

Papyrus #7



Write back & send
submissions, I can't
keep this up forever!

PAPYRUSTM #7

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Scribles from the Scribe, The Reality of Fantasy

It has been said that there is some truth in all mythology and folklore. I believe the roots of fantasy can be traced to pre-history, as recorded by medieval scholars. Much of the history recorded by the classic civilizations of Egypt, Greece and Rome was lost long ago. A great deal of the folklore we know today was passed down verbally for many centuries, and if I'm correct, more centuries than we know.

There was a time when several species of men existed simultaneously. Cro-magnon, Neanderthal, possibly Giganthopithicus and others. Earlier periods may have even had a larger variety but this most recent one suites my theory well enough. How would these men refer to one another? Could they tell they were different branches of the same evolutionary tree? How well could they distinguish apes from themselves? Archeological evidence and theory says that these men lived together rarely and hunted each other more often than not.

Regardless of the specific answers to these questions we must realize that the history/folklore we know was not de-verbalized, and made hard copy, till the middle ages. My theory proposes that the stories of trolls, giants, elves and the likes are descended from verbal histories of the period when several species of men co-existed.

Over the centuries, the stories of other people became more fantastic and were updated to fit the times of the story teller. The end result is fantasy.

This theory still stands up under more modern periods where race (caucasoid, mongoloid, negroid) and culture may have been the distinguishing characteristics. For example, the Mongols were popularly portrayed as beast men, half dog, not human but demi-human. It was not so long ago that gorillas were unheard of and rumors of jungle beast-men were common place. Many ancient cultures attributed human intelligence and cultures to apes (and even elephants). So, it is not hard to accept that over a long period of verbal history, a game of telephone created the roots of the fantasy we enjoy.

To further expound on the theory, we cannot assume that dinosaur bones/fossils were unknown to ancient or medieval peoples. Scholarly classic civilizations may have even made the reptile connection. Time and storytellers then produce the dragon, what great chieftain would not cherish the skull of a T Rex and brag that his ancestors had killed it. As story telling does, modernization of these stories would produce knights killing the horrid beasts, the hero reference changed to something more familiar to the listeners of the period. How else do you explain the existence of such a large

skeleton, without ensuing panic, yet use it to lend credit to the present social order? Then as writing and printing become more wide spread the stories cease to mutate.

I hope I made my point clear, if not I'll try again later. The point being that creativity is inspired, not born in a vacuum. We need to realize that even fiction and fantasy has worth as they are mirrors of our past, present and future.

A LETTER

"... I don't get to play as often any more, but I still enjoy playing a great deal. So I have turned my productivity into collecting role-playing game magazines.

I currently collect Dragon, Dungeon, Imagine, Polyhedron, Vortex, White Dwarf, and White Wolf. Below is a list of magazine issues needed to complete my collection:

Dragon #28, Dungeon #3&4,
Imagine #1-24, 26 & 31,
Polyhedron #4, 9, 10, 12, 25, 31,
34 & 51,
White Dwarf #1-19, 21-24, 27, 28,
30-36 & 42,
White Wolf #4 & 8.

I would greatly appreciate if you would pass this information along to any of your friends that are interested in selling any of the gaming magazine issues listed above. I will pay premium prices for issues that are older and in excellent condition. I also have a gaming group that on occasions look for back issues of one of the role-playing game magazines. So if a friend of yours want to sell an entire collection we here at Spectre Games will purchase it."

Sincerely, Richard C. Tawney
2376 Archwood Lane #19
Simi Valley, CA 93063

(805)522-7192 evenings only PST

Spellin' it Out

This issue (and possibly for the next 3) we present spells from the Ysgarth FRPG by Ragnarok Enterprises, downloaded from their Necropolis of Dreams BBS 512/472-

6905

Accelerate Growth

CST:3 MPC:7 APC:1000
FPC:20 SAV:NA RAN:10
DUR:10M DAM:0 CLS:CEC GRP:

This causes plants to grow at an accelerated rate, going instantly from their normal size to twice normal size for the duration of the spell. It effects all plants within the radius of the range.

Aging

CST:8 MPC:24 APC:3500
FPC:70 SAV:TAL RAN:10
DUR:X DAM:20Y CLS:CEC GRP:

This causes the physiological age of a single living organism to be advanced by 20 years if a save is failed.

Animal Affinity

CST:4 MPC:9 APC:450
FPC:9 SAV:WIL RAN:T
DUR:W DAM:0 CLS:BNC GRP:

This effects a single animal of a type with which the character has an affinity. It makes that animal affable to the caster. It does not make the animal serve him, but it will aid and assist within reason and for mutual benefit and will not attack the caster.

Animate Corpse

CST:4 MPC:11 APC:650
FPC:13 SAV:CON RAN:T
DUR:W DAM:0 CLS:CJC GRP:

This gives movement to a man-sized corpse, making it capable of moving according to the instructions of the caster. It will not be able to make decisions or original actions, but will be able to carry out fairly complex series of commands and identify objects and objectives. The animant will normally be set to take verbal orders.

Annihilate Matter(non-living)

CST:13 MPC:18 APC:2400
FPC:48 SAV:NA RAN:3
DUR:I DAM:60 CLS:DSB GRP:WZ

This completely disintegrates matter within a 3 cubic yard area, up to a total of 60 points of structural damage.

Assimilate with Earth

CST:6 MPC:6 APC:300
FPC:6 SAV:NA RAN:S
DUR:10M DAM:0 CLS:DOE GRP:GE

This allows the caster to merge with earth matter, travelling through it fully assimilated with the matter at normal movement rate, though movement rate is halved in solid stone. And divided by four in metals.

Attract Beast

CST:5 MPC:14 APC:2500
FPC:50 SAV:WIL RAN:10K
DUR:1H DAM:0 CLS:CHC GRP:BM

This attracts any one creature within range of a type with which the caster has an affinity.

Anti-Detection Field

CST:13 MPC:11 APC:1600
FPC:32 SAV:S RAN:10
DUR:1H DAM:0 CLS:AFD GRP:DIWIEN

This protects all persons and objects within the given radius of the caster from being effected by any detection spell unless it is of increased CL. The locus of the spell moves with the caster should he move.

Anti-Teleport Field

CST:12 MPC:12 APC:900
FPC:18 SAV:S RAN:30
DUR:1H DAM:0 CLS:AND GRP:WI

This prevents the function of Teleportation and similar transport spells classed AKD, AKE or AKF cast into or out of the radius of the spell. This radius is as given, and is fixed for the duration in the place where it is cast.

Auditory Illusion

CST:6 MPC:9 APC:900
FPC:18 SAV:NA RAN:3M(v)
DUR:10M DAM:NA CLS:BMA GRP:CO

This forms the auditory component of an illusion. It creates a sound or sequence of sounds programmed by the caster. In addition, with the Sensory Link spell it can be used to create sound on command at a distance and to receive sound input. Sounds can be of any nature or volume conceivable to the caster or part of his experience, with accuracy dependent on his memory and

imagination.

Aurora

CST:8 MPC:8 APC:70
FPC:2 SAV:NA RAN:S
DUR:1M DAM:6 CLS:GNE GRP:LM

This surrounds the caster in a glowing field of light, which does damage to anyone with whom he comes in direct physical contact. The damage done lasts for the duration, but only has an effect in those rounds when the caster hits or touches a target.

Aetherial Projection

CST:7 MPC:6 APC:300
FPC:6 SAV:NA RAN:S
DUR:10M DAM:0 CLS:COE GRP:MY

This projects the spirit of the caster into a spiritual state of half-existence, in which he can see and be seen (though he is transparent), but can pass through normal physical matter and cannot manipulate anything physical. In this state the character's physical body is subsumed into the spiritual form, which manifests characteristics of mind and spirit only. However, the body can still take damage from magical weapons, if those weapons are specifically enchanted to hit Aetherial or spirit forms, or if it seems in the nature of the item. In the same way, magical barriers and spells can effect the aetherial person.

Aware Air

CST:8 MPC:8 APC:400
FPC:8 SAV:NA RAN:100
DUR:1M DAM:0 CLS:BBA GRP:DI

This makes the caster aware of moving masses and creatures anywhere within the range given, even if they are obscured, hidden or invisible. It does not register masses or creatures less than 20lbs. Also, the range within which it works is not linear, but walking range, as in the distance the caster would have to actually walk to reach the source of the motion.

Astral/Mental Projection

CST:9 MPC:6 APC:240
FPC:5 SAV: RAN:S
DUR:10M DAM:NA CLS:BOE GRP:

This allows the caster to send his spirit out from his body up to the duration of the spell and within the distance that he could run in that period, though he loses no fatigue for running in that form. This spirit is invisible and cannot speak or affect the real world, but he can see and hear anything he encounters, as well as being able to pass through solid objects and pass over obstacles like water, as he is essentially levitating. The body remains behind at minimal body function, and if the body is slain the spirit is stuck in spirit form until it goes wherever it belongs. It is also theoretically possible to sever the connection between the spirit and the body in this condition by application of a weapon which can do damage to spirits and doing 2 times the body's total Hit Points in damage to the connecting chord. The spirit released by this spell consists of the Mental and Spiritual portions of the subject.

Agelessness

CST:14 MPC:17 APC:2000
FPC:40 SAV:NA RAN:T
DUR:10Y DAM:0 CLS:CFD GRP:EN

This makes the subject immune to the effects of any aging within the duration of the spell. At the end of that time he receives the full impact of the years avoided in a period of hours equal to the number of years avoided. Thus, if a person were kept ageless for 50 years he would age 50 years in 50 hours, though if the spell is cast within that period it arrests the aging process at the point where it is cast, delaying further aging until it wears off again.

Animate Plant

CST:5 MPC:7 APC:400
FPC:8 SAV:NA RAN:10
DUR:1M DAM:2 CLS:CJD GRP:HE

This will increase the mobility of one plant of up to 1 Cubic Meter in volume (bush size). It allows that plant to grasp or attack those coming near it, stretching out limbs to do so, but does not make it truly mobile or capable of free

movement. The plant will be given approximately average human STR and DEX, but no real intelligence beyond the ability to follow the orders of the caster.

Attack Other Planes

CST:6 MPC:8 APC:500
FPC:10 SAV:NA RAN:S
DUR:10M DAM:0 CLS:AEE GRP:ENMYWI

This allows a character to extend his physical presence into other half-planes of existence while remaining in the normal world, or in one of those half-worlds, such as the Spectral, Aetherial or Astral planes. It will allow him to see astral and aetherial beings, as well as being able to attack any beings in those planes or manipulate objects there. If he is in one of those planes, it allows him to effect the real world.

Absolution/Wellbeing

CST:5 MPC:7 APC:1200
FPC:24 SAV:WIL RAN:T
DUR:10M DAM:0 CLS:BPC GRP:PR

This makes the target feel well and whole after being afflicted by doubt or fear. It will remove the effects of spells such as Inspire Guilt or Fear of one form or another, or it can be used to increase the self-confidence of a person, raising his save against such effects and loss of morale by one increment for the duration (such as from WILx3% to WILx4%).

Ball of Flame

CST:4 MPC:8 APC:100
FPC:2 SAV:MIS RAN:10
DUR:C DAM:6 CLS:GMG GRP:PY

This fires a ball of coherent flame at a single target to do located damage if it hits. The attacker uses his MR with an appropriate targetting skill to determine if he hits.

Banishment

CST:20 MPC:22 APC:1600
FPC:32 SAV:WIL RAN:T
DUR:10Y DAM:0 CLS:AFB GRP:SO

This is for use against powerful beings of extra-planal origin, like demons and deities. If it is successful it bars that

being from the world on which it is cast for the duration of the spell, so that he cannot enter that plane of existence until it runs out. It effects only beings who are naturally magical and who are not primarily mortal in nature.

Appearance as an AD&D/D&D Attribute
by Nick Parenti (originally published in Silver Griffin #22)

The comeliness attribute was removed from the AD&D game with the advent of the 2nd Edition. The flaw in the comeliness score was that it was too rigid in its treatment of the attribute's affect in a given encounter and overly dependent on human standards. Beauty is a relative thing, truly existing in the eye of the beholder. The following suggests the rebirth of this attribute as Appearance.

Charisma is often thought of as a measure of beauty but in reality it is not nor should it be. Charisma should be thought of as a character's leadership ability and presence. Charisma transcends race, sex and class where appearance is relative to each. Although "good looks" can add to a person's charisma, the magnitude of those "good looks" is totally dependent on who is looking.

The Appearance attribute is a totally relative score and will not have as great an effect on a character's success as any other attribute. It should be rolled separately from all other attributes using whatever standard dice the DM authorizes to achieve a number from 3 to 18. This is done to prevent players, who are given the option, from creating truly ugly characters by increasing other attribute scores at the expense of appearance. A score of 10 would indicate an individual of average appearance, an 18 would be a knock-out of extraordinary beauty and a 3 would be someone whose looks might suggest a physical deformity.

The concept may be hard to grasp but a dwarf can have an appearance score of 18, or even a half-orc for that matter. The 18 means that by dwarven, or half-orc,

standards the character is extremely attractive. Just as anyone can identify attractive members of other races (or even species) on our world, characters can do the same on theirs. You can identify a good looking salmon, likewise an elf can tell which dwarves would be considered beautiful and which ugly. Therefore a human, an elf and a gnome with appearance scores of 16 are not of equal beauty to another human but are relatively just as attractive to members of their own race.

Each DM must decide for himself how much affect a character's appearance has in a given situation. Dress, cleanliness and circumstance also play a part in this. After several days in a dungeon, fighting for your life, with little sleep and lots of dirt, neither Venus nor Adonis would be looking their best. It may come into play if a scenario calls for a dragon to kidnap the most beautiful woman in the village and that's a party member. Seductions, or even minor coercions, (ie, please sell me that magical dagger for 1gp, says the pouty adventuress with eyes batting and cleavage showing) can be resolved by having the victim(s) save verses the character's appearance score. Modifications should be made for each individual as fortitude varies from one being to the next. At the least an appearance score can be used just to describe a character with greater detail.

* Additional Note (FYI):
Mach, a low tech, scifi RPG (out of print, but still around) has both Charisma and Appearance attributes of 3-18 for humans. It allows Appearance to add 1 to Charisma for each 3 points over 12, and subtract 1 from Charisma for each 3 points under 12. Charisma affects Appearance in exactly the same manner. This sounds like a fair enough relationship between the two and is easily accommodated by either AD&D systems and D&D.

Entity Encounters

This issue we present two alien races for GURPS, downloaded from their Illuminati BBS 512/447-4449. Additionally, there are AD&D stats for two Warhammer denizens.

KZINTI - based on Larry Niven's "Known Space" stories 100 points by Rex Stardust

I'll assume you know the background. If not, look them up in Chaosium's Ringworld (Explorer book); or read Niven's Ringworld, Ringworld Engineers, and The Man-Kzin Wars (recently released) for background et. al.

Ads, Disads: Kzin characters get tripled ST, +2 to DX, and a base HT of 10/18. Their thick pelt protects for PD 1/DR 1.

They have the advantages of Night Vision, Acute Hearing (+2) and Combat Reflexes (those that don't won't make it past adolescence).

They have the disadvantages of Bloodlust, Gigantism and Bad Temper (no, kzinti don't often have Berzerk. It only seems that way to other races...).

Optional and common (dis)ads include Megalomania ("Now I can conquer the universe, as is my right!"), Bully, Impulsiveness, Overconfidence, missing arm/leg/etc. (few kzinti, however, are too proud to wear prosthetics), Strong Will, and Danger Sense.

Addictions are looked on as a supreme shame, and the addict will often avoid other kzinti, and reside in human space. Kzinti claws are treated as daggers, and they can bite a grappled foe (P/E skill) for cutting damage appropriate to their ST (see page B136).

All Kzinti have the Hero's Tongue as their natural language, and must pay to speak human languages (M/H, since their mouths are not really built for it). In addition, they will all have numerous battle-related skills, both personal and shipboard.

There are only four Kzinti social levels, and each level above the first costs 10 points. Status affects reaction rolls much like

Reputation, at least among other kzinti.

Level 1 (default, no bonus): The Kzin's name is styled to his profession: Speaker to Animals, Alien Technologies Officer, Engineer. Usually of non-noble birth; probably hasn't done anything particularly heroic.

Level 2 (10 pts, +1 reaction): The kzin, either through noble parentage or notable deeds, has earned a partial name:

Chuft-Captain, Tzak-Navigator, Chjarrl-Interrogator, Kdapt-Preacher. Usually of comfortable wealth.

Level 3 (20 pts, +3 reaction): The kzin has earned a Name through heroic actions: Chmee, Hraoulr, Kfreeou, Ftanss, or anything else resembling a cat's sneeze. May be Filthy Rich. In wartime, he may even own his own battlecruiser.

Level 4 (30 pts, +5 reaction): Royalty; a member in good standing of the Kzin Patriarchy. Usually will have the suffix -Rrit attached to their name. Usually unavailable to PCs.

Lower status than 0 is possible: criminals, fallen nobility (if they survived...), telepaths and so on will be of negative status; paid for at -5 points per level, with the resulting -1 modifier per level.

It is strongly advised that no kzin PC start with better than a partial-name. Names should be earned in play by heroic deeds.

PUPPETEERS - from Larry Niven's "Known Space" stories 80 points by Rex Stardust

Again, I assume you know who these are. For those that don't, check the sources listed above for kzinti (or Barlowe's Guide to Extraterrestrials).

Ads, Disads, Quirks: Puppeteers get +4 to IQ, and doubled Move. Their flat, brainless heads (both of them) are considered to be hands, with ST-3 and DX+3 when used as such. All puppeteers encountered outside of the Fleet of Worlds are Ambidextrous, have alertness +3, Common Sense, Danger Sense, Peripheral Vision (360 degrees,

since both heads have an eye and can face anywhere) and Voice (a very sensuous contralto).

By way of racial disads, they have Pacifism (total non-violence, though some can buy this up to self-defense only) and Cowardice. To be a non-Coward is a 10 point advantage, and is always coupled with some form of insanity. By definition, any puppeteer met off the Fleet of Worlds is insane, and must have at least one of the following disads: Megalomaniac, Manic-Depressive or Suicidal (see below), Paranoia, any number of odd phobias (always severe, when they exist at all, although as a rule puppeteers are not superstitious, and shouldn't have quirks or phobias of that nature), Impulsive, or some bizarre Odious Personal Habit.

Some common quirks are: one-head talker (absolutely refuses to use the other head for anything but handwork), xenophilic, actually enjoys spaceflight, and others that most humans would consider normal.

In a combat situation, a puppeteer may kick with it's hind leg for Thrust +3 impaling damage. It takes one turn for a puppeteer to ready its hind leg for a kick. The kick is always at DX+2, and may never be learned as a skill (indeed, most will never admit that it can be done). Puppeteers may go catatonic if the situation becomes too dangerous (ie, engaged against obviously superior odds). When in this state, they are curled up in a tight ball and are of no use to anybody. A puppeteer may remain in this state for several hours.

Manic-Depression (-15 points): At times of stress (and insane puppeteers are usually under a lot of stress), a PC with this disad may shift from one state to the other on a failed IQ roll. During the manic phase, a puppeteer may behave with extreme zeal, boldly insulting and challenging others, demonstrating a sense of humor, and in general being quite active and impulsive. Some have even taken (and enjoyed) roller-coaster rides while in the manic state.

During the depressive cycle, a PC will be generally morose and useless (roleplay it!), moaning softly, even whining about how rotten things are, or isolating himself for days on end.

Suicidal (-10 points): This is where puppeteers consider most races to be. Will freely walk into dangerous situations, and is not subject to fear.

AD&D 2nd edition stats for two WARHAMMER races. You'll have to research descriptions and culture on your own.

THE SKAVEN - LORDS OF DECAY

CLIMATE/TERRAIN: SUBTERRANEAN, RUINS

FREQUENCY: RARE

ORGANIZATION: CLAN

ACTIVITY CYCLE: NOCTURNAL

DIET: CARNIVORE, DECAY

INTELLIGENCE: LOW - AVG

TREASURE: E, S,

ALIGNMENT: CHAOTIC EVIL

NO. APPEARING: 5-50

ARMOR CLASS: 6

MOVEMENT: 12"

HIT DICE: 1-1 to 6+

THACO: as per HD or LVL

NO. OF ATTACKS: 1

DAMAGE/ATTACK: as per weapon

SPECIAL ATTACKS: Surprise on 1-4

SPECIAL DEFENSES: 80% disease resistant

MAGIC RESISTANCE: Standard

SIZE: S-M

XP VALUE: as per HD and skills

SLANN - FALLEN EMPORERS OF THE ANCIENT WORLD

CLIMATE/TERRAIN: wetlands, swamp, rain forest

FREQUENCY: Rare

ORGANIZATION: Imperial (severe decline)

ACTIVITY CYCLE: Any

DIET: Carnivore

INTELLIGENCE: Low to Genius (5-18)

TREASURE: J,K,M,Q(x5)&C(magic only) in lair

ALIGNMENT: Chaotic Evil

NO. APPEARING: 10-80

ARMOR CLASS: 6 or better

MOVEMENT: 3"/15"

HIT DICE: 1 or more (depends on level)

THACO: 19 or better (depends on level)

NO. OF ATTACKS: 3 or less

DAMAGE/ATTACK: 1-2/1-2/2-5 or by weapon

SPECIAL ATTACKS: Hop: fwd-3", up-1.5" (gain +1 to hit and 2x damage with an impaling weapon)

SPECIAL DEFENSES: Camouflage, like chameleon, 75% undetectable even against infravision

MAGIC RESISTANCE: Standard

SIZE: M

MORALE: 12 (ranges from 7-15)

XP VALUE: 16+

Name Games for Game Names

by Nick Parenti (scheduled to appear in The Scroll #8)

Sometimes the hardest part of character creation in a role-playing game is picking a name. Normally you don't want a silly sounding or trite name. Even when silliness is your goal it may be difficult to choose a satisfactory name. Here are some simple solutions to this kind of moniker malady.

You can always name your character like you might a baby, buy a book. There are name books that list the history, nationality and meaning of every name known to man (and woman) but these tend to be expensive. An affordable option is a baby name book. They usually contain unique, as well as mundane, names along with a shorter history and meaning. The cost of such a book can also be prohibitive but it may also be ridiculously small. Pocket versions of baby name books are often available at grocery store checkout counters for less than one dollar.

Once you have your book you can use it to choose a name that fits the character you want to create. You can do this by selecting a name: with meaning (eg. Nicholas: people's triumph), with a specific national/historical background (eg. Eldon, a Teutonic name), or simply choose a variation of your own name (eg. Dobbs, Dobson, Robin or Rupert for Robert). With a well chosen name you have started to define your character's personal history and personality via the history, nationality and/or meaning of it's name.

A second, even cheaper method of naming a character is also the simplest. Write your name on a piece of paper, then reverse the order of the letters and read the

new "name" phonetically. Many mysterious and exotic sounding names can be created with just a list of friends', relatives', heroes' and pets' names. This method can be used to help you tack some of the name donor's traits to your character for easier role-playing. You could even choose a name from a book, as above, and then reverse it to add to your characters originality while adding depth to his existence. Of course you may want to re-arrange, drop or replace a few letters to make the new name more pronounceable or to improve it's sound. For example: Nicholas becomes Salokin, Eldon becomes Nodel or Nodle, and Robert becomes Trebor or Treebir.

Surnames, (ie last, or family, names) can be handled much in the same manner. To be more authentic you may want to create a surname the way most real ones were created. Most family names are derived from one, or more, of four sources: father's name (as in MacDonald), home land (as in English or Hill), occupation (as in Smith) or physical trait (as in Short). Again, you can add depth to your character with hints to his family history in his last name.

Two other handy tools to naming are most likely already on your desk. A thesaurus can help with original surnames by providing alternatives to names describing occupation, home land or physical traits. In this manner Tinker replaces Smith, Hill becomes Brae or Curt replaces Short. Secondly, a foreign language dictionary can do the same, after all, Leonardo De Vinci is only Italian for Lenny from Vinci. Therefore, a short character's surname may be Short, Curt or El Poco.

Further permutations of these examples are obvious. You could use the backwards spelling of a foreign word describing the region your character comes from as his last name. All of these techniques work equally well when used to create names for regions, countries, and geographical land marks as well. The possibilities are endless, the point being, you

do not have to settle for a common, modern name nor a random, unpronounceable collection of consonants and vowels. You can be creative, provide depth, and be exotic all at the same time.

New PC/NPC Races for AD&D

Downloaded from Smasher Land BBS
614/593-8359, by DRAKE, 9-FEB-1992

This is some stuff some of you have seen before, and some of you haven't. I thought maybe you might all be interested. Most of these deviant races are of my own creation while some are from "official" AD&D sources (Dragon magazine, etc). Pass these along to others. Give me responses, what do you think? Enjoy.

BROWNIE

Initial Requirements: 3/12 S, 8/18 D, 3/16 C, 6/18 I, 3/18 W, 3/18 Ch
Ability Modifiers: -3 S, +2 D, +1 I
Thief Score Modifiers: +15% HS, +10% MS, -20% CW, +5% PP, +5% DN, +5% RL
Special Abilities:

Automatic +2 to all saving throws.

If a mage can cast the following spells (must be in spell book) as if the brownie were one exp. level higher: prot. from evil, ventriloquism, dancing lights, cont. light, mirror image, confusion, dimension door.

Non-mage classes roll one of these randomly as a natural talent (it is automatically memorized each day, needs no components (only concentration), can be cast in one segment, as if the PC was a mage of one-half his exp level) on a d8 with an 8 meaning no magic talent, it can only be cast 1/day.

Size L or larger creatures (ogres, trolls, giants, titans, etc.) have a -6 to hit brownies.

Have a -1 to first hit die.

Are size T (tiny), must use size S weapons two-handed. Weapons may be specially crafted to their small size, but of course these will have a reduced damage potential.

Level cutoff: can advance to level 11 mage, level 8 thief, level 3 fighter.

Movement Rate: 12 initial languages

learnable; brownie, elf, pixie, sprite, halfling.

BUGBEAR

Initial Requirements: 11/18 S, 3/18 D, 9/18 C, 3/16 I, 3/16 W, 3/14 Ch
Ability Modifiers: +1 S, +1 C, -1 I, -1 W, -1 Ch
Thief Score Modifiers: +10% HS, +10% MS, -5% PP, +5% DN, -10% RL
Special Abilities: Impose -3 to others surprise rolls.

60' infravision.

+3 to first hit die.

Remember, take size L damage.

Level Cutoff: Can advance to level 12 fighter, level 5 thief.

Movement Rate: 9"

Initial Languages Learnable: bugbear, goblin, hobgoblin.

BULLYWUG

Initial Requirements: 6/18 S, 3/14 D, 6/18 C, 3/16 I, 3/16 W, 3/14 Ch
Ability Modifiers: -1 S, +2 C, -1 I, -1 W, -1 Ch
Thief Score Modifiers: +20% HS, +5% MS, -5% PP, -10% RL
Special Abilities: Impose -2 to others' surprise rolls.

Can jump 30' horizontally, 15' vertically, an attack on a jump is equivalent to a charge.

Take double damage from fire.

Take 1d4 damage per handful of salt thrown on them, cured by immersion in water for as many rounds as points of damage taken.

Can hold breath 3 times as long as rules for other humanoids.

Natural AC of 8.

Level Cutoff: Can advance to level 9 fighter, level 9 thief.

Movement Rate: 3", Sw 15"

(obviously they are already proficient swimmers)

Initial Languages Learnable: bullywug, common

**** More of DRAKE's character races will appear in future issues.

Endorsements

Alarums & Excursions, the largest and predominant RPG Amateur Press Association (APA). Published by Lee Gold (ICE Vikings, GURPS Japan, Lands of Adventure, Land of the Rising Sun). Don't just read, participate! For more information send a SASE to, Lee Gold, 3965 Alla

Road, Los Angeles, CA 90066.

Silver Griffin, a semi-pro, independent magazine on RPGs. For more information send a SASE to, Devlin Janax editor, Silver Griffin, P.O. Box 1751, St. Paul, MN 55101.

The Scroll, a bi-monthly RPG magazine by gamers, for gamers. For more information send a SASE to, Bob Anderson, The Scroll, Sage Lore Productions, Inc., P.O. Box 14616, Portland, OR 97214.

SHADIS Magazine, published bi-monthly. RPG and PBM subjects. Home of "Hook, line and sinker" plot hooks for adventures. For more information send a SASE to, SHADIS Magazine, Alderac Group, 755 Burcale Road #B2, Myrtle Beach, SC 29577.

Silver, Swords & Slaughter, a new FRPG fanzine looking for subscribers and contributors. For more information send a SASE to Silver, Swords & Slaughter, c/o Scott Mash, 11685 SR 691, Nelsonville, OH 45764.

More Dungeon For Your \$

by Nick Parenti

Ballots and Bullets, Boothill adventure by D. Ritchie for TSR.

It was a little beat-up but when I saw the .50 price I quickly snatched it up. There is some good wild west campaign material here, along with several excellent adventure scenarios. What attracted me most was the 213 building, 300 resident, Promise City description. Full of rustlers, miners, gamblers, gun men and just plain folk, Promise City is an adventure waiting to happen. As you may have already guessed, with varying degrees of work this town would fit into any genre and any sys. I highly doubt anyone will find this for the 1/2 buck I paid, but for \$2 any RPGer will be pleased (wild west or pulp adventurers will be happy at even \$4).

Thieves Guild VI, by Llyod, Meyer &

Richardson for Gamelords Ltd.

I picked this up at Rock-con, paid too much (\$7.50) because I was too curious, but enjoyed it all the same. It was my first encounter with the Thieves' Guild sys and I was not overly moved by it, but then I didn't buy it for the sys.

The useful items included were the more sys independent ones. The rules for ship construction, maintenance, crewing, handling and combat are usable, not exciting, easy nor innovative but usable. The campaign setting was interesting and open for adaption to any sys and absorption into an existing campaign. The emphasis is on seafaring adventuring of course, and it lends itself well to it. To help you on your way there are pre-generated ship encounters that range from the spooky to the mundane. There are wrecks to explore, pirates to fight, navies to elude and merchants to plunder.

All in all, if you are interested in taking your players to sea this may be all you need but you'll feel better if you pay less (\$5).

Queen Victoria and The Holy Grail, a Golden Heroes Scenario by M. Rowland for Games Workshop.

I always carry Rick Swan's "Complete Guide to Role-Playing Games" with me when I hunt for bargains. When I saw this item for \$1.50 I quickly referenced Golden Heroes. Nothing exciting nor necessarily good about the sys, but "surprisingly good" and "exciting" described the scenarios. He is correct about exciting.

He was more than correct. Although written for a super-hero rpg, this particular adventure is well suited for: horror, espionage, pulp adventure and time travel games as well. The "super" elements can be removed easily and the adventure contains both time travel and occult elements. It is open enough to allow easy use with any sys and looks (at least superficially) GURPS-like in many ways. Buy this one, for any of the above genre, it can easily provide a base or expansion to any

campaign.

The Reptiliads, by Laing and McClelland for Rafm Co. Inc.

This small, 16 page, booklet describes the history, society and military system of Rafm's lizardmen figure line called Reptiliads. It does all that in an excellent manner for wargamers as well as provides info useful to rpgers. It was not, however, enough info to be worth the \$4 I paid. If you can find it for less than \$3, you will feel more satisfied. The general background on the reptiliads, and their world, is enough to outline a campaign without being so detailed as to prevent melding with an existing campaign.

Barlowe's Guide to Extraterrestrials, by Barlowe & Summers

This is not a game aid by design, it is a collection of art and text that describes "great aliens from SciFi literature", but it makes a great game aid too. Each race entry consists of: a highly detailed (biology considered) picture, text on physical characteristics, habitat and culture and varied details on mating, locomotion or other interesting tid bits. Any SciFi, Horror or Space Fantasy (maybe even Super Hero) gamer will find excellent source material in this book. I bought my copy 8 years ago so you may have to look around. I have seen it advertised in those scifi book clubs in various magazines. Find it check it out and decide for yourself.

Lizardmen, by W. Tracy for Role Aids/Mayfair

This sourcebook provides history, ecology and culture for various species of lizard men. The majority of the info is provided in diary format, presented as letters from an exploring sage to a friend. Statistics and numerical/sys detail are provided at the end of each diary installment. It also provides an add on campaign setting. The info is playable, fun and logical (sorta). The various

races of lizardmen can be used separately, in groups or all together. Each race is unique in some physical and most cultural aspects. Evil, neutral and pacifist cultures are provided. The series of sequentially linked adventures in the back are intended for Lizardmen PCs of various race and are enjoyable enough.

Intended for AD&D, this sourcebook will work equally well with D&D (of course), Palladium FRPG, FH or any Chaosim (BRP sys) game. At \$12 it may be a little pricey (got mine for free) so gauge your need/desire before you pay.

REACTOR, by J&A Hartlove, supplement #1 for SUPERGAME.

Saw this one on the shelf for \$1 and didn't think twice. The SUPERGAME rule book was nearby for only \$3, but I passed, it seemed like a low budget V&V/Champions combo (can anyone tell me if I erred). The scenario is not impressive, bad guys take over reactor for evil reasons, good guys fight to stop their evil plot and take it back. It is usable and well supported map-wise. The most interesting part is the super villain group and its origin, they are the stuff that campaigns and arch-rivals are made of. More or less associated with some kind of mega-corp, each has his/her own motivation. The stats, background text and picture provided for each of the 12 villains appears to be enough to allow conversion to any SHRPG. Even at twice the price you can't miss.

GATEKEEPER Magazine, by S Van Camp & M Harmon, for Gatekeeper Publishing.

One day, while still living in VA Beach, I ran out of bargains to buy at all the local game stores and I had this dollar burning a whole in my pocket. I had passed this comic book many times and watched it fall from its \$2.50 cover price to a buck. This time I took a closer look, "game module included" it said in the lower right hand corner. So out came the buck and home it went with me. The

comic section is a vehicle to the campaign world in which the adventures take place, and not a bad story neither. The adventure itself was uninspiring but a usable diversion. The campaign seems extremely interesting, apparently being full of original races, faith and epic purpose. Another reason for this magazine to be attractive is the generic sys used in the adventure, it is open and equally usable with class or skill based games. The one I have is the 1stish (1987), can anyone tell me if this mag is still afloat?

PORT OF RAVENS BLUFF, by RPGA, for TSR's Forgotten Realms

The forth in the RPGA's living city series, I am proud to say I was a contributor (Salokin Bayrat's Tug Services, a revision of By the Dock of the Bay, Papyrus #2). Although the stats are all AD&D2, the backgrounds, and encounters are good enough to motivate any sys' GM to take the time to convert. The entries go from the silly to the serious and from fantastic to mundane, pick and choose to fill any port/harbor in any fantasy (or maybe some low tech area/world in other genre) campaign. Several ships and numerous business are described in varying detail. Each entry contains adventure ideas and encounter possibilities so each is an adventure waiting to happen. There is even a cut out and assemble sailing ship on the inside of the cover. At \$9.95, you may find it pricey so judge for yourself, I got mine for free.

THIEVES' WORLD, by too many to list, for Chaosim

The city and personalities of Sanctuary are described in great detail by this boxed sets 3 books. Book 1 is the players guide, book 2 the GM's and #3 contains the personalities. 3 maps, Sanctuary, The Maze and The Maze Underground, round out the material components. The quality and depth of this supplement is without question, and definitely in keeping with Chaosim's reputation. You don't have to have read the novels to

enjoy this lively city. Everything you need is in one of the 3 books: shops, streets, encounters, NPCs, personalities, etc. Although the inhabitants are all human, this is a place worth integrating into a campaign or creating one around.

The most amazing thing about this product is the systems it supports and the list of contributors. Full character and creature stats are provided for: AD&D, Adventures in Fantasy, C&S, DQ, D&D, TFT, RQ, Traveller and T&T! An impressive list of games by an impressive list of writers (in fact even the non-sys background material is the product of an impressive list of authors, I'm not listing so if your curious go find it). Using very little brain power a GM could use this product with other sys not listed: any Chaosim BRP based game (Hawkmoon, CoC, Stormbringer, Elfquest, WoW, etc), 5th Cycle (using DQ stats), GURPS (using TFT stats) or any other derivative/descendant of the listed games (Megatraveler, 2300, etc).

If you can find it for under \$20 I suggest you pick it up, pay no more than \$22.

Thieves' World Companion - same depth, additional personalities, and religions, but only contains RQ, RM and MERP stats.

* BIG NEWS *

We're famous (sorta)! Roleplayer #28 contains an article, by Steve Jackson, on fanzines. Papyrus received favorable mention in this article, thanks Steve!

THE GM'S LIBRARY - MY FAVORITE GAME MASTER REFERENCE WORKS

by Aaron Allston, updated 4-20-89 (This article originally appeared in ROLEPLAYER #8 and was downloaded from SJG's, Illuminati BBS, ibid.)

You've just dropped your characters into a new setting, one unfamiliar to them. With only a few choice descriptive words and incidents, you have to make this setting alive, believable and interesting for them. The problems is, you don't know the setting any better than they do. Whether it's

New York City, ancient Rome, 19th-century Transylvania or Arcturus IV, if you've never been there, you have only your own imagination and any available reference works when conjuring up this setting for your campaign.

Well, that's not so bad. After all, your players aren't likely to have any more intimate knowledge of Shogunate Japan than you are. But when it comes to knowing the setting, it's better to be one step up on your players, rather than equal to them in ignorance.

Yet the reference works you're likely to turn to first are probably the least helpful. Encyclopedias will give you all the academic information you want - but won't tell you how to describe the bite of the Russian winter wind, or what the Scythians' arrows sound like when launched in screaming volleys.

In the years I've been GMing, I've run across a few reference works that are particularly helpful to Game Masters in search of settings and flavor. In the following paragraphs, I'll describe the ones which have been the most useful to me.

In the overall-usefulness category, the winner is:
National Geographic

Whether you're running a campaign set in contemporary Earth, the ancient world, a medieval fantasy setting, or anywhere else, you'll find National Geographic magazine a big help to you. For articles about unusual societies on modern Earth, the contributors write from the perspective of the 20th-century Western reader. When they see interesting habits, customs, rituals, courtesies, and other cultural variations, they describe them in precisely the same language and viewpoint you'd use to describe them to players.

And, for historical/fantasy GMs, the magazine looks at the remains of ancient cities and other sites, often commissioning detailed paintings showing these areas as they might have looked in their prime, very helpful to GMs trying to describe exotic settings.

Geographic contributors retrace the explorations of historical and mythological figures, describing the day-by-day difficulties the original explorers would have faced, speculating on the procedures they must have followed. In recent years, the voyages of Christopher Columbus, Jason of the Argonauts, Sindbad the Sailor and Odysseus, have all been covered in this way.

Articles examine ancient cultures from the perspective of modern archaeological experts, as well as writers - travellers and historians - contemporary with the culture. And there's no easier way to invent an interesting alien culture than to merge a fascinating but little known Terran culture with a bizarre, alien physique!

Because Geographic is a magazine - one which represents a variety of material with each issue - you'll find that not every issue has something of interest to you. You may be a subscriber for a while before your library of issues is a regular help to your campaign - but it's worth the time and trouble it takes to accumulate those issues.

In the contemporary Earth category, the winner is:
The Baedeker Guides

The Baedeker Guides to Europe were originally published in the 19th century, and now have been appearing for a century and a half. They're tourguides - those helpful publications which tell the traveller where to go, what to see, and how to spend his money, but the Baedeker guides are notable for their extras - full-color photographs, color reconstructions of ruined sites, numerous interior maps, historical and cultural notes, site descriptions broken down by topic, a section about practical information (phone numbers and important data), an index and a full-sized fold-out map bound into the book.

There are Baedeker guides in print for numerous countries and quite a few important cities. They're published in the U.S. by the Prentice-Hall "Spectrum Books" division and are easily recognized

by their red binding.

Other reference works useful to the GM of a contemporary Earth campaign include:

State almanacs.

These provide detailed information on, among other things, topography and flora and fauna of local areas.

Access Press guidebooks.

These city guidebooks include lots of street maps, perspective area maps and building drawings. Flashmaps, from Flashmaps Publications.

These are small guidebooks on important cities, presenting different types of information on successive, identical streetmaps. Flashmaps come in handy when you need to know all the restaurants in a given area, how to find the nearest bus stop or where the subways go.

Tourist-information maps.

Such maps, often available from local Chambers of Commerce, point out distinctive landmarks and other places of interest to visiting characters.

In the 1930s-America Category, the winner is:

The WPA Guides

During the depression, a good many out-of-work writers were hired by the Federal Writer's Project, a division of the Works Progress Administration. The FWP churned out a number of historical and descriptive documents, including this series of guidebooks to the America of the late 1930s.

Recently reissued by Pantheon Books, WPA guides to New York City, Florida, Illinois, California, Massachusetts, New Orleans, Washington D.C. and Texas

(published by Texas Monthly Press) are now in print again. They provide city maps, histories and in-depth cultural and social notes on these settings during the Depression.

Other references of interest to the pulp-era GM:

New York: The Wonder City - by W. Parker Chase, reprinted in 1983 by New York Bound.

Originally published in 1932, this is another New York City

guidebook. It's notable for printing small photographs of dozens of important buildings and sites, and for its numerous capsule biographies and descriptions of important New Yorkers.

Baedeker Guides and other tourguides.

The tourguides printed in the 1930s are also very good resources for detailed setting information for GMs of widefaring campaigns. Time Capsule series.

In the late 1960s, Time/Life Books printed a series of Time Capsule books - compilations of short articles and news condensed from the pages of Time magazine. Each of these books is like an entire year's worth of newspaper articles, broken into sections by topic - National Affairs, Crime, etc. - and arranged chronologically. I don't know how many of these were printed; I only have years 1923 and 1929, but they're awfully useful.

These books are a cross-section of the reference works I find especially helpful when GMing. Since my own campaigns center around contemporary Earth, Depression-era Earth and mythic Greece, not all the volumes I find handy will be of use to you - but I hope many of them will.

As a final note, here's one more cheap and easy trick to load yourself up on information for the setting you're visiting:

Simply read any good and well-researched piece of fiction set in that time and place. If you plan an adventure set in 15th century Japan, or a fictional culture much like it, then read James Clavell's Shogun. Going to imperial Rome? Try "I, Claudius". Visiting the British Empire in the Victorian Era? Pick up George MacDonald Fraser's Flashman series and the adventures of Sherlock Holmes.

Shamelessly borrow characters and scenes which will add color to your campaign. After all, you're trying to satisfy the imaginations of numerous players - it's not unfair for you to draw on the imaginations of numerous writers.