

PAPYRUSTM IV

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Scribbles from the Scribe

This will be our editorial/letters columns. Presently I have no soap box to stand on and no windmills to tilt at so I'll use the space to pass on some new info. We're still looking for contributions aside from those I download from BBSs. To date we have received one letter with a hint of more to come, so get out your pen, typewriter, PC, crayon or whatever and write! Any game system or genre will be acceptable, we will be as diverse as you are.

In an attempt to standardize our format and solicit writers, the following columns will appear semi-regularly:

- Entity Encounters - Creatures, monsters and races
- Peculiar Personalities - NPCs
- Spellin' it Out - Magic Spells
- Ingenious Items - Treasures and magic items
- Arms & Armor - Equipment packages
- Scribbles from the Scribe - Editorials and letters
- Urban Utilities - Businesses and encounters
- More Dungeon for Your \$ - Bargains and cost saving ideas

THE WORLD OF UTTGART: CHARACTER RACES AND BACKGROUND

(from Ragnarok Enterprises, Illuminati BBS.)

There are a variety of human and non-human races in Uttgart, and information on these races may be helpful for players. Given here are characteristic modifications and skill benefits for these races, with brief descriptions. For Ysgarth the skill benefits are standard reductions in the costs of skills. For AD&D they should be used as a guide in setting up the

character, indicating those areas where proficiencies are most likely.

The characteristic modifications for the non-human races should be treated as cost reductions and increases for Ysgarth those characteristics in the plus column yield 3 points of characteristic for every two points spent while setting up. Those in the minus column yield 2 points for every 3 spent. Thus, spending 16 characteristic points on a plus characteristic would yield 24 actual stat points and spending 15 on a minus characteristic would yield 10 actual stat points. For AD&D treat each plus characteristic as being increased by 1D3 and each minus characteristic as being decreased by 1D3.

Note that for Ysgarth a Size Class value is also given to serve in place of the human value of 70 in the formula for finding SC.

Saursen (7%)

The Saursen are a race of human-like lizards, with fine scales of a mottled greenish-grey hue. They are physically slightly smaller than humans, and are very good businessmen. Their preferred weapons are the round shield and a long knife which they call a 'Pig Bleeder'. They are desert dwellers of western Uttgart, in the Dashtar region between the Mountains of Ikurna and the Great Sea of Chunors. Most are nomad hunters and herdsmen and raid to capture humans for sale into slavery.

Their social organization is tribal and they are rather vicious and bloodthirsty. They have trained the six-legged Hectosaur lizard as a battle mount.

Ocarith (2%)

This is a race of six-armed

humanoids dwelling mostly in the region around the Mountains of Ikurna. They are almost hairless and of pale complexion, and live in tribally organized villages. They are mostly farmers and craftsmen and have little truck with technology, though they have a fairly high level of cultural sophistication. Although physically frail, they are known for their combat speed and ability because of strict training and natural advantages, though most Ocariths are not physically aggressive. They are very good with their hands and use light weight weapons like daggers or short swords.

Dokkalf (2%)

The Dokkalf are a race of slightly built humanoids of pale complexion and dark hair, though they do not grow facial or body hair. They are particularly good with technology and certain forms of magic. They have somewhat heightened magical perception abilities. Their preferred weapon is the broadsword. They are considerably shorter than humans, usually around 4 and a half feet tall.

They are +1 on INT and -1 on CON and WIS. They may be a mage or a thief at 2 off the normal cost.

Altalf (2%)

The Altalf are cousins to the Dokkalf, also mountain dwellers, but preferring the woodlands of the mountain valleys. They are slightly taller, averaging around 56 inches and also fairer of complexion, often with red or light brown hair. They are good with magic, particularly enchantment and elemental light and fire magic. Their preferred weapon is the spear and they are very good hunters. They are +1 on INT and -1 on JUD and CON. They get 2 off the cost to be a Magic User or a Cleric.

Telkhar (1%)

The Telkhar are relatively rare humanoid creatures from the far northern lands bordering the coastal regions of the Norwyr peoples. The Telkhar are considerably larger than humans, with grey-green leathery skin, pronounced canine teeth, semi-webbed feet and hands, and rather large, flappy ears.

Telkhar are violent, often magically adept, and cannibalistic. Their preferred weapon is a large axe, and they have some

natural resistance to magic and ability to sense the presence or use of magic. They are semi-savages and hate humans intensely. They are usually between 8 and 9 feet tall. They are +1 on STR and CON, and -1 on WIS and CHA. They have 2 off the cost to be a Mage or Illusionist.

Solevaj (1%)

The Solevaj are large, winged humanoids, native to the grasslands to the west of the Mountains of Ikurna, but their population is declining and those who remain are inbred and have reverted to a semi-tribal and rather primitive lifestyle. They are grey black in color and their skin is rather knobly, like the skin of a shark. Their wings are like those of a bat and their bone structure is extremely light and brittle so that they are able to fly. Their preferred weapon is a light scimitar. From head to foot they are usually about 7 feet, and their wingspan is usually more than 20 feet. They are +1 on STR and CON and -1 on INT, WIS and DEX. They may become Clerics at no additional cost.

Human Races

There are a wide variety of human races, but not time or space to cover them all in detail.

The Zushrani are a seagoing race of merchants, pirates and traders, originating in an island empire far to the south of the Kingdom of Ulvar. They are olive skinned and slight of build. The Zardasti are native to the Kingdom of Ulvar and the fragmented Empire of Zardast to the north. They are of ruddy complexion, tall and usually fairly thin.

The Ulkharene people live to the south of the Dashtar or Great Desert, in small kingdoms scattered along the coast, the largest of these being New Ulkhara and Khimand. They are of average build and fair complexions, given to curly hair and blue or hazel eyes. They are tradesmen, farmers and merchants. The Norwyr are humans of the frozen north, tall, big-boned, fair-complected and with blond hair. They are expert seafarers and prefer the broad or greatsword as a weapon. They subsist mostly by fishing and raiding.

The Dashtaran people live in the western coastal regions and inland regions around the Dashtar, including the large

kingdoms of Ompt and Rajnur. They are of dark complexion and dark hair, with brown eyes. They are notable warriors and known for their mastery of the sciences and engineering.

The Ilkyrian people are those who make up the population of the entire area known as the Five Free Kingdoms, Ilkyria, Kirrodar, Avichara, Mychros and Q'inar, regions surrounded by the Dyvani wasteland and territory controlled by Gilrod. The Ilkyrians are farmers and herders by background, but they are a numerous people and their lifestyles include everything from large cities to feudal baronies. They are of average height, given to brown hair and blue eyes. They are not exceptionally warlike, but when they do go to war they are well organized. Their preferred weapons are crossbow and bastard sword. They are also fairly skilled at mounted combat.

The Dyvani once inhabited a confederation of small kingdoms beyond the Sea of Whelern. They still occupy outlying regions of what was once the Kingdom of Dyvan, as well as some border areas to the north and south, but much of that territory was laid waste in the wars of the Great Diaspora. The result is that much of the remaining Dyvani population wanders or has settled in other lands. They are a sandy haired and blue eyed race, slight of form, with high cheekbones and fine features, talented in poetry and the arts, and masters of the bow and broadsword.

The remnants of the once great Empire of Lakrono are now puppet states under the sway of Gilrod, where the Lakronian people are made to extract the great mineral wealth of the region to fatten the coffers of their overlords. They are a short, squat people, dark haired, ruddy skinned and generally terse and abrupt with strangers. They are excellent craftsmen, builders and miners and have a large urban population. Their preferred weapons are the hand axe and the javelin.

The Martial Artist

by Nick Parenti

(original version appeared in Silver Griffin #14, page 28)

An ala Bruce Lee martial arts expert for use as a warrior in non-Oriental Adventures campaigns.

A human fighter must choose martial arts as his weapons specialization to become a martial artist. This option is not open to any other class or race. This weapon specialization choice gives the fighter the following abilities when unarmed only.

Attack	Damage s/m (1)
Forward Punch	1-4 (1-3)
Karate Chop	1-2 (1-2)
Finger Thrust	1-2 (1-2)
Front Kick	1-6 (1-4)
Side Kick	1-6 (1-4)
Back Kick	1-6 (1-4)
Jump Kick, front	1-8 (1-6)
Jump Kick, side	1-8 (1-6)

Attacks per round as per melee weapon specialization.

Fighter Level	AC
1	10
2	9
3	8
4	7
5	7
6	6
7	5
8	4
9	3
10	3
11	2
12	1

AC is not a bonus and only applies when not wearing armor. When armor is worn, determine AC normally. Dexterity bonus applies with or without armor.

A successful martial artist will possess some, if not all, of the following non-weapon specialization skills: Blind Fighting, Endurance, Juggling, Jumping, and Tumbling.

The use of weapons by a martial artist is exactly the same as any fighter's.

MORE DUNGEON FOR YOUR \$

Monstrous Compendium, a review

The Monstrous Compendium: a great idea that lacks material quality.

The detail of material in the Compendium's volumes far surpasses the old Monster Manuals and Fiend Folio. The art work is more numerous, but is only marginally better. It does contain an excellent introduction and the blank monster sheet provides a format for the creation of new creatures. The ability to

organize creatures in any manner, add new ones, and keep specific campaigns monsters unique are invaluable. The convenience of carrying only those creatures you need with you is likewise fantastic. Finally, it combines all of the variants of races for easy reference. There can be no argument about the flexibility and usefulness of a binder system such as this.

Unfortunately I feel it lacks quality. The binder itself is heavy, laminated cardboard and could use a more durable plastic covering. The rings are the state of the art slant D type but lack the tabs with which to open them without mis-aligning the rings. A plastic sheet lifter, in the front of the binder, would have been helpful in protecting and moving the pages to the right before closing the book. The pages themselves are of a light bond with the holes precariously close to the edge. A heavier bond with reinforcements would have been more appropriate. Likewise the dividers, although strikingly decorated on one side only, could have been more durably constructed.

Of course none of the above improvements are practical due to the already prohibitive cost. My advice is to check several volumes out before deciding between the new Compendium and the old Manual/Folio combination. Then make an informed decision based on what you have observed. Obviously the factors involved are different for each DM:

Do you already own both Manuals and the Folio?

Do you have none or some of the original monster tomes?

Is the Compendium so much better than the old tomes, that I can't play without it?

Do you play only Forgotten Realms, Greyhawk, Spelljammer, or etc., campaigns? How many volumes of the Compendium will I need?

How much am I willing to spend?

My thrifty advice is to keep using the old tomes, they will work just fine with the 2nd Edition rules. If you don't already have them, then compare prices and look for sales. Purchase only those Compendium volumes that apply to your campaign, if you are using one of TSR's.

If you do go all the way with the Compendium consider getting two new binders as well. One should be large

enough to hold your Compendium volumes and additional creature pages you may wish to add. The other should be small enough to hold one game sessions worth of creature references. This way when your game hits the road, you don't have to bring a phone book sized binder with you. Both binders should be plastic coated with slant "D" rings, opening tabs and a page lifter.

To protect your pages and dividers, buy some reinforcements. It'll take several taste torturing hours to do all of your pages but considering the money you laid out for them, its worth it.

By the way, can anybody please tell me which volume Dakon and Tabaxi are in? I'm not kidding!

ENTITY ENCOUNTERS

GIGANTEPITHECUS - A New Race for GURPS Ice Age (and other games) by Steve Jackson from SJG's BBS, updated 12-02-89

Gigantepithecus is an extinct hominid race which is, at present, still unknown to science. It lived in Africa (and Southeast Asia) between 1 and 2.5 million years ago, and thus was a contemporary of Homo habilis and Homo erectus. It is quite possible that specimens survived into the days of Neanderthal man and even Cro-Magnon.

Gigantepithecus is an omnivore, but has a distinct taste for raw meat. To an early hominid, or even a true man, the giant man-ape would have been an ogre indeed. A messy eater, Gigantepithecus consumes everything but bones and offal, and cracks the bones for their marrow. This is one reason no fossil remains have been found. The creatures also eat their own dead!

Average size of a Gigantepithecus is 7 feet for males, 6 1/2 for females. However, they are not stocky, like a gorilla, but rangy and muscular. The body is sparsely covered with reddish or black hair; the skin is medium brown. The forehead is low and sloping, but the jaw is very heavy, with pronounced canine teeth and incisors. The arms are long and the hands are strong.

Gigantepithecus is a tool user, although its only tools are crude clubs of wood and bone; it does not work stone. It hunts by chasing down herd animals or smaller primates; it can run after a victim and smash it with the club, or just walk tirelessly after it until the prey

collapses from exhaustion. The man-ape can throw stones to knock prey out of trees, and may carry one for the purpose, but does not understand the concept of "container," so depends mainly on what missiles it can find.

A tribe of Gigantepithecus may number anywhere from four to a few dozen. Males hunt cooperatively. When they move into new territory, their first target will be the other near-men who might compete with them for game. "Peaceful coexistence" is not in their vocabulary; they will kill and eat their competitors, treating females and young as especially tasty tidbits.

They will take prisoners, but only in order to eat them later. A lone Gigantepithecus might be captured and subdued, or a young one raised by another species, but a tribe of giant man-apes makes a very dangerous neighbor.

A Gigantepithecus has ST+6, average DX, IQ-4, and HT+2. They have the advantage of Alertness. They have the same disadvantages as the gracile australopithecine: Short Attention Span, no Mathematical Ability or Magery, and no language skills over 8. Bad Temper, Berserk and Gluttony are all appropriate disadvantages for members of this greedy, combative race.

They are mature at 10 years; they are considered old at 20 and must begin rolling for attribute loss. At 25, they roll every six months; at 30, every month.

Cost to be a Gigantepithecus is 35 points. This could be reduced for a Gigantepithecus PC in (for instance) a Neanderthal campaign. The man-ape could be the property of a tribe member, raised from a cub, and therefore have a tribal Status of -3 or so. Playing a character who thinks that Neanderthals are powerful, mysterious geniuses is not for the faint of heart.

Gigantepithecus can be used in other genres. In a science fiction game, it can be the monstrous, hairy primitive race of a jungle or glaciated world. In a fantasy campaign, it can become an ogreish horde that intimidates even the orcs. In a 1930s game, it can be the vicious "lost race" discovered by African or South American explorers. Or in a futuristic scenario, the man-apes can become mutant scavengers . . .

QUERY?

The following are character races from the RuneQuest FRPG: Aldryami, Mosteli, Troll, Duck, Broo and Giant. These are character races from Legendary Lives FRPG: Ratling, Serpentine, Wolfling, Hob, Ferrishyn, Korrigan and Firbolg. If there is anyone with the time and the assets, would you please forward descriptions of these races to Papyrus™ at 2815 Lund Ave. #6, Rockford, IL 61109. Be as detailed as you can and please do not provide your only copy of something. Your help is greatly appreciated.

METALS, author unknown

GOLD IS FOR THE MISTRESS
AND SILVER FOR THE MAID
AND COPPER FOR THE CRAFTSMAN
CUNNING IN HIS TRADE
FINE, SAID THE BARON
SITTING IN HIS HALL

BUT IRON, COLD TROU, ASHALL BE MASTER OF

PECULIAR PERSONALITIES

Groo the Wanderer, Level 6, Human, Berserker

STR: 18/76

INT: 4

WIS: 6

DEX: 18

CON: 18

CHA: 3

AC: 0

Hit Points: 60

Alignment: Neutral Good

Languages: Common and home region's dialect.

Weapon Proficiencies: Katana, Wakizashi (specializes in both), Tanto (knife).

Non-weapon Proficiencies: Blind fighting, Survival, Tracking.

Magic Items: Katana (sword of sharpness +1/+1, treat as +3) Wakizashi (short sword of quickness +2/+2)

Spells/Day: None.

Spell Books: None.

Appearance: A fat, big nosed and generally unattractive ronin.

Background: Groo is a walking disaster area who, if not for his unexplainably fantastic swordsmanship, has absolutely no worth as a living being. Quick of sword and slow of wit, Groo wanders through the lands seeking mercenary positions and adventures to fund his craving for Cheez Wiz. Due to his destructive tendencies

Groo is rarely welcome anywhere more than once. Always noble in his own mind he often unknowingly thwarts evil, while just as often hurting good.

Groo has a 60% base chance of going berserk at the start of any altercation. That chance is increased 10%: per melee round, and for each companion's death he witnesses. He will immediately berserk if his hit points are reduced to half their maximum (30). While berserking Groo attacks twice per round, or hits at +2, and is immune to psionic attacks or mind spells. Each berserking fit lasts a maximum of 18 rounds after which he must rest or attack at -2 to hit and damage. If the battle ends before the 18th round there is a 5% chance, each round up to the 18th, that Groo will continue to attack. See Marvel Comics, "GROO the Wanderer" comics for more details.

* Note: Groo the Wanderer is copyrighted by the author of the original comic series and Marvel Comics. His appearance here is by no means a challenge to that ownership nor to any of the rights thereof.

TRADE LIST

I enjoy researching and experimenting with game rules and backgrounds. As a result I've got a lot of stuff I don't use anymore, the below list contains most of it. I'd like to trade for "new" stuff to feed my curiosity. Check out the below list, write back with any offers, please include a Self Addressed & Stamped Envelope (SASE).

I am interested in attaining: Talislanta, City State of the Invincible Overlord, MERP, GURPS and any fantasy or super hero gaming material. All offers will be considered, the above list is by no means all inclusive.

The prices below are provided for those who have nothing to trade or prefer not to. Since I only have one of each item please write first with a list of what you wish to buy and a SASE, include substitutions if you like. Using the SASE you provide, I will: confirm that what you want is available, total it and add postage, then mail a SASE of my own to you so you can send your money order (or check) to me without anymore postage. I'll mail your stuff out ASAP (after the check clears).

.50 each -----

----- PAPYRUS club RPG newsletters, issues 1, 2 and 3

\$1.00 each book -----

----- Fighting Fantasy Gamebook, "SWORD OF THE SAMURAI", by Steve Jackson and Ian Livingstone

----- TSR HeartQuest adventure gamebooks #1-4

----- TOLKIEN QUEST Gamebook by ICE, "The Legend of Weathertop".

----- "The Nightmare Maze of Jigresh" adventure by Judges Guild, approved for use with Empire of the Petal Throne and compatible with AD&D and D&D

\$2.00 each book -----

----- AD&D loni game book, "Challenge of Druid's Grove"

----- A Crossroads Adventure Gamebooks in the world of Anne McCaffrey's Pern, "DRAGONFIRE" and "DRAGONHARPER", by Jody Lynn Nye

----- A Crossroads Adventure Gamebook in the world of Robert Silverberg's Majipoor, "REVOLT ON MAJIPOOR", by Matt Costello

----- A Crossroads Adventure Gamebook in the world of Katherine Kurtz's Deryni, "DERYNI CHALLENGE", by Stephen Billias

----- DC Heroes adventure module, "When a Stranger Calls"

----- GAMMA World adventure module, "Legion of Gold GW1" plus, an Official Rules Supplement, and 2 photocopied post-holocaust adventures

----- LABYRINTH (SOLO3), a Tunnels & Trolls solo adventure

- uses gamebook format, adaptable to any FRPG system

----- CONAN RPG adventure, CONAN the Mercenary (CN2), from TSR

- easily converted to other game systems

----- Border Crossing, an adventure for Espionage and MS&PE by Hero Games

- spy adventure, convertible to Top Secret, TS/SI, James Bond, etc.

----- Trail of the Gold Spike, an adventure for Justice Inc., CoC, Daredevils and MS&PE by Hero Games

- pulp adventure, convertible to other systems

- D&D Immortals Game Adventure, IM3, The Best of Intentions
- Boot Hill Adventure, BH3, Ballots & Bullets, campaign module, includes entire town, usable with other systems and genre
- FEZ V, WIZARD'S BETRAYAL, an AD&D adventure from Role Aids (Mayfair games)

\$5.00 each -----

- TOP SECRET/S.I. CATACOMBS Book, "THE FINAL BUG, A SOLO OPERATIONS CASEBOOK", by Jean Blashfield (for solo gaming)
- FORGOTTEN REALMS CATACOMBS Book, "KNIGHT OF THE LIVING DEAD", by Allen Varney (for solo gaming)
- HEROES, a role playing game, from England, set in the dark ages, by Dave Millward
 - dark ages role playing, no monsters, no magic, no nonsense
 - based on historic, Europe-like, Ouesterlands
 - includes rule book and map of the Ouesterlands with cultural background
 - would make a good campaign setting for any FRPG with a little work and some imagination (substitute humanoid races for human nationalities, add monsters and magic)
- AD&D/D&D BATTLE SYSTEM 1st edition, unused.
 - includes all rules, forms, tables, and scenarios
 - ~~does~~ not include 3D cardboard models, lead figures, counters nor box

GAMING MAGAZINES AND PERIODICALS

WARNING: MOST INSERTS, POSTERS, ETC. HAVE BEEN REMOVED AND ARE NOT INCLUDED.

Subject searches are available. Send a SASE with the subject you are interested in (eg. ELVES or RUNQUEST), and you will receive a list of articles that have covered the subject. You can then order/trade for those you really need/want.

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