



PAPYRUS™ #9

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SCRIBBLES FROM THE SCRIBE

Happy New Year! This issue marks the "coming out" of Papyrus. The above opening paragraphs detail our "subscription" policy. We have requested ads in The Gamers Connection and Silver, Swords & Slaughter to expand our readership. Look for these ads and maybe future ones in Polyhedron's classifieds, BBSs and Alarums & Excursions. We have been in touch with several gaming clubs across the nation, offering club subscriptions for original written material and/or club newsletters in exchange.

During this year we hope to publish 5 times but no less than quarterly. We intend to bring graphics back to Papyrus, having acquired some shareware and original artwork this year.

Sometime this year we hope to complete our first non-zine project, Papyrus Pages. This will consist of 8.5"x11" looseleaf supplements usable with AD&D/D&D, and convertible to other systems (Gamma World for example). Although some of the material will be from previously published Papyri, a good deal of it will be first time material. The creatures within the package will be presented in a modified compendium format for easy addition to your collection.

Here we go, forward into the new year with high hopes and good intentions. Enjoy and continue to support small press fanzines, alternative sources of gaming info.

It has come to our attention that some of our readers are presently into Battletech / Mechwarrior. We would like to publish some support for this interest and would like to start a "Looking for a few good mechs" column. Please send submissions ASAP.

Happy Holidays! This year, as our gift to you, we have enclosed (while supplies last) a copy of Dragon's Horde (a UK, BBS fanzine) and a Mayfair Demons poster.

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 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.

Silver, Swords & Slaughter, a new FRPG fanzine looking for subscribers and contributors. For more information send a SASE, or \$1 for a sample issue, to Silver, Swords & Slaughter, c/o Scott Mash, 11685 SR 691, Nelsonville, OH 45764.

The Gamer's Connection, a small press publication looking for subscribers and writers. For more information, and writers guidelines, send a SASE to: The Gamer's Connection, P.O. Box 278331, Sacramento, CA 95827.

SAVE IT

by Mark Arsenault, 9/17/92

Mark Arsenault is the feature writer for The Gamer's Connection (TM).

A tremendous number of gamers tend to storm into every conflict with guns blazing. They unleash the full power of their blasts, magic, strength - whatever applies to your particular game genre. Many of these gamers soon find themselves out of "ammo" and up a creek. There is a way around this problem.

Most situations that arise in RPG's emulate real life. Like their "reality-based" cousins, these situations are worth reasonable consideration, especially when your character's emulated life is at stake!

Attacking an unfamiliar opponent with everything at your disposal is seldom wise, except in a very few circumstances (which I will discuss later). Letting loose full-power attacks works against you several ways, each of which can be avoided.

First off, when you attack an opponent all out you lose one very important element in the battle - surprise. Assuming your target survives the attack, he knows that

any future attacks will likely be as powerful as your first, if not more so. That will give the enemy a chance to evaluate his competition (you), and decide whether to fight or flee.

He very well may choose to stay, thinking you're an easy kill. But if he has anything to counter your attack you can bet he's going to use it next time around! That mighty swing with your +6 Sword of Mayhem may hurt him, but what if he has a +7 Shield of Humiliation strapped to his back? If he wasn't using it before he will now!

Using a less powerful attack may possibly be sufficient to dispatch your foe. Why waste your 20d6 Wand of Vaporizing against a lowly skunk? It's overkill. You will surely eliminate your "threat", but at what cost? You will be wasting a valuable resource if the wand has limited uses. Woe is the adventurer who uses his mighty items of power too soon in the story! Remember that.

But what if the less-than-best attack doesn't kill him? Saving your best attack allows you to gauge your opponent. How do they react to your initial attacks? Does he laugh, stagger, or suffer a deadly wound? Knowing how tough they are allows you to prepare a suitable attack on the next round. Perhaps certain types of weapons are more effective than others. Find out.

If your attack falls short of dispatching the bad guy, then he likely has a misconception of your true strength. That misconception can work to your advantage. If your opponent still stands after your restrained attack, you can expect a counterattack at least as powerful as yours. Perhaps his attack, too, will be restrained. He may think you aren't strong enough to waste his full power on either! Enter the surprise factor.

For example, your psionic "Mental Stab" doesn't stun the ruffian. Instead he laughs, convinced that you've given your "best shot", and

hits you with a similar attack. Quickly recovering (we hope), you unleash your ultimate "Brain Stir-fry" attack! Down he goes, smiling like an idiot as he falls face-first onto the floor, steam pouring out of his ears!

Using your most powerful attacks is only wise if you know your attack has a good chance of damaging the target, you actually want to kill the target rather than stunning them, and you have a good chance of surviving a counter attack in case your attack is doesn't do the job. Otherwise I would only use it as a last resort, such as being cornered in an alley by a hostile party. In that case, let 'em have it!

Don't let your enemy know your true strength. Unless you absolutely feel the necessity to unleash your maximum power, save it. You may not even need it at all.

SPELLIN' IT OUT

This is the last in a series of presentations of spells for the Ysgarth FRPG by Ragnarok Enterprises, which were downloaded from their Necropolis of Dreams BBS at 512/472-6905. We are counting on you, our readers, to supply us with further entries for this segment, any rules system is welcome!

Cloud of Darkness

CST:9 MPC:14 APC:1500
FPC:30 SAV:AGI RAN:10
DUR:10M DAM:4 CLS:FMD GRP:DM

This creates a cloud of darkness which the caster can move around freely at normal walking movement within the stated range of wherever he happens to be or go. Everything within that cloud is obscured from without and from within the cloud nothing inside or outside the cloud can be seen. In addition, anyone inside the cloud takes 4 points of overall damage each round that he is trapped in it. A 3xAGI% roll can be made to avoid being caught in the cloud, and once inside a 3xAGI% roll can be made each round to escape. Note

that the cloud can be out run by most characters.

Cure Disease

CST:3 MPC:4 APC:600
FPC:12 SAV:NA RAN:T
DUR:X DAM:6 CLS:COC GRP:PH

This cures a single disease for a single target. It will work on almost any disease of natural origin, but the caster must specify the disease to be cured, and it will only work if he has diagnosed the disease correctly. Note that it cures 6 points of damage, so if the disease in question is more potent, has done or will do more damage, the CL will have to be increased.

Circle of Binding

CST:12 MPC:10 APC:600
FPC:12 SAV:WIL RAN:1
DUR:1M DAM:WIL CLS:ANF GRP:NE

This creates a circle of magical power which will contain and restrict the movements of spirits. It is specifically designed to work with natural spirits, such as elementals, djinni, dryads, sprites, etc. It will work with extra-planar spirits like demons and undead as well, but at half effectiveness. Its direct effect is to take the WIL of the caster and establish a containing barrier of Will Points equal to his WIL which the spirit must eliminate in order to escape.

Circle of Blades

CST:4 MPC:8 APC:1500
FPC:30 SAV:AGI RAN:3
DUR:1M DAM:6 CLS:DMF GRP:WZ

This creates a barrier of magically summoned steel blades around the caster. Anyone attempting to cross the barrier will take the indicated damage. If they make a successful save they may also cross the barrier, but if they fail they will be repulsed by it.

Circle of Protection

CST:10 MPC:9 APC:1100
FPC:22 SAV:MAG RAN:1

DUR:1M DAM:10 CLS:AFF GRP:EN

This creates a protective barrier around the caster which keeps out entities whose existence is essentially based on magic or who are dependent on some form of magic to be present. Such entities crossing this barrier will take the indicated damage. They may then make a 3xWIL roll and if they make it they can cross. If they fail they are repulsed and may try again. This spell also works against pure magic, reducing the Mana Power of any spells crossing it (in either direction) by 5MP.

Cloaking Darkness

CST:5 MPC:6 APC:900
FPC:18 SAV:NA RAN:3R
DUR:10M DAM:0 CLS:HMD GRP:DA

This completely covers one person in a light absorbing field of darkness so that he cannot be recognized in light save as an roughly human form of darkness, and in darkness or shadow he is next to invisible, spotted only on an Observe roll divided by 5 in full darkness or by 3 in shadow, modified for the situation.

Cure Hide

CST:2 MPC:18 APC:1600
FPC:32 SAV:NA RAN:T
DUR:X DAM:NA CLS:DIC GRP:SH

This converts raw animal pelts into cured leather to the caster's specifications. The spell effects a surface area of pelt equal to one square yard. It will not work on a living animal.

Cement/Material Binding

CST:5 MPC:18 APC:1100
FPC:22 SAV:NA RAN:T
DUR:X DAM:NA CLS:DNC GRP:ENGE

This will join together any two surfaces of the same material, providing they are brought together for the casting of the spell. They will be joined as if they were one whole unit. Though they must be of the same substance, they need not be from the same source, so wood from two different trees of the same species could be joined. The

area of the surface to be joined can be no more than 1 square yard, in any configuration.

Call Flying Beast

CST:9 MPC:14 APC:2500
FPC:50 SAV:WIL RAN:1KM
DUR:1H DAM:NA CLS:CHD GRP:BM

This will summon to the caster the nearest winged creature of sufficient size to bear him through the air, if such a beast is available within the range. It also initiates a will battle when the mount arrives, and if the caster wins that contest he will be able to control the mount for the duration of the spell, at which time the beast will leave without malice and he will regain half his Will Points lost in the contest. Note that the Will Ratings of flying beasts of this size vary wildly, from the low human range of 10 WIL or 50 WP (winged horses, rocs) to superhuman levels of as much as 30 or 40 WIL or 150-200 WP (Dragons, Ifriti).

Conversion

CST:11 MPC:12 APC:1000
FPC:20 SAV:ZEA RAN:T
DUR:1W DAM:1 CLS:BPB GRP:PR

This convinces a single target that he would love to join your religion, whatever it may be and whatever his prior religious convictions, though it will eventually wear off. It does this by effectively reducing his ZEA one point per CL, with no normal saving roll. All ZEA points eliminated in this way become ZEA points devoted to the god he is being converted to, except for acquired points of ZEA. His ZEA returns to normal at a rate of 1 point per week per point of ZEA which remains unconverted, starting at the end of a week. If he has no points of ZEA left, he will still remember his prior faith, but think that he was in error and remain in his new faith.

Control Dreams

CST:10 MPC:12 APC:600

FPC:12 SAV:TAL RAN:3KM
DUR:I DAM:0 CLS:BJD GRP:MY

This spell can be cast on any target with whom the caster is familiar who is within the range, even if they are out of sight. The caster can shape any dream image he wishes, within the limits of his imagination and implant it in the mind of the target so that he experiences the dream. Such a dream can be prophetic, terrifying or of any other nature, and it can be programmed to wake the victim up and cause him to lose up to 6 hours of sleep minus 1 hour for each 5 points of WIL the victim has. It can also be combined with other appropriate spells like Dreamkiller.

Cloud of Light

CST:16 MPC:18 APC:1100
FPC:22 SAV:AGI RAN:10
DUR:1M DAM:6 CLS:GMF GRP:LI

This creates a cloud of light, which the caster can move around freely at normal walking movement within the stated range of wherever he happens to be or go. Everything within that cloud is obscured from without and from within the cloud nothing inside or outside the cloud can be seen. In addition, anyone inside the cloud takes 6 points of overall damage each round that he is trapped in it. A 3xAGI% roll can be made to avoid being caught in the cloud, and once inside a 3xAGI% roll can be made each round to escape. Note that the cloud can be outrun by most characters.

Create Light

CST:2 MPC:4 APC:300
FPC:6 SAV:NA RAN:T
DUR:10M DAM:0 CLS:GMC GRP:LM

This creates a glowing area of light about 6 inches in diameter on any non-living surface touched. It will give off enough light to create the equivalent of the light of one torch.

Curse

CST:27 MPC:25 APC:4500
FPC:90 SAV:ZEA RAN:1000

DUR:1Y DAM:S CLS:AQB GRP:PR

This allows the caster to afflict a single person with any of a number of horrible maladies for the duration of the spell. These include wounds which never heal, loss of characteristic points, increase in chance of fumbling, decrease in chance of hitting or other more vague effects to be negotiated with the GM. No damage or disease caused can be for more than 18 points of total MD. No percentage alteration can be for more than 9%. No alteration to characteristics can be for more than 3 points, nor can fumble percentage be increased more than 3 points. All of these can be increased with increased CLs, and are good guidelines for GM adjustment of the effects. Effects can be mixed and made artistic. There is a delay before the spell takes effect of one week.

Cause Stigmata

CST:10 MPC:19 APC:4000
FPC:80 SAV:ZEA RAN:10
DUR:1Y DAM:0 CLS:CPC GRP:PRPHMY

This spell can be cast on any wound from any type of weapon. It causes the damage from that wound to be incurable for the duration of the spell. If any kind of healing is done, it will wear off down to the original damage at a rate equal to that character's normal rate of healing, essentially unhealing itself. All blood loss, pain and incapacitation is as would be expected for that wound until the spell wears off. Natural regeneration is also ineffective against it.

Communing

CST:7 MPC:18 APC:1600
FPC:32 SAV:NA RAN:S
DEL:10M DAM:0 CLS:AAB GRP:PR

This allows the caster to speak to his god or to servants of his god who may be listening on his behalf. It does not compel the entity conferred with to do anything at all, but each casting will allow the character to ask one

yes or no question, which the GM should probably answer correctly if it is in the interests and ability of the being in question. A more elaborate answer can be given if it is in the interests of the deity.

Consecration

CST:13 MPC:27 APC:1900
FPC:38 SAV:ZEA RAN:T
DUR:1M DAM:10 CLS:ANC GRP:PR

This renders one object or person holy for the duration of the spell. Anyone who does not worship the deity of the priest casting the spell who touches the consecrated being or object will take the indicated damage each time he touches it, unless he can make a ZEA save. This does not apply if a consecrated being touches someone else voluntarily.

Create Matrix/Pseudosoul

CST:4 MPC:12 APC:2600
FPC:52 SAV:NA RAN:T
DUR:1W DAM:NA CLS:AMC GRP:EN

This creates a magical matrix, cast on a particular object or living creature. It essentially creates the artificial equivalent of a soul, at least for magical purposes, creating a fixed field which will hold mana and the imprint of spells thrown on it, so that the mana can be expended or spells released with appropriate other spells. The matrix created in this way will have the capacity to hold up to 10MP in the form of raw mana or mana with a spell imprinted on it.

Circle of Flame

CST:6 MPC:9 APC:540
FPC:11 SAV:AGI RAN:3
DUR:1M DAM:12 CLS:GMF GRP:

This creates an encircling wall of flame around the caster at the given radius. All who attempt to cross it for the duration of the spell take the indicated damage while crossing. If they make their 3xAGI% save, that is all that happens to them, but if they fail they take 10 points the round after passing through, then 8 points,

then 6, then 4, then 2, as the flame which clings to them goes out.

Clinging Flame

CST:3 MPC:6 APC:450
FPC:9 SAV:NA RAN:T
DUR:1M DAM:8 CLS:GMC GRP:ENPY

This creates flame which clings to a person or object, burning in place at constant damage for the duration. In addition, anything which comes into direct contact with the burning object takes the indicated damage each time it is touched. The flame cannot be extinguished or quenched by non-magical means.

Crumbling/Corrosion

CST:2 MPC:4 APC:1000
FPC:20 SAV:NA RAN:1
DUR:I DAM:6 CLS:DSC GRP:GE

This causes any non-living, non-organic material within range to take damage as indicated from corrosion or crumbling.

Cloud of Dust

CST:5 MPC:10 APC:400
FPC:8 SAV:AGI RAN:3M
DUR:1M DAM:20AP CLS:DJA GRP:GE

This creates a cloud of dust, movable by the caster at normal walking movement. Any who are caught within the cloud may make an AGIx3% roll to evade, or will take the stated amount of AP reduction each round that they are in the cloud.

Cure Paralysis

CST:8 MPC:11 APC:5000
FPC:100 SAV:NA RAN:T
DUR:X DAM:20 CLS:CRC GRP:PH

This cures damage to the spine which is represented as a 'P' result or Paralysis on the damage chart. It will restore that damage to just under the number of points of damage which yield that result.

Clairvoyance

CST:13 MPC:14 APC:500
FPC:10 SAV:NA RAN:100K
DUR:1M DAM:0 CLS:BKB GRP:DIMY

This allows the caster to see

events happening elsewhere within range. Those events can be centered anywhere within a 10M radius of a person, object or specific place he is familiar with.

Clairaudience

CST:13 MPC:14 APC:500
FPC:10 SAV:NA RAN:100K
DUR:1M DAM:0 CLS:BKB GRP:DIMY

This allows the caster to hear sounds and conversation taking place somewhere within range. Those sounds can be centered anywhere within a 10M radius of a person, object or specific place he is familiar with.

ENTITY ENCOUNTERS

Once again, we present an alien race for GURPS, downloaded from Steve Jackson Games' Illuminati BBS at 512/447-4449.

CHIP PCs 65 points

by Rex Stardust

The following rules are for an Artificial Intelligence character, resident on a (Tech Level 8, in SJ's opinion) computer.

MMSDs and The Chip PC:

The technology to mechanically record an individual's memories, reflexes, dreams and thought patterns has some interesting ramifications in the cyberpunk milieu, especially in the realm of artificial intelligence.

Theoretically, it is possible to produce a run-time package for a stored personality. The memory and processing requirements for an AI are enormous; only a large corporation or government institution would be able to afford the hardware. Backup copies would require an immense amount of storage as well, so there won't be too many floating around . . .

Players may choose to be artificial intelligence programs; most of these Chip PCs will be based on MMSD data. Building a Chip PC is a lot like building normal characters; running one is another thing entirely. True AI programs like Wintermute, from

Neuromancer, would be built on literally hundreds of points, making a true AI an extremely dangerous foe.

CHIP PLAYER CHARACTERS: (65 points)

Chip PCs start out with the advantages of Mathematical Ability, Full Eidetic Memory and Absolute Timing. They have the disadvantages of being confined to the computer system, and a social stigma; meat beings regard them as Valuable Property, with all that entails. Their basic stats are bought normally; what the statistics mean for a program are sometimes quite different. To wit:

ST represents brute processing power. A chip with high ST can simply bring more power to bear than a smaller program. See Chip Combat, below.

DX represents processing speed and reaction time. A high DX would allow a better chance to slip into someone's systems unnoticed (via Stealth), and to move quickly through Cyberspace.

IQ is, basically, IQ.

HT is the program's ability to cope with external attacks and internal malfunctions. The higher the program's HT, the less likely it is to crash. Simple applications programs (HT 1) could be crashed without any real difficulty, while a truly paranoid operating system with multiple backups, high-quality memory protection and self-repair subprograms would have an HT of 16 or better.

CHIP ADS AND DISADS

Data Storage (2 pts/level)

This is treated exactly like the Data Jack advantage given in RP #9, except that personality modules may not be used. It can hold 1 pt of transferable skill for every two points of storage. This can be switched at will.

Protection (4 pts/Level)

This is the cybernetic equivalent of Strong Will.

Protection has a direct bearing on a program's survival during cyberspace combat.

Self-Relocation (10 points)

Allows the chip PC to shift his dataset at will, providing for hardware compatibility and enough destination RAM to support him. In a big enough system, a chip PC could actually hide . . .

Other ads and disads are at the GM's discretion. No chip suffers from physical disadvantages. Pure AIs would be free of most mental disadvantages (save for Paranoia, perhaps . . .), but a stored personality could carry several. And anyone can have a few quirks.

Computer operations is free for Chip PCs, and is automatically at IQ+3 level. Computer Programming becomes M/A for a chip (it's his home turf, after all).

Cracking (P/A for chips, M/VH for humans who must have Comp. Programming at 14+ to get this skill) is the all-purpose cyberspace combat skill. See Combat, below.

Most mental skills can be used by chip PCs; check with your GM first.

Examples: Stealth can be used to slide nondestructively through a system's security programs, Shadowing allows a chip to follow another program with out being seen, and so on.

CYBERSPACE COMBAT

This is handled much like basic combat, with a few alterations:

To attack another program, the attacking PC rolls against his Cracking skill. If he hits, the defender can make a defense roll calculated thus: $1/3$ DX (round up) + Protection. If he fails this roll, the attacker rolls damage (Thrust damage, based on ST), and applies it to the defender's HT. If the defender's HT drops below 0, the program crashes. Chips attack in DX order, highest to lowest.

Any program that takes damage may make a (current) HT roll at the end of its turn. If it makes the roll, it recovers 1 HT, on a critical success, it recovers $1/2$ d6 HT, up to it's original HT. If its HT is below 0, it cannot attempt the recovery roll. If the chip's HT goes fully negative, the program is completely destroyed.

Recovering a crashed AI without a backup copy is an extremely difficult process requiring one or more Computer Programming rolls, with the program's negative HT as a modifier. Every successful roll adds 1d-2 to the program's HT. Once the program is above 0, it can recover itself, as above.

Thanks to Walter Milliken for his technical help.

MORE DUNGEON FOR YOUR \$

by Nick Parenti

MODRON, by B. Bledsaw & G. Adams (with artwork by K. Siembieda) for Judges Guild

I found this (official D&D game aid) gem in great condition in the discount box and paid only .50 (\$3.50 cover price)! It describes the city of Modron and the ruins it was built upon. Most of the ruins are submerged and still intact though protected by mystery and a sea creature. The adventure contains complete description of many of Modron's shops and personalities, rules and tables for underwater adventuring, as well as, cultural and religious background. Obviously usable with AD&D1or2/D&D, it can easily fit into a GW4 campaign. Torg fans will find conversion worth the effort. CoC players can assume Modron is a small, backward, European village investigating the existence of the sea creature and the mystery surrounding the sunken ruins.

Keep in mind, this is old (1977) JG material. Halflings are referred to as Hobbits and most NPC names sound a bit silly (ie the 4 hobbit brothers: Tome, Book, Dead & The Endz). Serious campaigners of

any genre have some work ahead of them to de-humor this one. In any case, a mapped & populated, walled town/city is more than worth the .50 I paid

ALDERSON YARDS SHIPBOOK, by N Shapero & S Crompton, for Other Suns Scifi RPG (FGU)

Although it was written for Other Suns, the deck plans and ship stats contained herein are useful to any scifi gamer. The vessels range from lifeboats to a huge hospital ship. All of the craft are non-military, ship types include: survey, cargo, yacht, smuggler, and medical aid. The statistics given are extensive and the deckplans are complete, designating the spaces allocated to specific equipment/purposes essential to a space faring vessel. There is not a lot of firepower here, in fact there is almost none.

Included in the text is a brief history and background on the Alderson shipyards. Each vessels text entry reads like a sales brochure and comparisons between the ships contained within abound. The FGU list price is \$7 for this one, I got my copy for \$3 and its worth that to anyone looking for some starship designs.

CONKLIN'S ATLAS OF THE WORLDS, by F Chadwick for GDW's Space 1889

Another irresistible bargain at the sale price of \$4. It contains some new rules for the S1889 game as well as a chronology of the campaign and a map of the ether currents within the solar system. The book then goes on to provide background information on the 4 inner planets and Luna (our moon). Each planet overview contains information on native life forms and cultures, colonial involvement of earth's empires and some maps. Earth and Mars receive extensive attention and a great deal more detail. Additional information includes a Martian city generation system and more detailed maps of areas of interest. The

Lizard men of Venus and Moon men (of Luna of course) receive enough detail to provide an understanding of their cultures and motivations to allow a GM easy use.

Spelljammers and Dark Space players will find this supplement useful in expanding their universe. Scifi gamers may find a visit to a low tech spacefaring solar system an interesting diversion. Of course any pulp RPG can absorb the background described herein, not to mention GURPS.

For me it has rekindled an interest in the S1889 campaign as a backdrop for a CoC game. Cthuhlu 1889, or any gothic horror with Victorian space travel, sounds very exciting! This is worth further discussion, any comments?

AEsheba: Greek Africa, by Blake, Mentzer & O'Hare for New Infinities.

This Fantasy Master Role-Playing Accessory describes the continent of Aesheba, its inhabitants, geography and history. Aesheba is based on Africa, the biggest difference being that it is isolated from the rest of the world and therefore shares little with it. This allows GMs to add Aesheba to any fantasy campaign, it could also be worked into Pulp Adventure (ala Lands of Mystery) or Scifi (parallel world) campaigns.

Aesheba is home to several native cultures, including a pre-dynastic Egypt, and several Greek colonies. The relationships between the cultures and colonies is logical and fluid. Native cultures range from highly organized cities to nomadic tribesmen to humanoids. There are giants, lion-taurs, sign language using gorillas, monkey people and a host of other non-human races.

Nothing in Aesheba is not unique, Aesheban magic receives detailed explanation. The types of systems available are derived from historical cultures and their differences with traditional fantasy magic is discussed.

Several arch-types are detailed as well as their relationship within various magic systems (and therefore cultures).

An excellent map rounds out the package. Like all Fantasy Master materials, a generic system is used for gaming details. This system is highly flexible and can easily be used with skill or class based RPGs. Aesheba gets my highest recommendation for its completeness and uniqueness. It is worth the \$9-\$11 dollars I've seen it for to anyone yearning for an African campaign or addition. It is more than worth the \$2.50 I paid for it at GenCon/Origins to any gamer. (Is it me or is EGG obsessed with the combined AE letter that appears abundantly in Aesheba and DJ?)

Town of Baldemar, by RJ Blake for New Infinities

Like the other Fantasy Master accessories I have reviewed here, this one is system generic. It details a fairly large and prosperous town. Each of Baldemar's quarters (actually fifths) is a unique environment. Politics, religion, economy and culture are all provided. Although there is nothing exciting nor surprising here (like Aesheba, see MGTTA8) it is complete and ready for use in nearly any campaign. Written for the fantasy genre, crossovers easy as Baldemar is based on Medieval Europe. There is info on politics and the handling of large groups of people involved in political activities, its interesting but doesn't excite me. As I had stated several zines ago, I got mine for \$2.50 at GenCon/Origins. I believe the cover price is \$11 and if its a complete urban environment you want, Baldemar is worth the price. For anything less than \$11, any gamer should consider this product. Remember, no surprises and no innovations but detailed and ready to use.

Ardoth, by Sky Realms of Jorune.

My interest in SROJ was rekindled when I visited their booth at GenCon/Origins this year. When I saw this old supplement at a used bookstore, I couldn't resist (\$4).

It describes the city of Ardoth, its history and its culture, all in great detail. The entire city is fleshed out, businesses, personalities, hierarchy, interest groups, etc.

Although Jorune is a unique world, Ardoth is not a difficult city to meld into another campaign. In fact 5th Cycle players may find it especially adaptable due to the similarities between Jorune's biotech races and 5th Cycle's military races. The same holds true for GW4 campaigns, as mutated animals easily mimic the various races of Jorune.

This is a bargain worth buying. With the advent of the new edition of SROJ, this book should show up on sale at stores and cons. For a detailed and unique urban environment (especially for fantasy or post-holocaust campaigns) Ardoth is a great deal.

Who's Who, the definitive directory of the DC universe vol IV

I chose this used comic book from a box full of odd titles being sold for .50 each. I chose this particular vol. because of the wide variety of genre covered (and 11 entries starting with Captain). The entries range from superhero, to pulp adventure, to scifi (of varying degrees of seriousness), to comic anthropomorphic, to swashbucklers, fantasy and historical fiction.

What makes this comic so useful is the format of each entry. There is personal data, history and powers & weapons. Between these 3 sections, fleshing out a character for any game system is not difficult. Once you get used to the standard comparisons to olympic-level athletes, and the difference between skilled and highly skilled, it's a breeze.

Now I wouldn't suggest paying the cover price (\$1) for random editions of these comics or their Marvel counterparts, but if it contains specific characters you desire to create or is in the bargain bin ... buy it. I can't wait to cut Captain Carrot loose on a Toon campaign or the heroes of Camelot 3000 on a Gamma World setting or Chesire on a fantasy world or Cat-Man on a V&V heroes group or ... etc.

Special MDFY\$ featured author:
Dougal Dixon

I have 2 of Mr. Dixon's books, After Man (his first) and The New Dinosaurs (I've seen a third, Man After Man). After Man provides "a zoology of the future" where man has become extinct. The New Dinosaurs discusses "an alternate evolution" where the great extinction of dinosaurs never occurred.

In each lavishly illustrated book Dixon describes the creatures that fill various ecological niches in several climates/continents. Each species is based on the evolution of one already known and reads like a wild animal encyclopedia entry. The details vary from animal to animal but the art is always striking and apparently based on biological sciences. The realism will cause you to stop and remind yourself that this is fiction.

As you may have guessed, GMs of any genre will find source material within these books. In fact an entire world is provided in each, including climate. There are no bargains here, each is a \$15 investment, but a trip to the library or bookstore may give you all the source material you need. Such a trip may also fill you with enough wonder to purchase one.

NEW PC/NPC RACES FOR AD&D

Downloaded from Smasher Land BBS 614/593-8359, by DRAKE 9-Feb-92.

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.

ETTIN

Initial Requirements-- 12/18 S, 3/18 D, 6/18 C, 3/14 I, 3/14 W, spec Ch

Ability Modifiers-- +2 S, +1 C, -2 I, -1 W, 3d4-2 Ch

Special Abilities--

- 90' infravision
- only surprised on a 1 on a d10
- do not suffer penalties for fighting with 2 weapons
- suffer larger-than-man-sized damage from weapons
- bonus 10 hps at first level

Level Cutoff-- can advance to level 13 fighter

Movement Rate-- 12

Initial Languages Learnable-- none, really - speak a garbled version of several languages mixed together, 50% of which is orcish

FIRE GIANT

Initial Requirements-- 16/18 S, spec D, 3/18 C, 3/18 I, spec W, spec Ch

Ability Modifiers-- +2 S (+60% to exc Str if warranted), 2d8 D, -1 I, 2d8-1 W, 2d6 Ch

Special Abilities--

- get 14 bonus hps at first level
- +4 to saves vs. any fire or red dragon breath
- natural AC of 8
- suffer larger-than-man-sized damage from weapons
- -4 to hit size S creatures
- -6 to hit size T creatures
- +1 to hit with 2-handed swords (a 2-handed sword for a size H creature does 2d10/6d6 damage, plus Str bonus)

Level Cutoff-- can advance to level 15 fighter, level 7 priest (with major access to Elemental, Charm, Protection, Divination, Combat, and a minor to Healing), and

mage/priest of level 3/7 (not mage only)

Movement Rate-- 15

Initial Languages Learnable-- fire giant, giant common

FROST GIANT

Initial Requirements-- 15/18 S, spec D, 3/18 C, 3/18 I, spec W, spec Ch

Ability Modifiers-- +2 S (+50% to exc Str if warranted), 2d8 D, -1 I, 2d8-1 W, 2d6 Ch

Special Abilities--

- get 13 bonus hps at first level
- +4 to saves vs. cold, frost, or ice attacks, as well as white dragon breath
- natural AC of 8
- suffer larger-than-man-sized damage from weapons
- -4 to hit size S creatures
- -6 to hit size T creatures
- +1 to hit with battle axes (a battle axe for a size H creature does 2d8/2d8 damage, plus Str bonus)

Level Cutoff-- can advance to level 15 fighter, level 7 priest (with major access to Healing, Charm, Protection, Weather, and a minor to Divination), and mage/priest of level 3/7 (not mage only)

Movement Rate-- 15

Initial Languages Learnable-- frost giant, giant common

HILL GIANT

Initial Requirements-- 13/18 S, spec D, 3/18 C, 3/18 I, spec W, spec Ch

Ability Modifiers-- +2 S (+30% to exc Str if warranted), 2d8 D, -2 I, 2d8-1 W, 2d6 Ch

Special Abilities--

- get 11 bonus hps at first level
- natural AC of 8
- suffer larger-than-man-sized damage from weapons
- -4 to hit size S creatures
- -6 to hit size T creatures
- +1 to hit with clubs (a club for a size H creatures does 2d6/2d3 damage, plus Str bonus)

- cannot use magic items, tend to destroy any magic or magic-user they find

Level Cutoff-- can advance to level 15 fighter

Movement Rate-- 12

Initial Languages Learnable-- hill giant, giant common, ogre

STONE GIANT

Initial Requirements-- 14/18 S, 3/18 D, 3/18 C, 3/18 I, 3/18 W, spec Ch

Ability Modifiers-- +2 S (+40% to exc. Str if warranted), 2d6 Ch

Special Abilities--

- get 12 bonus hps at first level
- natural AC of 5
- suffer larger-than-man-sized damage from weapons
- -4 to hit size S creatures
- -6 to hit size T creatures
- +1 to hit with clubs (a club for a size H creature does 2d6/2d3 damage, plus Str bonus)

Level Cutoff-- can advance to level 15 fighter, level 5 mage

Movement Rate-- 12

Initial Languages Learnable-- stone giant, giant common, common

CYCLOPS

Initial Requirements-- spec S, spec D, 3/18 C, 3/16 I, spec W, spec Ch

Ability Modifiers-- d6+13 S (+20% to exc Str if warranted), 2d8 D, +1 C, -1 I, 3d4 W, 3d4 Ch

Special Abilities--

- get 4 bonus hps at first level
- natural AC of 7
- suffer larger-than-man-sized damage from weapons
- -4 to hit size S creatures
- -6 to hit size T creatures
- +1 to hit with clubs and bardiches
- -2 to hit with range weapons

Level Cutoff-- can advance to level 12 fighters

Movement Rate-- 12

Initial Languages Learnable-- cyclops, hill giant, stone giant

VERBEEG

Initial Requirements-- spec S, 3/18
D, 3/18 C, 3/18 I, spec W, spec Ch
Ability Modifiers-- (for Str, roll
d6: 1=16, 2,3=17, 4,5,6=18), -1 D,
2d6-1 W, 1d6 Ch

Special Abilities--

- may not multiclass
- get 4 bonus hps at first
level

Level Cutoff-- can advance to level
12 fighter, level 7 cleric

Movement Rate-- 18

Initial Languages Learnable--
verbeeg, hill giant, ogre

Sasquatch Character Race

Designed By Scott Mash, Copyright 3/1/92

The sasquatch race is a large
but peaceful breed of humanoid
creature standing about 8 to 9 feet
tall that inhabit large isolated
forests. The sasquatch is a
vegetarian, they will only fight
forest animals if attacked, then
the sasquatch will not kill them.
Sasquatch avoid humans whenever
possible, though they often
associate with small bands of wood
elves. This breed of creature is
said to use the eyes and ears of
the forest in many situations, it
can talk to the forest animals and
sense feelings from plants. Within
their home forest they have a 75%
chance to talk to animals and a 60%
chance to sense feelings from
plants, outside of their forest
they have a 30% & 20% respectively.

The sasquatch class
automatically gain herbalism and
animal handling non-weapon
proficiencies. Sasquatch receive +2
to strength, -2 to dexterity, +1 to
constitution and are limited to
ranger, druid, clerics of a peace,
nature or agricultural deity and
specialist mages of necromancy.

Sasquatch choose to wear
wooden armor which must be
specially made for them because of
their size, they will not wear any
form of leather and cringe at the
site of others sporting it. Their
weapons of choice are polearms,
maces and sometimes swords (they
may use a two handed sword with one
hand with no penalty), if they

choose to use there hands they do
1d4+1 damage.

AN INQUIRY FROM THE CHIEF SCRIBE

Recently I purchased Perilous Lands, a
campaign supplement for Avalon Hill's old
Powers & Perils game (it was on sale).
You'll have to wait for my review of it
(already looking positive for the price)
but I'd like to scan our collective memory
for some info. Does anyone know the
definitions of P&P's stat abbreviations,
their ranges and human norms?

Abbreviations follow:

HPV	OCV	DCV	CEL	
S	St	D	A	C
I	W	E	Em	Ap
MR	NAV	MDV	EnL	CDF
MEL	EL			

Looks either Hero-ish or Rolemaster-ish, I
could guess but if one of you know I'd
appreciate a letter or zine comment with
the info. A fellow BBS hacker thought it
looked, "Mythus-ish".

DAEMON!

reviewed by Niles Verdun
originally published in Black Mole #3, a
British fanzine, Gareth Jones is the
editor. Copies of BM are available in
exchange for other fanzines sent to Black
Mole, 69 Atherley Rd, Shirley,
Southampton, SO1 5DT, England.

I'd like to preface this
review with a general comment. I
think that the current trend for
new roleplaying games appearing
from new companies - and for some
of them to be successful - is
great. For all its faults, the
success of "Cyberpunk" is something
which pleases me immensely.
Despite the fact that it's not
really roleplay to me, I applaud
the success of "Macho Women with
Guns" (and its equally gaudily
titled offshoots). Other newies
from small people that we've seen
lately are "Justifiers",
"Domination", "Mutazoids" and "High
Colonies". More power to their
elbow! For too long we've been
overwhelmed with repetitive
products from too few big
companies. Not that there's
necessarily anything wrong with
them, we just want to see some

alternatives.

And that brings us to the real topic of the review, the "Daemon" RPG from "BPF". So far as I know, this is their first product, and very professional looking it is too. Daemon is a FRPG, written by Mike Ohren and illustrated by Ralph Horseley. It's a softback with a color cover and lots of internal black-and-white illos. It's about 150 pages long - I don't know the exact count as the pages aren't numbered. The book is very logically and nearly divided up into chapters: Introduction, Character Generation, Skills & Training, Combat, Perils, Magic and finally a very useful section of examples. The rules lack an index (obviously, since the pages aren't numbered). This will probably be a bit awkward in play until you get very used to the rules, since you will certainly need to refer back to the rulebook quite often during play. I suggest book-marks inserted in the rulebook until it falls open naturally to the right points from use. Because, if you buy this game, I think it will get used a lot.

There's nothing startlingly new about Daemon, it's just put together very well. The game is not for everybody. It is complicated (especially the combat system, which is designed primarily for accuracy and not for simplicity). I certainly wouldn't recommend this system for new players or GMs, or for anyone who panics when confronted by loads of tables. Here's the names of a few of 'em: Movement and Attack Priority, Bow & Crossbow Fumble, Darkness (skill modifier), Random Daemon Generation, Elfshot Table, Alchemy Fumble, and STR Multiplier & Basic Height.

Now, this will have put a lot of people off. But I say, most (if not all) of the things that are entabed here have to be dealt with in the game one way or another. Collating the material in a table makes a great deal of sense if it's

sensibly done, as it is in Daemon.

In looking at the game in general, the word that springs to mind is "detailed". Characters are described by a total of 15 primary attributes and a further 15 secondary attributes derived therefrom. Characters belong to one of 21 professions, each with a list of primary and secondary skills (these are not restrictive classes, merely outlines of how a character may develop after choosing a profession). Over 100 skills are listed, from brewing to torture. Skills are categorized as Knowledge skills, Language skills, Physical skills, Stealth skills, etc.

I won't attempt to summarize the combat rules, except to say that they are complete, complex and deadly. If combat won't kill off the characters, there are other Perils; from Basilisk acid to Septicaemia, taking in weather, drowning, and drugs (among other things) on the way.

The magic system (I should say magic systems) is as detailed as the rest, divided in various ways depending on where the power behind the magic comes from. Some use forces such as Daemons, some name Names, some use the creative force of the Universe itself. None of it is easy, and in general it is a long slow dangerous process.

Hopefully we'll see Book 2 soon, doubtless with endless detail on the Daemon world and inhabitants.

Finally, I'd like to comment on the artwork. This is of variable quality, but at its worst it's better than adequate, At its best it's very impressive and it's all very atmospheric.

So, to summarize, I'd recommend this game highly to anyone who likes his roleplay realistic rather than at the crash-bang-wallop end of the spectrum. And you don't have to use all the tables, let me quote Rule 1: "This is the only obligatory rule in the whole game."



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