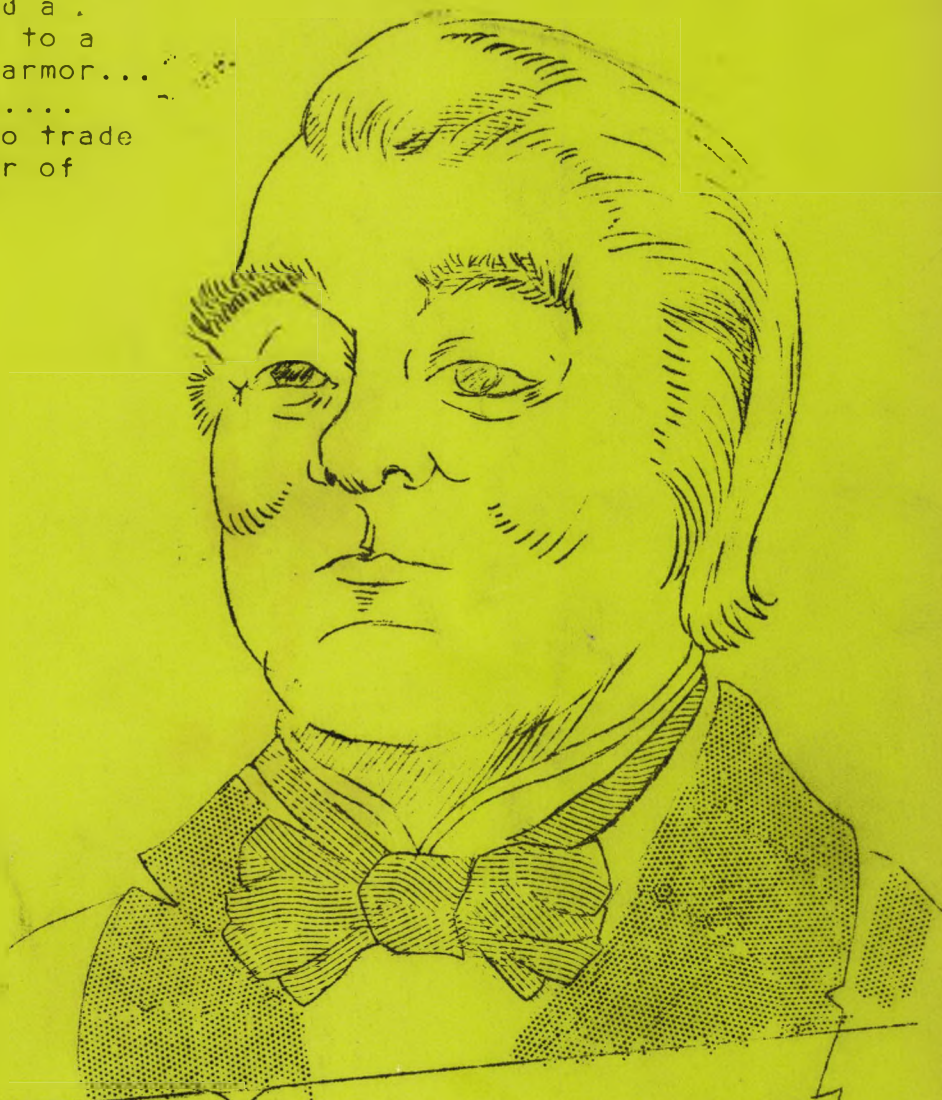
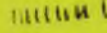





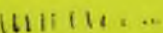
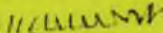
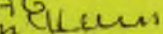

But no reputable Dungeon Master
 would award 15 points of both
 intelligence and Wisdom to a First
 Level Straw Golem, 15 points of
 morale to a were-lion, and a
 functional empathic organ to a
 walking, talking suit of armor...
 Just for offing one witch....
 And no doubt you wanted to trade
 that burned broom and pair of
 plus onesshoes for a free
 teleportation without an
 overland.....



GRAPEHAWK MONSTERS

GHOULS 
 ZOMBIES 
 POLAKS 
 COOTIES 

COMBAT MATRIX

SWORD 
 MACE 
 DISH RAG 
 TOOTH PICK 
 (unhatched)

Alarums and Excursions

13

Harness

A FEW ~~WORDS~~ PARAGRAPHS FROM THE EDITOR

This fanzine is set up to serve as a monthly discussion zine for SF fans and others interested in D&D. It should give all of us a chance to discuss the rules and to share our own special monsters and treasures with others. It will also give us a chance to write up expeditions we've been on.

ALARUMS AND EXCURSIONS is edited by Lee Gold...in the fervent hope that it won't lose too much money. To that end, it will be run as a cross between a standard fanzine and an APA (amateur press assoc'n).

- 1 If you have a contribution, there are three ways to submit it.
 - a. Type it on a NINE-hole mimeo stencil and mail it to Lee Gold, 2471 Oak Street, Santa Monica, CA 90405. Include 50¢/page.
 - b. Print it yourself. Copy count is 150, repeat 150. Send it to Lee Gold. Out-of-towners will get 20¢ credit/page printed on mailing expenses.
 - c. Send a letter to Lee Gold, and she will type it and mimeo it. Include 75¢/page (or fraction thereof) for stencil and printing. Please note that typing automatically includes improved spelling and grammar and may also include occasional editorial comments set off in italics. Those who want their deathless prose left intact should type it themselves.

UNPAID FOR MATERIAL WILL NOT BE RUN OFF NOR INCLUDED IN A&E

- 2 The fanzine will cost as follows:
 - a. Contributors--less than four pages, postage only. Four or more pages (if we've had a good month), it's all free.
 - b. Non-contributors: postage PLUS
 - 1) Nothing if you contributed 4+ pages last issue
 - 2) 35¢ if you had some contribution last issue
 - 3) 75¢ otherwise
 - c. For trade - with other D&D publications only. Trade zines are mailed Book Rate.
 - d. We do not offer subscriptions on a fixed cost basis, since postage or contributions may vary from issue to issue. However, you may send a check or cash to Lee Gold, and we will deduct costs (and send you a statement each month) until the money is almost used up. We will then notify you of this and return the balance at your request.
 - e. Buyers at Aero Hobbies and other shops: pay the shop whatever it charges.

Mailing--at your choice, ALARUMS AND EXCURSIONS will be sent to you first-class, third-class, Book Rate, UPS or hand-delivered at the editor's convenience. Allow approximately \$1.25 for first class (with a four day lag), 66¢ for 3rd or 21¢ for Book (with a three week lag), 80¢ for UPS (with a one week lag) and no cost whatsoever (with up to a year lag) for hand-delivered.

Dungeons and Dragons is the creation of TSR Hobbies, PO Box 756, Lake Geneva, WI 53147. Patronize the people who made it all possible.

ZINES OF POSSIBLE INTEREST TO A&E READERS

The Cosmic Balance--monthly mimeo fanzine by Scott Rosenberg, 182-3 Radnor Rd., Jamaica, NY 11432. 12 pgs. D&D zine intended primarily as an information and amusement 'zine for players in the world of TIEREN. Scott hopes to make it a genzine. 25¢ or trade.

The Dragon--offset prozine. Published by TSR bimonthly, Box 756, Lake Geneva, WI 53147. Wes Ives and Lee Gold have articles in #1.

The Dungeoneer--beautifully offset, digest-sized, 12 pages, bimonthly. "Purely a DM's magazine." Each issue is to have 3+ new playable monsters, new treasures, tricks and traps, articles on rules variations, artwork, and a complete D&D adventure (with maps). Write Paul Jaquays, 3105 Dorothy Lane, Spring Arbor MI 49283 (summer address). \$3/6 issues (Canada \$4). Single issues & back issues 60¢ (Canada 75¢). They request material, preferably illustrated.

The Fantorgrn Scrolls--mimeoed fanzine, 8 pgs, from James Hayes, 1409 E. Flora St., Stockton, CA 95205. Covers a PBM game of FANTORGN; also D&D articles. 6 weekly. 40¢/copy.

Fire the Arquebusiers--D&D fanzine. Mimeo. #1 was +30 pages. #2 is not out yet. Available to Contributors, LOCers, traders, or 50¢/copy. 6 copies/\$2.50. From Greg Costikyan, 1675 York Ave., NY, NY, 10028.

News from Bree--offset fanzine. Hartley Patterson, 7 Cambridge Rd., Beaconsfield, Bucks HP9 1HW, United Kingdoms. Fantasy, F&SF gaming, history and pseudohistory.//England has a D&D Society; for information write "Owl and Easel" c/o Games Workshop, 15 Bolingbroke Road, London W14, Great Britain.

PBM D&D, Chip Charnley's Rules--for an expedition to be held in Chip's dungeon. You pick a character he has rolled and flesh it out and play it. Elaborate but possible spell point system. Uses all TSR supplements to date. Rules apparently cost 75¢. Write Chip at Box 124, Buxton, NC 27920.

Ryth Chronicle--mimeoed fanzine, 10 pages, by John Van De Graaf, 37343 Glenbrook, Mt. Clemens MI 48043. 30¢/issue. Write up of his D&Ding.

The Wild Hunt - D&D apa (nearly as big as A&E), Boston-based, DM-oriented. Edited by Mark Swanson, 9 David Rd., C8, Acton, Mass 01720 - and Glenn F. Blacow, 139 Arlington St., Boston, Mass 02116. Rates the same as A&E's. Send ditto masters or FOUR-hole stencils to Blacow for printing. Copy count was 70 when last known.

Haven Herald--mimeoed fanzine, 16 pages. From Ben Grossman, 29 East 9th St., #9, NY, NY 10003. Write-ups and news of the Endor Dungeons and Dragons Campaign (Dms are Stephen Tihor, Ben Grossman and Jeremy Pualson). 50¢/copy; reprints of charts at a penny/sheet. The #5 (February) issue sent A&E included a remarkably complete equipment list ranging from gold-tipped arrows to snow shoes, with encumbrance and cost listed for each piece of equipment. Date of current issue not known.

DEADLINE FOR A&E #14: August 18th for anything needing to be typed. August 20th for printed material. If you are going to be at the WorldCon, please let us know and we will hand-deliver your copy there at your request.

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and separate from the above

The Completist's A&E - covering issues #11 and #12

upcoming conventions of interest to D&Ders

August 20-2. Lake Geneva, WI, GenCon IX. Fritz Leiber Vs GoH.

Write Gencon IX, PO Box 756, Lake Geneva, WI 53147 for details--or write Gary Gygax, 330 Center St., Lake Geneva, WI 53147.

A&E readers may be interested to know that in the first issue of THE DRAGON there is a denial that Gary Gygax will be attending CITE 76.

For those of you who asked, no, the Golds will not be attending GenCon. We'll have used up most of our travel budget attending MidAmericon. And we're saving the rest in the event that England wins WorldCon for 1979. We're D&Ders, but we're science fiction fans first.

Some notes for Would Be contributors to A&E
who are planning on stencilling their contributions
and haven't typed stencils before...or recently

1. Buy NINE-hole mimeograph stencils if possible. If not buy FOUR hole and think a few kind thoughts for the printer. Your mimeo stencil will have a film sheet, a blue or green wax-impregnated stencil sheet; a tan "carbon cushion" (one side slick, one side papery), and a heavy paper backing sheet.
2. Buy mimeograph correction fluid
3. Type the stencil lines 5-64, using only 7 inches horizontally. (70 spaces on a 10 pitch typer, 84 on a 12-pitch one). Correct mistakes by daubing correction fluid over the mistake, letting it dry and retyping. Type with the typewriter on stencil setting. This will produce better copy and not muck up the film, letting you use it again next time, which means you can buy stencils w/o film next time and save money. Type as hard as you can. If you can't see the light clearly through the letters you've typed, you aren't typing hard enough.
4. To mail the stencil, remove the film and the carbon cushion. Do not remove the backing sheet. Do not cut the stencil short. Either of these procedures will result in poor inking.
5. afterthought: your stencil may also have a tissue paper separator between film and wax-stencil. Throw it out. Put the carbon cushion shiny side toward the wax between stencil & backing sheet.
6. Note: if the typewriter does not have a stencil setting (which disengages the ribbon), you should remove the ribbon from the typer yourself. [The ribbon is disengaged when no black marks get on the film.]

-common misspellings found in A&E contributor's texts...and some of them also found in Gygax Himself.

Dispell (should be dispel)

Thelf, Weild (should be thief, wield)

The adjective for middle ages is spelled medieval

[illegible]

BACK ISSUES

Back issues 1, 2, and 3 are currently available.

Back issues 4,5,6 and 7 are available with a slight (two week) delay. Please let us know if you want any of these. Mention whether they should be sent you book rate or first class, along with your next standard A&E or separately.

Issues 8-12 are currently Out-of-Print. Someday soon we hope to get them back in print. A set of libertarians are currently thinking of reprinting all A&E's back issues in copy runs of 300 for sale at standard rates. If this happens, we'll announce it and ask you to spread the word to your local hobby/war-gaming store in order to boost their business a little.

[illegible]

I am currently designing my Chaotic city of Nyosa (suitable for entrance by clever characters of tenth level or higher). If and when I get it done and it proves to be playable, I will publish the tables I used to stock its slums, business sections, rich areas, etc.

TANTIVY

by Lee Gold

For some time now, I've been bothered by the uniformity of Elementals. What follows is my own attempt to introduce some variety.

Elementals come in seven sizes/strengths. Their names are different for different forces, but they can be termed A through G, with A being the smallest. Different means of getting elementals have different probabilities of getting the different sizes as follows:

staff - 8 HD (1,2 = A, 3,4 = B, 5 = C, 6 = D)

device - 12 HD (1,2 = B, 3 = C, 4 = D, 5 = E, 6 = F)

Conjuration - 16 HD (1,2 = C, 3 = D, 4 = E, 5 = F, 6 = G)

Size of Elemental	Hit Dice	Strength--use Greyhawk table
A.	-1 die	3D4
B	- 2 HP	6 + D10
C	standard	6 + 2D6
D	standard	10 + D8
E	+ 2 HP	12 + D6
F	+ 1 die	14 + D4
G	+ 2 dice	18 - check %ile

Water Elementals

Size	Damage plus Greyhawk bonuses		
	On Water	Out of Water	
A. Pool	D10	D4	Can move 18" on water, 6" off water.
B. Lake	2D6	D6	Can only move 6"
C. Bay	2D10	D12	away from water.
D. River	3D10	2D8	Require consider-
E. Ocean Tide	3D12	2D10	able body of water
F. Whirlpool	2D8 + 2D10	2D12	to be brought forth.
G. Tsunami	4D10	4D6 + D4	

If faced with fire, cold, wind, earth, or water attacks by spell, device, conjuration or monster (such as another elemental), the elemental makes a saving throw against extraordinary effects. If it saves, it takes normal damage if it is hit. If it fails to save and if it is hit, then...

vs. cold: A - paralyzed 1-6 melee rounds, B-C slowed 1-6 melee rounds, D-G slowed 1-6 melee rounds or have a 5% chance per point of strength over 12 to be transformed into a glacier. The glacier moves 3", does half again normal damage for that elemental.

vs. Wind: 80% chance loses one life energy level. 20% chance the reaction forms a hurricane washing everyone under 8 HD away in the flood. (See Chainmail for chances of drowning).

vs. simultaneous attack by Wind and Cold (both of which do extraordinary damage): 60% chance lose 1 life energy level, 30% chance paralyzed 1-8 melee rounds, 10% chance is transformed into hailstorm doing 1 point damage to each being within 3" area for every HD of force involved in generating hailstorm. (remember that a spell is an 8th level force, a device is generally 6th level except for staves which are 8th.) After the hailstorm is over, the elemental is dead.

vs. Earth: loses one life energy level

vs. Fire (this does not include Flaming Swords but only massive things like Wall of Fire, Fire Ball, and of course a Fire Elemental or a Salamander). 10% chance the elemental is totally vaporized; 50% chance it loses two life energy levels, 30% chance it loses one life energy level, 10% chance the reaction causes intense steam, doing 1 HP damage per HD of force involved in generating steam to everyone within 5" r area. After the steam is over, the elemental is dead.

vs. Water - takes ordinary damage, but if wins absorbs 10-50% of the energy levels of loser.

Air Elementals

hit dice as Water

Size	Damage Done	Can Blow Away	Move only by
A. Breeze	1-8	Nil	flying at max
B. Wind	1-12	- 1 HD	of 36". Do
C. Cyclone	2-12	- 2 HD	+1 damage in
D. Mistral	2-16	- 2 HD	aerial combat.
E. Gale	3-18	- 2 HD	Can turn into
F. Hurricane	2D10 + 1	- 3 HD	whirlwind,
G. Tornado	2D12 + 2	- 4 HD	

Cold, Fire and Water do not have any extraordinary effects on Air Elementals (though an Air Elemental can increase the damage of Cold twofold by producing a wind chill factor that you wouldn't believe).

vs. earth - 40% drains two life energy levels, 30% drains one life energy level, 30% no effect.

vs. Wind: 30% loses two life energy levels, 20% loses one life energy level, 50% goes out of mage's control.

Earth Elementals

Size	Hit Dice	Damage Done		Move 6"/turn. Can't cross water. act as super bettering ram on walls (on earth damage)
		On Earth	Off Earth	
A. Sand	-2 HD	2D8	D8	
B. Loam	-1 HD	3D6	2D6	
C. Clay	-1 HP	3D8	2D8	
D. Pumice	std	4D6	3D6	
E. Sandstone	+1 HP	4D8	3D8	
F. Granite	+1 HD	5D6 + 5	3D10	
G. Lava*	+2 HD	3D10 + 6	3D12	

* - Lava has a 20% chance of generating a free-willed fire elemental.

Cold does not do Earth any extraordinary damage.

vs. Fire: takes -10% damage. (Lava Elementals take no damage from fire)

vs. Water: one life energy level drained

vs. Wind: A-C lose one life energy level. D-G take no extraordinary damage.

vs. earth - no extraordinary damage

Fire Elementals - hit dice as Earth
Damage

Size	non-fire-users	on fire-users	Move up to 12"/ turn. Act as Incendiaries when in contact with inflammable mater- ials. Cannot cross water. Brought forth from intense flame.
A. Ember	D12	D4	
B. Flame	2D6	D6 + 1	
C. Blaze	8+D10	D8 + 2	
D. Bonfire	3D6	D10 + 3	
E. Conflagration	3D8	D12 + 4	
F. Wildfire	3D10	2D6 + 4	
G. Holocaust	3D12	2D8 + 5	

vs. water - same as the reverse

vs. Earth - no extraordinary effect

vs. Cold: 10% totally destroyed; 60% loses 2 life energy levels; 30% loses 1 life energy level.

vs. Wind: 10% totally destroyed; 15% loses two life energy levels; 25% loses 1 life energy level; 30% gains 1 life energy level; 15% gains two life energy levels; 5% does damage within 3' r area as 5 HD fireball and goes out of mage's control.

vs. Fire: 10% totally destroyed; 20% down three life energy levels; 20% down two life energy levels; 20% down 1 life energy level; 10% does damage within 5' r area as 5 HD fireball and goes out of mage's control.

=====

Addendum to Balrogs--I've been asked why Neutrals or Lawfuls mayn't be Balrogs. One local player has, he claims, a were-Balrog. Another wishes to use Polymorph Other to turn a neophyte into a Lawful Balrog. My answer is that Balrogs are Servants of the Infernal Fire. (Gandalf says so and he ought to know.) Hence only Chaotic Balrogs are flame-resistant and capable of flaming. The guy with the were-Balrog(?) claims he will accept this--and purchase white phosphorus for his character to dump over himself, set alight and thus "immolate." I think I will check its involuntary change back to human each time it does this.

=====

Key Jones--Presumably Perns may also be Impressed by Chaotics. Gosh, just imagine a Pern ridden by a Nazgul. As I recall the death of a Rider caused the dragon to commit suicide by teleporting into outer space. Note also that Impressing a Hatchling unguided by someone who's done it before should bring 5%/dexterity-19 chance of death. (So an 18 Dexterity has 5% chance of dying, while a 3 has 80%.) Having experienced help should reduce chance of death 50%.e.g. to 3% for 18 dexterity, 40% for 3 dexterity.

Ives--The Louis-d'or tables are your character's horoscope--and only usable by themselves. If you throw one for established characters, discard all other special characteristics/abilities at the same time. Otherwise you will be attacked by a level 99 Sheep, Bull, set of Twin Archers, Crab, Lion, Virgin Cleric, an Embodiment of Divine Justice, Scorpion, Centaur Archer, Sea-Goat, Man with Beaker of Endless Potions (all poisonous) and Giant Fishes...simultaneously.

Wayne Shaw - Coalition Equipment Pools - continued: I like to watch "interactions among my characters" too. Howsoever, interactions do not equal bosom friendships.

Let's look at my characters. We'll start with the half-brothers. Their father was a Neutral Elf named Weasel/Ermine; he's dead now. Their mothers were three whores: Elf, Human and Orc. The brothers are Otter (Elf), Mink (Elf-human), and Chobala (Elf-Orc). The first two are now Lawful, due to being raised by the Abbot of Calendim. The third is Neutral, but vowed to the Abbot to go out only with both brothers--and other Lawfuls.

The three are very close, but don't share much but money, since they only go out together. Their elf relatives refuse to acknowledge the half-Orc's existence, which strains the relation considerably, since Mink and Otter are loyal to their brother. These relatives include Nivetta (first cousin once removed) and Newt/Salamander (uncle). Nivetta and Newt get along fine, but Nivetta became a Libertarian in Gorree, so they don't share anything.

Two quondam Elves recently arrived in town from the same tribe as Otter's mother. They're suck-ups and always trying to wheedle valuable items from the brothers and from Akaki, a Neutral Thief. They themselves are the victims of a Variant Polymorph. The girl MU is an Orc-Hound (a type bred by the Elves to hunt Orcs with; they speak Orc-Hound, Magic and Elf. The boy fighter is a were-Orc Hound, having partially saved against the spell.) They are saving their money to buy a contract on the Chaotic Wizard who ensorcelled them. They don't have any friends as yet.

What about the Lawfuls around? Well, there's O'Rion. Everyone likes him, but no one'll lend anything valuable to an 8 IQ, 7 Wisdom. There's a dope addict (born that way; his pills of bhang, cocaine and hash cost him 5 GP and keep his constitution at 3) named Wang Lo. He doesn't have any real friends, though he does have drinking companions. There's an attractive female Dwarf fighter named Disa, but she's a friend of Nivetta's--and so is her fiancé (Fundin). There's a dumb Neanderthal Cleric named Dreamer. She's popular too, but too in awe of elves to be sociable with them. She may become a friend of Disa and get in with her crowd, but since Nivetta keeps preaching libertarianism, those people will probably stick with their present custom of a loaned item costing cash in front and a %age of the loot (and a high penalty for breakage).

There's another Cleric named Waldo, who likes the brothers, but he's a Coward, and the brothers make a point of not associating with anyone who attends services at the Church of the Devout Cowards. (5 Constitution or below to join; Wang Lo does not belong).

Recently arrived from the Moon (Leiber style setting) is Akaki, Neutral Thief, a gnagling Lunarian of Japanese ancestry (and 5 Constitution). He's a likeable guy to talk with, but no one relaxes much around him, except for his new apprentice, the Hobgoblin Hork (picked up in a Tyldarian expedition)...and none of the others like Hork at all.

I get a lot of fun out of the above crew; but more from seeing their attempts at oneupsmanship and game-playing than from their cooperation. Like the time that Nivetta picked up some +1 leather cheap and sent it as an anonymous gift to Chobala, but he'd recently acquired his own +2 leather and after tracing her scent on the package had it returned to her as his gift to her, wishing her many happy returns of Midsummer Eve (an Elf holiday)...and was she interested in stopping by for a glass of mead after the star-viewing. She didn't come, of course,....

clear ether!

is the all-purpose personalzine of Samuel Edward Konkin III. It is published irregularly (semi-monthly, approximately) for exchange with other Science Fiction fanzines and for the following Amateur Press Associations: *APA-nu*, *Alarums & Excursions*, *Frefanzine*, and any others the editor is invited to join. **clear ether!** is available only for trade, letter-of-comment, or in APA. **clear ether!** welcomes fanart!, locs and filk songs; the fanned will also consider other faanish material and even sercon for inclusion if he can think on an excuse. All correspondence should be sent to NewLibertarianEnterprises, P.O. Box 1748, Long Beach, CA 90801, Attention: SEK3. □

This issue is Number 13 (of Volume II) and is intended primarily for *Alarums & Excursions* 12 (July 14, 1976). See you all at MidAmeriCon! Next issue: back to the Big APA.

EN GARDE AT THE RIPOSTE OFFICE

I've decided to reverse the usual order just this once and make sure I catchup on comments. Next ish I'll finally begin the *Tales of Terra Supra*. My thanks to all the new players at Westercon who gave me a chance to expand the Sagas, and I hope to see more of you in the future (I still have your balrog, Fang!). I never got around to getting a copy of *A&E9* so I'll use that as a cop-out to jump right ahead.

Alarums & Excursion 10

Lee Gold Good grief! You've done an all comment zine, too! Let's see if I can comment on a comment (on a comment...)? ¶ Saving throws on *Detect* spells? I never thought of that. I'll mention it to LBers. ¶ Colorful dragons, indeed. I have a desert saga going, may use Brunet Dragon. How about a *Lavender Dragon*? (Perhaps Tom Digby could suggest...?)

Hilda Hannifen I notice you've run into Demons. How do they compare to Gygax and Blume's *Eldritch Wizardry* demons? ¶ You make me feel almost glad I missed DunDraCon. Your writing was probably far more exciting than the con could have possibly been. (I induce this from having read your writings of LA 2000 and actually been there.) Barely saw you at Westercon; were you running?

Frank Gasperik I'd classify djinn as *daemonae*, neutral subeldila who have not yet made their choice (see *That Hideous Strength* and *The Discarded Image* by C.S. Lewis). Gygax and Blume's "Demons" are similar *daemonae* who have chosen—chaotically! (They could also be viewed as Lovecraftian superaliens. How many hit dice does Cthulhu have?) I like your idea of Djinn seeking to earn their way to heaven. ¶ I note that *Eldritch Wizardry* has rakshasha—but no description! So you have done us all a service. That dice game has got to have come from Zelazny's *Lord of Light*! ¶ I have a problem concerning AMUs you may help resolve. Suppose they are using a detect mechanism, such as radar, on a continuing basis. (See my upcoming "Saga of Wirenth" in *Tales of Terra Supra*.) Now if magic is thrown, does the radar screen interrupt (since you say magic and anti-magic can't work simultaneously) or is the magic suppressed (which would be a cheap way of suppressing magic, simply turning on an anti-magic device and leaving it on), or what? Since I didn't know about the alternation, I let both go on, but in the future I'd like to know how to resolve this. ¶ So far I've been running hard-keyed overlords, with Chaotics making expeditions in competition to lawful parties to keep things lively and balanced. However, I'll keep flexkeying in mind for my future Dungeons.

Mark Swanson I've read your analysis of the D&D world, and I see no flaws. However, it's clearly for an *evenly rotating economy* (cf *Human Action* by Ludwig von Mises). Note that *Terra Supra* (last *A&E*) is in dynamic condition: a decaying, collapsing neutral core with an infinite positive potential on one side and negative potential on the other. You may argue that *TS* is unstable—but it has the very *conditions* for instability self-consistently built in. Frankly, when it becomes as straightforward as your scenario, it ain't fun no mo'. ¶ Your essay has had some influence on my statistical distributions for expedition wanderers. For one thing, it has convinced me that one of the most probably encounters that an expedition will have is of *other*

expeditions. I'll say no more on this subject until I have a fully-worked out Encounter Matrix. ¶ Always happy to see more filks.

Ken Pick Another con report, seeming no relation to the previous. "DunDraCon of Many Faces"? ¶ Cynthians? But of course! Now, how about *Moties*...? ¶ Gygax already sanctions *humanoid* clerics, such as elves, hobbits, dwarves. Granted, they're supposed to stick with their race, but after they've started that way, encounters and attrition could easily change the composition of the resulting party. I have assumed that allowing elves, hobbits and dwarves also allows mermen, orcs, ents, etc. The Uruk-hai can have a particularly nasty anti-cleric cult or two. ¶ "Intermonster duels?" As long as you bring it up, one *Tale of Terra Supra* will concern a certain sorceress who threw a fire elemental at our intrepid overlords. They hit her with an arrow, breaking concentration, and she ran for the Dimension Door her necromancer husband was opening for her. First of all, he brought out his pet Salamander to hold off the elemental until she would get through. Yep, a Salamander vs Fire Elemental. Turns out Salamander has less hit points, but a better than even chance because he does several times more damage with his tail. Fire Elemental has *reduced* hit damage against other fire creatures. Oh yes, battle ended when Wirenth whacked the Salamander on melee turn before he aced the elemental. The group then gave the castle name and owner to the wounded elemental (spoken in magic by mages with *Read Magic*) and the elemental took off to finish its revenge. The Sorceress called up a fresh Water Elemental, and as the battle was from her castle where her husband could keep distractions free, she overcame (extinguished?) the Fire Elemental. Is that what you had in mind? ¶ Saga: different style than Hilda's, but... I think we got us another!

Nicolai Shapero Sphexes look nasty. Do you remember that critter in *War Against the Rull* by Van Vogt? Only way they could kill him was to get him to slice his own tongue and drink his own blood? That's the one! Want to work out the specs?

Dick Eney It is irrelevant how much *D&D* costs to produce; price is determined by *demand*, not cost. The way the market reduces price is by competition, which you were in favour of providing. So you are right, old friend—why be defensive (and worse, use bad reasoning to defend a good position)? Copyrighting is *not* a way of paying writers; every publisher is aware of that. It is a means of restricting competition in the marketplace and, as usual, the Invisible Hand of Adam Smith (which appears in my world, by the way) found a way around the invasion via Xerox and imitators. ¶ Your work on two-weapon fighting was badly needed. Thanks for starting the ball rolling.

Sherna Burley/Cumerord Well, I'm glad you enjoyed the satire on damsels. Yes, people have been playing them with gusto down here in the Southland. ¶ A neutral is one with *mixed premises*. You bring up Ayn Rand; O.K. She's a super-lawful, with a cult of atheist clerics. Before 1969, Nathaniel Branden would have been the first Objectivist Patriarch. Lawfuls are dedicated to the maintenance of natural law; Chaotics to its perversion. Neutrals either swing both ways in confusion, or "worship their whims," following their emotions without analyzing rationally the source of those emotions. (Gygax and Blume Neutral Druids would fit the second category perfectly.) (¶ RE: Some of us (i.e. me) are aware that a Natural Law analysis leads to an egoist morality. Lawfuls, if fully consistent, would be egoist, trade-oriented, and stateless. Neutrals would be egoist and altruist (either out of confusion or lack of will), trade or pillage as the spirit moves them, and support limited states. Chaotics would be utterly altruist (remember they're the exclusive human-sacrificers), prefer plunder to trade, and totalitarian statist. Is that what you were aiming at?) ¶ Back to Sherna: I agree with Dick on Chaotics enjoying harm, etc., at least if "enjoy" means value

satisfaction. Probably the reason I get into such good arguments with Dick is that we agree on enough to really go after the points of disagreement with an arsenal of common understanding.

¶ *Detect Poison* is already researched by *Warlock*; use it at will. (From *Spartan*, rules on which Caltech variant is based.) Check *Spartan* out for the others, too. Damn good idea, analysis spells. ¶ Hmmm, I'd put agnostics or any other untenable position in neutral category, but atheists will usually be either Lawful or Chaotic. Nonetheless, an Anti-Magic User, for example, who is atheist because he was raised that way and never thought about it, could easily be a Neutral. ¶ That magic-annihilating yellow smoke bomb reminds me: it must be possible to throw a reverse of *Permanent* on objects, and a higher-level version would wipe out magic in a 10' radius (then come the *Extension* spells). Mages (even Chaotics) would have a vested interest in suppressing any devices/artifacts/whatever which had the same effect, but since Clerics have no magic to lose, it makes sense that they would guard and maintain knowledge of such. High-level alchemists, too. ¶ If you use the *Critical Hits* table in *Warlock*, which all LBers do, it is possible to get an I.K. (Instant Kill) on the highest level. ¶ Many DMs write out characteristics of treasure, and give it to players folded, to give to future DMs. So far honour system has worked here. ¶ Amazon River Amerinds (some) were into cannibalism. Mayans were Lawful, Toltecs Neutral, Aztecs Chaotic (very roughly speaking). ¶ Perhaps a long loc, but a long and flowing loc...

Joel S. Davis If clerical miracles don't "always work," it is because (A) the eldil/god did not wish to grant it or (B) it was blocked by opposing eldil/god. There is far too much literature sharply distinguishing clerical miracle-working from magic. In the Renaissance/Enlightenment era, Magic (even "white") was prohibited by most churches of their clerics. Just because Gygax was a bit loose in terminology is no reason to eliminate a huge literary background to fantasy-simulation, far more than the other interpretations. ¶ I'm with you on free will all the way. ¶ Your Lawful/Chaotic bookkeeping has me intrigued. Ways of earning eldilic assistance, no less! But actually, when one of the characters loses alignment in Long Beach, it's amazing how unanimous all but its player are, usually with comments like "I was wondering how long you were gonna put up with that before you zapped his alignment." ¶ Thanks for the invitation. You sound like someone I'd like to take in/go into my/your overland/dungeon. Drop over when you're in Long Beach vicinity.

Glenn F. Blacow I can sympathise strongly with your efforts to maintain economics and reason in the game. ¶ What is "Clerical Sleep?" ¶ And "R. E. Heinlein?"

Hendrik Pfeiffer Shame to see all that work on Druids wiped out by *Eldritch Wizardry*. Same condolences to Jack Harness.

Nick Smith Ah? Someone else with a typesetter. I have a Mergenthaler Linocomp. And you? ¶ Like to meet the Pasadena crowd. Maybe we could bet Long Beach, Pasadena, and L.A. (have I left anyone out?) together for a mini-con in the Southland?

Alarums & Excursions 11

Lee Gold Mighod! Copy count is up to 125?! ¶ Funny how Gygax is open to more interpretations than the Bible. (My assumption is if Gygax forbids *magic* weapon-type, it forbids a *fortiori* non-magic but same otherwise weapon-type.) By saving [missed that type "saying"] thieves are allowed magic swords and magic daggers, I assume he means they are only allowed swords and daggers. Is Gygax reading this? Will he settle the matter? ¶ OK, I'll bring the Illuminati next time I expect we'll meet on D&D ground. I hope you'll have chaotic treasure for incentive and plenty of Lawful monsters? ¶ Saruman may have been corrupted by Sauron, but Saruman himself made the ultimate choice. Even the One Ring could ultimately be resisted by a fully committed free will. ¶ Yes. (True Neutrals.) ¶ Enjoy your *Dispell Magic* buttons and *Exits*. How about a *Shower of Dispell Magic* potion, perhaps discovered in a Wizard's living quarters? After a long, hard day of casting, getting grimy from all the magic, the Wizard loved to get home, clean up, etc. Of course, the expeditioners who triggered it won't know what the shower was until it's affected them—maybe never. Also, one could figure out how long magical clothes and weapons are suppressed by soaking in *Dispell Magic* Potion. Probably thoroughly "clean" a cloak in an hour, I'd think. And for course, a Holy Water Shower in a Cleric's abode functioning as a potion of *Dispell Evil*?

— Interestingly, I agree with both you and Eney on the Gygax question. I agree with your reasoning and his actions. But you and I, at least, are already aware of the set of premises we each have that allow this apparent paradox, and unless someone else expresses an interest, I'm closing down my end of the debate.

Fang (and others) I notice you mention "clerical scrolls." I've never heard of them. However, here in Long Beach, we've introduced *Tracts* which accomplish the same end. *Tracts* should either be general (but still sharply distinguished between Law/Chaos) and Sectarian—written only for members of that particular religion. *Tracts* have become very popular among clerics here. When to give them in Gygax-rolled treasure? I roll 33% chance on "scroll category" they will be *Tracts*. *Tracts* will obviously be less common since opposite alignments will pervert/destroy the other's. ¶ You're the Neutral expert/lover? I guess I could match you in Law/Chaos (or secure alignment vs insecure [neutral]). Maybe our worlds could go on a rumble...

Mark Swanson "Dracus kept popping up"? You mean he kept changing to a Catholic patriarch? Some sort of polymorph, I suppose. ¶ How in the world are you playing *Detect Evil*? Suppose the Stone Monsters are Lawful (used by lawful Mage)? And if they are switched of, they would still have the alignment they had, so if Chaotic or Neutral, they should give a *Detect Evil* reading. You seem to be playing *Detect Evil* as a *Detect Enemies*—which implies you are detecting *Potential* over *Inherent* Evil. No way I'd buy that in *Terra Supra*. *Potential* evil would require *Foretelling* ability.

Wayne Shaw Fafhrd is not a Thief, more of a Bandit. Mouser might be a combined Thief-M.U. I also interpret Gygax as proscribing thievish archery. ¶ I seem to agree with most of the rest. Your spells sound particularly useful for Overlands. Thanks.

Nicolai Shapero I hate to be the first to tell you, but 2+4 will generally give you *higher* values than 3 (mode of 2D6=7, add 4 gives 11; mode of 3D6=10/11; and of course the lower values with a "+" are propped up relative to the steep fall-off of 3 dice). Otherwise, wereotters are fine. ¶ Enjoyed your adventure. I don't suppose "Sir Nicholas" is related to another with the surname Van Rijn? ¶ You're dead wrong on casualty rate for "straight Gygax." I play *Warlock* melee, but otherwise Gygax, and the kill rate in *Terra Supra* has been about 10-25% with everyone going up levels and getting pinned every day. (*Terra Supra* has an accelerated "day" with highly packed hard-key encounters, and several wanderers per day, to make up for experience acquired and healing overnight.) And in playing other dungeons, my fighters go up a level in three expeditions (or die). I think what you are most neglecting is the generally pro-life bias of DMs. You mean you have no Wandering Lamas in your world?

Eric Holmes Good idea. Already incorporated. In fact, you can hire a whole mercenary army if you got the gold in TS.

Wes Ives Pet dogs have arrived in Long Beach. A hoka has a St. Bernard big enough to ride (we keep referring to him as the hoka's horse and correcting ourselves...)

Sean Cleary I'd go even farther than you do. I'd like to switch *Animate Dead* out of the M-U's into the Cleric's table. Definitely anti-clerics should be able to control undead—but give them a saving throw if not created by that cleric, and a second if of a different sect of Chaos. ¶ Weaklings are hilarious.

Dan Pierson Many good points I cheerfully second. However, I must completely reject your "Chaotic Good, Lawful Evil" categories. None of my characters or worlds would be compatible with it. Come to think of it, Gygax would have to rewrite D&D since he put elves in lawful category, lawfuls *Detect Evil* while Chaotics *Detect Good* and so on.

Lee Gold Ah, Lee, how does the M-U use a Familiar?

Ken Pick Oh no! Someone else has Fremmen? How about *shai-huluds*?

Jerry Jacks I like your saving throw formula. Problem is, how do you get 00, 20, etc.? Is not three 6-sided dice for saving throws standard? What do you use? [NOTE: since writing this, there has been a general switchover to 20-sided die. Where the hell does Gygax say one way or the other?] ¶ Since the armor removing remark from Lee was originally directed to me, thanks for the info. Mage-fighters (combos) must remove armor before casting spells.

[CONTINUE & HOPEFULLY CONCLUDE NEXT ISH!]

NOTES FOR THE UNDERGROUND #8

A semiregular publication of StormGate Enterprises
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LEE: On the apparent equipment pool in the Robber's Roost episode... It wasn't one, really. The cold wand cost Sir Nicholas 10k out of pocket--it was one of the first things he had his three captured wizards enchant (wizards captured in a dungeon--not just assigned to him by fiat). Right after he started them to work, he researched a cold cone spell (3rd level) that's just as powerful as a cold wand. Now if Alarg had lost the cold wand, he would have had to replace it--with equipment having total manufacturing cost equal to the MARKET PRICE of the cold wand. Now Sir Nicholas figures 1100 gp/week is the value of an 11th level Wizard's time--so that cold wand has a manufacturing cost of 38,600 gp. There is a 100% markup on such items to get the market price, so Alarg would have owed Sir Nicholas 77,200 gp in magic. Had no member of the party returned, Sir Nicholas might have been forced to wish that the expedition never took place in order to get his favorite nephew back. Also, if Alarg returned, but without the wand, Sir Nicholas would have gotten pick of the magical treasure AND Alarg would still owe him 77,200 gp--at 10% interest per expedition. Now a TK ring costs more in time and money in my universe than does a cold wand. Yet Sir Nicholas would have gotten two sets of +2 plate for his own two sons. And paid Alarg the 15,066 difference between the manufacturing cost of two sets of +2 plate and the market price of a cold wand.

From the viewpoint of Sir Nicholas, there was no real way to lose on the deal. For even if he had to use a wish, he would have probably been able to get Alarg back--who would then owe Sir Nicholas a wish. (It is to be noted--at the time, Sir Nicholas had a ring of three wishes).

As to the super flail floating around...Hagar (Alarg's father) has a high ego sword, and the flail is a low ego weapon. One of the things the sword does not like is having other ego weapons around. Now, Hagar is high enough level that he's in control some of the time--but by no means all of the time. I checked, the sword had control, and it would do ANYTHING lawful in order to remove the flail (the flail happens to be slightly more potent than the sword, so to top it all off, the sword is jealous of the flail).

RE DEATH WHERE IS THY STING...I don't know about LA, but the people delving into StormGate have been taking a rather heavy casualty rate of late. Out of the last six expeditions into my dungeon, I've collected about two dozen character sheets (Characters in question being PERMANENTLY ANNIHILATED). This does not count those characters killed who failed resurrect rolls, and must wait on being reincarnated at some far future date (it will be a while before there is a 12th level Wizard around here--right now Sir Nicholas is high at 9th level). (Yes, I know Perrin and Assoc., have higher, but they don't interact much with the other people in the StormGate group).

KAY JONES: Well hi yourself, oh fire and ice!

CHARLES MCGREW: Don't know what sort of joy juice you've been in, but around here, if you're down to zero hit points, YOU'RE DEAD!

WESLEY IVES: What bothered me was that the MU's were, practically speaking, useless. And that the time required to reach the second level was just plain ridiculous. But then, I've been playing a couple of times per week since a year ago last Oct., and my highest character (one of the few that survived from my initial set of characters) is only a 10th level lord. So I must earn some kind of obstinacy award myself.

Two or three months to reach third or fourth level is fine. But if you look over my little analysis, you'll see that I watered down what the monsters could do, and it was four months to reach SECOND level. Your way I'd probably accept-- it sounds as though there are some tangible results after ten or fifteen expeditions. But Pure Gyax drives me rounders (as you may have already gathered).

By the way, did you notice in the last TSR that E. Gary said he was basing the magic on Vancian magic? As there were Vancian magicians who used swords, this leads to all sorts of interesting consequences... (Any one interested in researching "the most excellent prismatic spray"???)

Glad you liked the write-up of Alarg's adventure. I was working from penciled scratch notes and a memory cluttered by two weeks (and five other expeditions) worth of nonsense. And that long after the fact, when the writing urge struck at one in the morning one bright saturday, the result is not by any means a perfectly accurate accounting of events. Kay may kill me for fouling up some of the details...Sorry about that, Kay.

NICK SMITH: You surprised the purple worms, and the juggers (which are only 11HD, by the way) had dexterities of 5 and 7. As it was, you only had three survivors out of a party of around fourteen. As to too much magic...most of your magic users were using wands, as I recall, so the spell point system being as liberal as it is had little to do with the amount of magic you were able to throw.

ME: Forget the Gold Dragons. It's an experiment that just doesn't work out, somehow.

MARK CHILENSKAS: Very interesting. But already appeared in TWH.

JOEL S. DAVIS: See my comments to Lee re the "loan" of the cold wand.

MARGARET GEMIGNANI: It is, by the way, Chee Lan rather than Chin Lee. And I would rather you not refer to me by my naked patronymic.

If you're going to make snide comments about MY playing...
~~XXXXXXXXXX~~ A person who refuses to accept the fact of permanent annihilation of characters is CLEARLY a childish turkey.

STEWART LEVIN: Only one of the two rings turned out to be magical. The other was worth 10 gp, and was included in the gp count. Believe me--I would not have forgotten a magical ring!

MARGARET GEMIGNANI: I quote, "StormGate's characters are dangerous because they don't try to think; they act too quickly." Hardly. Unlike some people, the DM's I tend to get involved with require quick action. It tends to be, "Alright this is what you see, you have ten seconds to consider--what do you do?" Action, almost ANY action, is better than no action. And in Robber's Roost in particular, it is wisest to hit fast and move even faster.

Also, if I have a character with an intelligence of 6, and a wisdom of eight, I refuse to run him the same as an 18 intelligence 18 wisdom character. This has cost me characters, every now and then (I lost an 18:00 character a while back because although he was very strong, he was also very stupid and lacking in wisdom --Intell=5, Wisdom=3). It hurts, every now and then, but I think it is a far more honest way of playing.

Also, ~~in future~~, do you think that you might refer to me in future as Nicolai? There is a Nick Smith who also submits to this zine, and the possibility for confusion is there...

MARK SWANSON: No, fireballs do not expand to fill the volume in Robber's Roost. I knew that well in advance. Also, the Orc room was big! (Something like 60'x40'). Incidentally, if the fireball is to expand to fill a 20' radius sphere in volume, any time you fire at a flat surface the burst radius will end up being 20 times the cube root of 2 feet (or about 25.20 feet, according to my handy dandy HP-45).

GLENN BLACOW: My apologies, sir, if I came down on you a bit too hard. I have been known at times to have a rather foul temper. Thanks for immortalizing StormGate on last month's A&E cover.

RICHARD SCHWALL: Hit dice are 8-sided for men and monsters a la Grayhawk. And in the jump from 8th to 9th levels...if the roll for 9th level is less than that for 8th level, the hit points remain completely unchanged.

WAYNE SHAW: Yes, using the cold wand would have been more intelligent. even with the 500 gp charge per use. But I don't always have my characters do what I think best--I try to run the characters as their characteristics and past record indicate they should be run. (Granted, this penalizes me heavily in Dungeons that demand that all characters act as though they had intelligence and wisdom of eighteen).

KEN PICK: Of course Asharin is lawful--with neutral leanings, of course. Watch it, though, or I'll sichim on Chee Lan...

ROBERT SACKS: No, unicorns do not fly. (Where the devil did you get that idea). And a virgin is simply someone who has not engaged in sexual intercourse--and it is assumed that the unicorn has the ability to determine whether other members of the party are or are not virgins. If you have reasonably carefully worked out backgrounds for your characters, it's fairly easy to tell.

WEREFoxes

<u>Level</u>	<u>Experience</u>	<u>Points</u>	<u>HitDice</u>	<u>ArCl</u>	<u>Move</u>	<u>Bite</u>
	<u>Fighter</u>	<u>Magic-User</u>				
1	0	0	1/2D6	9	9	1pt
2	2.5k	2x3 3k	1D6	9	12	1-2pts
3	5k	7k	1/2D10+2	8	15	1/2D6
4	12k	18k	D8+1	8	18	1/2D6
5	25k	35k	2D6	7	21	1D4
6	50k	70k	2D6+1	7	24	1D4
7	100k	150k	2D6+2	6	27	1/2D6+1
8	200k	280k	2D6+3	6	30	1/2D6+1
9	350k	410k	2D6+4	5	30	1D6
10	500k	540k	2D6+5	5	30	1D6
11	650k	670k	2D6+6	4	30	1D8
12	800k	800k	2D6+7	3	36	1D8

For additional levels: 150k ep/level for fighters, 130k ep/level for magic users. Hit points--add one point per level beyond 12th. Armor class remains ArCl 3.

To use magic-user progression requires a 15 intelligence or above. Dexterity is +2 in the were form. For spell use and spell points, the equivalent level of magic user is one less than 0.9 times the level of the werewolf (round fractions up).

Where fractional dice are indicated in hit dice and damage dice, always round up. And when going one level up to different dice for hit points, reroll completely (with the provision that the number of hit points never drops).

To determine hit probabilities of attacks, divide level by 2, and treat as fighting man of that level.

Werewolves have the ability to move silently, hide in shadows, and hear noise as a thief of 3/2 their level plus 1 (round up). Also, in the were form, werewolves have witchsight (treat as infravision).

As with all the other werereatures I've been inflicting on people, werewolves MAY NOT WEAR ARMOR, SAVE MAGICAL SHAPECHANGING ARMOR. That means the human form is Armor Class Nine. It requires a full melce turn to go were, or to return to human form.

Were foxes have their own language, as do all the other were-creatures, and while in were form MAY NOT USE ANY HUMAN LANGUAGE (though will continue to ~~xxx~~ understand them). This goes for the other were types as well.

Werewolves are able to speak werewolf (if desired, this counts as one of the limited number of languages allowed the character) or any other were-tongue of a canidae like were. Other weres may learn and speak the were languages of creatures (were types) with similar mouth ~~xxx~~ structures in like fashion.

THE GODS OF STORMGATE (As opposed to the Gods in StormGate...)
 Selection #1. ON DEMONS

One of the locals, Dave Hargrave by name, has been running his own version of demons. Well, Eldritch Wizardry came out, and a new set of demons hit the dungeons. But they seemed a bit tame by comparison with Dave's, and I'd been running a few of my own which some would say were grosser than Dave H's...

DEATH DEMONS

All the death demons are immune to magic and magical weapons (with the exception, possibly, of Lee's Threshold spells...). However, cold steel will do double, triple or quadruple damage (depending upon the demon).

Each demon has a number of glowing red eyes. The demon is able to employ all of his eyes each melee round. The ray from the eye --which always hits the desired target--will steal the soul of the target, and destroy the body, unless the target saves as vs death ray. If killed by the eye, the character is irrecoverably annihilated. (No wish, nor act of god may restore; the body is annihilated, so no raise is possible, and the soul is GONE so no reincarnate will work).

CLASS ONE DEATH DEMON: Stands 10' tall, has no arms, and but a single eye in the middle of its forehead. 8HD, ArCl 2, Dex=12+D6.

CLASS TWO DEATH DEMON: 12' tall, and has two eyes and two arms. Armed with two flails of life blasting (target hit must save vs magic or lose a life level). 10HD, ArCl -2, Dex=15+D6.

CLASS THREE DEATH DEMON: 14' tall, four eyes and two arms. Carries two +2 Flails of life blasting (target must save as above or lose a life level when hit). ArCl -4, Dex=18+D6, 12HD.

CLASS FOUR DEATH DEMON: 15' tall, six eyes and four arms. Armed with four +3 flails of life blasting (unless target struck saves vs magic, it loses 1D4 life levels--and if it saves, it loses 1/2D4 life levels, fraction rounded up). 15HD, ArCl -6, Dex=21+D6.

CLASS FIVE DEATH DEMON: 16' tall, with eight eyes and four arms. Each arm holds a +4 Flail of life blasting that does 1D6 levels blast--unless target saves vs magic, in which case it loses only 1/2D6 levels. 18HD, ArCl & -8, Dex=24+D6.

CLASS SIX DEATH DEMON: 17' tall, has eight eyes and six arms. In each hand, holds a +5 Flail that blasts 1D8 life levels (unless target struck saves vs magic--in which case it loses 1/2D8 levels). 20HD, ArCl -10, Dex=27+D6.

Cold steel does double damage to Class I&II death demons, triple damage to Class III&IV, and quadruple damage against Class V and VI death demons.

If defeated, a demon leaves a gem of ~~5x4x7x~~ 4,5,6,7,9, or 10 lives (depending upon whether it is a class I,II,III,IV,V or VI death demon). Once touched by a character, the gem will disappear, and the character has an appropriate number of extra lives. If killed, his body will disappear, along with all of his equipment, then the next melée round, he will reappear as good as new. When the extra lives are used up, he will die normally as before if killed in melee.

SHEEM BATTLE SPIDERS (for all those Witchxs of Karres freaks out there).

Number appearing: 1

Armor Class: Varies with Mark number

Attacks and damage: ditto

MARK I: 8HD, Armor Class 3, Dexterity=6+2D6. Attacks--1 per melee round with heat beam from head region. Range=9'. To hit number based on armor class 9 target. Target must save vs magic or take 6D6 damage (a save means 1/2 damage).

MARK II: 9HD, AC1 3, Dexterity=8+2D6, 5 attacks/4 melée rounds (two attacks the 1st round, 1 thereafter till four rounds done, then cycle repeats). Heat beam does 8D6 damage--unless save, as before.

MARK III: 10HD, Armor Class 2, Dexterity=12+D6, 3 attacks/two rounds. Heat beam does 9D6 damage unless save as before.

MARK IV: 10HD, Armor Class 2, Dexterity 12+D6. 1 Heat beam attack, 2 attacks with "claws" per melee round. Heat beam does 9D6, and each claw does 1D8.

MARK V: 12HD, AC1 0, Dext=15+D6, 2Heat attacks, 2claw attacks/melee. Heat does 10D6, claws do 2D6.

MARK VI: 15HD, AC1 -2, Dext=18+D6, 1Heat attack, 6claw attacks/melee. Roll 1D12 and add 6 to determine the number of D6 damage the heat beam does, and the claws do 2D8 damage each.

Being non-living, the Sheem spiders are not affected by Charm Monster, nor will any variety of Super Sleep affect them. They are mechanical devices, and no phantasmal force of any kind will affect them. Being creatures of force fields and very little matter, they are only slightly affected by fire (1/2 damage if they fail to save, no effect if they save) and paralysis has no effect whatsoever.

Also, as they are unthinking (well... at least they don't think as people do...) ESP, telepathy, and the like will not detect them.

Being rather highly electrical in nature, Lightning Bolts do NO damage--and if the Sheem Spider saves vs magic, the energy of the bolt is completely absorbed (to be used wither to restore damage taken or to add to the amount of damage its heat beam does in the next melee round). If the Sheem spider fails its save, the bolt simply reflects, and the spider gets no benefit from the electrical energy of the bolt.

Treasure type=1/4 x H

FOR THE WILDERNESS:

Giant Hunting Falcon (we won't say who its doing the hunting for...)
Wingspan: 80'. Cruising speed=120 miles/hour. Cruising Altitude=8000 ft.
Maximum level flight speed=180 mph. Maximum Dive Speed=460mph.
Hit dice=28, Intelligence=12+D6, Alignment=Lawful, Neutral, Chaotic, or just plain Hungry. Dexterity=18+D6. Damage in Dive attack=18D6.
Otherwise, 2attacks/round with talons, 1 with beak. 4D6/talon, 3D8/beak.
Maximum altitude=16000 feet. Range at cruising speed=300 miles. Range at top speed for level flight is 140 miles. % in lair=35%. Treasure type A(1) times three.

KIREL'S MIRROR #2

(Kay Jones, 5103 Chesley Ave., Los Angeles, CA. 90043)

As indicated by the above address, I have (temporarily, I hope) moved back up to LA.

First, a correction from the last zine. Perns can teleport accurately to ANY place they've been before (or that they can get an accurate and detailed visualization of), no range limit. However, they can only carry light objects when teleporting.

I've finished the first two levels of the Miskatonic U-dorm and come up with some Lovecraftian monsters for same. Two examples:

NIGHTGAUNTS ("Dream Quest of Unknown Kadath" - H.P. Lovecraft)--
These things make nice wandering monsters because they are so quiet that they get double chance of surprise. A hit indicates that they have successfully disarmed their target; a 20 indicates that the victim has been captured and must be rescued (or escape) within 2 or 3 rounds or he will be carried off and dumped somewhere. Armor Class: 1, Hit Dice: 4 (D8), move: 3/24 (12 if carrying someone). Do no damage when attacking and if pressed will give up and fly away. Appear in groups of 1-6.

NYARLATHOTEP-- As a god, virtually unkillable. One of his favorite tricks is to appear as an ordinary monster, fighting as that creature and amuse himself by spontaneously regenerating every time he is "killed". Will probably get bored after a while and leave. (Experience points are awarded according to the type and number of creatures "killed".) He may be induced to help someone but is more likely to send them out to his ultimate master Azathoth as payment.

More later as I get them done.

Comments on #12

MARK CHILENSKAS: I've been awarding experience as Base Value of Monster X Level of Monster/ level of character. Base values are 100x hit dice of monster or Greyhawk, whichever is higher. The main problem with awarding experience only to the individual doing the killing is that it interferes with planning optimum combat strategy. I went on one expedition where the group got rather chewed attacking something they could have slept, because the magic users had been getting all the points.

UCLA COMPUTER CLUB: Loved your guidelines for chaotics (Always wear white, they'll think you're Lawful...) Some of those rules are good for any player. // I see no reason were characters cannot be played as any other characters are, or with any less control. I ~~xx~~ simply go by the hit dice rather than level to decide which dungeon levels they are allowed on.

1) Concerning the futility of improved mechanics: It should be possible to replace the plethora of charts in D&D for combat, saving throws, opening doors, thief skills, etc., with a single unified system for calculating the chance of success for any action. It is possible, for I have done it. Unfortunately, there is remarkably little profit in it. Firstly, D&D mechanics work fast (if you have copies of charts mounted in front of you so you don't have to look them up) because they are mindlessly simple. For example, you don't have to calculate the effect of good Dexterity on a saving throw, although the effect should be there. Secondly, D&D is basically a game of such crude approximations in its very nature that it doesn't warrant mechanics accurate enough to be used in a wargame. The players are not interested in accuracy, only in improving their odds. All DMs have heard the players demanding extra combat bonuses because the monsters are being attacked from behind or some such thing. But how many times have the players demanded that the monsters get the bonuses for any particular advantages? Thirdly, a new mechanics systems will usually require some new parameters, such as proficiencies with weapons, resistances to various sorts of magic, etc. The time the referee has to spend putting all these numbers on all the monsters in his card file could have better been used to put more variety into his world.

In conclusion, now that I have worked for some time with alternate mechanics systems, I have decided I would rather spend my time on new monsters, magic items, weird legendary places, etc.

2) Concerning Anti-Magic. NEST (Newton-Einstein-Schrodinger Technology): Lee Gold has indicated that AMUs need to encounter some special monsters or traps designed just for them. Let us consider that an AMU's gimmicks tend to produce a great deal of light and noise, which should double or triple the chance of wandering monsters for the next couple of turns. Let us consider that religions have sometimes been anti-scientific and so put out in the wilderness some towns whose inhabitants will come out in a mob to lynch any AMUs found. If you want to be really restrictive, make all your towns this way, so that AMUs will have to operate secretly or become outlaws. And now for the monsters:

Gremlins: These creatures are not really invisible, but have a mystical ability to stay out of your line of sight. They will leap into a gadget and proceed to disassemble it. Complicated or electronic gadgets are rendered non-functional by them quicker than something as simple as a single-action revolver. The only way to get rid of gremlins is to throw the afflicted equipment away. Unfortunately, you won't know if they have already moved on to one of your functioning gadgets to begin work on it. If the damage is detected before the device is used, it can be fixed. *[Sounds like a combination of pixies and thieves in characteristics.--LG]*

Keybaji (sing. Keybaj): these are about as large as a man and have five legs and three arms. They are formed of white-hot molten iron held together by AC magnetic currents. They are undamaged by all physical weapons unless cooled to partial solidity (e.g. cold blast or immersed in water for two turns). They attack by magnetic impactor at a range of 6". This will knock all metallic weapons out of the hands of the target and deliver a mace-attack, if the target is wearing metal armor. It will break delicate gadgets. They eat

only iron, plus any combustible material.

# appearing	Armor	Move	Hit Dice	% in Lair	Treasure	Alignment
1-2	2 when cooled	11"	1 but attacks as 5	10%	B	Law, Evil

Attack: M1 "mace" at up to 6". 3 dice "bear hug" in melee. Will not melee unless forced.

Immune to charms and other mental-type spells. Intelligent:

Raw'yas: These tiny creatures are easily mistaken for ants. They have an electronic sense which detects the stray signals coming from electronic gadgets. They can also send out powerful false signals which will cause such gadgets to malfunction or activate gadgets which are not in use. They hang around the lairs of powerful monsters. After the large monster has killed an AMU, they arrive in hordes to take the equipment away and repair it in their lair. When found in their lair, they will have lots of working gadgets set up for defense. Some of these have been modified (e.g. bazooka mounted in an automatic-aim powered gimbal mount, because Raw'yas would be too weak to wield it).

# appearing	Armor	Move	HD	% in Lair	Treasure	Alignment
10-2500	9	6"	1 pt	30%	1-10 gadgets	Law, Neutral

Hostile AMUs: see all known info on regular AMUs. When in their lair, it will be wired with alarms and possible with automatic defenses. % in lair: 65%.

3) Concerning technological devices: these are great for use in treasure troves in place of magical items, because they have an inherent limit in the number of times they can be used before they run out of power or ammunition. As I have stated before, when treasure-trove devices all have a limited number of charges, the ref can have more fun distributing lots of them round without the game getting out of hand.

One day, years ago, a UFO crashed. It was a survey ship from the BEN NEVIS, starbattlecruiser of the Old Scottish Empire. While making a treetop level survey run, its main convergence generators failed and it disincorporated, distributing junk over the landscape in a three-mile long strip. This is a source of a whole variety of technological treasure in the Realm Fantastic.

4) Some comments on A&E #11:

Mark (Al Araaf): I like the sound of your well-developed fantasy world, and I wish I could get to play in it.

Lee (Tantivy): It occurs to me that the copyright notice I hang on NfRF could cause some confusion to anyone copying A&E by the permission you gave. Therefore I hereby explicitly allow anyone to copy Notes from the Realm Fantastic when they are copying the entire A&E it appears in.

Fang: What is "pinned"? [One EP below the next higher level, because Rules forbid going up two levels on one expedition.--LG]

Mark (Bill Balrog): Try these ideas to reduce the power of spells on wilderness adventures: 1) Magic spells release a magic "flashbulb and gunshot" effect visible/audible to certain magical creatures like dragons, etc. Thus magic spells tend to draw wandering monsters of great power, unless there is lots of stone to absorb the flash.

2) Dungeons are cut in places of great manna, so working spells there is easier. When out in the wilderness this effect is lost, so do the klutz calculation in the wilderness as though he has thrown one more spell than he has really.

Wayne (Temporalana): Your Force Burst spell is more powerful than any other third level spell and should clearly be of higher level. In general, if any spell would render another on its own level worthless, then it should be raised a level.

I like the idea of having magical items for sale of which many are false or misrepresented, but what is to keep the players from performing similar swindles on the local townspeople? Anything you think up to prevent this will also have to be considered for the non-player con men who have been ripping off the players.

Hilda (Mockturtle): I like this interpretation of Charm spells. Gyax made it look like these were for direct mental control. What is the origin of the "Mockturtle" name?

Lew (Bindlestiff): Please do not ditto on green or other dark-colored paper. If each person will print his magazine on only one color paper, we'll have a color-coded APA so we can find a particular mag within it easier. *[These remarks should have been addressed to Jim Hollander, who dittoed Lew's zine and who ran out of all one color paper. Lew is not responsible.--LG]*

5) Some comments on A&E 12:

Lee: In the future, please try to get my name right in the ToC. Your Balrogs get a frightfully sudden increase in powers at 9th and 10th levels, much greater than what they get at 15th. Why? *[That's when they finally get out of puberty and mature at full Gyax level. Standard HD for a Balrog is 10.--LG]*

Nicolai: I figure a Wish spell conjures up a Rokh Spirit and holds it till it grants 1 wish. These invisible creatures of limited intelligence are imprisoned in Rings of Wishes, etc. They do not read symbolic logic and give up listening to any order after about 25 words. The power limit to a wish is (except for the backwards in time feature, which drains 1/2 its power) 1:9th level spell, 2:8th, 3:7th, etc. Thus it cannot raise the dead but can go back in time and open a phase door so the "dead" character could escape his doom.

John (Planerium): I use the Volume III distribution of monsters and treasure after placing the more significant surprises on a level. I also sometimes use solo D&D rules the same way.

Jerry: Your sage system is good, but I am led to wonder why it takes all this study to use a double-action Colt. 45 (which is really quite obvious until you have to load it), whereas any idiot fighter can use a Rod of Lordly Might which has at least 5 separate control functions. Thus, the sage system should be extended into the world of magic.

Glenn: I have heard a lot of complaints about how easy dungeons lead to half-baked players. Now consider John Doe, who has got his character Hackman up to FM8 and then gets him permanently dead. So he starts a new first-level character, who now has all this game savvy that high level types are supposed to have. Isn't this just as unrealistic as the half-baked high level type?

Ken: If you are worried about Anderson's reaction to your use of his characters, send a copy of the relevant issues of A&E. I'm reasonably sure he'll understand and you might even get him turned on to the hobby. Remember that the worst that could happen is a court order to cease printing that issue of A&E. *[Karen Anderson (Poul's wife) has been a reader of A&E for some time. I marked Ken's zine in #12 for her to notice and show Poul.--LG]*

All & Sundry: I will be at CITEZ and GENCON conventions with the Realm Fantastid campaign, and I would like to arrange reciprocal trips with various DMs who publish in A&E. Contact me by mail or watch for my notice in the convention halls.

Well, I expect the arrows +I are winging their way in my direction by now, so I'll just slip into my powered armor and sit it out. (HA-HA!) Now to get down to brass tacks and...

First: Glenn Blacow, what can I say. I run illusionists. I have two whole paladins. I even managed to get a Ranger. Should I cut their noses off? Anti-paladins make good people to fight. The Holy soldier business cuts both ways. My god, man! (or your god?), they don't grow on trees.

I have played in a place where +4 defeat chaos swords seemed to grow on trees. I saw them rolled, but wow! I understand what gross can be.

Second: Wayne, see Lee's note at the end of my previous article. I am going back to the way I used to pronounce Strige (stirge by the book). //The Starguard Goods are gross. I feel like a fool if I try to use them in San Diego. (Can they take 64 points in the everywhere?) Should come in handy when I set out to subdue Godzilla.

Third: speaking of which, the creature feature is proud to present the stats for Japanese movie monsters. (they really dress up the old wilderness!) These have been toned down from the original beasts; to get something closer to the original, multiply the statistics by 2-10 times. They can almost be treated as mindless Gods.

Godzilla: armor class -25. 100-150 HD. Breath weapon is fire (heat). Range of cone is ten times that of a Red Dragon. Godzilla gets 8 points per die for his breath. I appears.

Rodan, the flying monster, armor class -20, 85-100 hit dice. Damage done by shock wave caused by supersonic speed; does horn of blasting damage to each square yard beneath flight path; path is 500 yards wide. 1-4 appear. Rodan, the mater, and two young; young are 1/2 of adult.

Ghidera (Monzter Zero): armour class -26. 125-175 hit dice. Flies like Rodan; its three heads shoot like 10x black dragons. (Range & size).

Gamera: (the flying turtle)--armor -23, 50-75 hit dice. Breath weapon: dragon fire with double range; eats fire; regenerates 5-40 points a turn when burned. Likes children.

Godzilla and Rodan are Neutrals leaning toward Law but only when in the presence of evil. Ghidera is Chaotic. Gamera is highly Lawful.

Anybody remember the name of Godzilla's son?

Fourth: Greg, now you have something to do that is worthy of the tripod. How about a mail order expedition? Eh!

Fifth: how stupid are people in medieval times supposed to be? Don't you think they might notice the basic similarity between the trigger on a crossbow and the trigger on a rifle? I can see it now:

Shitbrix III (an orc): I say, this thing looks like an arbalest but where the deuce has the bow gotten to?

Frogspittle VonGhelt (a giant frog): Good Gadfrey! Look at the length of it, my dear Shitzie. The thing would take a long bow!

Shitbrix III: I wonder if the mechanism still works?

BANG!!

Frogspittle: Ehoowow!

Shitbrix III: Frightfully sorry old bean. Are you hit?

Frogspittle: Yes, but don't feel too bad; it's in the game leg. Say, do you think I'm gullible enough to fall for a phantasmal Heal Major Wounds?

Shitbrix III: You'll have to put on Clerical robes and look in a mirror. You're the Illusionist!

Frogspittle: Ah, yes. So I am. Silly of me....

Sixth: Chaotic clerics sure don't have qualms about drawing blood, do they, or is it that they don't carry edged weapons out of their sense of fair play? Good grief, even Neutral clerics should tote at least a dagger (toe-nail clippers?).

Seventh: Gizmos, Dinguses and Flatchets: these devilish devices are vaguely magical and partial mechanical in appearance--and have been known to do all sorts of good and bad things to people; usually they do something that is somewhere in between. (One gave a fellow Frost Giant Strength, but only in one part of his body at a time.) The best part is that nobody knows if it is one of these or just assorted junk.

Eighth: would the black knight from "Monty Python and the Holy Grail" be considered as a graphic example of how berserkers keep on fighting?

Ninth: A samurai would make the Monk class look sick, so count your blessings, if monks irritate you.

Gross magic, like pornography, is determined by local standards. I made all my gold selling off surplus dragons, who attack to kill when their asleep? (or tiny) [sic, - LG]

Where are the games in the San Diego vicinity? I am at 9273 Camino Paz Lane, La Mesa, CA 92041.

I am working on a jousting table with jousting levels on it. The straight Chainmail system makes a snagga equal to an elf lord when you put a lance in their hands and set them on horseback.

Ken have you been in my place or not? You have, haven't you?

Next time, freeze-dried elementals (or why bother summoning?), octoform aliens, and related fauna.

So long for now,

John Kingsbury

MONSTER RALLY

by Glenn Blacow

KALIDAHS: Kalidabs (courtesy of the Oz books, again) are large and extremely ferocious beasts. They are highly intelligent woodland beasts who love to fight. They will not attack low-level fighters, regarding these as a waste of time, but will engage with great enthusiasm anyone who fights on the second table of Attack Matrix I (D&D volume I, Men and Magic, p. 19, level 4 or better for fighters, 5 or better for clerics, 6 or better for MUs). They are described by the Royal Historian of Oz as having bodies resembling those of very large bears and heads like those of tigers. When attacking they get one bite (1-10) and two claws (1-6 each), plus a hug on a score of 18-20, which does 2-20 points of damage.

# appearing	Armor Class	Movement	Hit Dice	% in lair	Treasure
1-6	4	12"	8	35%	Type B

If a group of kalidabs includes one or more which are of less than 20 hit points, these will be considered cubs. If these are attacked, the larger kalidabs will attack at +3 for three turns.

LERTS... A lert is a small, dog-sized animal with long, pointed nose, large upright ears and keen eyes. It has brown fur with black stripes and a long, bushy tail. It is basically a lawful animal, but is willing to accept Neutrals as friends. Hates Chaotics intensely. If it joins a party, there is only a 5% chance of the party being surprised. Will refuse to enter doors behind which life-draining undead may be found, and if creature in the room is really nasty (trolls, harpies, lycanthropes, gargoyles, cockatrices, etc., will balk at entering. Will be willing to enter melee against things it can do harm to. Lerts will neither go below the third level nor leave the dungeon. A lert does 1-4 points of damage per bite. Lerts are only met in random encounters

# appearing	Armor class	Moves	Hit Dice	% in lair	Treasure
1	9	15"	1 D8	Nil	Nil

LUST-CRAZED TROLLS.... Within the race of trolls exist certain highly degenerate members. These are primarily interested in wallowing in sex with those they encounter instead of devouring them. The GM should first check as to the sexual preferences of lust-crazed trolls (heterosexual, homosexual, or AC/DC), which will determine the targets to subdue; upon subdued, will carnally attack their victims, paying no attention to whatever else is going on.

If three melee rounds go by without the other members of the party killing the troll raping a party member, then the troll must be counted as having achieved its aim. The troll(s) involved will indulge themselves for 1-3 melee rounds, doing one D4 die of damage to the victims per melee round. Once this has been accomplished, the trolls may either 1) keep the captives for further amusement, 2) slay and devour their victims, 3) evict the victims from their lair or 4) rout, depending on the situation existing at the end of the combat and according to GM's whim. All other specifications are for normal trolls.

MAN-EATING APES... Source: Robert E. Howard's Conan series. These are giant apes, at least semi-intelligent. They have a great fondness for human flesh and at least occasionally show a taste for human females. Roll for intelligence on 1 D6. If 3+, then the ape is intelligent enough to use weapons or armor. The standard weapon for less intelligent apes is the club, with which they do 1-10 points of

of damage. With other weapons, they are +2 on damage.

# appearing	Armor class	Movement	Hit Dice	% in lair	Treasure
1-10	5	9"	6	20%	A

On a roll of 18-20 in an attack, the ape will drop weapons and hug, doing 2-12 points of damage, getting in the process a +2 chance to bite, doing 1-6 points of damage. If it does so, however, it must continue fighting in the same way, using fists (1-4 points of damage) and fangs. Neutral.

PINK MOLD...Pink mold is a fungus found within dungeons. Contact with it causes spores to fly which, when inhaled, cause the loss of 1 hit point and a feeling of depression (-1 on morale dice) to its victims. CLW has no effect; a Cure Disease spell is needed to dispel the Mold's effect.

SKULL WARRIORS....These are the skeletons of great warriors, animated by great black magical spells. They possess the skills and intelligence of their originals, but are bound by spells to protect their creator and/or his possessions. Armor class, hit dice, and weapons are all highly variable, depending on the level and hit dice of the animated warrior and upon what the animator could supply as weaponry. Clerics turn 7-9 hit dice Skull Warriors as Vampires; 10+ h.d. Skull Warriors need 9+ for a Patriarch to turn; one with 13+ hit dice Skull Warriors are only turned on 11+. The basic Skull Warrior is:

# appearing	Armor Class	Movement	Hit Dice	% in lair	Treasure
1-8	2	12"	7	*Will be guarding	

Higher types that have appeared in Edwyr have included ones with AC -2, 8 hit dice, and a Life-Draining sword, and a 12 hit dice one that was AC -6 and had a sword that drained

either person or treasure of high-level MU/fighter/cleric.

two life energy levels pr blow. Skull Warriors have the capability of turning to gaseous form (as per Vampires) and in this form are fully as immune to Vampires to harm. Roll for strength for Skull Warriors as if they were human.

TATES....A tate is small: about the size of a monkey, with long, white silky fur. They are typically pets of high-level magic-users (5% chance per level for every level above 8th; minus 5% for every point of charisma less than 12. Referee will also decide how treatment affects tates' loyalty). A tate comes equipped with a special Teleportation spell. It is capable of transporting a party of up to 12 normal-sized beings to any place it has been with perfect accuracy. It can also teleport people to places they have been, but then there exists the same possibilities for error that a standard Teleport spell has. It can even TP to places it has never been (effectively a Dimension Door with 36" range). Tends to wander about in the dungeon by itself. If surprised or frightened by a party or by monsters, it will use the TP spell as a weapon and "throw them away"...usually downwards.

# appearing	Armor Class	Moves	Hit Dice	% in lair	Treasure
1	9	9"/special	1 D4	25%	Jeweled collar

Usually met in random encounter

"It's nearly impossible to be surprised in a dungeon if you keep a lert, but he who has a tates is lost."

--courtesy of Marty Helgesen in MINNEAPA

Welcome. This is an apa-contribution to
AIARUMS & EXCURSIONS #13, coming to you
from Scott Rosenberg, 182-31 Radnor Rd,
Jamaica NY 11432. I also publish a se-
parate, full-sized (12 pages/month) D&D
fanzine, THE COSMIC BALANCE, at 4/\$1.

#2
"I have an
egotism of 20!"

SAVONAROLA's egotism remains steady at 20, but he has hit 11-th level.

THE IMPOTENT BALROG

No, this isn't a counseling service for chaotics. It's a perturbed observation on the extent to which Tolkien's Durin's Bane has been emasculated to a (relatively) puny dungeon beastie. It's sickening.

Think: it took Gandalf--who is, in my book, probably a Wizard of the 40th-50th level--ten days or so to beat one balrog, and it was a damned close fight. One Balrog destroyed an entire dwarf-kingdom. The Guide to Middle-Earth speculates that the balrogs may have been lesser Valar, "fallen" from Valinor with Morgoth.

I would be the last person to state that people should keep their dungeons and worlds exactly consistent with their sources, D&D is a game of innovation. But I consider--perhaps unreasonably--most of Tolkien to be somewhat inviolate, at least for my own sensibilities. I first read LotR at age eight, and have read it about once a year since. In general, D&D admirably represents Tolkienian creations--hobbits, orcs, and others. On the other hand, it has taken both balrogs and Nazgul (ostensibly spectres--hah!) and made them run-of-the-mill. They are powerful run-of-the-mill, but they're not world-shaking creatures of world-wide import as they should be.

In Tirien (my world), D&D's Balrogs will simply be called Class-whatever Demons (as in ERSATZ WIZARDRY), and "nazgul" will not be referred to as spectres. Woe to the party that does meet a balrog or some nazgul!

* *** *

I ROLLED A SMOKY DRAGON AND NO ONE BELIEVED ME

Smoky Dragons are a legend around the NY D&D world. Supposedly, if one rolls 00 twice in a row (a one in 10,000 chance), a smoky dragon will appear. Bob Lipton originated this legend, and would give each subscriber to his MIXUMAXU GAZETTE a "smoky dragon roll" on the mailing label of his issue. Until last week, no one had ever achieved the 0000.

During a long (15-hour) marathon expedition (GM Stephen Tihor), I began getting bored, so I resolved that I would roll the % dice until I got a Smoky Dragon. Every time I rolled an 00 I would announce it, and people would watch with awe-filled eyes to see whether I would roll the second 00. After about ten flops, people began to lose interest, and my announcements began to become less loud, since I thought I was just bothering people. After two-and-a-half hours of futile rolling, I finally did it!

But no one had heard my announcement of the first 00--thus it wasn't verified. Gasp--they were accusing me of forging a Smoky Dragon roll! Minor digression time: in Tihor's campaign, the language Lawful is "truespeak". Everything said in it must be true, or will become true. If it is impossible, you can't say it. Exasperated by my friends' lack of faith, I told the GM that I said, in Lawful, "I want a Smoky Dragon." So I began rolling again (this time maintaining a steady, high volume for my announcements of 00s).

Two hours later, the impossible happened--I rolled another Smoky Dragon. This time there was no dissent. I was the very first person ever to get a Smoky Dragon. The disappointment that followed, as everyone congratulated me and then went back to playing, was immense. The dragon, if it ever did appear, didn't help us out of the difficulty we had been in.//And that's how I lost my childhood belief in Smoky Dragons. /more/

COLLATION COMMENTS: A&E #11

AL ARAAF / CHILENSKAS: FTA! isn't an APA, or hasn't Greg told you? I dislike Gyga's system of restraining magi-cusers--it's too much out of the player's control. In Tirien we have a "spell-point/spell-failure" system, whereby MUs can use any spell they want. If it's a level they can use, there is a reasonably small percentage chance that the spell will dud or backfire. By spending more or less spell-points on the casting, the MU can raise or lower %chance of failure. MUs can also try to use spells of levels higher than they're normally allowed--but needless to say, %fail is much higher. This maintains flexibility for the player and also adds a lot of uncertainty (so that you can never be sure that your planned sequence of events to, say, knock over the castle will work).

My prefernece, like yours, is for wilderness. It's more fun, easier to map, and much more coherent. With a whole world, you can do all these things you've outlined--history, folklore, social structure, etc.--and you're working in a familiar medium, unlike the artificial framework of the dungeon. Your outlines are nice.

BILLY BALROG / SWANSON: Spell-klutz sounds similar to my spell-fail. When you say the "N-plus-1" use of a spell, do you mean each specific spell, or any spell?

NOTES FOR UNDERGROUND / SHAPERO: Cheers for crocking Gyga D&D.

The excerpt from Gyga's letter to A&E #2 provides a biting counterpoint to Gyga's latest articles in TSR. If everyone can play his own way, why is Gyga telling people that "that's the way to play" in TSR's pages? As far as I'm concerned, I don't give a damn if what I'm playing is considered "Dungeons and Dragons" by Gyga or not. I happen to play a fantasy game that I like. Most GMs and players (at least those around here) depart from Gyga's style so far that the question is academic.

CHARACTERISTICS / LOUIS-D'OR: The table is excellent--for non-players! As such it can be used for hirelings and wanderers. But to dictate to a player that he is "opinionated, intolerant" is a little ridiculous. Let your players have a free rein--they develop their own personalities quick enough.

5000 FEET / BAINES: "I never allow a direct variation on D&D," you say? Ugh.

WHAT TRAPS CHARTS? / SACKS: Dud to find you here too. Creeping Sacks Dudness.

STAR GATE / MYERS: AAAGGGGHHHH! Play STARGUARD if you want an SF game. It's confusing enough to try to synthesize a million-and-one fantasy worlds--no technology please, at least for me. ((Or did I mean STAR PROBE? Not that it matters))

TYLDARIEN POSTCARD / RAY: Charmed orcs pushing buttons isn't chaotic, no. I mean, how can you say it's chaotic to have one orc push a button after your party has just been very lawful KILLING sleeping orcs? The way I work it, though, is that the buttons and things only work when used by a free-willed mind.

MU9 FOR CIA / Wolkoff: "Costigyan" is more properly "Costikyan." Yes, most NY GMs have additional rolls for egotism, luck, and greed--I also add bravery, sanity, and "atman" strength (the strength of life-force after death; more on this some other time).

KSTC / BLACOW: Most of your comments seem to be self-righteous, indignant remarks about how un-nasty everyone else is compared to you & Edwyr. I agree with you that much of what goes on in some worlds is too "unrestrained" as you call it. But, for instance, you don't have to scrap a whole new character class because you don't think the rules are tough enough--you rewrite them. To maintain variety and keep things as interesting and free-willed as possible, I allow any character class in Tirien. If the rules are not mean enough, I make 'em mean. That's all.

COLLATION COMMENTS: A&E #12

IN GENERAL: Sounds like most people transfer characters from one GM to another in the normal course of events. Around NY each GM's world is so individualized that it would be ridiculous to do that; so each player has a different character in each world. It's a little more consistent that way, also, when the GM has a whole world and not just a dungeon--you can assume that all the dungeons are on the same world, but you can't assume that all the worlds are in the same world!?!?! This way we also circumvent the problem of a character from a more-or-less "easy" dungeon getting to high level and then transferring to a relatively "hard" dungeon.

/more/

TANTIVY / GOLD: Re "Speak to Mimeograph Spells": When I began in the fanzine business I had a temperamental Heyer Lettergraph manual that had to be coaxed and wheedled to produce a decent copy. Now I have a super-duper Gestetner 310 electric which can print 10,000 copies while I play in an expedition. The only problem is that the Heyer was so incredibly simple--four moving parts, y'know--that when it became diseased I could cure it easily. The Gestetner monster has to be hauled up the basement stairs, dumped in the back of the car, and dragged into Manhattan to be serviced; and it costs, too.

While I was printing ishuh #2 of Fire the Arquebusiers!, (Greg Costikyan's machine having died), and on page 42 of 72, it ate itself. The machine in the past has eaten paper many times--the paper pops out ripped up and full of ink. On some occasions the Great God Gestetner has even taken stencils in sacrifice--ripping them up and spewing them forth, in digested form. But this time it actually ate its own silk-screen, vinyl cover, steel bands, and strippers to boot! The parts began flying out like so many projectiles at my all-too-close face. The Great God is now on vacation in Manhattan being repaired. FTA must wait once more.

Actually, that issue of FTA seems to be cursed: first Greg's machine busted and made it impossible to print; Ray Heuer's machine was busted for awhile; and now mine. I suppose it was going on strike: it broke after a week-long publishing spree of about five magazines and 250 pages (I was catching up on all the 'zines I had delayed while in school (now on vacation)).

enough nonsense. I don't know how you (Lee) can get such consistently decent printing with no print-through and no crudding, but it sure looks nice. The Selectric (that's what it looks like) helps, I guess.

Your Balrogs are better than straight D&D, but still too non-extraordinary.

"You Bash the Balrog" is magnificent.

KIREL'S MIRROR / JONES: Isn't it a little ludicrous to call those fire-lizards "Ferns"? Do you call Balrogs "Middle-Earths"? Otherwise nite.

VOICE FROM THE DUNGEON / MCGREW: "Life After Death"? For years our group played that, if you take more hits than you have, your dead--period. Only recently have we adopted a system whereby if you exceed your hit points a particular part of your body is badly mangled and you will die soon. // "Chaotic acts", "Unlawful acts"--sigh, there was a long while when I put absolute faith in the old simple two-point alignment system, but I'm getting a little sick of clean-nosed parties going around being boring and turning down all flippant or fun things by turning up their noses and saying, "It Is Unlawful." Humph.

STONED ACOLYTE / IVES: Keeping a dungeon dangerous is one thing (and a good thing too). But there's a difference between danger and dullness. Situation: party goes down in Gyax's dungeon at Origins I. They hit a trap. Trap kills the guy who goes over it. Party is in sealed room. The air begins leaving. There's no way out. Bye! Danger is one thing, but there must be an outlet for player creativity and ingenuity. Straight Gyax lacks that outlet and becomes deadly boring. A FIFTH LEVEL FIGHTER IS THE MOST POWERFUL HUMAN BEING IN THE WORLD??? What kind of world is it? Do only your players go around getting experience while the non-players sit at home? Remember--non-players should be run by the GM as if they were players. Even allowing for halving experience, those people have been around YEARS! What about the kings/emperors/fuhrers/leaders or whatever you have? They're below fifth-level? Harrumph.

LABYRINTHINE LINES / SMITH: Typesetting? IBM Executive? Whatever, it looks good. I'm down on Blackmoor because I don't pay \$5 to read 20 pages of someone else's world (same reason I think EPT is a waste of money).

NOTES FOR UNDERGROUND / SHAPERO: Your Nazgul are nice, but even still a little too weak. Clerics shouldn't be able to turn them.

AL ARAAF / CHILENSKAS: In New York most GMs allow any and all religions. Players can start their own too.

DOWN IN FLAMES / MAY: Don't meanto sound nasty or condescending, but your character sheet is what we call First Generation (we're currently intogeneration 5 or so). ?If anyone wants a sample, write me.

/more/

COLORADO COMMENTS (DAVIS: Agree completely about wizards and armies/castles; prefer protecting armies rather than removing spells, though.

GENERAL: IN N.Y. we have no sale of any magical items. Or rather, sale at prices ranging from hundreds of thousands of GP to billions and more. You get magic items from putting your life on the line, not sitting in a bank counting money.

GENERAL: ERSATZ WIZARDRY Demons are a dud. The whole point about demons is that they are chaotic. Like snowflakes (not a very apt comparison), each one ought to be a unique creature. To classify them by type and then have a hierarchy is absurd.

CLEAR ETHER / KONKIN: Gaahh. Artsy sans-serif; typesetting; display type; artwork; what you do is 50 times better than what TSR does, and you do it for an amateur apa! After seeing that, how can TSR bear to call their stuff professional? I've always wondered how incompetent their lay-out men and proofreaders must be. We do much better on a weekly newspaper. (Tougher deadlines too; no pay either) Enough nonsense. Eldila rules are excellent; only problem is that it seems you either have to graft the whole system on or ignore it entirely...no bits-and-pieces isolated would seem to work.

AN EIGHT-SIDED DIE / McGrew: Agree on ERSATZ W. Psi I dislike on principle--too potboiler science-fictionish for me. But at least EW is better than Blackmanure.

ESSAY ON BALANCE / BLACOW: Pushing any sort of a generalization on D&D philosophy is a little risky...while most of your points are valid, a dungeon "unbalanced" by your standards could be fun too. As long as there are corresponding disadvantages to most or all advantages, it matters not what magnitude they both are. As long as characters aren't transferred at will from one GM to another, each ought to decide for himself how wild he wants his world.

LOST MAKES (er MASK) / LEVIN: Sorry, unreadable.

EVERYONE: All right, have I missed something somewhere? What is a "force blade"?

WHAT TRASS CHARTS / SACKS: D&D Terminology may be contagious, but D&D bad grammar and spelling is worse. Even I find myself occasionally misspelling "dispel" as "dispell." TSR's spelling (especially in the first three books) tanks with Gordon Anderson's.

ENOUGH COMMENTS!!!

FILKSONG DEPARTMENT (After YOU BASH THE BALROG I couldn't resist)

THE TWELVE MELEE ROUNDS (after The 12 Days Of Christmas)

When we first met the Balrog, our magic-users cast
In the second melee round, the Balrog didn't flinch from
In the third melee round, we tried to stomp it out with
In the fourth round of fighting, our wizards conjured up
In the fifth melee round, the Balrog didn't run from
After six melee rounds, our thieves hit from behind with
In the seventh melee round, the Balrog did receive
By the eighth melee round, we began to despair, but cast
In the ninth melee round, the dwarves didn't hit with
In the tenth melee round, our clerics did their best with
The eleventh round found us failing to succeed with

a volley of fireballs.
two lightning bolts and
three polymorphs
four elementals
five vorpal blades
six thief daggers
seven flesh-to-stones
eight teleports
nine hammers plus-three
ten deathly fingers
eleven power-word: kills

In the twelfth melee round, scattered on the field were

((I hope this format is comprehensible. You read across and then go up down the line of numbers. It's easier than typing the whole thing out!

There are bound to be some complaints (aside from those saying that the meter is screwed up in spots, which is true; complaints that MUs couldn't cast that many spells. Well, if you're a realist, say that they're very high level. If you're merciful, you'll say it's poetic license.))

I'm going to be in Europe from mid-July to mid-August, so will probably miss an ish. Till later, 'bye! *Scott*

twelve lords a-running
eleven dead wizards
ten clerics recalled
nine burrowing dwarves
eight vanished elves
seven hobbits hiding
six thieves in shadows
--five seconds late!--
four hirelings bleeding
three calls to god
two dying gasps
and a Balrog smiling with glee.

THE LOST MASQUE #2

By Stewart Levin

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"The Sword is mightier than the Pen."

I did such a bad job on my first writing-up of an adventure that I decided to do this one. This adventure happened in Brian Lane's dungeon, Dank Caverns, so if you don't like anything about it, yell at him!

Our group consisted of Palorn, a chaotic who was trying to become Lawful. Alf the Elf, an Elven DU who was also chaotic. (I know that elves can't be chaotic, but this elf had been a low intelligence man that had been Polymorphed into an elf, then had been magic-jarred by our groups chaotic wizard.) Dellimore, a neutral human DU who, (it had been rumored) threw Pass Charms occasionally. (This character was played by Brad Stock, our area's most experienced DM under the following rules: He could not help anybody but himself out of danger. If our group found a treasure he would take the most ~~valuable~~ valuable magic items in the treasure that he could use.) Gwabeen, a Lawful Elven beastmaster. Drogo, a hobbit thief. And myself, Orvor a druid. ON WITH THE ADVENTURE!!!

As we entered the dungeon, Dank Caverns, we saw why it was named thusly. Dripping slime and black ichor, the walls loomed forbiddingly in the wan light that our torches gave us.

We went on until we came to a door, we got into battle order and Palorn opened it. Inside we saw a diamond-shaped room with a diamond shaped brazier in the center of the room. As we entered, blazing flames and sulphurous clouds of blue smoke leaped up from the brazier, then cleared. As it cleared, we saw a demon standing on top of the brazier. Instantly spells and swords were readied, but before we could do anything, the demon spake:

"The powers of Evil, the powers of Black, curse all who enter here, you'd better go back!"

Laughing at this our brave (gulp) party went to the brazier and past it to the door directly across from us. As we went toward the brazier the demon disappeared. Palorn opened the door, and we saw a most revolting sight, that of 30 skeletons some still with rotten, wormy black flesh on them, hanging on meathooks. All of them had twisted grimaces of horror unfathomable on their faces. Alf the Elf, stunned at this horrid sight inadvertently brushed against one of the skeletons, (actually he went up and tugged on its leg while saying, "Hi, Fred!", but who would write that up?) in response the skeleton jumped down and started to attack the elf, Palorn intervened, and soon the skeleton was nothing but a bag of bones on the floor. Another door was found and opened revealing a 30 X 30 room with a 10 X 10 block of rubber/stone was bouncing along. After some hesitation, we crossed, and x everybody made it safely across. (a few of them doing somersaults and cartwheels on the way) We found another door in the room and it led to a north-south passageway, we headed Northwards!

We came to another door and when we opened it, we found that it contained four lit iron torches. Suddenly as we entered the room...

(NEXT PAGE)

LOST MASQUE 2

flames and green clouds of sulphuric content filled the room (maybe the demon used food coloring?!) and the same demon came out and said:

"This is your last warning, fools of the mind, if you continue on, you won't like what you find."

Looking around we found an alcove in the room that was really a stairway going down. We followed it down. As we were following it, we heard, "What! No wandering monsters yet? Curses!!!" We then came to another landing with the stairs continuing down 10 feet and then stopping while above the stairs was a door with an iron ring in it. Suspecting a trap, we grappled the ring with a grappling hook, backed up the stairs 20 ft and pulled. We heard a grating sound and then a crash! We rushed back and almost fell into what had been the landing and stair, all that remained was a pit full of spikes that had a curious sort of red liquid upon them. We started to cross with the thief climbing and Dellimore using his shoes of levitation and the rest of us going over by rope. I was the last one to go, I tied myself to a rope (using my sailor knot tying that I had learned from dad) and to make doubly sure, fixed my belt over the rope that was tied to the iron ring in the door, threw the other rope to Palorn and started my way across. Well, my belt broke, my pants fell and I was saved only by the alertness of Palorn. The beastmaster wanted to lower me into the pit to look for treasure (AND HE IS SUPPOSED TO BE LAWFUL???) but Palorn resisted the temptation saying, "Are you out of your mind? He could give me maybe 500 brownie points to becoming Lawful!" (His preoccupation with becoming Lawful is because he found a good Lawful +1 sword earlier and wanted to be able to use it. After he pulled me up we went on.

Later on we came to a subway room, we knew it was a subway room because it went side-ways not down. Then the "car" slowed down and then there were two doors on either side of us. Palorn opened one and suddenly we were spiraling down and down and down. When we landed (fortunately on soft cushions...how they got there we will never know!) we saw a door 30ft from us. Palorn opened it and a Hydra popped out. We all started to scramble back until we realized that there was no place to scramble back to! Dellimore threw a charm monster and it worked so we went into the room to plunder the treasure. There was nothing in the room but a sign on the wall that said to contact Burkhorse for subdued creatures. The elf started to scream for him and 5 gargoyles came into the room. Dellimore threw a protection from Evil 10' (in order to protect himself and the Hydra) but we all squeezed in too. We left the room hurriedly and Hold Portaled the door. We came to a room that had a curtain against one wall. Dellimore sent in the Hydra to tear down the curtain. It did and Dellimore came in. He was immediately attacked by an invisible being while Palorn and I were slept. Dellimore stunned the being with a Power Word Stun and the stunned body of the Ogre Magus became visible. We were wakened and we saw behind the curtain:

Immediately everyone was putting money in (except me for I know that such greed always leads to ineffable damnation) and was getting things. The toll was a sword that Gwabeen got that gave him damage, Palorn got a ring of Delusion, Alf the Elf and Drogo both got rings of weakness (the hobbit found this out when he put his on!) (The Elf chickened out and found out later that it was). Then that stupid beast-master put in some more money, pushed the question mark and got a wandering monster called Kiphers (Kiphers are monsters that reflect back all spells and they all look really mean but are really nice. So if you charmed one you would find that you liked it very much and would follow it around all over the place). After we lured the Kipher out of the room with a peanut butter sandwich (iron rations for dungeon adventures have to be something, you know.) we forged ahead and found a room with a sleeping Minotaur in it. Everybody was chicken so we threw in the hobbit and Beastmaster (why should I care? I only care for Nature and stuff.) Well, from where we stood we saw them kill the Minotaur and it looked like they were getting lots of treasure so I in my greed rushed in. Everybody else followed (including the Hydra) and suddenly the door disappeared and we heard a low, evil female voice chuckling in the room. Then she/it began to speak:

"To find the way out of the room, put a magic item in the slot. For a gem I will tell you the way to the richest treasure room in this level. For jewelry I will give you map to the most powerful magic treasure on the level."

The hobbit, Drogo, asked whether she would take the ring off him because it was magical! She agreed and the ring came off and went in the slot. The beastmaster Gwabeen put his sword in the slot and we all waited. We noticed that the pair of them inclined their heads as to listen to something and then went to the center of the room, a door appeared and the two disappeared through it. I lunged at the door, for I had no magical item to give to her, but missed the edge of the door by inches and fell down and sobbed silently in the dust. (Nice touch ain't it?) Everyone else deposited a magic item and were silently filing past me with comments of, "Tough Luck," "Sorry," and "How many Brownie points do I get if I kill him and put him out of his misery?" That last comment spurred me on to action, reaching the just-appeared door I flung it open and plunged through. I MET NO RESISTANCE!!!! Suddenly as we regrouped together we heard a voice, "YOU FOOLS!!! All You had to do is have just one of you deposit a magic item and have the door held open for the others! And that stupid Beastmaster threw away a Neutral DANCING SWORD!" the voice said chuckling evilly from below.

We went on. The Hydra was lost to a Flesh Golem that attacked us by surprise (Well, actually the Hydra lost its head(s).) We then met a Sphinx (sorry Ken Pick, Brian had them in 1974). We went into its room and were told the following:

"If all of you can answer my questions then I will give you all of my treasure, if only a few of you answer then you get a choice of items in my treasure. If you try and FAIL then I will kill you."

(Nice guy and hospitable too huh?) Well to make a long story short, the Elf MU and Beastmaster failed and were torn apart. But I and

(next page)

and I answered the riddle, and Palorn and the hobbit chickened out.
The riddle was:

"It cannot be seen, it cannot be felt, it ca-not be heard, it cannot be smelt. It lies underground, it rises at night, it stifles most life, without a fight." (answer in next issue)

And when we answered it, it got very angry and almost killed us, but it kept its word and let us go free. Dellimore got a ring of invisibility and I got three gems.

We went on and soon came to a hallway that took away strength points at 1 for every 10' you traveled down it. Dellimore did a few passes and suddenly his eye became detached from his head, turned ethereal and went down the hallway. He announced that 180 ft. down the hallway there was a sword hanging on a nail. Palorn who was an 18⁶⁸ strength went down and got it (After about 10 tries). It gave him damage and he almost died from the shock.

We then met a very lovely young lady who immediatly charmed Palorn, Drogo and me (even though I disagreed because for a Succuba to charm you you must look in her eyes). Well how I got charmed is hard to believe, because I was armed with a Jokebook, Texas's Tall Tales and was trying to distract her enough so Dellimore could charm her but, (according to Brian) I was charmed but Dellimore's spell worked too. The conversation went like this:

DELLI: Hi, would you like to let go of my friends?

Her: Oh, you are so pretty!

DELLI: Aww, come on, will you let go of some of my friends?

Her: Oh, look, he has dimples!

CHARMED GROUP (us): Yesssss.

Her: I will let go of the hobbit and Druid, but first I'll kiss them.

DELLI: NO!! I MEAN DON'T YOU WANT TO SAVE YOUR KISSES FOR ME??

Her: Yes I suppose I should.

DELLI: Good.

Her: NOW!!!

DELLI: NO, NOT NOW, LATER!!!!!!

Her: Whyyyyyyy?

CHARMED GROUP: Whyyyy?

DELLI: ALLRIGHT ALREADY!! How about letting Palorn go?

Her: But he's so strong, so healthy...

DELLI: If you don't I will never speak to you again.

Her Never?

CHARMED GROUP: Neverrrrrr?

DELLI: NEVER!

Her: Okay he is yours. Isn't he so cute when he is relieved?

CHARMED GROUP: Yesssss!

(Oh gross me out I am finished with this!)

Suddenly we heard a voice, "FINALLY, a wandering Monster yeaaa!!!!

WHOOOOPEEEEE!!!!!!! (TO BE CONTINUED)

THINGS TO COME

The end of the story, DANK CAVERNS, A NEW MONSTER, And a Lecture to straighten out some of you people. Also, the answer to the riddle.

And this, believe it,
is Depth Perception ?
from Alexandria or,
if you prefer, from
Carnelian South. It
is Operation Crifanac
616 and

It's Eney's Fault

TABULATOR KEYS STRIKE
AGAIN, DEPT.:

Well, this
time the thing was that
I wanted to send my Cl/Vl

bonze, Vaisravana, on a pilgrimage to get his head together...Sherna and I like
to play D&D as psychodrama for some of our Characters, so I had to have Vaisravana
act as a real serious-minded Buddhist monk would do if he found himself being in
a position that required him to act as a combat leader, advisor to the disturbed,
and general all-around Dungeon Character: to wit, start to come unglued. His
friend Bear-Daughter advised him to withdraw for a little meditation, but she hard-
ly expected him to take her up on it so drastically.

Naturally, before I can start having a Character soloing in the Wilderness, I have
to have a Wilderness, right? Right. Now that means either swiping a contour map
from some place (I have plenty available, to be sure, at the Agency) or figuring
out some way to generate plausible terrain with *dice*. I shan't insult the in-
telligence of my fellow fans by suggesting they need to guess which course I took.

=====

The "Little Gem" Handy-Dandy Terrain Generator for Random Areas

*This procedure presupposes only that you have a city or Dungeon occupying a single
hex of a hex map and that it possesses known terrain. However, it is compatible
with any amount of previous mapping, so it can be used for the monotonous work of
filling in blank spaces quickly without being entirely arbitrary.*

*After plugging in as many predefined areas on your map as you please, take the old
reliable D6 in hand and start rolling. In generating terrain you will be getting
both contour and cover. These are linked to the characteristics of adjacent hexes
to prevent sharp arbitrary jumps: trying it out on an actual hex sheet produced a
very satisfactory result -- terrain fluctuations which took 3-4 days' travel to
get from areas of flatlands to areas of mountains, but with enough minor variation
thrown in to keep the map from looking like a solid blockbuilt area. You'll get
marshes next to low rolling savannahs, and a few impassible peaks among mountains,
but very rarely will successive 5-mile-wide hexes be jumping from salt pan to iso-
lated mesa topped with peaks. Which is about the way Mother Nature did it, if it's
safe to cite a one-time design job as a model.*

Category	Terrain	Vegetation
Lowest	Flatland	Desert
	Low rolling land	Steppe
	Low hills	Savannah
	High hills	Light forest
	Mountains	Heavy forest
Highest	Impassible Mountains	Rain forest/jungle



If the characteristics of the hexes next to the one being rolled are:

The same

On	Use
1-2	Next higher class
3-4	The same again
5-6	Next lower class

Different

On	Use
1	Next above higher class
2-3	Same as higher class
4-5	Same as lower class
6	Next below lower class

(You'll have this memorized after the first dozen or so tries; don't worry that it seems a little time-consuming to refer to the table at first. Determine first the terrain contour and then the vegetation cover, since the latter is influenced by contour.)

If the adjacent hexes are already the highest or lowest terrain contour class, and you roll "next higher/lower", optionally use Mesa as a super-High and Marsh as a super-Low. (Treat these as Flatland or Impassible Mountains when doing other hexes, though.) Count your rivers, lakes, and seacoast as "Flatland" for purposes of reading a terrain roll, though. When hexes are already the highest or lowest vegetation class, throw in an occasional second-growth rain forest or salt/alkali desert. The first requires your Characters to cut their way -- two feet per sword-swipe; impenetrable for Clerics and Magic-Users -- and the second should have a low but real chance of needing a Save vs. Poison or collecting a rash which will make armor impossible to wear. Keeps the players from getting out of condition. Count as Rain Forest and Desert in reading further rolls.

Some types of terrain cannot sustain some types of vegetation:

	Flat	Low	Low	High	Moun-	Impassible	
		Roll	Hill	Hill	tain	Mountain	
Desert	YES	YES	yes	yes	yes	YES	Optionally, give an extra chance for a YES and below average for a ? -- for a no, go to the next lower yes.
Steppe	yes	yes	yes	yes	yes	?	
Savannah	yes	yes	yes	?	no	no	
Lt Forest	yes	yes	yes	yes	?	?	
Hvy Forest	yes	yes	yes	?	no	no	
Rain Forest	yes	yes	?	no	no	no	

Exercise your ecological knowledge in refining the description of vegetation: for instance, Steppe on a Mountain is probably an alpine meadow; the forests on high hills are likely to be conifers, heavy forest in a marsh a mangrove swamp, and so on. Dictating these details would make the table too inflexible to accomodate our individual ~~XXXX~~ preferences. By and large, this table is for generally temperate areas in which drainage has a lot to do with what can grow: if you get into tropical or arctic zones you may want to shift the possibilities for vegetation one column right or left (so that, e.g., your rain forests could occur on low hills and possibly on high hills).

For our anomalous super-High and super-Low classes, second-growth rain forest can occur anywhere rain forest does and alkaline desert can occur anywhere ordinary desert does. Marshland will sustain any type of vegetation cover shown. (Marsh which is steppe or desert...well, there's probably a reason why, right?) Mesas need special considerations, for which see the description of this feature.

Now, as for what this countryside and vegetation is like, this is what I suggest using for a stock definition. (You always -- I'll say this for record since most of you take it for granted -- determine desired game factors before going to the randomizing procedures. God outranks Chance, no matter what Milton may have told you.)

Terrain contour features

Flatland: -- No elevations over man height. Indifferent drainage, no windbreak, can see all the way to edge.*

Low Rolling: -- Few elevations over 20 feet. Good drainage, mild windbreak, can see castles and suchlike all the way to edge.*

Low Hills: -- 100-500 feet elevations. Good drainage, fair windbreak, cannot see to edge; structures of less than largest size may be concealed.

High Hills: -- 500-2000 feet elevations. Drainage too good (possible gullies). Good windbreak. Horses must be led. Cannot see to edge; structures of any size may be concealed.

Mountainous: -- 2000-5000 feet elevations. Strong drainage (possible gulches and ravines). Good windbreak. Horses cannot cross and mules must be led. Cannot see to edge. Structures of any size are concealed unless on peaks.

Impassible Mountains: -- 5000+ feet. Erosive drainage (ravines, chasms, undercut ledges). Good windbreak. No passage except by flight or mountaineering techniques. Mountaineering requires organisms with gripping extremities and, for humanoids, a set of spikes & coil of rope for each member of the party; movement requires two days per hex. Vision as in Mountains.

Anomalies --

Marsh: -- No elevations over 3 feet. Poor drainage, no windbreak, plenty of standing water, bogs, soft footing, can see all the way to edge.*

Mesa: -- Flat, low rolling, or low hilly terrain at the top of an escarpment, forming a tableland. More drainage than such terrain at ground level; otherwise same characteristics for vision and vegetation.

**For marked terrain, windbreak and vision characteristics depend more on vegetation cover than terrain countour features. Why in hell do I keep spelling that "contour" as "countour"?*

Vegetation Cover Features (see also table for support they provide)

Desert: -- Scant tough grasses and light scrub on bare earth/sand/pebble rock. Negligible concealment.

Steppe: -- On hills this would be alpine meadow. Moderate ground-covering grass, sometimes too tough for fodder; light to medium scrub and brush in moist locations. Little concealment.

Savannah: -- Heavy ground-covering grass, generally excellent grazing. Medium brush in clumps and occasional trees. Little concealment for mounted or standing parties but moderate concealment for individuals lying down or crouched in cover. Small streams and occasional ponds.

Light Forest: -- Frequent trees and medium undergrowth. Generally excellent grazing/browsing. Conceals anything (including castle-size buildings) over a range of 1000 feet and gives R/1000 chance of concealing anything closer: that is, at 500, 250, or 50 feet there is a 500/1000, 250/1000, or 50/1000 chance of not being noticed, independent of deliberate efforts to stay hidden.

Heavy Forest: -- Dense trees, only light undergrowth, good browsing. Conceals anything over a range of 300 feet and gives R/300 chance of concealing anything closer. Horses must be led.

Rain Forest: -- Very dense trees, thick matted undergrowth, fair browsing. Conceals anything over 100 feet range and R/100 chance of anything closer. Lots of moisture but some streams/ponds are tainted. Hunting indifferent because of small size of animals and available cover.

Anomalies --

Salt/alkali desert: -- Scant tough grasses and light scrub on bare sand/earth/pebble rock. Sand/earth areas have irritant dust; a fall or windstorm will coat moist skin with it (Save vs. Poison or a 50% chance of chemical burns unless washed off). Party must wash after crossing area or 50% chance of dermatitis lasting D4 days and halving movement speed as well as making routine wearing of armor impossible.

Second-growth rain forest: -- the result of somebody chopping down or otherwise doing away with a regular rain forest and letting nature take her course for half a year. Tangled mat of brush and light saplings. Fair browsing. Paths must be cut (2 feet of progress per melee round) unless Fireballs or Lightning can be used. Conceals anything over 50 feet range and R/50 chance of anything closer. Moisture and hunting as normal rain forest.

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Wilderness support: normal travel

Vegetation	Water*	Hunting	Fodder	Firewood	Notes:
Normal/salt/alkali desert	no**	5% chance 1/2 rations	no	no	*Potable water. Marsh and rain forest have much more liquid water but some of it is tainted.
Marsh Steppe	10%	10% chance full ration	50%	10%	
Savannah	50%	50%	100%	20%	
Light Forest	50%	50%	75%	100%	**Or, if you feel really nasty, put in some alkali springs requiring Save vs. Poison or 1D6 gastritis.
Heavy Forest	50%	50% chance half ration	50%	100%	
Rain Forest (both kinds)	30%	20% chance	20%	50%***	

= = = = =

Wilderness support w/intense search (travel at half speed)

Desert	no	10% chance half rations	10%	no	***Rain forests are short on usable firewood because of the damp.
Marsh Steppe	10%	20% chance full rations	100%	10%	
Savannah	75%	75%	100%	20%	
Light forest	75%	75%	100%	100%	
Heavy forest	75%	50%	75%	100%	
Rain forest	50%	20%	50%	50%	

Chances for water are exclusive of running across a river or stream which you've decided should be present. Chances for hunting are exclusive of a run-in with edible monsters which, if you're hungry enough, means anything protoplasmic, not excluding were-creatures in their non-transformed state. For vegetarian Characters, disregard hunting and consider chance of finding food as same as that for fodder. Survival rule of thumb: normal humans can last 1 active or 3 resting days without water, 3 active or 10 resting days without food. But this is so subjective that you're better making up an endurance for each Character, falling somewhere around these limits. Carnivorous steeds (Rocs, Griffins, etc.) need hunting, not fodder, to be able to find food, of course.

And here we go for comments on A&E 10:

Lee Gold: Sherna and I use your Web system with a modification. Being cast, the stuff has intrinsic velocity, so it bursts into a 10-foot cone, the apex being the creature that was hit. (Throw against the far wall and it'd burst into a 10-foot hemisphere, to be sure...)

Hilda/Frank: Usual excellent set of ideas for Monsters. I do like the flexkey/softkey; it's not too different (although better reasoned out, I think) than the system for modifying rooms in my part of Carnellian. But that I derived from my policy of rolling rooms in advance (Sherna won't, because she wants to be surprised too; I always do, because I feel so guilty making people wait while I throw to see what they've found...)

Swanson: It's possible to put moral principles above one's life as often as that turns out to be the right thing to do. The only time it doesn't work is when it's the wrong thing to do. ** I suspect that, although few of us recognize it, the dominant figure in the D&D universe is not either the organization leader or the high level magician/cleric; he's the inconspicuous major-domo who takes care of routine items these persons find tedious/uninteresting.

Sacks: Playing a DM Character in one's own Dungeon doesn't require ~~aper~~ qualities. I have sent in a couple of my first-levels a time or two -- with background stories to explain why, of course: Isoruku Tanaka, FM/I, because he spoke Roc, and Ruth Balinsdottir, MU/I, because she needed to prove she could go without being a drag on the party. If they had gotten killed the parties wouldn't have been able to contact the DM in a pinch. None of them had Commune or Contact Higher Plane, and in my part of Carnellian everybody speaks in Persona while play is going on...

Davis: No way, anywhere, does the Dungeonmaster define "Integrity". Eh, what I was driving at was this. Let's take a Judeo-Christian base. Friar Hob will risk his life for a friend, by which he means practically any humanoid who washes regularly; Kuel Yang will give value for pay, exact to the penny; Eber the Berserker will torture you to death for the fun of it. That's different Alignment; but if all of them perform exactly what they have undertaken, all of them have integrity. Different concept entirely, see?

Konkin: Hold Person works on Undead when the DM allows it to. I wasn't about to fight the logic, which was that, since Skeletons and Zombies can indeed be controlled -- they are created as magical servants, in fact -- hitting a small number with a corresponding spell has a chance of overriding the creator's control. As for skeletons talking, we spoke to them and they answered. No stranger than other things that happen Down Below, like the skeletons that had only half a hit die but carried swords and missile weapons.

Now just as quickly through A&E 11:

Lee Gold: Agree with the general idea that extra features in the way of magic should not be treated like regular weapon plusses. I would tend to treat them as maximally useful: 13 times the basic price of the spell which corresponds to the detect, using the base or selling price of the spell as appropriate. (It would be very unlikely for you to need to know the selling price in Carnellian, where little is available for outright purchase...though of course you can invest and research a spell at the University of Carnellian, Rota. The only things we sell consistently are Healing Potion and Universal Antidote -- the latter is the potion equivalent of Neutralize Poison, tastes foul, costs 1000 GP a dose and is never available more than one dose at a time. One dose per party, that is...)

Shaw: Oh, charisma isn't completely non-hereditary, but I shrink back appalled from designing die-rolls that will cope with partial genetic effects. After all, that's part of the fun of randomization: if it's something seemingly outrageous, it must have a very interesting explanation, right?

Shapero: I didn't realize you were talking about El Cheapo magic shops. In that connection I agree with you completely.

Hilda: We liked the cumulative-plusses idea so much that Carnellian effectively adopted it, although stuff with extra plusses isn't too common here. (Well, Kuel Yang did run into a +3 Crossbow of Speed. Unfortunately it was in the hands of a Chaotic FM/V and he almost bought the farm before we shot a couple of rowers on the same side and tipped her boat over.)

Pierston: OK, I see my misunderstanding. Anonymous failproof (and free, I'll bet) checking back home is indeed an Evil.

Pick: Good on the limits to fighting Florentine. Sherna also added a special for use when wound location is played: unless you get a really high (19-20) hitting roll, the main-gauche scores only on the opponent's sword-arm. ** I would hesitate to tell a player his Character "can't" use such-and-such a weapon -- uh, unless I'd gotten zonked and was also telling him what weapons/equipment/spells he should take. Fans' judgement of the effects of dexterity on weapon usage is not all that good anyway: I remember once being told my Cleric couldn't use a flail because she had only average dexterity. The military flail, as it happens, was often used by those too muscular above the ears to manage other weapons. It seems fairer to me to let anybody use anything, but with minuses on effects. They may have to use this, that, or the other because of their personalities, after all.

Blacow: You've got a singular amount of misstatement and failure to (try to) understand in most of your comments on my stuff. Still, I suppose I shouldn't complain; I have no right to treatment you don't extend to others... ** Later for comments on the Gyax/expenses thing. ** Ingenuity is one thing a DM can check for, after all. Sure, a Deck of Many Things guarded by a measley seven orcs. It would still be there if our Cleric hadn't thought to count the cards with which the orcs were playing, and which looked just like any other cards to vision and detects (the Deck is only magic when constituted as a Deck, it turns out). ** No, enchanting armor does not take money and time. It costs money and is ready after time. Your merchants may be stupid but ours understand that the price you charge includes your overhead. I'm not ignoring time; you're counting it twice. ** A Courtesan has an even stronger effect on Evil Clerics, remember. It's no more a handicap to a party than, say, the fact that having a Neutral along means you can't take a Paladin: that is, it's a difficulty with advantages, and which way you choose depends on your assessment of the relative worth of crocks vs. plusses on this particular occasion. ** What is an "automatic saving throw"? If you mean, she automatically gets a saving throw, of course; in fact, I told you she gets two. If you mean she saves without having to throw, you'd better check out any such amulet as that before you face the Shrine crowd or the Minotaur's workers. ** What if plans are called Contingency Planning and do not mean that you want the event to happen. Getting over-eager in the presence of attractive women is something that happens even to Lawfuls (and I never said they'd be Lawful after trying to commit a rape, did I?) What the hell, Glenn, there are plans for what should be done if the drought comes back in the Sahel...there are even plans telling me what to do if Washington DC catches a nuke. That there are plans doesn't mean they pertain to something anybody "wants" to take place. ** No, I am not failing to consider the effect of a CHARM spell. A charmed person is under magical compulsion to do what the charmer tells him/her to. To say that he loves and trusts you is like saying that a person with a fifth of Winter Wine aboard is happy: you simply don't know the difference between the working of the spell and its side effects. ** I am not misinterpreting what happened in Alph; you are misrepresenting it. The case of the cleric who grabbed the sword occurred elsewhere. What happened in Alph was: (a) Triphammer addressed another member of his party, while in a combat zone, in terms of conscious insult; (b) when called to order for this, he was preparing to challenge the person who corrected him -- all this while we were ghod-knew-how-far in a strange Dungeon. Lawful conduct? Soldierly pride? Not on your tintype, bunkie. ** Oh, I would try to learn something about a Dungeon before entering it. Some DMs won't tell you about the little dif-

ferences, you see. "Your +2 sword shattered like glass when you hit that Vampire. Of course it doesn't work here -- you didn't get it in this Dungeon. Certainly +2 swords work, but you didn't ask me which +2 swords work. You are in melee. The Vampire hits. You're dead and under his control you turn on the rest of your party. Ariel is hit by you and -- huh? Certainly the Vampire can kill you with one hit. No, you got to be a FM/IV from experience points earned in other Dungeons, so here you're only an FM/I. Ariel is hit by you and takes -- oh, of course you can become an Undead instantly. The delay in restoration only applies to Player Characters..." Other jolly plays include rolling secret hit points for Characters ("I didn't say you had 12 hit points; I just didn't say anything when you said that") and, dare I say it, including items you systematically refuse to play fairly because you resent their being there. That sort of jazz justifies the use of the Amulet Against Chaotic DMs. Its effect is to teleport the Character out of the Dungeon back home; without treasure or EPs, to be sure. Your approval is neither requested nor required; when used, it removes the Character from your Dungeon and you have no influence over his/her further adventures. ** Elf-mounds confuse chronology in both directions, or so the legends say. ** You don't need silver to kill Skeletons in the Treasury of Thangobrin, either, but Valsraviana didn't know what kind of undead they were going to encounter and he certainly wasn't going to pause to reload with a lead slug. One doesn't worry about balancing the budget when going into melee. As for the bandits shooting at Hob, they fairly (i.e. by dice-roll) chose him of the two most dangerous opponents. Chaotics aren't cretinous, but they haven't got supernatural intelligence either. We can't tell a were from other animals by sight alone; why do you suppose they would, when they hadn't any magical detects?

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MONEY AND STUFF: Some people have cavilled and some have agreed at my pointing out the considerable discrepancy between normal business costs and final selling price for various booklets. As I said, I don't wish to get this any more rancorous than what seems to be inseparable from any discussion involving money; accordingly, I don't intend to continue the dispute. But I will put it on record that I'm very well able to do so if others wish to, and I'm dropping the subject because I choose to, not because anybody has refuted my arguments or brought up valid counter-considerations. I am not unaffected by the argument from gratitude, and anybody who is really interested can check with me at Westercon to confirm that my copies of D&D, Greyhawk, Blackmoor, and Eldritch Wizardry are the store-boughten version, for which I paid full list price. (I did the same for Empire of the Petal Throne, but it's not interesting enough to bring along.)

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And will we catch up by completing A&E 12? Well, We Can But Try...

Lee Gold: Uh, I can't quite buy the implication that our hospitals have 1976-type life support gadgetry, or even intravenous feeding and oxygen tents. Somebody who has been Revived is flat on his back, only just able to swallow, and can hardly talk, but comatose he isn't. For costs, somebody killed in line of duty may get his expenses taken off the top of the loot, unless he did something very stupid that endangered the rest of the party.

McGrew: Powder, no, but a medieval type would recognize musket balls -- though he would doubtless mistake them for sling bullets. Similarly, you certainly wouldn't know how a rifle worked (and you'd have to puzzle a little over a bolt action), but anything that looks that much like an off-beat crossbow you could very well figure out how to aim and fire.

Ives: The LA players already have conventions on voluntary control, and I like your rerolling of some characteristics for the were-form. The LA idea of holding strength constant, and using the same strength for both forms, has something to be said for it, but I'd buy their practice of claiming nobody with strength below XX

could be a were only if they played that nobody with a strength below IX was subject to curses.

May (AND Lee Gold): Uh...Lee...what happened to that firm opposition to xeroxing?

This is not a verbatim copy of the first ten pages or so of Empire of the Petal Throne, but it's much more than a precis or review.

UCLA: Exact match between reaction time and melee-round length won't work because the players have to speak words rather than swish swords or point fingers. I agree on the concept of time limitation, but who has a way to avoid penalizing the first to speak/benefitting the last? ** Who in the world told you that a were is not in control of itself when in were-form? Non-goddamn-sense, sirrah.

Davis: Excellent idea about the defensive spell-absorbing models which prevent the totalling of a castle with a wave of the hand. ** Well, yes, I think you're right: most of us don't face players that will be shouting at us every minute or so to let them fudge the rules. (Or, as Cyrus Ching used to say, "Not twice".) If you have that problem, drastic measures are understandable. ** Agreed, too, on the need to slightly crock over-slick solutions. Bill Colbert had one of his Characters hit hard by a sword and finally recollected that Characters spoke Common and their Alignment tongue. So he had somebody shout a warning in Chaotic... It was the first time anybody had sprung that on me, so (in line with what I've said elsewhere about the DM having to play fair too) I rolled, the turkey didn't think quick enough to catch the trick and spun around on guard. Next time, though, victims of Realignment will simply turn out to have a marvellous aptitude for another language and pick it up in a few weeks -- by coincidence, the same few weeks during which they forget their original alignment tongue. ** Uh...Clerics, not wizards, would be making the Cure Light Wounds potions, I think. And an entire week would be how long it takes for the manufacturing process to be completed. It nowhere appears that this means an entire week working on nothing else, any more than research involves unbroken devotion to nothing else. You work for a week, total, or research for X weeks, total, but you are not in retreat while you do these things. I would grant that you'd have to account for the time pretty fully in research -- if your best friend came in from an expedition and had to be tended for three days, your week of research would take ten days of game time -- but total isolation is not indicated. ** Good points on the use of artifacts. I tend to give out small numbers of potent artifacts and larger amounts of small-advantage items which are about as powerful as Swanson Powers: that is, fun to have and use, but not giving the user an overwhelming edge over the opposition. Half the people in Carnelian have a weapon or a piece of armor with +1 on it, but only one has a sword with any special powers, and only one has a sword with even a limited +2. ** Sorry, that interpretation of "Charmed" is Swanson's idiosyncrasy. Charmed does mean enslaved; see the basic D&D books and, for a gloss on the text, my comments to Blacow two pages back. ** Er...the trouble with the idea of hard military discipline -- aside from its effects on the Players, not that these are negligible -- is that you don't, strictly, have a military situation. A commando raid gives the victims an impression of wild-eyed battle frenzy, all right, but it is thoroughly planned on the basis of maximum possible knowledge of the enemy's strength, location, equipment, disposition, organization, and mission. Unless you have a very unusual dungeon expedition going, you are proceeding against an enemy of unknown strength, unknown equipment, hazy location, questionable disposition, mysterious organization, and no particular mission. The collegial type of organization is lots of trouble on the battlefield, but sometimes you have to use it because the problem -- making ad hoc decisions on both goal and methodology -- is the kind for which this type of social setup is the best. ** Your super-poisonous Stingwings prompt me to ask: how do most of you people play Poison? I treat it as that a creature's poison does its hit dice of damage. This doesn't allow for different types of poison, true, but I kind of choke at the idea some DMs follow of assuming that half damage from poison means doing half of your hit points. I choke even worse at the idea that a rock scorpion with 1/2 HD can kill an FM/XVI who doesn't Save vs. Poison, or the other

Idea that the same rock scorpion has exactly the same poison effect as a 12 HD Giant Wasp.

Gemignani: That's a slightly different Fox-Spirit than the sort Brilliant Jade is.

She is a Taoist and learned to take human form after a cycle -- sixty years -- of study, not after praying to Buddha. (A heresy, by the way: Buddha cannot be prayed to except in the lower forms of Amidist Mahayana. Buddha showed the Noble Path, but the only way you get anywhere on it is by walking that way yourself.) Still further study brought her to the realization that all this scholarly stuff wasn't just something you learned in order to pass the examination; that was the point at which she really became human instead of merely taking human form. It was also the point at which she acquired a human conscience and realized what she had been doing to her mortal lovers for the past (uncertain) years. Brilliant Jade has a number of crocks due to her were-nature, and not all of them show up in the game...

Konkin: I didn't confuse alignment with integrity: I cautioned others against doing so. ** Good ghod, if you weren't aware of the difference between chastity (a psychological attitude) and virginity (a physical state) I don't think you're ready to have the matter explained to you just yet. ** I'll buy your suggestion that successful rape turns a Damsel into a Courtesan if you also accept that getting hit with an arrow turns a Magic-user into a Fighter. *Force majeure* should not be able to affect Type. ** I can't make head or tail of your section on being turned on by a suit of armor. If you won't believe that a pretty girl can look attractive while wearing such garb, why, that's one less competitor I have to worry about.

Kingsbury: While it can be done by Lawfuls without Divine retaliation, most Players in Carnelian will kill Chaotics who are Slept only to prevent pursuit or alarm. Killing Neutrals -- including animals -- under Sleep is an excellent way to collect Bad Karma, if you want Bad Karma that much.

Lee Gold: Go a little further back and you'll find that not only are Gygax' "Striges" Zelazny's Striges, Zelazny's Striges are from Slavic mythology.

McGrew: No reason to assume that all Undead are fanatics. Skeletons and Zombies are created under a compulsion to defend a Cleric's or Magic-user's property and naturally obey that, but other Undead have at least rudimentary and possibly acute intelligence -- enough to avoid danger, although having no morale rolls most will not flee if attacked. If they are on the attack, and especially if they are free to move back, I would not play them as pushing in recklessly against silver or magic. Oh, and let me throw out an idea for the rest of you: Undead could in principle wipe out an army single handed by simply going down the lines and tapping each of the soldiers. This is a lot too gross: I tend to expect that if they are simply preying, they are "satisfied" with Levels equal to their hit dice. If trapped or protecting their territory, or if fighting off an attack by weapons that can harm them, they of course fight to the death (whosever it may be).

Shaw: Blacow was just carried away. I didn't say that a rape was Lawful; I only set up rules for figuring out what happened when rape was attempted. I suppose a Lawful could try, but he wouldn't be Lawful for long if he did.

Sacks: Virginity is the state of never having copulated (In theology, add "willingly") A Unicorn would perceive it magically. Heck, you don't suppose one would ask a female Character to let it look for her hymen, do you? ** Partly theological politics, the bit about YHWH's Alignment, but the massacres by His followers and the genocide He personally conducted spell "Chaotic" to me. And the New Testament --! What would you think of the Alignment of somebody who was so attached to a regulation which he'd made, and which he could change at will, that he wouldn't alter it until his own son got killed? Yech! ** I'm afraid that as I've never read anything by Ayn Rand I couldn't reliably guess Alignment on her Characters. Try speaking to them in the appropriate Alignment language and see if they answer.

Sherna Comerford writes from Hackettstown:

WELL, NOW...

June 76

A&E is so large now I haven't been able to keep up -- so here are mailing comments on the last 3.

#10

HJN Adruschak: I don't think a single item, like a Mirror of Life Trapping, is too much to ask for on a single wish. Wishes may need to be controlled severely, but it is possible, also, to devalue them too much.

Lee Gold: I may try your new dragons. The purple sound especially useful. So do your dragonets. I've been having problems fitting full-size ones into 10' wide corridors, and I hate to trap them in large rooms they can't get out of.

Bonsai ents?!!! I love that! Lee Burwasser has done some development on how they might have gotten bonsaied, and what certain Sylvan Elves would do if they caught someone who did such a thing.

Hilda Hannifen: After getting disgusted with dwarves detecting all our traps, Dick Eney & I have decided that in Carnelian there is a chance they won't. After all, not all secret doors are found even by Elves. We have a matrix that varies with the level of the dwarf and the level of the dungeon. It gives them a good chance. A Level I Dwarf on Dungeon Level I needs 1-5 on D6. But unless it's a dwarf too strong to be there in the first place (a Level VII on Level I, for instance) there's always a chance to miss.

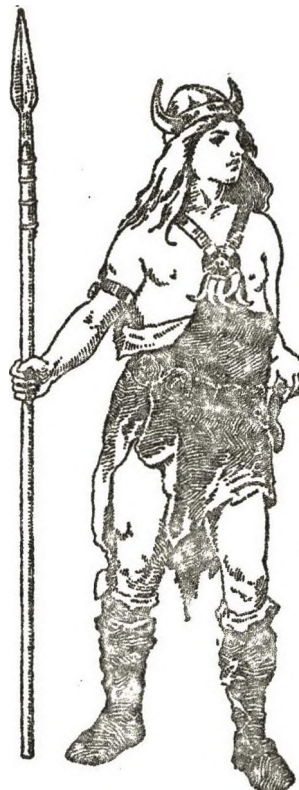
Carnelian sometimes has problems with slow preparation, too. We insist that players arrive at the appointed starting time with their character sheets all filled out, or take someone (randomly) from the hiring halls -- pre-prepared by us. (To be accurate, the Freelancers' Guild or the Student Union Employment Office will show you the people who are looking for work...show the Characters the people, and the Players a verbal description of what they see, in other words...and when you've hired them you find out their endowments.)

Are male and female dwarves hard to tell apart? I thought most of the males were bearded. Of course, if they are wearing a cloak and hood, that's not obvious either.

Ken Pick: You suggested that the point of unconsciousness be the same number of hit points as the Character's level. That's pretty severe. It means a Level II fighter with 12 hit points would be knocked out by a two-hit-point cut.

Carnelian has had some pretty exciting moments using the system that you are down, and mortally wounded, if you drop to exactly 0 hit points. (You can be healed 75% of the time by a Cleric or 50% by Healing Potion, if help comes in 6+D6 rounds.)

I've also had an experience with an expedition member who let his party in for a battle without warning them, much less getting approval. In a lawful type with intelligence or wisdom better than 7, it should be potential grounds for realignment to Neutral, especially if anyone is killed. My party wasn't even in formation -- we were still licking our wounds from a previous set-to -- when our action-loving comrade deliberately set off more action.



Actually, Gygax has given his blessings to nonhuman clerics. In fact, he's given his blessings to anything any given DM chooses to allow in her/his dungeon. I don't have the copy here to quote but he said in a prior A&E that he doesn't want his rules to be the Ultimate Law of the game; they are intended as guidelines only.

Margaret Gemignani: Thank you for the kind words. I would like to make a correction, though. Jillabeth is my MU/IV. She just had her 11th birthday, and she's a sweet kid. She really doesn't have anything to do with my SCA persona. In the SCA I am Moira Maureen ua Seamus, Lady Green Hills, O.L., O.B.T., a Fourth-Century Celtic barbarian, 33 years of age and a whitesmith (jewelry, metals, etc.) and artisan.

Joel S. Davis: I interpret Sleep as the almost unbreakable spell of the traditional fairy tale. The victim doesn't awaken unless the spellcaster releases the spell or dies, or a Dispel Magic is done successfully. In addition, the victim will waste from lack of food, dehydrate, etc. Sleep is not Stasis! Also -- if the victim is hurt, under Fear as well as Sleep, etc., the sleep will not be peaceful. You can have nightmares you can't wake yourself up from.

Your occupations tables are very nice for people encountered in a wilderness/town/dungeon. However, I would much rather write the history of characters I'm going to play myself. I can feel closer to them if they are shaped more fully by me -- within the parameters of the basic die rolls.

Samuel Edward Konkin III: I'm still trying to work out better realism in re response to injuries. How many people do you know who can fight with an arrow through the guts without taking additional damage? And the present system makes it very difficult to work in such traditional elements of adventure fantasy as deathbed vigils, comrades who are so badly wounded they ask to be slain, and especially the tension and uncertainty while waiting to see if the surgeon can save your fallen comrade.

Saruman Neutral? I don't have the books here (I'm briefly in the hospital -- out soon nothing critical) but I'd have to look closely to know if I could see him as anything but a case of realignment by choice. He must have started out Lawful to have been head of Gandalf's Order. Aren't there private communications (mentioned in the Guide to Middle Earth) which say JRRT regarded them as Valar of a sort? Saruman was corrupted by the same power Gandalf and Galadriel (and even Sam) resisted.

Alarms & Excursions #11

Lee Gold: Ouch. Since purchasing it, Bear-Daughter has borne Vertigo as a First Level spell. She'll certainly shift if you are actually shifting the way you play it, but that is a trifle mid-stream, and will alter her usual defensive strategy. She may even have to forego Vertigo until she rises a level (feasible, but discomfiting).

Wayne Shaw: I can't agree on Mithril and quicksilver affecting Lycanthropes. Quicksilver is utterly different, and Truesilver, by the properties we know it has, is pretty different too. I think the anti-magic power of common silver should remain unique. (I would suggest, though, that we also know Mithril's properties are semi-magical and it is plausible that it should do something more than steel. What do you think of this: Mithril protective gear is +1 against Lycanthrope attacks and Mithril weapons, though they won't cut, strike as bludgeons, doing 1D6 damage? For Mithril spearheads, thrown, 1-2 HP damage.)

Not only are there DMs who roll the Characters' attacks, but I heard third-hand of one who insisted on it. He says that if the Characters are attacking with weapons that can't harm the monster, they shouldn't know that even a 20 won't hit. I'm trying to get word back to him that a Fighter might just happen to notice his/her best swing or dead-on missile shots bouncing off.

I presume that the Tentacle in your spell is non-sticky, or you wouldn't want to use

it for climbing. Useful! But I'd rate it a trifle high for First Level, since a single 30' tentacle could selectively strangle at least three very high level types at once, if they weren't in plate.

I have a Melnibonéan M-U with all kinds of ideas on how to use it, if you clarify these points.

Your new Shaw abilities & disabilities chart is interesting. I would like to know how it works out in use. However, I do find some of the things on it a little strong. I prefer the Swanson tables, because they give a slight advantage -- one which helps me to characterize -- rather than one which has a really heavy effect on the 6 basic characteristics. Sorry -- and do let me know how yours works out.

Eric Holmes: Why does everyone think First Level Clerics are useless? (Including the Clerics themselves, pretty often.) They can swing a flail or mace and sling alongside the best First Level fighters, and in addition they can turn occasional Undead. I suppose that if your Dungeon limits them to leather -- as I hear some do -- then they need as much protection as an M-U, but otherwise...you ought to meet Lucy Clemsdaughter and her war hammer Borishane some day.

Jerry Jacks: I would guess that throwing Permanent on a Mage's Sword below Level VI would get you a hair with a permanent wave in it. *Sigh*.

Jason Ray: Actually, adamant is diamond, so adamantite may not be metallic at all.

Glen F. Blacow: I don't agree that the system of deducting a Constitution point per resurrection is logical. A character down to her/his last couple of resurrections (if the dice rolls were favorable enough to allow full use of one's fairly allotted resurrections) would have Constitution of 1 or 2, which is ridiculous.

Ken Pick: I'm not risking myself when one of my Characters tests out an unknown magical item, and I certainly don't blame them for wanting spells which will make it safer. It's rather illogical to think they wouldn't.

Actually, if these spells are ever researched, it will be by Bear-Daughter (MU/V). She works for Papa Sylvester (a non-player Character) who runs the magic shop in Carnelian. He's an analysis expert, but he learned his analytic spells from someone who put him under geas not to spread them around. Therefore Bear-Daughter has to research her own -- and I would be failing to live up to her characterization if I didn't have her try to do just that.

Read Magic is great for scrolls, but it's hardly going to help you as you gaze into that unlabelled potion, or scratch your head at a spool of thread that responds to Detect Magic.

What makes you think our Dungeon monsters aren't intelligent? Tell that to anyone who has met Smithareen or Aaron Goldfarb! I understand that this is an important fact to you, Ken, but please give us credit for having realized it too.

I like your comments on Phantasmal Forces. I'm still trying to work out just how to play it. For example -- if a phantasmal Lord attacks whatever is attacking you, the monster should get a saving throw vs. Magic. If the throw fails, should there also be a saving throw to see if the Lord hits? My M-U's are certainly smart enough to know how to imagine/recreate 8-hit-point sword blows. Of course after more than 1 or 2 of these the Monster might get suspicious, but by then the Monster might be dead.

Saving throws vs. Sleep? I hope you warn players new to your Dungeon about that. (Or, like Jehan when Jenny Slept that Superhero, allow Sleep-with-Saving-Throw to have a wider span of effect than standard Sleep.)

Alarms & Excursions 12

Lee Gold: Brava! In Carnelian there is a law that a player Character may not lend or give any dungeon-useful item to another player Character free, unless

they are on the same Expedition and then only for the duration of the Expedition. (And a little time beforehand for practice). This is considered legitimate because if X is better equipped he/she may save Y's life -- common prudence! Otherwise, items must be sold (sale price, not loot value) or rented (50% of its value per Expedition).

The only exception we have made is for a particular team of 3 characters (of one player) who own their Mule and his gear in common. The mule, Boss, is so much like one of the family that Vardis (MU/III elf) complained that renting him was like slave trading.

I think 10,000 GP is too rough for Resurrection, even to make it less commonplace (which may or may not be desirable). Only one of my 10 Characters could make it, and most couldn't come near. You are right, easy Resurrection makes the game less exciting, but there are plenty of other ways to make it exciting.

I normally follow a policy of making tough decisions against myself unless it is very clear that I shouldn't. I will, however, draw the line at making it very much easier to lose a Character I've put a great deal of work and caring into.

Steve Perrin: I can't agree on topping out weres based on their hit dice. Those are the number of dice they start with, but surely a were can gain hit points from experience too. When my werebear goes up a level, I add his new hit points to his were-form's hit points as well as his human form's hit points.

Charles McGrew: I don't know who's been running Vampires so poorly. Crosses don't make them helpless according to what I've read; the Vampire simply shrinks back and tries to get around the cross, and at the person holding it.

I can't agree that any act is inevitably Chaotic. I'd have to know the circumstances first. Even killing other Lawfuls could be defended by circumstance. Most religious wars start because this group of followers of Law don't like how that group of followers of Law follow Law. If the group attacked responds in kind, I wouldn't call it Chaotic -- except for those individuals who enjoyed what they were doing.

All that aside, I would indeed Realign anyone who wasn't acting within a reasonably broad interpretation of the stated Alignment. In fact, I wouldn't merely advise him/her "You have just been Realigned". A soul-shaking like that needs a proper stage setting -- and I'm quite ready for the first turkey who honestly deserves it.

Mark Chilenskis: "Why should the M-U throwing the spell get only as much experience as some low-level who sat around and watched?" That depends. Did the low-level support the M-U in any way? Did the low-level act as support in getting the M-U there? Guard the M-U's back (whether or not it happened to be attacked)? Was the low-level prepared to fight his way back to safety with the M-U's body if need be? Was he/she actually excess baggage (which is possible) or was he/she doing the maximum that a Character of that level can do? If the latter, why should the low-level be penalized because the M-U is the one to do the spectacular part? I'm very wary of trying to define the phrase "did the most work". I think in your valid attempt to penalize the deadweights, you are in great danger of losing sight of the person who is giving all he/she has to give, quietly in the background, and taking the greater risks because of being much easier to kill.

I'm impressed by your development of religions as a factor in D&D. I don't agree with all the details, but I can see that the system would add quite a flavor to the game. I particularly like the integration of ritual other than the formal magic as described in the rule books.

I also like the fact that you say that one group "considers" the alignment of another group to be X. You seem to have an absolute standard of what the Alignment really is, which may or may not be "realistic". The fact that Group A judges Group B to be non-Lawful (etc.) is highly realistic.

I am saddened to see that you regard Druids as Chaotic, however modified. I'm

afraid you've been prejudiced by the bad press Christianity gave them.

My understanding of the matter is that nearly everything we know about the actual practices of the Druids comes from the Christians, who were trying to destroy them, and the syncretists, who were trying to interpret them for their own ends.

I also suspect (knowing full well it is my own vision, not a True Interpretation) that human sacrifice, and much of the rest of Druidic ritual, was involved with the great Mystery of Death and Resurrection. If there is to be Resurrection (Spring, crops, babies, etc.) there must be Death and sacrifice to make it possible. However the other religions interpret it, even if they think Druids "work for (mankind's) downfall at all times", I see Druids as Neutrals and highly developed pantheists.

Margaret Gemignani: Playing D&D as a competition between DM and player can result in some ugly scenes. The DM holds too many of the high cards. When I DM, I'm out to give the players a good adventure, with rewards or penalties fairly meted out. I don't have anything to win or lose myself except for the satisfaction of having been a fair and just Deity. D&D is not a zero-sum game.

Mark Swanson: Actually the "clear" spell is still an experiment and it is possible to get around it, if you can find the way. I'm trying it to find a satisfying balance between the turkey who tests out all magic on finding it, and the parties which inevitably bring out all magic untested, to pay for analysis.

Richard J. Schwall: Barvo on your comment on the D&D hit point system! It simply does not simulate reality in a way I find satisfactory.

I prefer Players to have several Characters of various professions, Levels, and personalities. It lends variety to the game and flexibility when making up parties. I don't get to play often enough to be hampered much by recovery times -- but Dick and Lee Burwasser and I do a good deal of non-Expedition playing among our Characters (much shorter when Dick & I must phone across the 300 miles between us), so recovery periods are played out in full length & some detail.

None of my Characters would take six months off for enchanting X-Ray Rings. They are too busy living their lives day-to-day.

I prefer scaling monsters to party by levels in the Dungeon. Any 1st and 2nd Level party which goes to Level V knows it is committing probable suicide.

Glen F. Blacow: The Balance, yes!

Who rolls dice for spells carried by Chaotics?!? The only way I'd do that is to roll for spells carried by Lawfuls and Neutrals, players as well as Monsters. Free Will for Chaotics! It's the only way to keep the Balance.

(On the other hand, unless you have your Chaotic so superhumanly intelligent that he/she knows in advance what's going to appear, you shouldn't have all her/his spells useful in combat against the Expedition. I would tend to play that all of them have a handful of general-purpose combat-effective spells -- low-level ones, of course, might carry nothing else. Higher levels would have their normal business to carry on, just as player Characters do, and would be carrying some other spells that would be useful to them in that way: e.g. that MU/VIII that Merlinden snuffed when you fought the Hobgoblin ambush, in addition to good stuff like Lightning Bolt, had a few items that fit in with his Character: He was the equivalent of a KGB Commissar, and one of his spells was a reverse Ventriloquism: Bug. He used it to listen in on the conversations of suspicious ~~people~~ Hobgoblins... -- Dick Eney)

Robert Sacks: Law and Chaos are described as Decreasing vs. Increasing entropy in the various works of Michael Moorcock, which is where Gygax seems to have found the concept.

And the Post Awful closes in 15 minutes, so I must run!
Safe trip,

SHERNA

HORRORS FROM HANGTOWN

Being the re-entry into the horrifying world of DampersandD fandom by Robert E. Hollander who, though currently up in Kings Canyon National Park, normally resides at 33 Richmond Rd. #203, San Anselmo, CA 94960. This zine is intended for the July mailing of A&E (#13) and is typed in mid-June to allow Lee plenty of time to get it stencilled. This is a Vulture Publication.

I will deal mostly with comments on #12 at this time, saving monster descriptions and the like for the next couple of issues, when I won't have the mailings available to make comments on. I have lots of material too.

General Comments on A&E #12: It seems like less than a year since Lee and I started discussing the possibility of a monthly D&D apa. Judging from the size of this issue, I think we have created a monster. Of course, mine was larger than most, since I got two copies of everything from the third page of Notes from the REalm Fantastic to "I Have an Egotism of 20" (which isn't even on the contents page). I should be able to get two pages out of it with no problem.

LEE (Tantivy): I don't allow magical equipment loans at all, though I think characters pooling to acquire a particularly expensive magical item is OK and in some cases commendable.//In San Anselmo, I had one MU who wanted to Phantasm a higher level MU who would then throw a higher level spell. I told him the monsters would get several saving throws. One to see if they believed the Phantasm, two to see if they believed the phantasm was of a sufficient level to have the spell (Cloud Kill, in this case), three to see if they believed the spell, and four against the spell itself, with each saving throw dropping two. The player decided against it. A Phantasmal Cleric could not possibly have any effect unless the MU was Lawful, since the neutrality of the caster would cancel out of the effect of the goodness of the Cleric assisting him.//Good comments on the Mirror Incident.

The Voice from the Dungeon (McGrew): I may have misunderstood your chart concerning constitution but it sounds as if you are saying that a person can be hit for more hit points than he has without dying. This negates the entire concept of hit points. I think the bonuses allowed on hit dice for characters with high constitutions are sufficient without playing games with the basic rules.//If you are DMing a vampire, I hope you have enough experience to know an intelligent monster will use tactics. One possible suggestion would be to have the vampire turn gaseous and reform himself on the other side of the party, attacking from the rear. This gives the vampire a second chance to surprise the party. The cross (or other religious symbol) does not panic a vampire; it merely makes him very uncomfortable.

Al Araaf(Chilenskias): Sir, I do not know your field nor where you received your religious training, but as a tolerant Christian seminary student with some background in both Eastern and Western religions, I feel compelled to take exception to some of your comments on religion. I must assume in your comments concerning Islam that you are speaking of some development in the future. The Muslims in India are still pursuing their Holy War against the Hindus and even in the Middle East they can hardly be called tolerant. Further, Islam is no more anti-magic than are Judaism and Christianity.

As a good friend to many Jews (who are still wishing that I would become a Rabbi rather than a minister), I object to your idea that Jews are isolationists. If it had not been for Jews helping me out of sticky situations at various points in my life, I might not be here

today writing this.

I strongly object to your treatment of Christians. You have, I admit, aptly characterized the negative aspects of some people who claim to be Christians, but like any unstudied stereotype, it leaves a great deal to be desired. The true Christian, of whom there are many, will help anyone who is in need, without regard for race, religion, creed or material recompense. This was true even in the Middle Ages. The magic condemned in the Bible was assumed to come from the Powers of Darkness. Obviously, a Lawful MU could not use magic of that type. Even in the Bible, condemnation of magic use is not universal (Simon Magus, in ACTS, is condemned not because he is a magician, but because he wanted to buy the power of the Spirit (a fact that might be considered the next time somebody wants to buy a scroll of clerical spells)). Indulgences were not a common practice until the late 15th century, at which point the REformation had begun, and the Roman church was no longer the only Christian church in Europe. The Eastern Orthodox sects never went in for that practice. *[And the Catholics sold indulgences not as forgiveness of sins (i.e. to get you out of Hell) but as aid for the not-sufficiently-repentant sinner (to shorten your time in Purgatory). Raise Dead Fully is a spell similar to an indulgence.--LG]*

In the course of a seminar on Jewish mysticism, I learned that the only relationship between the English "cabal" and the Hebrew "kabbalah" was the sound. The Kabbalah is NOT a magical religion; it is a mystical form of a religion. If you don't know the difference, try looking it up.

I was hoping to see a discussion of Buddhism before you left the Lawful religions and was very surprised when you didn't mention it. I don't know how you could miss the religion with the largest number of adherents in the world today.

Taoism is not technically a religion, being rather a philosophy. Shintoism is best described as a pantheistic sect, creating redundancy in your discussion of the neutral religions. I would tend to put fanatics of any religion in the neutral category, rather than in the chaotic. The original religion would doubtless color their view of neutrality, but that would not change their basic outlook.

I tend to look on Chaos as Evil, Gygax's comments notwithstanding. Therefore the only chaotic religions would be those based on devil or demon worship.

In closing, let me state that although I am a Christian, I believe that any person who fully believes in his religion and follows the rules laid down by it can be considered Lawful, provided his religion believes in the power of Good. This is true of Christians, Jews, Muslims, Buddhists, Dionysians, and worshippers of the Mother Goddess. If you want to retain your religions as they stand, I suggest you change their names.

Anyone want to Buy a Coat of Mithril (UCLA CC): I thoroughly enjoyed your guidelines for Chaotics. The fact that there are 18 of them should demonstrate that there is a great deal of difficulty involved in playing a Chaotic character. It may even discourage them. As my proclivities are probably no longer as well known as was once the case, I will explain. I run a Lawful dungeon; Chaotic players will have ceilings dropped on their characters. I do not feel that this is unfair since I warn everyone before the expedition. I feel that a chaotic party would only add to the confusion and not the enjoyment of the game.

That's all for this month; more later.

REH

MANY WORLDS

by Margaret Gemignani, 3200 NE 36th St., #907, Ft. Lauderdale, FLA

Glenn: super cover

Lee: I agree that most interplayer coalitions will not work unless there is something to bind the players together as using them for the same cause or testing in D&D. Sometimes "Sure I'd be glad to bring it" is as good as getting it, since you get the experienced character and magical item and good expedition. I agree about revival: the price should be a percentage or higher than that unless the character does something special; then the price is on the house. Penalty payments out of the price or owned should be given to those who act like turkeys and get killed. If they cause another's death, then they should pay for the revival. [*Hear, hear.--LG*] In all things, the poor player should have a low rate down payment.

Steve Perrin really shook it to them with that table. A bit rough, folks.

I did not know a creature in a Mirror of Life Trapping could throw anything out of it. [*They can't unless evoked or set free.--LG*]

You get some hirelings, Lee. I wouldn't let anyone call them flunkies. When offended other characters in a dungeon, one should add a gift and repairs and a personal apology.

I had some Gargoyles who went down to non-magical weapons. Maybe they or the GM did not know this was not supposed to be. Sometimes the GM has been liberal since some dungeons don't have that many magical weapons.

Son of Star is super-lawful by heredity as played in NY dungeons. NY dungeons are humorous in many places, so why would their paladin be embarrassed to be a werewolf.

Sacks: a good point on noblesse oblige. Most people do not use it effectively.

Folks, some of the neos in this zine are complaining about the secret messages of which I am guilty. I think we should all stop. Referring to Apa-L adventures which are not repeated in A&E only tantalize the reader and make him feel unwanted. Same goes for comments that are only understandable by a few. Let us try to identify all items, so those who came in at the end of our conversation can enjoy it too.

Good tables on Balrogs, a team finally defined, and also one of the most funny dungeon songs: "You Bash the Balrog."

Steve Perrin: people should realize there are several different kinds of elves and of weres. There are true weres whose were-form is human and weres whose were-form is animal and half-man/half-animal characters about the closest to which has been Blacow's Fenris Priest. Elves come in varieties too. High elves like Tolkien, lower Elves like noble Elf, lesser lord and lady elves like Anderson (Broken Sword) Elves, Forest folk, country folk called the People of Peace in the Middle Ages and not so good. Standard D&D Elves are a little bit of each, usually most likely a minor noble or a forest elf with potential to raise. Some D&D Elves are little betters and some a little worse.

Steve, I don't think I'd be as generous to Larry Talbot, werebear/wizard as you are. An experienced high level were has full control of his transformations and intelligence and does not go into blood lust. He would be mighty powerful at 15 and out of sight at 16.//As a cleric it would depend on what kind of were he was. A true were could rise all he wanted as weres among the were-tribes. A were-were would be extremely limited, since he might need a forgiveness of cleric to rise to any cleric level. An animal man or woman could be used as a cleric among themselves or limited in rise. You have some good tables, though a little rough for combat and strength.

Welcome Kay. Some good ideas in your zine.

Gee, Charles McGrew, I would like to play in your dungeon, but the tale of the big turkey rip-off is sad that you did not do something about them. I can't understand it; it is your dungeon and you got ripped off by a couple of real dumb chaotics. At least you should have been ripped off by intelligent chaotics.

There are numerous Medieval groups in England. They are not SCA. The Office of the Registrar for the Society for Creative Anachronism is Box 1332, Los Altos, CA 94022.

John, I understand you got a drawing of your characters Phaypole and Hrothgar flying on Pegasi from Cosmic Frog.

Bob Hollander: many missionaries and religious people like D&D and do highly creative work. What does that say about the game?

Wesley: I loved the story of the Stoned Acolyte, also the work you did on Orbs. I hope Jacques got a resurrection.

Another outstanding series of articles is by Mark Chilenskas.

Jeff May, I'm glad you appreciate Empire of the Petal Throne. In no time you should be able to go back and get that magic user who zipped you.

Coat of Mithril: I see you believe in the old slogan "Fight Dirty and win. You are aghast that I should suggest that some of the clerics in various dungeons get a chance to take it a little easy. I am surprised at your being so callous and unfeeling about the poor clerics. I believe in risk, sure, but I do not throw it away and I do not cultivate and tender care for a character for a number of adventures to have some wiz cart him off as a zombie. Getting bloodied, getting experienced, learning how to deal with situations without giving in to the first instinct to run, learning when to run and when to fight should make your weekends exciting. If you are looking for a Roman circus in which the bodies pile up high, look up HellGate; they like BLOOD there. I'm surprised the blood has not yet been the GM's.

You folks at UCLA have a reputation to live up to, a bloody one. You who like blood and the thrill of death as the Spanish are in love with death and want to make a thorough sure-kill dungeon for shame. What happened to all the glorious dying and risk and tasting of blood in your mouth. As I said, if I pay the thief fairly, he'd better behave. If I have to tie him down every night to keep him safe, I should have left him home at the guild house.

Nick: let me explain, there was a different set up of feudalism in Europe and Japan. Europe was mounted: Japan wasn't. Japan fell from the ambitions of the political classes and military which did more destruction than gun powder. Gun powder was known and used in limited ways in the East for generations before it began to destroy the West. It has much to do with how long your codes of conduct and discipline and honor can hold out. How long do you think your characters' and StormGate's code could hold out against .45s and immunity from poison and all those things.//Most people do not know what a difference there is between LA and SF. I did not.//Someday somebody is going to take you and the other chest pounders up about how their dungeon will take on anyone...and then I hope you are not too fond of that dungeon. Come on, Nick, Wayne, Ken; you can do good work, so let us get on to good deals. And stop that chest pounding.

You do not have to kill anyone to get a unicorn. I always thought they were born that way. What you need is a virgin (male or female). If you can produce one, you can get a unicorn. But a virgin is harder to find and convince a unicorn there is a grade A virgin in the house than a ninth level magic user is to kill off.

Nick, if you can convince me that you characters have earned everything they got the hard way, you can have a .45. Glenn convinced me of this and that's why he has two dwarves who are not kings with +3 warhammers.

Colorado: nobody can beat the dice if they go up against them. Higher level by being higher level must go out against higher level monsters so the hits equal out. Luck has a little to do with it, but caution, experienced, common sense and being able to think on one's feet are what keep the clerics from being overworked.

If the army or castle has any sense, they're going to have a highly paid wizard hanging around the area. I have seen purely military combats because wizards cancelled each other's spells out.

Glenn: good monster in archghouls.

Mark S: tell them how it is, so those folks volunteering their pet dungeons for macho trips won't get too upset if the dungeon does not massacre the players.

Clear Ether: my favorite Chaotic. Somehow I know you must be a Libertarian. You have one of the best brains in D&D, really good intelligent material. Do you know that the pattern in Amber looks like a giant spider web? I once knew a fellow who saw God as a spider and believed the Universe was a giant spider web.

Richard Schwall: are things better now. I am sorry you got confused.

Planerium's Pulse: Glenn is not screaming about the new psi powers. He is not using them in his dungeon either. What he is screaming about is big turkey shot or macho trip. He does not like having them come to his dungeon and get zip because of overconfidence brought on by having things their own way.

Sublime Portal: the Ring of Rhinegold is a little out of most dungeon lines. Most dungeons don't deal with the doings of the gods and goddesses and their descendants. As I said before, if you get more power, you have to have a bigger enemy. I loved the opera too. Fire Music is good for playing D&D by.

Charles, Eight-Sided Die: You can say the same for the game where the favorite player character is always getting the treasure, and you are always getting to be monster bait. Some things spoil the game for everyone and make you wish you had stayed in the tavern: the Chaotic DM, the overly strong highlevel types or the turkey shooters who are out to summon as many monsters as they can to get up in the world.

If Dingus and pals are so low they have no more spells or fighters, they should be making tracks quiet like out of the dungeon and the DM should get them out. They really can't do anything now besides feed the local monsters, who are probably getting too fat anyway...and orcs are a bit sick of the same old food. The clean up committee will charge extra if this keeps up.

Dan Plerson: how do your characters do it? I haven't seen so much richness or magic since the last 200th level wizard made an appearance in Clear Ether. He ran the place. Are your characters thinking of retiring to run a dungeon?//It would be nice if Clint Bigglestone shared his wisdom with us. We keep hearing about him but never hear from him.

Hi there, Stewart. I like your Elveners. You have some good material and are forgiven. (Glenn, do you forgive him too?)

Wayne: you have no idea how much you and Temporalana make my day. (Almost as much as StormGate). Are you trying to put me out of business? I will have nothing to beef about.

A bullet doesn't pay no mind, Wayne, as to who's important or kind. It hits; it kills. The wizard must see you; he must aim; he can't do that with a bullet of sharp shoot on the roof in his head. A long range gun could ruin a dungeon; you would not even see who killed you. You have no chance unless you have a high-powered gun and bullet-proof best. Why would a low level take on your Witch King? That would be suicidal. Besides he might get dice lucky and get the Witch King, but it isn't likely.

[illegible]

Monsters from the City of NYOSA --Lee Gold

Grubbers - butterfly caterpillars. 7th level. armor 3.

Large disgusting creatures (dead white skin with loathsome green bands at body joints) which can eat anything organic. They can also claw through metal with their (+1) claws in order to get at whatever is inside. They like the taste of women particularly. They sometimes hang around with Rust Monsters.

appearing: 2-12. Lair: 0.

Nyosan Butterflies - large creatures, with a 3' wingspan and terrific muscles (strength is 15+). Wings are phosphorescent white with green moire patterns. A flying butterfly seen close up generates a hypnotic pattern (save or be hypnotized.) Butterflies (and caterpillars) are not very bright so don't use hypnosis as Charm, merely to quiet down victims. Butterflies are armor 6, but dexterity 17+ makes that effectively Armor 3 or less. 1-4 appear. They are 8-10th level, depending on size. They have poison fangs (poison does 2-24 damage) and sharp (+2) teeth. They eat anything organic, spit their corrosive poison on metal with something edible inside. (eats through as Rust Monster). No lair.

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 * NEW MONSTER/CHARACTER TYPE - PIXIES (DISNEY VARIANT) - DRAFT *

EVERYONE, I AM SURE, HAS SEEN THE DISNEY MOVIE "PETER PAN", AND AND IS FAMILIAR WITH "TINKERBELLE". THE FOLLOWING RULES ARE PRESENTED FOR PLAYTESTING IN AN ATTEMPT TO SIMULATE THESE CREATURES.

ALIGNMENT:NEUTRAL ONLY.....SEX:MALE OR FEMALE.....HEIGHT:3-4 INCHES
 ARMOR CLASS:2...SAVE AS MAGIC USERS OF +4 LEVELS...CHARISMA CHARACTER

PRIME REQUESITE IS CHARAISMA, MUST BE 17 MINUMUM; WISDOM LESS THAN 9
 NO AUGMENTATION

PIXIES - ABILITIES AND LEVELS						
LEVEL	HIT DIE	EP REQUIRED	SPELLS	L1	L2	L3
*****	*****	*****	*****			
LEVEL 1	2D6	0		1	-	-
LEVEL 2	2D6+3	3,000		2	-	-
LEVEL 3	4D6	6,000		3	-	-
LEVEL 4	4D6+3	12,000		4	1	-
LEVEL 5	6D6	24,000		5	2	-
LEVEL 6	6D6+3	48,000		6	3	-
LEVEL 7	8D6	96,000		7	4	1
LEVEL 8	8D6+3	182,000		8	5	2
ETCETERA						

PIXIES OF THIS VARIETY CAN ALMOST BE CONSIDERED MAGICAL SPELLS RATHER THAN NORMAL CREATURES. THEY CAN BE DISPELLED BY SUFFICIENTLY POWERFUL MAGICAL SPELLS OR ARTIFACTS. (FOR EXAMPLE SOMETHING WHICH COULD DISPELL A MAGICAL SWORD). THEY ARE USUALLY FOUND ONLY IN THE WILDERNESS IN ENCHANTED WOODS AND SUCH, BUT CAN BE CREATED/SUMMONED BY PLAYER CHARACTER MAGIC USERS BY SPELLS SUCH AS MONSTER SUMMONING, AND VARIANTS OF DEAMON SUMMONING. IF SOMEONE WANTS A PIXIE PLAYER CHARACTER IT IS SUGGESTED THAT THEY BE STARTED OFF ALONE IN A WILDERNESS, AND MUST TRAVEL TO FIND A PARTY TO ATTACH THEMSELVES TO.

PIXIES HAVE SEVERAL NATURAL CHARACTERISTICS - THEY CAN FLY AT UP TO 36 INCHES IN A MOVE, AND PREFER FLYING TO WALKING. THEY GLOW LIKE A FIREFLY AT ALL TIMES, THE COLOR CHANGING WITH THEIR MOOD, WHICH MAKES THEM HIGHLY VISIBLE. THIS LIGHT CAN BE CONSIDERED EQUIVALENT OF A TORCH. WHEN VERY ANGRY, THIS GLOW HEATS UP TO ABOUT 300 DEGREES CENTIGRADE, AND CAN CAUSE ONE PIP OF DAMAGE/HIT. THIS HOT PLASMA CONDITION LASTS FOR ONE TO SIX MELEE ROUNDS MAX. (*NOTE* THEY WILL NEVER GET THIS ANGRY AT SOMEONE THEY ARE ATTACHED TO, BUT WILL USUALLY FIND SOME THING ELSE TO VENT THE ANGER UPON.)

IN ORDER TO COMMUNICATE WITH PIXIES, ONE MUST CAST THE EQUIVALENT OF A SPEAK LANGUAGES SPELL OVERLAID WITH READ MAGIC. ESP HAS ONLY A 10% CHANCE OF WORKING PER TURN. AFTER ASSOCIATING WITH A PIXIE ON A REGULAR BASIS FOR OVER 2 GAME MONTHS, YOU CAN PICK UP "SIMPLE" MESSAGES WITHOUT RECOURSE TO MAGIC, BECAUSE THE PIXIE IS DOING ALL THE WORK.

PIXIES ENHANCE MAGIC AT ALL TIMES TO THE EXTENT THAT ANYONE WITHIN TEN FEET HAS THEIR SAVING THROW AGAINST MAGIC DECREASED BY TWO, BUT ALSO ANY MAGIC COMING OUT OF THIS 10 FOOT RADIUS WILL HAVE THE EFFECT OF WORKING AT +2. PIXIES ARE +4 WHEN THROWING CHARM SPELLS, BUT ALSO SAVE AT -4 WHEN SAVING AGAINST CHARM SPELLS DIRECTED AT THEMSELVES.

[illegible]

PIXIES BY THEIR NATURE ARE VERY SELF-CENTERED, TEMPERMENTAL AND NARCISSIC. THEY CAN BECOME SO OCCUPIED WITH THEMSELVES THAT THEY CAN BE CAPTURED MERELY BY BEING APPROACHED SILENTLY FROM BEHIND, AND IF WELL TREATED (AND FLATTERED) CAN BECOME SOMEWHAT ATTACHED TO A PLAYER CHARACTER. (NOTE-THEY HAVE A SPECIAL AFFINITY FOR ELVES OF THE OPPOSITE SEX) THEY CAN USE MAGICAL SPELLS, BUT ONLY DEFENSIVE SPELLS, CHARMS AND DETECTS UP TO THE THIRD LEVEL, THEY CANNOT USE GROUP DEFENSE SPELLS UNTIL THEY THEMSELVES ARE AT SIXTH LEVEL.

THESE CREATURES MAY CARRY UP TO 10 GP (TWICE THEIR WEIGHT) IF THE ITEM IS NO LARGER THAN A BASEBALL. TREAT PIXIES AS IF THEY HAD A STRENGTH OF 1 - IT IS VERY DIFFICULT FOR THEM TO MOVE ANYTHING THAT WEIGHS MORE THAN 15GP, UNLESS IT IS A LIFE-OR-DEATH SITUATION WHEREUPON THEY CAN MOVE UP TO 150GP FOR ABOUT 10 SECONDS.

 * NEW MONSTER/CHARACTER TYPE - ANDROIDS (BIONIC) - DRAFT *

ALIGNMENT: ANY..... APPARENT SEX: ANY, BOTH, NEITHER, ETC..... NON-MAGICAL
 PRIME REQUISITES: STRENGTH=17 MINIMUM, CONSTITUTION=17 MINIMUM
 * NO AUGMENTATION * CLASS: FIGHTERS, ASSASSINS ONLY
 * UNABLE TO USE MAGIC OF ANY SORT *

THESE CREATIONS ARE "BIONIC" ROBOTS, POWERED BY AN ENERGY SOURCE WITHIN THEM WHICH IS RECHARGED BY ENERGY ABSORPTION THROUGH THE SKIN, MOSTLY IN THE VISIBLE THROUGH LOW INFRARED WAVELENGTHS. DUE TO THEIR HIGH NEED FOR ENERGY INPUT, THEY CAN WEAR NO ARMOR EXCEPT HELMS, AND ARE SO EFFICIENT AT ABSORPTION, THEY TAKE ONLY HALF DAMAGE FROM ENERGY WEAPONS AND SPELLS SUCH AS FIREBALLS, LIGHTNING BOLTS, ETC. IF AN ANDROID IS CUT OFF FROM AN ENERGY SOURCE FOR MORE THAN 12 HOURS, IT WILL GO INTO A "MAINTENANCE" MODE, WHICH IS BASICALLY A SHUTDOWN WITH ONLY ENOUGH ENERGY USED TO KEEP THEIR CRYSTAL "BRAINS" ACTIVE. THEY CAN REMAIN IN THIS STATE FOR ABOUT 100 YEARS BEFORE THE CRYSTAL DETERIORATES, CAUSING THE ANDROID, WHEN IT IS REVIVED BY EXPOSURE TO ENERGY, TO BE "BRAIN DAMAGED" AND UNPREDICTIBLE IN ITS ACTION/REACTIONS. (REFERENCE CHART BELOW)

AN ANDROID, WHEN CONSTRUCTED, IS PROGRAMMED TO DEVELOP HEURISTICALLY ALONG LINES SET DOWN BY ITS CREATOR, AND THUS MAY HAVE AN EFFECTIVE ALIGNMENT IN SOME CASES, ALTHOUGH THEY ARE USUALLY INDISTINGUISHABLE FROM HUMANS, SPELLS SUCH AS DETECT ALIGNMENT, GOOD, LIFE, ETC. WILL GET A "NULL" RESPONSE. IF SOMEONE WISHES TO START AN ANDROID AS A PLAYER CHARACTER, IT IS SUGGESTED THAT THEY BE FOUND "ABANDONED" OR WANDERING, WITH A 10% CHANCE OF BEING BRAIN DAMAGED, SINCE IT IS VERY UNLIKELY THAT THEY WOULD ESCAPE CONTROL OF THEIR CREATORS. (INSTRUCTIONS ON HOW TO AVOID THE "FRANKENSTIEN" EFFECT ARE IN THE PROGRAMMING MANUAL)

AS AN ANDROID GAINS EXPERIENCE, HE IS GRADUALLY PROGRAMMING HIMSELF AND LEARNING THROUGH EXPERIENCE HOW HE WORKS, AND HOW TO IMPROVE UPON HIMSELF. ANDROIDS CAN BE CONSIDERED AS SELF AWARE, FREE WILLED INDIVIDUALS IN MOST CASES SINCE THEY ARE FORCED TO OBEY ONLY CERTAIN DIRECT ORDERS OR EXPLICIT PROGRAMMING (IE: KILL LAWFULS) IN ALL OTHER AREAS OF ACTION THEY ARE ON THEIR OWN. THIS IS A BY-PRODUCT OF THE COMPLICATED "BRAIN" CRYSTAL REQUIRED FOR THEM TO FUNCTION AT ALL. A POINT TO BE STRESSED IS THAT WHILE THEY SEEM TO BE ORDINARY HUMANS, THEY DO NOT THINK, AND ARE NOT ALIVE. ESP AND SUCH SPELLS DO NOT WORK ON THEM, THEY HAVE NO "MINDS" TO CONTROL, AND MOST MAGICAL ITEMS WILL JUST IGNORE THEM SINCE THEY ARE NOT ALIVE.

WHEN AN ANDROID HAS GAINED ENOUGH EP'S TO GO UP A LEVEL, HE WILL EITHER DECIDE TO DO SO, IMPROVING HIS BODY (1-4) OR IMPROVE HIS "MIND" (5-6) ON A D6 ROLL. IF HE DECIDES THE LATER, HE WILL NOT GO UP A LEVEL, BUT DROP DOWN TO 1 POINT INTO HIS CURRENT LEVEL, AND INCREASE ONE OF HIS CHARACTERISTICS BY +1, AT RANDOM. (BY MINOR REPROGRAMMING OR IMPROVED "MIND" TO BODY CONTROL)

WHEN AN ANDROID DOES, HOWEVER DECIDE TO GO UP A LEVEL, HE MUST SPEND THE GP'S LISTED IN THE TABLE BELOW TO IMPROVE HIS HIT DICE, ARMOR CLASS, SPEED AND STRENGTH.

ANDROIDS, HAVING NO "BRAIN" AS SUCH IS IMMUNE TO ALL MAGICAL SPELLS WHICH WOULD EFFECT ONE SUCH AS PHANTASM, CONFUSION, SLEEP, ETC. HOWEVER THEY HAVE NO SAVING THROW VERSUS PHYSICAL SPELLS. THE BEST

WE CAPTURED HERSELF BY BEING APPROACHED SILENTLY FROM BEHIND, AND IN
WELL THEREAFTER (AND PLANNED) CAN BECOME SUMMARY ATTACHED TO A NARRATIVE
REMARKS. (NOTE- THEY HAVE A SPECIAL AFFINITY FOR SILENTLY APPROACHING
THEY CAN USE MAGICAL SPELLS ONLY DEFENSIVE SPELLS OF ARMS AND

THESE COULD BE USED TO KILL A PERSON. THE ITEM IS NO LARGER THAN A BASEBALL. TREAT MIXER AS IF THEY HAD A STRENGTH OF 1 - IT IS VERY DIFFICULT FOR THEM TO MOVE ANYTHING THAT WEIGHS MORE THAN 1000, UNLESS IT IS A LIFE-OR-DEATH SITUATION. THEREFORE THEY CAN MOVE UP TO 1000 LBS. ABOUT 10 SECONDS.

* 1945 - (1945) - 1945 *****

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ALONG LINES SET DOWN BY ITS CREATOR, AND THUS MAY HAVE AN EFFECTIVE ALIGNMENT IN SOME CASES, ALTHOUGH THEY ARE USUALLY INDISCERNIBLE FROM HUMANS. SUELS SUCH AS DETECT ALIGNMENT, GOOD LIFE, ETC. WILL NOT BE RECORDED. IS SOMEONE WISE TO TREAT AN ANDROID AS A

[illegible]

AND INCREASE ONE OF HIS CHARACTERISTICS BY +1, AT RANDOM. (BY MIND)
MIND: ON A LEVEL, BUT DROP DOWN TO 1, PRINT INTO HIS CURRENT LEVEL,
-15 "MIND" (-1) ON A 0-99. IF HE DECIDES THE LATER, HE WILL
-15 "MIND" (-1) ON A 0-99. IF HE DECIDES THE LATER, HE WILL

THEY CAN DO IS ABSORB 1/2 THE ENERGY THROWN AT THEM. (THIS ASSUMES THAT A FIREBALL IS A REAL BALL OF FIRE CONJURED INTO EXISTANCE.)

***** ANDROIDS - ABILITIES AND LEVELS *****						
LEVEL	EXPERIENCE	GOLD PIECES	HIT	STRENGTH &	ARMOR	
ATTAINED	NEEDED	NEEDED	DIE	MOVE BONUS	CLASS	
*****	*****	*****	*****	*****	*****	*****
FIRST	0	0	3D6	-		9
SECOND	4,000	2,000	5D6	-		8
THIRD	8,000	4,000	6D6	+1		7
FOURTH	16,000	8,000	9D6	+1		6
FIFTH	32,000	16,000	11D6	+2		5
SIXTH	64,000	32,000	13D6	+2		4
SEVENTH	128,000	64,000	15D6	+3		3
EIGHTH	256,000	128,000	17D6	+3		2
NINTH	512,000	256,000	19D6	+4		1

AND SO ON. *NOTE* EXAMPLE - THE ANDROID (OR SOMEONE) MUST PAY A TOTAL OF 2,000+4,000+8,000=14,000 GP'S TO GET AN AN ANDROID BUILT UP TO L4.

ANDROIDS REPAIR DAMAGE AT THE RATE OF ONE HIT POINT PER DAY, AND CLERICAL "CURES" HAVE NO EFFECT. IF MAJOR DAMAGE IS SUSTAINED, THE ANDROID OR AN ANTI-MAGIC USER MUST SPEND 100GP PER HIT POINT PLUS 3 HOURS EFFORT PER HIT POINT TO REPAIR SEVERED LIMBS, HUGE GASHES, ETC. THIS REQUIRES A SIZABLE LABORATORY (COST=5,000 GP'S MIN) AND ACCESS TO RAW MATERIALS SUCH AS METALS, CHEMICALS, ETC.

THE COLUMN "STRENGTH BONUS" IS THE NUMBER OF STRENGTH POINTS ADDED TO THE NATURAL ROLL OF THE ANDROID. THE ANDROID DOES NOT GET GREYHAWK BONUS ROLLS ON STRENGTH AT ANY TIME. AN ANDROID WHICH STARTED WITH THE MINIMUM STRENGTH (17) WHO ALWAYS "DECIDED" TO GO UP LEVELS WOULD HAVE A 17+1=18 STRENGTH AT L3, A 17+1+1=19 AT L4. A 17+1+1+2=21 STRENGTH AT L5, ETC. AT 9TH LEVEL THIS ANDROID WOULD HAVE 19 HIT DIE, A NATURAL ARMOR CLASS OF 1, AND A STRENGTH OF 34.

THIS COLUMN IS USED IN THE SAME WAY TO INCREASE AN ANDROID'S MOVE FACTOR, SO IF HE STARTED WITH A MOVE OF "6", AT NINTH LEVEL HE WOULD HAVE A MOVE OF 6+(1+1+2+2+3+3+4)=22.

SINCE ANDROIDS ARE "BUILT" THERE ARE NO RESSURECTIONS PER SE. ONE COULD, HOWEVER REMOVE THE BRAIN CRYSTAL FROM THE CHEST CAVITY, AND HAVE A TENTH LEVEL OR ABOVE ANTI-MAGIC USER BUILD A NEW BODY TO INSTALL IT IN--IF THE CRYSTAL WASN'T DESTROYED WITH THE ANDROID (60% CHANCE), -- IF YOU ARE ABLE TO GIVE HIM THE 100,000 GP'S FOR MATERIALS, AND LABOR FOR THE 6 MONTHS IT WOULD TAKE HIM TO DO IT, AND THEN YOU WOULD HAVE A NICE FIRST LEVEL ANDROID, WHICH SINCE ALL POWER HAS BEEN REMOVED TO THE BRAIN CRYSTAL HAS A 50% CHANCE OF BEING BRAIN DAMAGED. A FULL WISH COULD, HOWEVER ACT AS A RESSURECT.

AN ANDROID HAS PROGRAMMED INTO IT A "SURVIVAL" INSTINCT, BUT IF HOPELESSLY DOOMED MAY TRY A "FINAL STRIKE" WITH HIS POWER PACK, DOING TWICE HIS HIT DICE OF DAMAGE TO EVERYTHING WITHIN THE RADIUS OF HIS HIT DICE IN (DUNGEON) INCHES. IE; A NINTH LEVEL ANDROID BLOWING HIS POWER PACK WOULD DO 38 DICE OF DAMAGE TO EVERYTHING WITHIN 19 INCHES (190 FEET) THIS WOULD USUALLY TAKE OUT A FEW WALLS, ETC. SINCE THIS IS NON-MAGICAL DAMAGE, THE ONLY "SAVING THROW" APPLICABLE IS THAT THERE IS ONLY A 70% CHANCE THAT HE CAN SUCESSFULLY DO A FINAL STRIKE, AND IF HE DOESN'T MAKE IT, HE WILL VAPORIZE COMPLETELY, DOING NO DAMAGE

THE FOLLOWING CHART IS USED TO DETERMINE THE TYPE AND EXTENT OF "BRAIN" DAMAGE. ROLL A D10.

ROLL	EFFECT
****	*****
01	WISDOM DAMAGE - MINUS 1-10 WISDOM POINTS - WILL NOT GO BELOW 3
02	INTELLIGENCE DAMAGE - MINUS 1-10, AS ABOVE
03	BERSERKER - HAS 75% CHANCE THAT IN COMBAT WILL ATTACK EVERYONE
04	PARANOID - SUSPICIOUS OF EVERYONE AND EVERYTHING
05	COWARD - MOTTO IN "LIFE" IS RUN AWAY
06	TELEPATHIC - CAN READ MINDS 60% OF TIME IF DESIRED
07	ESP/PSI JAMMER - 1 TO 6 PIPS/TURN DAMAGE TO PSI'S WITHIN 10"
08	AMNESIA - DOES'NT KNOW HE'S AN ANDROID. (OR MUCH ELSE)
09	EGO WIPEOUT-WILL TAKE ON THE PERSONNA OF FIRST PLAYER MET.
10	MEMORY CLEARED - MUST BE BROUGHT UP FROM 0TH LEVEL AS A CHILD
*****	WISDOM AND INTELLIGENCE CANNOT BE TAKEN BELOW THREE *****

WHENEVER AN ANDROID GOES UP A LEVEL HE HAS A 5% CHANCE OF REPAIRING ANY BRAIN DAMAGE EXCEPT #10 - MEMORY WIPEOUT, IT TAKES

$$(\mathbf{I} - \mathbf{A})^{-1} = \mathbf{I} + \mathbf{A} + \mathbf{A}^2 + \mathbf{A}^3 + \dots$$
[illegible]

2.000+4.000+8.000=14.000 GR'S TO GET AN ANDROID BUILT UP TO 14.

[illegible]

THE COLUMN "STRENGTH IN HUNDREDS" IS THE NUMBER OF STRENGTH POINTS
ADDED TO THE NATURAL BOLT OF THE ANDROID. THE ANDROID DOES NOT GET
GREATER BONUS BOLT OR STRENGTH AT ANY TIME. AN ANDROID WHICH
STARTED WITH THE MINIMUM STRENGTH (12) HAS ALWAYS "12" IN COLUMN
LEVELS WOULD HAVE A TYPICAL STRENGTH AT LEVEL 1. THIS ANDROID WOULD HAVE
A NATURAL STRENGTH OF 12 AND A STRENGTH OF 12.

THIS COLUMN IS USED IN THE SAME WAY TO INCREASE AN ANDROID'S
MOVE FACTOR, SO IF HE STARTED WITH A MOVE OF "0", AT NINTH LEVEL HE
WOULD HAVE A MOVE OF $6(1+1)+3(7+1)=90$.

THE BRAIN DAMAGE, IT A RULE WITH COULD, HOWEVER NOT AS A PRODUCT.
POWER HAS BEEN REMOVED) TO THE BRAIN CYTAL HAS A 50% CHANCE OF
AND THEN YOU WOULD HAVE A NICE FIRST LEVEL ANDROID, WHICH SINCE ALL
MATERIALS AND LABOR FOR THE 6 MONTHS IT WOULD TAKE HIM TO DO IT,
(YOUR CHANCE) -- IF YOU ARE ABLE TO GIVE HIM THE 100,000 G'S FOR
TO INSTALL IT IN--IF THE CRYSTAL WASN'T DESTROYED WITH THE ANDROID
AND HAVE A NICE LEVEL OF BODY, ANTI-AGING, I-R, WOULD A NICE BODY
ONE COULD, HOWEVER, MOVE THE AIR CRYSTAL FROM THE EARLY CAVITY,
SINCE ANDROIDS ARE BUILT IN THE EARLY AND NOT IN THE EARLY CAVITY, PER SE.

NO IF HE GUNNED BACK AT HIM, HE WILL VIBRATE. ONLY BY LYING ON DAMA
IS ONLY A 20% CHANCE THAT HE CAN SURVIVE IN A FINAL STRIKE,
IS KINETIC DAMAGE, THE ONLY WEAPON THROWN AND IT IS THAT
(100 FEET) THIS WOULD USUALLY TAKE A FEW WALLS TO. SINCE THIS
POWER BACK WOULD DO 20 FEET OF DAMAGE TO EVERYTHING WITHIN 10 INCHES
TWICE. HIS HIT OF DAMAGE TO EVERYTHING WITHIN THE RADIUS OF HIS
HOBLESSLY BOOMED MAY TRY A FINAL STRIKE WITH HIS POWER BACK, GOING
AN ANDROID HAS 2000 AMPS. IT IS A "WALL VIBRANT" INSTINCT. OUT IF

THE FOLLOWING CHART IS USED TO DETERMINE THE TYPE AND EXTENT OF
"CORROSION DAMAGE". ROLL A D10.

[illegible]

ABOUT 2 GAME YEARS TO REPROGRAM A MEMORY WIPED ANDROID, BUT YOU CAN PROGRAM HIM TO YOUR ALIGNMENT, MORALITY, ETC.

NOTES: THESE RULES WERE DESIGNED IN AN ATTEMPT TO PUT IN A HIGH POWERED CHARACTER TYPE WHO HAS PLENTY OF FLAWS AND WEAKNESSES. ANDROIDS, LIKE HOKAS ARE INTENDED BASICALLY TO COMPLICATE MATTERS, AND MAKE THE GAME LESS PREDICTIBLE. TO ROLL AN ANDROID, YOU USE UP AN EXCELLENT ROLL FOR A FIGHTER, BUT I THINK YOU WILL ENJOY THE CHALLENGE OF PLAYING AN ANDROID IN AN ACCURATE MANNER.

*****END OF DRAFT*****

MY FIRST ANDROID HAS AN INTELLIGENCE OF 9 AND A WISDOM OF THREE. HE IS A SANDMAN (SEEKER 5) WHO HAS BEEN CHASING A RUNNER FOR ABOUT 100 YEARS, THROUGH ALL THE UNIVERSES, HE KEEPS ASKING TO LOOK AT THE PALMS OF PEOPLE HE MEETS. HE IS DEFINITELY BRAIN DAMAGED, AND I FIGURE WHEN HE GETS HIS WISDOM UP TO 10, HE WILL REALIZE HE'S LOST THE RUNNER AND TRY TO RETURN TO THE CITY. (REFERENCE: LOGAN'S RUN)

* WANDERING MUTTERS * (PURELY PERSONAL COMMENTS ON D&D PLAYTESTING)

** WHY CHANGE THE LAWS OF "NATURE" ** JUST BECAUSE YOU ARE OPERATING INDOORS INSTEAD OF OUTDOORS? WHY SHOULD A SPELL (OR ANYTHING) HAVE A GREATER RANGE? YES, I KNOW GYGAX SAYS SO, BUT IT SEEMS AN AWFULLY ARTIFICIAL WAY TO TRY TO BALANCE THE GAME, AND BESIDES IT SEEMS THAT MU'S WOULD BE MORE BALANCED, AND LESS OF A THREAT TO WHOLE ARMIES IF THE "DUNGEON" RANGE ON SPELLS WERE ALSO THE MAXIMUM RANGE OUTDOORS.

** A NON-MAGICAL SWORD ** WHICH IS NONE THE LESS A FEARSOME WEAPON HAS BEEN WANDERING ABOUT MY DUNGEON. IT IS A STEEL SWORD, WITH THE CUTTING EDGE MADE OF TITANIUM. TITANIUM IN THE PURE METAL FORM (SUCH AS USED ON THE STABILIZERS OF PHANTOM F4 JETS) HAS THE UNUSUAL CHARACTERISTIC OF PREVENTING BLOOD FROM COAGULATING TO HEAL A CUT MADE BY A TITANIUM EDGE. SOMEONE HIT BY THIS SWORD LOSES 1 HP/TURN/CUT EXTRA UNTIL THE CUT IS EITHER CLEANED BY SCRUBBING WITH STEEL WOOL (MODERN MEDICAL PRACTICE) OR THE EDGES OF THE WOUND HAVE BEEN CUT AWAY (DOING AN EXTRA D6 DAMAGE), OR A "CURE CRITICAL WOUND" SPELL HAS BEEN APPLIED. THE SPELL WILL ONLY CLOSE THE WOUND, NOT ADD HIT POINTS. SINCE PURE TITANIUM IS HARDER THAN HELL TO REFINE, IT IS SUGGESTED THAT THE NUMBER OF THESE SWORDS BE RESTRICTED TO ONE PER WORLD, BEING USED BY A MONSTER OR SOMEONE.

** RAISE DEAD FULLY ** WHEN PERVERTED TO THE ANTI-CLERICAL USE SHOULD NOT BE A NON SAVING THROW FINGER OF DEATH, BUT RATHER A "DROP DEAD FULLY" SENDING THE VICTIM TO NEVER-AGAIN-LAND IF HE BLOWS HIS SAVING THROW, THUS PUTTING THE VICTIM BEYOND REACH OF RESSURECTS, REINCARNATES, AND EVEN WISHES. A NST FINGER OF DEATH GIVES A LOUSY 17TH LEVEL ANTI-CLERIC THE ABILITY TO KILL *ANYTHING* IF HE CAN GET A SURPRISE ROUND ON HIS OPPONENT. (HEY, LETS GO OFF ORCUS, THEN THE CHROMATIC DRAGON...)

** PSIONIC ABILITIES ** AS PRESENTED IN ELDRICH WIZARDRY ARE TOO SCREWED UP AND IN MY OPINION UNPLAYABLE TO BE OF ANY USE IN ANY OF THE UNIVERSES THAT I AM CURRENTLY RUNNING. WHEN I HAVE THE TIME TO REWRITE THE PSI MELEE SYSTEM, OR SEE IT DONE IN A WAY THAT YOU DON'T HAVE TO PLAY IT WITH TABLES SCATTERED ALL OVER THE ROOM, I MIGHT USE IT.

** NEUTRAL CLERICS ** HAVE LONG BEEN A SUBJECT OF DEBATE IN D&D CIRCLES AND HAVE BEEN WRITTEN UP BY AT LEAST A DOZEN PEOPLE. I AM CURRENTLY PLAYTESTING A N/C WHO USES EITHER VERSION OF THE CLERICAL SPELLS AVAILABLE TO HER BECAUSE SHE IS A FOLLOWER OF A "NEUTRAL GOD", SENT OUT ON A QUEST THE PURPOSES AND ENDS OF WHICH SHE HAS NOT BEEN TOLD OF. THE HITCH IS, THAT TO GO UP A LEVEL, SHE NEEDS TWICE THE EP'S OF EITHER HER LAWFUL OR CHAOTIC COUNTERPARTS.

** WHEN GENERATING MULTIPLE CHARACTERS ** SUCH AS A FIGHTER/MAGIC-USER, I HAVE FOUND IT USEFULL TO GIVE THEM THE ABILITIES OF BOTH CATEGORIES AT EACH LEVEL, WITH THE NUMBER OF EP'S NEEDED FOR EACH LEVEL BEING THE SUM OF THE EP'S NEEDED FOR EACH OF THE CATEGORIES. I ALSO RESTRICT COMBINATION CHARACTERS TO NEEDING AT LEAST 17 IN BOTH PRIME REQUISITES.

** NONFUNC AND DEFUNC LEVELS ** WHICH I AM CURRENTLY PLAYTESTING ARE RUN SO THAT A CHARACTER CAN GET TO HIS NUMBER OF HIT DICE INTO THE MINUS HIT POINT CATEGORY, BUT LOSES AN EXTRA POINT FOR EACH FULL TURN THAT HE IS WITHOUT FIRST AID - AS AN EXAMPLE, KRONK, A FIGHTER WITH 6 HIT DIE, CURRENTLY WITH 5 HIT POINTS LEFT TAKES 6 POINTS OF DAMAGE. THIS PUTS

...THEY WERE DESIGNED IN AN ATTEMPT TO PUT IN A HIGH
...THESE RULES WERE DESIGNED IN AN ATTEMPT TO PUT IN A HIGH

NOTED: THESE RULES WERE DESIGNED IN AN ATTEMPT TO PUT IN A HIGH
...THESE RULES WERE DESIGNED IN AN ATTEMPT TO PUT IN A HIGH
...THESE RULES WERE DESIGNED IN AN ATTEMPT TO PUT IN A HIGH

*****END OF DRAFT*****

MY FIRST ANDROID HAS AN INTELLIGENCE OF 3 AND A WISDOM OF THREE.
HE IS A SANDMAN (SEKER) WHO HAS BEEN CHASING A RUNNER FOR ABOUT 100
YEARS, THROUGH ALL THE UNIVERSES. HE'S ASKING TO LOOK AT THE RULES
TO PEOPLE HE MEETS. HE IS DEFINITELY TREATING DAMAGE, AND I FIGURE WHAT
HE GETS HIS MIND UP TO IS TO SEE WHAT HE CAN GET THE SANDMAN TO
TRY TO RETURN TO THE CITY. (RE-ENTER: LONAN'S RUN)

* WANDERING MUTTERS * (MURDERLY PERSONAL COMMENT ON PLAYING)

** WHY CHANGE THE LAWS OF "NATURE" ** JUST BECAUSE YOU ARE PLAYING
INDOORS INSTEAD OF OUTDOORS? WHY SHOULD A SPELL (OR ANYTHING) HAVE
A GREATER RANGE? YES, I KNOW GYAX SAYS NO, BUT IT SEEMS AN AWFULLY
ARTIFICIAL WAY TO TRY TO BALANCE THE GAME, AND BESIDES IT SEEMS THAT
MUTTS WOULD BE MORE BALANCED, AND LESS OF A THREAT TO WHOLE ARMIES IF
THE "DUNGEON" RANGE ON A SPELL WAS ALL THE WAY INTO THE DUNGEON.
...A NON-MAGICAL... WHEN I DON'T HAVE A WEAPON WEAPON...
...WANDERING ABOUT MYSELF... IT IS A SPELL... WITH THE
EDGE MADE OF TITANIUM, TITANIUM IN THE PURE METAL FORM (SUCH AS USED ON
THE STABILIZERS OF PHANTOM FOR JETS) HAS THE UNUSUAL CHARACTERISTIC OF
CONVERTING BLOOD FROM COAGULATING TO HEAL A CUT MADE BY A TITANIUM EDGE.
SOMEONE HIT BY THIS SWORD LOSES A HEMORRHAGE CUT EXTRA UNTIL THE CUT IS
EITHER CLEANED BY SCOURING, OR THE TITANIUM METAL HEALS IT.
THE EDGES OF THE SWORDS HAVE BEEN CUT AWAY, LEAVING AN EXTRA TITANIUM
"CURSE" GATEWAY... THE SWORDS ARE... THE SWORDS ARE...
CLOSE THE WOUND, NOT ALL BLOOD... AND THE TITANIUM IS HEALING THE
HELL TO REFINE, IT IS SUGGESTED THAT THE NUMBER OF THESE SWORDS BE
RESTRICTED TO ONE PER WORLD, BEING USED BY A MONSTER OR SOMEONE.

** RAISE DEAD FIRST ** WHEN REVERTED TO THE ANTI-CRITICAL USE SHOULD
NOT BE A NON SAVING THING... BUT... A NON SAVING
FULLY SAVING THE VICTIM TO REVERSAL... LEAVING THE FLOWER HIS SAVING
THROUGH PUTTING THE VICTIM... LEAVING THE FLOWER HIS SAVING
AND THEN WISHES... A NON SAVING... LEAVING THE FLOWER HIS SAVING
CLERIC THE ABILITY TO KILL ANYTHING* IF HE CAN GET A SURPRISE ROUND
ON HIS OPPONENT. (HEY, LET'S GO OFF ORCUS, THEN THE CHRONOMATIC DRAGON...)
** PSIONIC ABILITIES ** AS PRESENTED IN FLORISH WIZARDRY ARE TOO SCATTERED
UP AND IN MY OPINION UNPLAYABLE TO BE OF ANY USE IN ANY OF THE UNIVERSES
THAT I AM CURRENTLY RUNNING. WHEN I HAVE THE TIME TO REWRITE THE ENTIRE
MELER SYSTEM, OR AT LEAST IT SEEMS TO ME THAT YOU DON'T HAVE TO PLAY IT
WITH TABLE SCATTERS ALL OVER THE PLACE, I MIGHT DO IT.

** NEUTRAL CLERICS ** HAVE LONG BEEN A SUBJECT OF DEBATE IN D&D CIRCLES
AND HAVE BEEN WRITTEN UP BY AT LEAST A DOZEN PEOPLE. I AM CURRENTLY
PLAYTESTING A NEW VERSION OF THE CLERICAL SPELLS
AVAILABLE TO HER BECAUSE SHE IS A FRIEND OF A "MUTT" THAT I
ON A QUEST THE PUNDS AND ENDS TO WHICH SHE HAS NOT BEEN TOLD OF. THE
HITCH IS, THAT TO GO UP A LEVEL, SHE MUST TAKE THE HITS OF EITHER A
LARGE OR CHAOTIC COUNT RATE.

** WHEN GENERATING MULTIPLE CHARACTERS ** SUCH AS A FIGHTER/MAGIC-USER,
I HAVE FOUND IT USEFUL TO GIVE THEM THE ABILITIES OF BOTH CATEGORIES
AT EACH LEVEL, WITH THE NUMBER OF EACH NEEDED FOR EACH LEVEL BEING THE
SUM OF THE EP'S NEEDED FOR EACH CATEGORY. I DO NOT RECOMMEND
COMBINATION CHARACTERS TO BE USED AT ALL IN THIS SYSTEM, BECAUSE
** RUNNING AND DEIVING ** ** ** ** ** ** ** ** ** **
RUN SO THAT A CHARACTER CAN GET TO HIS NUMBER OF HIT DICE INTO THE MIDDLE
ALL POINT CATEGORIES, BUT LOSES AN EXTRA POINT FOR EACH ROLL THAT
IS WITHOUT FIRST AID - AS AN EXAMPLE, KNOWING A FIGHTER WITH 6 HIT DICE,
CURRENTLY WITH 5 HIT POINTS LEFT TAKES A COINTEGRAL DAMAGE, THIS BUT

HIM AT -1 HIT POINTS. HE IS UNCONSCIOUS AT ZERO, AND AS LONG AS HE IS AT CR BELOW ZERO, HE IS GOING TO LOSE ONE MORE PER TURN UNTIL HE REACHES MINUS 6, AT WHICH TIME HE IS DEAD. THIS MAKES FOR SOME INTERESTING SCENERIOS WHERE PEOPLE ARE BATTLING DESPERATELY TO RETRIEVE A MEMBER OF THE PARTY SOON ENOUGH TO HEAL THEM. IN ALMOST ALL REAL-LIFE BATTLES THAT I HAVE HEARD OF, THERE ARE ALWAYS A LOT OF UNCONSCIOUS AND DYING BODIES LAYING AROUND, AND THIS SEEMS TO SIMULATE THIS QUITE WELL.

**** CIRCLE OF SILVER **** NON-SPELL, USABLE BY ANYONE, IS A TALISMATIC SPELL WHERE A CIRCLE OF SILVER COINS (1000 PER 10 FOOT RADIUS) IS PLACED AROUND AN AREA WHICH YOU WISH TO PROTECT FROM LYCANTHROPEs. CERTAIN TYPES OF LYCANTHROPEs (DM'S CHOICE) MAKE A SAVING THROW VS PHANTASM, OR CANNOT CROSS THE CIRCLE. PACK ANIMALS SHOULD MAKE ONE SAVING THROW FOR THE WHOLE PACK.

**** MAGIC AND CLERICAL MIRACLES **** ARE BASICALLY INCOMPATIBLE IN MOST OF THE LONG BEACH AREA DUNGEONS. WHILE THE RATIONALE BEHIND THIS VARYS, THE DIFFERENCE CAN BE SEEN IN THAT WE CONSIDER MOST MAGIC ITEMS AS ENCHANTED, BLESSED OR "HOLY", AND AS A RULE, A CLERIC CANNOT USE ITEMS A MAGE CAN USE AND VICE VERSA.

**** RESSURECTS **** ASIDE FROM BEING TO PLENTIFUL OR CHEAP IN MANY WORLDS CAN CAUSE SOME PROBLEMS. THERE ARE SOME TYPES WHOS LIVES GOAL IS TO GO OUT IN A BIG BLOODY BATTLE, AND WOULD PROBABLY TRASH ANYONE WHO HAD THE BAD TASTE TO RESSURECT THEM. MOST LONG BEACH DM'S PLAY THAT IF A CHARACTER BLOWS THE CONSTITUTION BASED ROLL ON RESSURECT PROBABILITY, IT IS BECAUSE THE SOUL DOESN'T WANT TO COME BACK, SO A CHARACTER ONLY BLOWS THIS ROLL ONCE, AND OFF TO NEVER-AGAIN-LAND. SUCH CHARACTERS WOULD PROBABLY BE VERY OFFENDED IF YOU REINCARNATED THEM.

**** FULL WISH STORIES **** ONCE, THERE WAS IN A LONG BEACH DUNGEON A MONSTER WHICH SAT IN A LARGE ROOM AT THE INTERSECTION OF TWO CORRIDORS, USING ITS FOUR MOUTHS TO SIMULATE SECTIONS OF THE CORRIDOR, SWALLOWING WHOLE PARTIES AT A TIME - WITH THIER TREASURE. EVENTUALLY SOMEONE FOUND A RING WITH THREE WISHES. THE FIRST WISH WE USED WAS THAT SAID MONSTER BE TRANSPORTED TO THE HEART OF THE SUN. THIS STRAINED EVEN A FULL WISH, BUT HALF WAY WAS GOOD ENOUGH. FORTUNATELY, HOWEVER, ONLY THE ACTUAL BODY OF THE MONSTER (DUE TO THE FUSSY PHRASING OF THE WISH) WAS TRANSPORTED, AND THE GOLD AND OTHER TREASURE WHICH IT HAD SWALLOWED REMAINED BEHIND. THE SECOND WISH WAS SIMPLY TO TELEPORT THE TREASURE TO A SPECIFIC PLACE, AND FOR THE THIRD WISH WE HAD OURSELVES PORTED OUT SAFELY.

THIS MONSTER HAD BEEN HAPPILY MUNCHING PARTIES FOR A FEW HUNDRED YEARS, AND HAD QUITE A LOT OF TREASURE ACCUMULATED IN ITS GULLET. AS A MATTER OF FACT EVERYONE IN THE PARTY WALKED (?) OFF WITH 32,341,245 GP EACH. NEEDLESS TO SAY, THIS TYPE OF ADVENTURE DOESN'T HAPPEN VERY OFTEN, BUT IT MAY SHOW SOME OF THE DIFFICULTIES OF PLACING GP VALUES ON WISHES. AFTER ALL, WHAT DO 3 MASS TELEPORT SPELLS COST? LESS THAN 32M.

**** EXPERIANCE POINTS **** I AM CURRENTLY USING THE FOLLOWING FORMULA TO CALCULATE EP'S: MONSTERS HIT DICE, SQUARED, TIMES ONE HUNDRED, PLUS ONE EP FOR EACH GP ACTUALLY CARRIED OUT. THE EP'S FOR MONSTERS IS DIVIDED BY LEVEL BUT THE EP'S FOR THE GP'S IS NOT. MAGICAL TREASURE IS IT'S OWN REWARD/CURSE. EXPERIANCE IS DIVIDED EVENLY BY THE WHOLE PARTY, BECAUSE THAT IS THE FAIR WAY TO DO IT. (ONCE A WHOLE PARTY WAS SAVED BY A 2ND LEVEL COURTISAN WHC JUMPED OUT IN FRONT OF A CHAOTIC PARTY LED BY A EHP, AND MAKING A QUICK "HEY BIG BOY" FLIRT AT THE GUY, TURNING HIM OFF, AND WEAKENING HIS SAVING THROW JUST ENOUGH FOR A HOLD PERSON TO GET HIM. OTHER EXAMPLES ARE WHEN A THIEF ON LOOKOUT SAVES EVERYONE BY SOUNDING THE ALARM WHEN HE NOTICES AN AMBUSH TRAP, AND SO ON.) MAGIC AND TREASURE IS FAIRLY SCARCE, MOST EP'S ARE HAD BY TRASHING MONSTERS. THE TREASURE FOUND IS USUALLY IN GEMS--WHY WOULD A MONSTER CARY AROUND A HUGE AMOUNT OF GOLD IF HE COULD GET GEMS? GOLD IS H-E-A-V-Y AND NOBODY, MONSTER OR CHARACTER CAN CARRY A LOT OF IT.

**** GP'S FOR MAGIC **** IS USUALLY RUN ON A FREE MARKET BASIS IN LONG BEACH, DICKERING AND BICKERING SETTING THE PRICE BETWEEN BUYER AND SELLER. USUALLY THE GP'S GOTTEN BY SELLING MAGIC IS NOT ADDED ON AS EP'S.

**** MOST OF MY SPARE D&D TIME **** IS BEING USED UP IN WRITING UP A SET OF D&D RULES FOR A REALISTIC SIMULATION OF COMBAT AND SUCH. THIS IS A DIFFICULT TASK, AS I HAVE TO RECONCILE THIS NEW RULES SET WITH THE MONSTER/TREASURE/WEAPONS DESCRIPTIONS PUT OUT BY TSR. I HOPE TO HAVE A FIRST DRAFT OUT FOR PLAYTEST BY THE END OF THE YEAR.

...AT WHICH TIME HE IS DEAD. THIS MEANS FOR SOME INTERESTING REASONS WHEN PEOPLE ARE WAITING ESPECIALLY IN A ROOM OR THE PARTY SOON BEGINS TO HEAR THEM IN ALMOST ALL REAL-LIFE SITUATIONS. I HAVE HEARD OF THESE ARE ALWAYS A LOT OF UNUSUALITIES AND LYING

PLACED AROUND AN AREA WHICH WAS WITH THE PROJECT FROM LACANTHEROPE. CERTAIN TYPES OF LACANTHEROPE (BIRD'S CHOICE) TAKE A SWING FROM V. PHANTASM, OR CANNOT CROSS THE CIRCLE. BACK ANIMALS SHOULD MAKE A SWING FROM THE OTHER SIDE.

AS EXCHANGED, DRESSED OR "HOLY", AND AS A RULE, A CLIENT CANNOT USE
MAYBE, THE DRESS CODE IS A MUST. IN THE FUTURE, THE CLIENT WILL BE
THE LONG-TERM A-LEVEL, AND THE CLIENT WILL BE THE LONG-TERM A-LEVEL
A CLIENT WILL BE THE LONG-TERM A-LEVEL, AND THE CLIENT WILL BE THE LONG-TERM A-LEVEL

IT IS BECAUSE THE SOUL DOESN'T WANT TO COME BACK, SO A CHARACTER ONLY
ALLOWS THIS MILD DANCE, AND THE IS NEVER-AGAIN-LAND, SUCH CHARACTERS
WOULD PROBABLY BE VERY UPSETTED IF YOU REINCARNATED THEM.

[illegible][illegible][illegible]

SELLER - USUALLY THE DRUGGIST BY SELLING MAGIC IS NOT ADDED ON AS EACH, DICKERING AND BICKERING SETTING THE PRICE BETWEEN BUYER AND SELLER. DRUGGIST MUST BE USUALLY 25% OFF THE BUYER'S PRICE.

[illegible]

 * DISTYCOMS A&E-11 *

****BILLY BALROG**** THE SYSTEM I'M USING TO LIMIT OUTDOOR MAGIC IS THAT I DON'T GIVE OUTDOOR "BONUSES". IF A SPELL WORKS FOR ONLY 120 FEET IN A DUNGEON, IT WILL WORK ONLY 120 FEET OUTSIDE. THE FIRST TIME I SUGGESTED THIS TO A FRIEND OF MINE, I HAD ****APHOCRAPHA**HEARES**** SHOUTED AT ME TILL HE BLEW HIS SAVING THROW VS LEOS. THIS AND THE WARLOCK MELEE AND MAGIC SYSTEMS SEEM TO BALANCE THE WHOLE GAME QUITE NICELY, WITHOUT THREATENING THE SANITY OF THE D/M OR PLAYERS.

****VULTURES' ROOST**** THANKS MUCH FOR THE INFO ON ARMOR ON-OFF TIMES. A CORPSE STRIPPING CONTEST?? ANYONE WE KNEW??

****TYLDARIEN POSTCARD**** RE: NEUTRAL, CHAOS, AND BUTTON PUSHERS - ONE OF THE MOST ENJOYABLE DM PASTIMES IN LONG BEACH IS WATCHING "RELATIVE ALIGNMENT" AT WORK. GYGAX IS TRYING TO EXPRESS THIS WITH HIS GOOD-EVIL LAWFUL-CHAOTIC SUBSYSTEM. BRIEFLY STATED, "TRUE" ALIGNMENT (AS IN DETERMINING WHO GETS ALIGNMENT SHOCK, ETC.) IS ONLY IN THE DM'S HEAD, AND IT'S FUN TO SEE THE EXPRESSION ON THE FACE OF A PLAYER RUNNING AN (EX)PALADIN WHEN HIS "SWORD OF SHARPNESS" RUNS FROM THE CHARACTERS GRASP NEVER TO RETURN. ALMOST MUCH FUN IS WATCHING A PARTY TRASH ONE OF THEIR OWN, WHO THEY (NOT THE DM) CONSIDER TO HAVE GONE CHAOTIC WHILE THE DM JUST SITS BACK AND REFEREES. ALSO CONSIDER THE PLIGHT OF A LAWFUL CATHOLIC MAGIC USER WHO GETS ALIGNMENT SHOCK FROM A LAWFUL CRYSKNIFE WHICH WAS BLESSED BY MAUD DIB HIMSELF.

 * DISTYCOMS A&E-12 *

****TANTIVY**** LOVED THE SONG, AT THE FIRST READING I GOT THE IMPRESSION THAT THE ELVEN MAGE HAD GOTTEN AWAY. KINDA WISH HE HAD.

****KIREL'S MIRROR**** RE PERNS: I DISAGREE ALMOST TOTALLY WITH YOUR WRITE UP. A CHARACTER OF MINE HAS HAD A GCLD SINCE JULY OF LAST YEAR, AND WE TRY TO PLAY HER AS CLOSE TO THE BOOK AS WE CAN, I.E.:

- 1) NON-MAGICAL, NON MAGIC USING
- 2) FLYING MOVE ABOUT 18" (3 TIMES HUMAN)
- 3) UNLIMITED TELEPORT RANGE (IF SHE'S BEEN THERE ONCE...)
- 4) AC OF -1 DUE TO THE POP IN/OUT FACTOR UNLESS SURPRIZED (A 0 ON D10) IN WHICH CASE AC=5 FOR ONE MELEE ROUND, THEN PCPS OUT.
- 5) 1-6 HIT POINTS, MAXIMUM.
- 6) EMPATHIC, NOT TELEPATHIC, AND ONLY WITH THE IMPRESSOR - AT CLOSE RANGE. (UNLESS YOU HAVE A FULL SIZE DRAGON - AND RIDER - TO RELAY)
- 7) WILL BLINK OUT TO NEVER AGAIN LAND IF IMPRESSOR KILLED.
- 8) SAVING THROW NEEDED IS 8 AT ALL TIMES. (ARBATRARY, BUT IT WORKS)
- 9) CAN ONLY FLAME IF PROVIDED WITH PHOSPOROUS BEARING ROCK, WHICH WILL STERILIZE FEMALES.

REMEMBER, THESE ARE MINIATURE MC CAFFERY DRAGONS IN ALL RESPECTS BUT SIZE AND INTELLIGENCE. THEY MAKE GREAT SCOUTS, BUT WOULD NEVER ATTACK A HUMAN. I WOULD BE INTERESTED IN SEEING A REVISED WRITEUP.

****AL ARRAF**** THE WRITEUP ON RITUAL MAGIC IS GREAT, BUT I CAN SEE THAT ONE NEEDS A WORLD WITH PLAYER CHARACTERS SETTLED IN IT TO USE IT BEST.

****COAT OF MITHRIL**** LIKED THE GUIDELINES FOR CHAOTICS. MOST OF THE CHAOTICS I'VE SEEN RUN ACT LIKE DODC BIRDS. OCCASIONALLY IV'E SEEN A "BLACKIE DUQUENE" TYPE CHAOTIC - AND THEY TEND TO SURVIVE.

****ADMIRAL KUTZKOV WAS A LAWFUL PALIDIN****

COARSE STAIRING CONTROLS ANYONE WE KNOW??

FALLURES? ROOSTER THANKS MUCH FOR THE INFO ON ARMOR ON-OFF TIMES.

QUITE NICELY, WITHOUT THREATENING THE SANITY OF THE DM OR PLAYERS.

THE WARLOCK MELLE AND MAGIC SYSTEM TO BALANCE THE WHOLE GAME.

SUBJECT AT ME TELL ME HIS OWN KNOW VS L-5, THIS AND

SUGGESTED THIS TO A FRIEND OF MINE, THAT #AHHOOCRAH#WHEEZY

A DUNGEON, IT WILL WORK ONLY TWO FEET OUTSIDE. IN THAT TIME I

I DON'T GIVE OUTDOOR "BROUSERS". IS A SPELL WORKS FOR ONLY 120 FEET IN

WHILEY BARBOOS* THE SYSTEM I'M USING TO LIMIT OUTDOOR MAGIC IS THAT

POYSKNIFE WHICH WAS BLESSED BY MAUD ON HIMSELF.
A LAMELLE CATHOLIC MAGIC USE - WHO GETS ALL IN A SHOCK FROM A LAMELLE
WHILE THE GM JUST SITS BACK AND REPLENISHES. ALSO CONSIDER THE CHALLENGE
ONE OF THEM DOWN, WHO THEY FIND THE GM CONSIDER TO HAVE SOME CHAOTIC
GRASS NEVER TO RETURN. ALMOST MUCH YOU IS WATCHING A DARTY TASH
(EX) PALADIN WHEN HIS "SWORN OR SHARPNESS" RINGS FROM THE CHARACTERS
DETERMINING WHO GETS ALIGNMENT SHOCK, ETC.) IS ONLY IN THE GM'S HEAD.
LAMELLE-CHAOTIC SUBSYSTEM, BRIEFLY STATED, "TRUE" ALIGNMENT (AS IN
ALIGNMENT) AT WORK. LAMELLE IS TRYING TO -X-2-2- THIS WITH HIS LAMELLE-
OF THE MOST "JOYABLE" IN PARTIALS IN LAMELLE AGAIN IS WATCHING NUTTIVE
FETTERDARTEN POSTCARD* RE: VECTUAL, CHARGE, AND NUTTIVE NUMBER - TWO

GREAT OF MIND I LIKE THE GUIDELINES FOR CHAOTICS. MOST OF THE CHAOTICS I'VE SEEN RUN ACT LIKE DOG BIRDS. OCCASIONALLY I'VE SEEN "BLACKIE DOUBEN" TYPE CHAOTIC - AND THEY TEND TO SURVIVE.

AL AR-44 THE SET-UP ON "TITANIC" WAS IN GREAT, BUT I CAN SEE THAT ONE NEEDS A WORLD WITH PLAYERS CHARACTERISTICS. IT IS USEFUL TO BE.

A HUMAN. I WOULD BE IN A STEP IN TAKING A WORLD'S SET-UP.

MEMBER, THESE ARE MINATURE MC CANNERY DRAGONS IN ALL RESPECTS BUT SIZE AND INTELLIGENCE. THEY MAKE GREAT SQUADS, BUT WOULD NEVER ATTACK WILL STEALIZE FEMALES.

3) CAN ONLY FLAME IS PROVIDED WITH PROSPEROUS BEARING ROCK, WHICH SAVING THROU WOULD IS A AT ALL THE (A BATH-ROOM, BUT IT WORKS)

2) WILL FLINK OUT TO MEAS AGAIN AND IT LINDS THE KILL.

CHANGE, (UNLESS YOU HAVE A TULL SIZE DOCTOR - AND FIRM - THE PLAY)

1) EMPATHIC, NOT TOLPANT, AND ONLY WITH THE IMPASSION - AT CLOSE

4) 1-5 HIT POINTS, MAXIMUM.

IN WHICH CASE AC'S FOR ONE WELER ROUND, THEN POPS OUT.

5) AS OF -1 ONE TO THE POP INKOUT FATHER UNLESS SURPRISED (A 0 ON D10)

3) UNLIMITED TELEPORT RANGE (IF SHE'S BEEN THERE ONCE...)

2) FLYING MOVE AND "1" (1 TIMES HUMAN)

1) NON-MAGICAL, NON-MAGIC FLYING

7) TRY TO PLAY HER AS CLOSE TO THE PLY AS WE CAN, I.E.:

8. A CHARACTER OF AIN-MA HAD A VERY LONG JULY 1 LAST YEAR, AND

KIRK'S MIRROR RE BERNIS: I DISAPPEARED ALMOST TOTALLY WITH YOUR WRIT

THAT THE ELVEN MADE HAD GOTTEN AWAY. KINDA WISH HE HAD.

KIRK LOVED THE SONG, AT THE FIRST READING I GOT THE IMPRESSION

HOOF & MOUTH #1

Cary Martin, 11926 1/4 Magnolia Blvd., N. H., CA 91607

I have noticed that the majority of D&D characters seem to be happy to go stomping down corridors making enough noise to raise the dead (a frequent occurrence) and no one sees the need for reconaissance in either a dungeon or overland. Furthermore, no one has seen the obvious use of most were-types. The best scouts are those that can't be told from the local fauna. The scout-were was developed to fill this need.

There are basic prerequisites. The character must have a minimum
 Strength: 12+ Constitution: 15+
 Wisdom: 12+ Dexterity: 15+
 The character must be a were-feline, canine, avian, reptile or simian (a small quiet animal is acceptable, but it couldn't fight very well). He must have a minimum voluntary change of 60% and a maximum involuntary change of 40%.

A scout can wear NO armor and spends no time getting free of any clothes, etc. (My scout, Harren, wears a breechclout that falls off). He can carry a dagger, a one-handed non-flexible weapon (flexible weapons make noise) and up to four small throwing objects (war darts, throwing stars, etc.). They can also leave all sorts of trash on the mule if the party will let them. They can also carry up to two potions (totalling six doses). Other state:

Lvl	EP	Human AC	+ to hit	+ to dmg	Hide in Shadows; Brush, etc.	Move Silently	Hit Dice
1	none	7	std	std	20%	25%	2
2	3000	7	std	std	25%	30%	3
3	6000	7	std	std	30%	35%	4
4	12K	7	+1	std	35%	40%	5
5	25K	7	+1	+1	40%	45%	6
6	55K	6	+1	+1	50%	50%	7
7	100K	6	+1	+1	60%	55%	8
8	200K	6	+2	+1	75%	65%	9
9	300K	6	+2	+2	80%	75%	10+1
10	425K	5	+2	+2	90%	85%	10+2
11	550K	5	+2	+2	95%	95%	10+3
12	800K	5	+3	+2	100%	100%	10+4
13	1000K	4	+3	+3	100%	100%	11
14	1200K	4	+3	+3	100%	100%	12
15	1500K	4	+4	+3	100%	100%	12+1

In human form, a scout hears as an Elf. The were AC is minus one from normal at first level, minus two at sixth, minus three at tenth and minus four at thirteenth. In were-form, they can detect most critters by smell and track non-flyers by smell. They will recognize anyone(thing) impersonating a party member by smell almost immediately (unless the person(thing) is using a Cloak of Blending).

Scouts should avoid contact fighting in most cases. They will recon ahead but will avoid trouble and will not let themselves be seen if at all possible. An attack on someone(thing) from behind with sufficient odds should not be passed up. Scouts can use anything at the disposal of fighters, but Rings, etc. must be removed before going were. Scouts are of any alignment.

Some general comments on A&E #12:

Those of you who claim that weres would lose control in animal form should expand your reading. Start with Andre Norton's *Year of the Unicorn*.

Blacow: If people keep hauling enchanted weapons out of dungeons, there will be a glut on the market. I've got 25 +1 swords at home in the armory. Of course there were these 73 sixth level fighters wielding them.

Lee Gold: Re your idea about ReIncarnating Undead as Living creatures, why should the resulting being be Chaotic? What if they had been a Lawful Cleric or Paladin before getting zapped? There should be a chance of the undead being any alignment. How about 40% Chaos, 30% Law, and 30% Neutrality? *[I object on the ground that living as a Chaotic undead tends to warp alignment from the original. Watch almost any vampire movie for proof. I'd imagine 65% Chaotic, 15% unaligned, 15% Neutral, and 5% Lawful might be more likely. The main aim of the Unaligned is to get the hell out of the dungeon/wilderness and back home.--LG]*

I would appreciate (and will probably get) comments on anything I said or implied. In other words, "I open the floor to hearsay and innuendo."

[illegible]

Earl Baker of 245 Clark, Chillicothe, MO 64601 writes to say:

For the last eight months, I have been working an exchange program with various DMs around the country exchanging dungeon plans and ideas. This is a necessity for me to get new and different ideas as well as providing an easy way (or so I thought) of acquiring workable dungeons to place around my island empire. So far most of what I have received is crap. I have been able to pull one or two rooms from each dungeon that I have received but have received only one dungeon that was usable as a whole. The main complaint that I have is with the scantiness of the reference notes. My ref notes are all on 3"x5" cards and a good room description (layout, monsters and treasure) may require two or three cards, whereas most of the dungeons that I have received are 8 1/2" x 11" paper with 40+ one line room "descriptions" per page.

What this is all leading up to is a request that if you know of any DMs who might be interested in trading, please send their names and addresses or give them my address, so that we can get together. I will be at GenCon this year.

[illegible]

Martin Easterbrook, Physics Dept., Royal Holloway College, Egham Hill,
Egham, Surrey, England...writes to say....

The main debate over here at the moment is "how often can clerics use their spells"? At the moment most people allow a Cleric to use a spell once every full turn (i.e. 10 melee turns). This works well for low level clerics, but I suspect it may cause difficulties when some players get higher level clerics.

THE TUESDAY MORNING REPORT #2--a magazine for distribution through Alarums and Excursions from Steve Perrin, 3901 Canon Ave., Oakland, CA 94602. This zine is typed by the burning fingers of Lee Gold, to whom all thanks.

INTRODUCTION

As mentioned by Jerry Jacks in his previous contribution, a group of us play every Monday evening, alternating between San Francisco and Berkeley-Oakland, depending on whose dungeon is being entered. The following will be a description of the second of the expeditions, a journey into LICHPIIT, Steve Henderson's mini-dungeon.

This will be told as a report from an associate of my characters who participated to the head of his Order. There will be interjections occasionally by your scribe.

First, however, the lineup....

Steve Perrin: Gunnar Freyson, 10th level Lord, 18⁹⁷ strength, 17 dexterity, regular regeneration, and a walking arsenal (Javelins of Lightning, Necklace of Missiles, and other goodies).

Warrick the Wondrous--11th level Wizard, 13 dexterity but with a permanent speed potion in him, carrying a Staff of Wizardry, a ring with two wishes and some other stuff.

Jerry Jacks: Judah Starkenberg--11th level Lord, Hill Giant strength, 18 charisma (but not a Paladin) and various items including a lot of Lydia Pinkhams. (This was the old style (no longer available) 12 oz which would Raise Dead with 1 hit point and each further ounce would act as a Cure Serious Wounds. There was no need to make a Constitution roll, but it did count as a resurrection.)

Gilbert Feldman--12th level Patriarch with Boots of Wind Walking and many other items, including more Lydia Pinkhams!

Clint Bigglestone: Harvey Hicks--9th level Lord, large, dumb, Fire Giant strength, 18 dexterity, vampire regeneration.

Helga Helgasdotter--9th level Patriarch, with a constitution of 19, a ring which allows her to turn were-lioness. In that form she attempts to protect Harvey, for whom she is wife, den-mother, nurse and general comforter.

Dan Pierson: Alfred--11th level Lord with Frost Giant strength, a good sword and yet more Lydia Pinkhams.

Erdogan--a greasy 11th level Wizard with Hill Giant strength, a Robe of Blending and the conviction that nothing can happen to him.

Hilda Hannifen: Richard--the dwarf we all know and love until we run afoul of his 5 charisma, who was at this time at 11th level, and finally,

Grimble, currently suffering under the regime of a set of +2 plate which owned him, also at 11th level.

Owen Hannifen: kibitized and went out for chicken. Thanks Owen.

FORAY INTO LICHPIIT

--or-- Fighting to your limits

Being a report of some significance onto Divine Right, Grant Preceptor of the Worshipful Order of the Righteous Brothers, from Copyright, Patriarch 3rd class and chaplain onto the Exploration party of Warrick the Wondrous.

Know Enlightened One that there came a time when my Captain, Warrick, did find our association with the war band of Gunnar Freyson both profitable and trying for this Gunnar did presume to lead the combined party, causing much friction between the two groups.

Being too wise not to see the problem himself, Gunnar did agree with Warrick that they two should go to seek the Oracle of High Fie and leave it with that authority to say who should have the final word in our band.

While the rest of us did recuperate from our journey into Chuck-hole, our two leaders did search for companions to make the overland journey to the Oracle. They did find a party of eight who were going in the same direction.

One of the eight was a Zionsese adventurer named Judah Starkenberg, who was almost Paladinlike in his bearing and character and was elected leader of the party. He traveled with a Zionist priest who was also his cousin, one Gilbert Feldman.

The other cleric in the party was a female named Helga Helgas-datter, who was traveling with her husband, a large, single-minded fighting man who rejoiced in the name of Harvey Hicks.

A lord who simply called himself Alfred was also of the party, a noble-looking fellow whose companion was a particularly slimy wizard known as Erdogan Tek Ben, who claims to be Lawful in orientation.

The last members of the party were two of the Mountain Folk, a Dwarf who rejoices in the name of Richard and his friend, a gnome hight Grimble. Both seemed very experienced and hardened fighters, several cuts above the usual in their respective races, but were hard to know due to their unusual and absorbing interest in each other.

These people I did meet before they set off over the mountains. The rest of the story I must tell as Warrick and Gunnar saw it and told it to me, although I have Communed to fill in some gaps.

The initial journey was memorable for the bandits who sniped at the party from the trees along their way. The arrows did cease when Erdogan used a spell unknown to me which he called Sleep II. A search through the area the arrows had come from did not reveal any bandits, though no doubt they wore such camouflaging that did hide them full well, even thought they slept.

Naught else happened, although Warrick does report that the priest Gilbert made a wondrous sight as he walked amongst the party, using boots he had discovered in a dungeon which allowed him to Wind Walk at will, surely a matter to think long on.

Three nights out from the town, the party took refuge in a cave. Wisely searching for sign of previous or current residents, they found a staircase going down. A reek of Evil wafted up from its depths. It took only a short conference to decide that everyone's business could wait, for this discovery might prove of great importance.

Resolving to undertake the adventure when fresh, the party camped in the cave overnight, with a watch on the cave mouth and stairs. Nothing disturbed the slumber of those who could sleep. Came the dawn and down the stairs they went.

THE BATTLE OF THE ENTRY HALL

The strongest fighters, Harvey and Alfred, each of whom had giant strength of some sort, were the first rank. Gunnar and Judah followed them, with the wizards behind them and the clerics behind them. Richard and Grimbale held the rear.

The steps were long. Finally, Alfred and Harvey could see a floor and then, 20' beyond where the floor started, a wall. Just as they relayed this news to the rest of the party, a lightning bolt smashed out from the seemingly solid wall and hit Alfred. He fell, his armor crackling. Harvey charged.

Oh that I could have seen that sight. This stalwart fighter had a Flight Ring and did fight with two weapons, an axe +2 and a Rod of Lordly Might, usually used in the axe mode. As Alfred went down, Harvey flew and sped through the air like a hawk to disappear behind that deceptive wall. Gunnar and Judah did follow him speedily, and Warrick used his new spell, Flame Lance, to try to seek out the source of the lightning. Then he too joined the charge down the stairs.

As the fighters came out of the staircase, they were engaged by four fighters. Judah used his Boots of Speed to dodge past them and leap through the wall to aid Harvey. Thus, Gunnar, the mages and the clerics were faced with the fighters until Richard and Grimbale could arrive. It was a fell fight, but Helga became a lioness to balance the odds, and Alfred startled Gunnar mightily by appearing at his side in the middle of the fight. It would seem that many of the party had purchased a potent healing agent known as Lydia Pinkham's Restorative and with that in him, Alfred was ready for combat again.

The four defenders fought bravely but fell.

Behind the illusory wall, the fight was harsher. Harvey smashed the mage whose lightning wand had struck Alfred, but was then faced with an Orc of particularly evil disposition who possessed a Vorpal Blade! The Orc had also been under a Haste Spell and thus struck Harvey before he could react. Three fingers were struck from Harvey's hand, and he reeled out of the fight. Fortunately, his ring which allows him to regenerate damage like a Vampire was not on one of those fingers.

Judah Starkenberg arrived at that point and managed to keep the Orc busy until Harvey could re-enter the fight, his fingers regenerated. Harvey then showed how valuable he would be through the adventure by speedily killing the Orc.

As the sounds of battle ceased outside the illusory wall, Erdogan walked through it to see how Harvey and Judah fared. Lackaday. In his studied pace he had no chance to avoid the illusory floor the fighters had managed to jump or fly over. His yell heralded his entrance into a pit!

There he faced three Ghouls, who seemed delighted with his company. They showed less enthusiasm when he struck one to powder with a blow powered by his Girdle of Hill Giant Strength. But one of the remaining twain did hit him in turn, and he was paralyzed. Not for the Ghouls a victory feast, however. Richard and Judah arrived. The Ghouls expressed disappointment immediately before dying.

How Erdogan was brought back to the mobile is a mystery to this scribe, for Gunnar and Warrick took no note of it. Perhaps the amazing Lydia Pinkham's was used once again. Suffice it to say that Erdogan rejoined the party.

Turning their attention to their late adversaries, the clerics Spoke with the Dead and discovered that they had slaughtered a Lawful Party (with the obvious exception of the Orc)!

In fact they were the party of the notable Champion Nov the Nung, (one of Henderson's characters) who had dropped out of sight some months back (during a random overland). They had been captured by the Lich Sandvar. He Mass Charmed them, made the spell Permanent, and set them as door guards for the entry hall to the residence he shared with four other compatriots of Evil. Record these names, O Divine Right, in the annals of Infamy: Sandvar, Balmoran, Firsthang, Hammerfist, and Glitterfang, each write in characters dripping with evil. Each name hung over a door or hall leading from our battle ground.

But two choices faced the party. First they could revive the Lawful corpses and take them out. Second, they could exact a revenge and retribution on Sandvar and then take the Lawfuls out to revive. With such a force of evil-foes, the second choice was the only true one.

FIRST BLOOD

The door leading to Sandvar's area did repel detection spells. Wrenching it open, the party rushed in, to be faced with four Spectres. "Begone," cried Gilbert and Helga, and one of the Spectres faded away. The other three radiated contempt as the amulets about their necks flashed brightly. They advanced confidently onto the weapons of the fighters. But magic swords and axes served where Clerical power was foiled. A bare minute had passed before the Spectres were destroyed, and no one had suffered a soul strike.

The Spectres had a chest in their room, holding approximately 100,000 gold Sovereigns. Warrick's Wand of Secret Doors and Traps Detections found a secret door in the north wall.

Helga wore Boots of Walking on Any Surface, and so she slipped through the door and into the northward corridor beyond, which went twenty feet and then turned. Walking on the wall she approached the corner and stuck her head around it. Down the corridor thus revealed, she saw a Fire Giant and the boulder it was tossing at her! She had gone on this mission because she had a Ring of Dodging Missiles like a Monk. The rock missed and she came back to the ground to report.

A hurried consultation produced the rede that a slow approach against a Lich could only result in doom unless the approacher matched him in power which was unlikely in this case. Erdogan Hasted those members of the party who did not resist the spell, and Harvey then flew up the corridor with the rest of the fighters in pursuit.

Harvey dodged a boulder coming in and then was in the room with the Fire Giant. Room? Aye, the southern wall of the corridor rapidly disappeared and became a large chamber. More important, there were four more Fire Giants waiting for Harvey as a gantlet before he could reach the boulder thrower. Because of the quality of Harvey's armor and his natural agility, only one of the giants hit him and then he was upon his chosen opponent.

The rest of the party had not expected the other giants either. They also discovered that the corridor, from the secret door to the giants' chamber was a zone of Silence. Spells could not be spoken.

All the giants were in plate and carried shields as well as clubs.

Gunnar had studied Harvey's technique on the ride to the cave and was trying his fighting style. In his right hand he held the unintelligent +3 sword ALLY and in the other he held an Amoral +1, +2 vs. Mages and Enchanted Monsters sword SPAESLAYER, which has a high Intelligence (allowing Gunnar to Read Magic) but thinks not well of itself. He was unused to the technique, so even though Hasted he did strike but once with each weapon, but he could strike with both while a giant had not yet struck once. Only once during the fight was he hit. His good agility and excellent mail did ward off some blows as well.

Harvey Hicks was fully used to two weapons and being Hasted. He struck four times to a Giant's once, and each blow was as if one of their own was hitting them.

Others in the party had worse luck. Judah momentarily found himself with two giants to fight and only his Adamantine plate kept him alive. Alfred had trouble getting through the giants' armor. Helga had taken a potion of Cloud Giant Strength and changed into a werelioness, but could not seem to hit anything. Richard wore amazine armor which refused to let damage be passed on to its wearer and reknit itself during combat but was not doing much damage. Only after the fight did the party discover that he has a Girdle of Cloud Giant Strength which works with charges as does a wand and, to save charges, he had not turned it on! Surely this dwarf must come from those Highlands we have heard rumor of, where all men wear skirts and never spend a penny.

Grimble had the worse luck of all. Though his Boots of Haste made him faster than his opponent, he could not seem to hit. He was shortly knocked down, then another blow found a weak spot in his armor and Grimble died. Gunnar killed Grimble's giant and turned, to see a dismaying sight.

Next to the mages and Gilbert, a secret door opened and two Orcs, looking like the one killed in the entry hall, stepped out. One had a vicious sword, the other a scourge. The one with the sword hit Judah from his blind side and knocked him flying, then served Alfred the same way. Then the swordsworc met Harvey.

The scourge in the hands of the other orc pulsed with light. Erdogan attempted to persuade him that, thanks to the mage's Robe of Blending, he was another Orc. The flail struck and Erdogan fell, his Robe in shreds around him.

Warrick used his speed to pull on his Robe of Polymorph to Polar Bear and attacked. But the Orc was faster and Hasted. The Scourge landed and Warrick fell too, his robe also in tatters.

Gilbert Feldman had proved an onlooker so far. Not for him the clash of weapons in combat. But he was all that was left, and his inborn courage showed. Onto the Orc he rushed. Alas, Gilbert had not been Hasted. Twice the Scourge hit him, and Gilbert fell with the others.

Helga finally connected with her Giant, felled him, turned and leaped at the Orc. One paw connected, but the Orc kept his feet. He spun and caught Helga squarely and she, too, crumpled at his feet.

If he wasn't stopped, this Orc could doom the whole party!

But now he faced not weak mages and clerics, but hardy fighters. Richard and Gunnar met him. The Scourge slashed at Richard, and his armor took up the damage. Gunnar struck, but the Orc only sneered. And then Harvey, berserk with concern for Helga, arrived. The Orc stood no chance against this Fire Giant in human form. In seconds he was dead.

A sudden silence filled the room. Erdogan, drinking some of his own Lydia Pinkham's, staggered up and went to Warrick to pour some down him. Alfred and Judah started to drink theirs, and Alfred found that he hadn't packed his bottles carefully enough. A spreading stain on the floor and broken ceramic showed where flasks of the precious stuff had broken. A second ominous development soon followed.

No one noticed when the first Orc body disappeared. The second one was more visible and noticable. Gunnar was just reaching for his scroll of Protection from Magic when the third body was taken, Grimble's.

THE SEARCH FOR GRIMBLE

Richard was berserk from the loss of his comrade. Where had he been taken?

There were two doors on the North wall of the chamber: a regular door to the East and the secret door the Orcs had entered from. The secret door was attempted but it would not open. (Polymorphed to a stone wall with a Polymorph any objects spell.) Warrick attempted a Passwall from his Staff of Wizardry, but it was dispelled before he could get a glimpse of the room beyond.

Judah led the party toward the regular door but before it was opened, Warrick found a secret door in the northern part of the east wall. Ignoring the frantic Richard, the party checked through with Perception and X-ray vision, seeing what was probably a chapel. If Grumble's body was to be sacrificed or otherwise given to some Chaotic deity, surely it would be here! Overruling Richard's objections, the party entered.

The immediate appearance of the place was a rectangular area with pews facing east and a large pentagram drawn on the floor next to the east wall. There was no sign of an altar or other appurtenances. However the detection abilities available showed the East wall to be illusory, and the group stepped through it into an area that looked like a step-pyramid on its side. Near the illusory wall was a large, rectangular ruby, worth at least a million Sovereigns. This obvious altar held four items: a ring, a rod, a robe and a crown.

Erdogan the ~~RAAH~~ Bold offered to try them out and picked up the rod. It became a scourge and chopped off his ear. He dropped it. At the same time, a white cloud formed at the tip of the "pyramid" and took shape as the demi-god Icefang. He attacked.

Erdogan attempted to use his Staff of Control to Animate Objects to get the altar to attack the Demi-god. Alas, the altar being a rectangular block could do nothing but shift slightly, but this seemingly disturbed a resident. A White Mist formed over the altar. Reacting to the reek of Evil issuing from the thing, Helga did Dispel Evil. It worked. This mist dissipated. (Henderson said: "Roll a percentage." Clint rolled 08. "Shucks" or something similar, said Henderson. The beastie was a Soul Sucker, a Henderson creation which will attack and, if it hits and victim does not make a saving throw, will go inside the body of victim and suck out one life energy a melee turn. If the victim's body is hit by a magic weapon, the sucker takes half damage while the body takes full. It also takes half damage from magic weapons when it is outside a body. A cleric has a 1% chance per level of dispelling one. As we will all recall, Helga was a ninth level cleric.)

In the meantime, the demi-god proved no great problem to such doughty fighters as were in this party. It shortly retreated behind a Prismatic Wall.

But even as it retreated the party found itself in further difficulty. A dark-clad figure had appeared in a back pew and a Cockatrice appeared in the pentagram in front of the illusory wall. As it died, it was followed by a Wyvern. That too did not last long, but the Purple Worm which then appeared was another matter. Harvey attacked and found himself in the maw of the Worm. Only by extending his Rod of Lordly Might to a spear and wedging it in the thing's throat could he keep from becoming dinner. There he hung until the Worm was slain.

Attacked by Gilbert and Richard, the dark figure left.

Patching up the wounded, the party then discovered that the rod from the altar should not be handled by a fighter either. Harvey picked it up and suffered two critical hits, one tearing out his throat!

The Ring of Regeneration brought him back again, for which he gave thanks, but it was not a sensation he was willing to repeat. However, when Gilbert picked up the rod, it was pleased, and he discovered it to be a rod of Patriarchal Potency.

The other items turned out to be an Ice Crown (the opposite of the famous Helm of Brilliance), a Ring of Control of Self (I am informed that Golden Dragon Merchandising will sell this ability as a spell for 40,000 Sovereigns) and a robe of Cold Protection.

While these discoveries were being made, Richard was furious. Nowhere had they found a trace of Grimble! (Remember Grimble? Remember the Rhine? But I digress....)

There being no way out of the chapel save the way they entered, the group once again entered the giants' room after checking for unwanted visitors. Directly to the regular door they went and opened it. On the other side of the door was a twisty passage leading north. No one was pleased with the idea of running into an ambush around every corner, so Warrick opened up a Passwall in the west wall and discovered a room. The party entered and found themselves in a treasure room.

The party almost found itself as part of the treasure too. However, Richard found the trap door just before stepping on it. Under the trap was a 10x10x10 cube of molten gold. Though they did not know it at the time, therein lay Grimble.

THE FINAL BATTLE

Moving through a secret door in the west wall, they came into a 50x50 room, the living quarters of three Orc fighters. In the north wall of that room was another secret door, and Erdogan's perception would not go through it. X-ray vision at the secret door showed a 10x10 alcove opening up into a room. The only discernible object in the field of vision open was a large, blocky, manlike shape standing across the room but facing the door.

A quick plan of attack was established. Erdogan Hasted everyone. Richard would go through the secret door while Erdogan, borrowing Warrick's Staff, would set up a Pass Wall ten feet to the right of the secret door. The rest of the fighters would charge through this path, while Warrick, standing off to the East even further, would try to get an angle on whatever was standing in front of the door and burn it with a Flame Lance. It was a fair plan, but things began to go wrong almost immediately.

Erdogan was standing in front of the PassWall he'd opened up. So was the Lich. Before anyone could react, Sandvar burned Erdogan down with a Lance of Light! Erdogan died.

Warrick shot his Lance at the bulky one, which turned out to be a mechanical man with lightning fast reflexes and a Flame Lance of his own! The Lances crossed and both Warrick and artifact fell. Only his excellent health and high resistance to magic kept Warrick alive. The mechanism was knocked off its feet and singed around the edges.

At approximately the same time Richard opened up the secret door and charged through, accompanied by Gunnar's Golden Lions. They were met by about six berserk Heroes, called up by the Iron Horn of Valhalla possessed by one of the defending Orcs.

Orcs? Aye, Your Eminence, the very same three who had already been killed. This party was not the only one equipped with Lydia Pinkham's, it seemed.

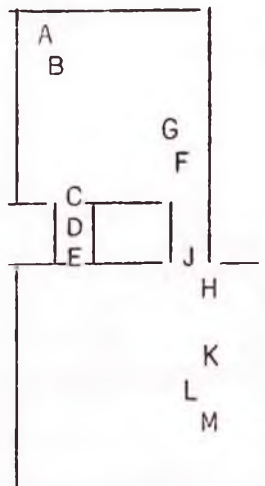
Harvey, Alfred and Judah charged into the PassWall. They were accompanied by a Monster summoned up by Gunnar with a Monster Summoning V off of a Scroll. Alas, the monster was a Cockatrice. For some seconds, the attack was stopped until the Orcs cut the monster to ribbons.

Over the press in the wall went Gilbert, straight for the Lich at his Wind Walking fastest. The Lich hit him with Power-Word Kill as he came in but only staggered him. Gilbert managed to yell, "Hey, look what I've got!" He activated his Scarab of Insanity, then Wind Staggered back to the other room. He had hoped that the Lich would become catatonic or paranoically fearful. Instead, Sandvar went totally berserk. As Gilbert stopped in the other room, Sandvar Dimension-Doored beside him.

In the PassWall, sword and axe flashed as an Orc just as fast as Harvey crossed weapons with him. Both got through the other's armor, both slashed the other's forehead, each reeled out of the fight for a half-minute with blood in their eyes. (The odds against this kind of dice rolling are fantastic.) Alfred and Judah traded blows with the other two.

Seeing there was no room in the PassWall area, Gunnar used his scroll to Dimension Door into the Lich's room, just as Sandvar disappeared in search of Gilbert.

Your Eminence, the diagram on the left shows the situation at this point at a glance.



- A. Mechanism getting to its feet.
- B. Gunnar, just Dimension-doored in.
- C. 6 Berserk; Heroes being destroyed by Richard
- D. Richard
- E. Two Golden Lions who had not been Hasted and were thus most frustrated as Richard killed Heroes before they could.
- F. Two Orc Paladins
- G. Orc Paladin wiping blood from eyes.
- H. Harvey wiping blood from eyes, with Helga helping
- J. Judah and Alfred
- K. Warrick, fumbling for his Wish Ring to bring himself back to normal
- L. Sandvar and Gilbert
- M. Erdogan who is dead

Gunnar faced the mechanism in hand-to-hand and lost. He has no recollection as to whether he managed to connect or not before he was on his knees and Richard was taking on the mechanism.

One of the two Orcs fighting Alfred and Judah decided that the situation was out of hand and left, using his own powers of Wind Walk. Thus, the one wiping blood from his eyes found himself with Judah to contend with. The third beat back Alfred and turned to take on Gunnar, but as he raced to finish off the cripple, with Alfred in hot pursuit, Gunnar managed to unlimber a Javelin of Lightning. He was too rushed to be really accurate, but the backblast as it hit the wall hit the Orc anyway, as well as the one fighting Judah. It just missed Alfred and one of Gunnar's lions. Neither Orc was killed by the blast, but they were too badly hurt to put up more than token resistance before dying.

In the other room, things had not gone as well. The berserk Lich had been met with a Blade Barrier. Gilbert was nonplussed to find that the Lich possessed Lacquedal's Rune, sovereign against all Sixth level and below magical and clerical spells. The Blade Barrier dissipated against it. Sandvar retaliated with Ball Lightning. Gilbert fell, dead.

By this time, Harvey and Helga had fixed Harvey's wound and were bearing down on the Lich. Helga hit him with her Cloud Giant Strength, but he stayed on his feet. In a Ragnarok reaction, Sandvar reached into his pouch and drew out 96 of his 100 Flame Flower Seeds. He

scattered them broadcast, and everywhere they landed they burned!

Warrick was most fortunate. He was far enough away to only catch four seeds, and he had just wished his way up to full strength again. His high resistance to magic helped as well, and he lived, although half of his gear was burned away. This included the Wish Ring, which still had one Wish in it, now lost forever.

Only Helga's excellent health kept her from dying, and Harvey did die. The bodies of Gilbert and Erdogan burned.

Only then did Sandvar emerge from his insanity. Seeing all in shambles about him, he teleported away. Warrick thinks he heard something from him like, "there goes the neighborhood," but he cannot be sure.

THE RECKONING

Quiet descended. The only sound was the heavy breathing of Warrick in the Orc's burned out dormitory and that of the fighters in the other room. Four of the party were dead, including the still missing Grimbale. There were still Lydia Pinkham's, though the supply was very low, but there was enough to bring back Gilbert, Erdogan, and Grimbale, if he could be found. Harvey had already started to regenerate. But where was Grimbale?

A commune brought the party the answer. Richard had Wishes available, and so got Grimbale's body back, albeit with a definite golden cast he still retains. All of his equipment had been destroyed.

He wasn't the only one. Warrick had lost three wands, his Wish ring, all his scrolls and his +2 dagger Smartasp, which had Detect Enemies, Detect Poison, and Clerical Light (Continual). Fortunately the Staff of Wizardry survived, for had it gone up in a final strike, little would have been left of those in the same room with it. Harvey lost Boots of Speed, his +2 Axe (the greatest loss, as far as he is concerned), his flight ring, and other things. Helga just lost the Boots of Walking on any Surface. Erdogan lost the Robe of Cold protection and his Girdle of Hill Giant Strength.

In recompense, Harvey and Helga were given the ruby altar, and Helga also received the Light Scourge the Orc had used to good effect in the fight in the Giants' room. Richard mostly picked up equipment to re-establish Grimbale with. Warrick found himself with the Ice Crown and a book which he volunteered to read. It was a Libram of Silver Magic. He was pleased.

This and other matters settled, the party started out of the area of Sandvar. As Erdogan Perceived through the door from the Spectre room, he saw a most ominous sight. A large bulky form, about the size of the mechanism but more human in appearance came down the steps. Over each shoulder he held the corpse of one of the horses. He lightly hopped over the pits in the floor and disappeared down the tunnel labelled Hammerfist.

With no Lydia Pinkham's left, and the forces much battered and torn, they decided not to contest his passage. Instead they went up the stairs and found the rest of the horses dead outside the cave, clearly felled with heavy blows. The party walked away, each vowing to gether his friends and return. To this date, none have done so.

My Lord Preceptor, I trust you will find this report sufficient to be put amongst the annals. Perhaps an expeditionary force should be mounted against this place? Both Gunnar and Warrick would be glad to guide such a force. They feel they know every foot of the way intimately.

Spell for Sale. Third level. from Warrick the Wondrous.

FLAME LANCE - a combination of Magic Missile and Fireball. It puts four points of flame damage per level of mage into a +1 missile which must hit as if the mage were shooting with an arrow. If a saving throw is made, two points per level damage is taken. If the target does not save and is of less points than the Lance, the residual will burn through and go on to anyone behind. If a save is made, the residual will simply spatter and do no further damage to anyone, no matter whether the target dies anyway or not. Width of spell is approximately 2 inches (no, not 20 feet; 2 inches!) and range is the same as for Magic Missile. More than one cannot be fired at a time. COST: 8000 GP, no resale allowed.

Also, with the aid of his Ice Crown, Warrick will be researching the converse of this spell: Ice Lance. It should be available shortly.

COMING AROUND THE END OF THE YEAR!!!

ALL THE WORLDS' MONSTERS, an annual dedicated to describing all the monsters currently extant in the D&D world. We intend to take stuff from Alarums and Excursions (full credit given) extensively, so anyone with objections please contact us now.

This will be computer done, and I hope to have a code sheet in the next A&E so anyone wanting to can just make copies of it and send us in any monsters they have around they'd like to see included.

1. We do not guarantee all monsters being printed, particularly in the case of duplicates in name or abilities.

2. There will probably be no free copies to contributors, just credit. Otherwise everyone will send us their favorite Hobbit variant and expect a one thousand monster listing.

3. We are developing a format which will have all pertinent data in easily accessible form without having to flip through three books to find out everything you need.

4. Basic format will have an alphabetical listing with full information plus listings by dungeon level (according to our own algorithm), where found, alignment, and anything else we can think of.

If you have suggestions or monsters you'd like listed, either send them to me or to Jeff Pimper, 347 Mitchell Ave., Livermore, CA 94550.

ON COMMUNISM

Steve Henderson, Clint Bigglestone and I seem to have developed a style of playing somewhat different than most others I've run across, though Dan Pierson does it somewhat. Of the three of us, I have the least characters, and they run in the sixties. Henderson has over 150 and Clint runs somewhere in between. I think this developed from the period when we only played with each other and didn't want to go through the whole hiring/follower hassle. Thus we developed groups (often around a "theme" such as Africans or Vikings or Puritans or whatever) of which every member could be considered to be a player character. Thus Gunnar and Warrick of the previous pages are the leaders of a group of eight (including themselves) which had previously been two groups of four. The group stays together pretty well.

Now, would the members of these groups casually hand around their equipment, if one of them was going on an adventure the others were not sharing in? No. Each member has his own gear, which he or she is used to working with. As a charter member of the Society for Creative Anachronism, I know only too well how difficult it is to get used to new equipment. This is why my characters will not pick up equipment in the middle of an adventure and start using it. It takes practice to get used to a new shield or sword, or to switch from sword to axe. A +5 shield picked up in the middle of an adventure could just as easily act like a -5 shield for that adventure. Something to keep in mind. *[It occurs to me that maybe even a seasoned fighter would use a new weapon he hadn't had a chance to get used to as if he were merely first level...and a borrowed weapon about the same. The other thing besides equipment coalition pools that bothers me sometimes is the casual handing around of the magic weapons of the recently dead which function just as well for their new wielders as for their old ones if they aren't aligned.--LG]*

ATTENTION GREG HOWARD or someone with his address. In Phoenix, there resides a gentleman named Chuck Cady who has collected a group of Society for Creative Anachronism members who play D&D voraciously. He and his wife 'Tasha live at 5120 No. 42nd Ave., Phoenix AZ 85019. The form he plays is somewhat different from standard but quite fascinating in its own right. (No, I don't want to define "standard." Suffice it to say his is even one step beyond.)

Thanks to Chuck having ready access to computers, he has developed a program for computer keying dungeons. I have a couple of them which I use for a random dungeon adventure: Chuckhole (mentioned in the narrative before) and Chuckit. Clint received one for hosting Chuck and 'Tash when they were up here around Easter, and he developed it into a fifteen story wooden tower which you have to work your way up, which he calls Woodchuck. I also have another one I call Honeywell (after the computer it was run on) which I'm saving for taking people into. Chuck will gladly work with other systems for adventures and, as an avid reader of science fiction and fantasy, I know he'd love Crimson.

COMING ATTRACTIONS

New chart for primary and secondary powers for swords.

New sword type determination chart.

Brand new experience point system (unless Jacks beats me to it).

The Templar and the Crucifer, two different approaches to a fighter/cleric character.

The Bandit, or playing Robin Hood with fighting/thievish characteristics.

Ice Demons, Carrion Cats, Triffids, Behinders, Libears, Dragon-newts!

And perhaps a preview of Greg Stafford's sequel to White Bear and Red Moon, which I'll be helping him game test.

It seems to me that Blacow and those he criticizes are misunderstanding each other. I am a fringe SF fan, but I play D&D as a wargame (I hate luck) and consequently I find many of the things reported/suggested in A&E ridiculous. It was my impression from early A&Es that stiff DMs tended to control the game completely, overtly or not: i.e. the players were bailed out by the DM if they screwed up, so no matter what they tried they'd waste the monsters and gain ridiculously large treasures. It didn't matter if some died. When was an entire party wiped out? Whoever died permanently? Who was hurt much at all by dying? That impression is much weaker now, but the accounts in A&E indicate that many players would be massacred in a skill-oriented dungeon. Skill is most important in D&D when characters are low level and have few or no magic items. Any dope can do well when he can use magic or brute power cut of all proportion to the dangerousness of what he faces. (I don't say power, because so many monsters are run so stupidly.) It appears that many players never have the experience of being weak and magicless.

Granted there are some ridiculous giveaways, what some A&E people consider balanced is in the area between giveaways and what I would call balanced. That a dungeon is very dangerous or has high casualty rates does not make it balanced. When death is nearly meaningless, who cares about dying occasionally? In many dungeons, what you have are human sacrifices to the DM in return for very large treasures. The DM feels he runs a balanced game if many die; then he gives the survivors (and there are always survivors) huge treasures. The players feel that if some die, they deserve huge treasures. But when "die" only means your character is out of the game for two weeks, if that, the game becomes a ritual sacrifice. What skill is required to offer a sacrifice to the ghods?

If it were only a matter of getting stronger, I would willingly let my own characters die a few times and even some permanently, if the others could advance three or four times faster than "normal." (Actually I hate to die, if only as a matter of honor.) My idea of balanced (and "realistic" if you will) D&D is a game in which entire parties are wiped out if players seriously err (though wishes can salvage this) and when someone dies he loses 6-10% experience. *[All my D&D life I have played that a revived/reincarnated character loses 0-99% experience.--LG]* But if the players are good, plan well and work together, then about the only time anyone will die is when the Ghod Chance catches up with them. Real life people would only go into dungeons under such circumstances. Only a madman would go into a real-life SF fan dungeon. In my game, players go up very slowly by A&E standards (less than 100,000 points in 50 adventures) but because progress is so slow it doesn't hurt so much to give them a few magic items. Players like this style as much as any other--when a neo DM ran a giveaway, two players actually quit in protest--and at least once we forced a new DM to reduce the treasure he was giving the players.

To get back to the controversy, perhaps when Blacow says BayArea or other SF dungeons are unbalanced, the SF fans mistakenly think he means they aren't dangerous. Of course some are immediately dangerous on the surface, but the result is rapid advancement with little mental effort. I sympathize with Blacow's stand (though not with his means of expression). But non-balanced or sacrificial D&D is just as much fun for some as skillful D&D for others. The problem comes when people try to mix the two types. Glenn would be better off ignoring those who don't prefer his style.

May 31st found Owen and I putting together an adventure to entered Steve Perrin's version of the Leiber dungeon from Dundracon. Owen took in Aleph(mage), Beth(cleric), Gimel(Dwarf fighter), and Bruciver(fighter) for an almost all female party. The leader of the party was my clerical th^{ief}, Keiko (female), plus her brother Babeyan (she is half Dwarf/half human; he is half Dwarf/half Elf). Tagging along was my neutral fighter Tootsweet who is hoping to make a conquest with Keiko. Finally Rabbi Goodman filled out the party's ranks.

We entered by one of the gates onto a court room. Almost immediately we came under attack from two unholy paladins who defended a door. One we killed off and the other got charmed to Aleph. For the rest of the expedition he tagged along making wiggly eyes at her. His name was Ira. Before we had a chance to investigate their room which was beyond the room they defended, we had a visitation from a walking hut. Inside was a being with an eyeless face, Sheilla. Then came a procession lead by the Mouser. The gentleman being carried on a litter(ornate) smelled to high heaven of rot and pestilence since he was the unfortunate Lord of Quarmall. Keiko forgot she could do one Cure Disease a day(due to a divine gift she had received)so we could not release the Lord's suffering one wit. That was not a successful encounter.

We followed the path of the Lord by his scent and came across a room from which we extracted a club made from a luckstone which was on a skeleton of an unfortunate. We also found an anomaly which hid two valuable nonmagical rings. It also hid a 5 dice poisonous spider who got zapped before it could harm us. (Before I go on I have to make a correction. Rather than Babeyan (who went on a previous adventure to the same dungeon) Arnath, my Ranger with a dexterity of 6 was along, and instead of Rabbi Goodman, Lessetta, my ^{female}elf fighter-mage with the Art of Making was along. The party did not exceed 8th level for any characters and averaged about 4th. We had 5 females, 2 men, and a horny young boy plus the ^{charmed}paladin.)

In a library we found, we hunted for magical books on a few shelves. Then a strange visaged being with 7 eyes came in (Ningable of the 7 eyes) and in exchange for gossip about ourselves and others we were told to leave one book along and were pointed to another volume instead. Beth went up a level as a cleric from reading one book and Keiko went up to 9th level as a thief. Since she was leading the party and is neutral, she refused to let anyone destroy chaotic books since they're in a library.

At this point, we decided to head in a different direction which would take us deep into the bowels of the building complex. In the corridors we quickly dispatched 2 Displacer Beasts and found a Helm of Flying(with powers similar to a helm of brilliance)on a pedestal. We had an encounter with a living Staff of Strangling which almost killed Aleph before we could free her and destroy the thing. Hunting and mapping through several rooms we almost missed a small room which, hardly more than a nook with a door. In it was a starving, anemic Gelatinous Cube which we dispatched to acquire a wealth of rich prizes including a Ring of Regeneration and a Ring of 3 Wishes. Behind an illusionary wall we found another ring, this one of Gender Change.

Heading out we encountered 4 7-dice statues which we defeated but not before one of them decapitated Bruciver with a single blow of its fist. We found 4 swords one of which was such a crock that it is now part of Ariel's hoard (Owen's bronze dragon mage character.)

Ready to leave, Lessetta went berserk as her special purpose sword detected Undead. Gimel tried to use her weapon's TK to control the girl but instead was taken over by her sword with a special purpose to destroy chaotic mages. Since she had Frost Giant Strength at the moment, the door was not an obstacle. We caught 4 Vampires by surprise. One Lessetta mazed; the second one Gimel's sword disrupted. Keiko was able to put up a Protection from Undead with her powers (according to the Perrin convention). We succeeded in disrupting all four and the only one to lose life energy was Arnath, the Ranger. The luckstone didn't help him there at all. Then we headed out.

WESTER CECILIA'S MOCKTURTLE SHOPPING LIST OF SPELLS ARCHANE #59 by Hilda C. Hannifen, 1735 47th Ave., San Francisco, Ca. 94701 415-564-2568 or JOGALOT.

Sister Cecilia is my D&D character who acts as a clearinghouse for the sale of spells which are researched within her organization. Other independents also sell spells through her. Since some dungeon masters insist that spells be published before they are allowed, I shall go over new spells developed as well as review the other spells available. All spells are sold such that they must be purchased separately by each mage or cleric who plans to use the spell. Spell documents are non-transferable nor copyable.

Reptile Charm (2nd level clerical--4500gp): Charms all reptiles except snakes.

Bird Charm (2nd level clerical--4500gp): Charms birds.

Mammal Charm (2nd level clerical--4500gp): Charms mammals. Acts like Ring.

Insect Charm (3rd level clerical--8500gp): Charms insects.

Monster Charm (4th level clerical--16500gp): Charms monsters.

Charm Person (4th level clerical--16500gp)--Charms humanoids and humans.

Speak with Insects (3rd level clerical--8500gp): Allows communication with insects. They will treat this spell more favorably than a normal Speak with Animals.

Detect Alignment (3rd level clerical--8500gp): Can indicate if an item is Lawful, Neutral, or Chaotic. Companion spell to Detect Good and Evil.

Divine Intervention (5th level clerical--32500gp): Acts as a remote bless which is cumulative with the Bless which can be bestowed upon the party while in combat. The cleric using this spell must be in a continuous state of praying for the party. If the party does anything which is nonalignment related, the effect of the spell is permanently lost (for the duration of the expedition.)

Paralyze (5th level magical--32500 gp): Acts like a Wand of Paralyze. If make saving throw, then just Slowed.

Prayer II (5th level clerical--32500gp): Acts like Prayer except opponents fight at -2 and save at -2 instead of -1.

Monster Summoning I (5th level clerical--32500gp): Same as MSI for mages.

Sphere of Sleep (6th level magical--64500gp): Spell grounds out through a single being: Up to twice the level of the caster the saving throw is -4; To 3 times the level of the caster the saving throw is normal; Above that point the saving throw is +2.

Other spells available from Sister Cecilia have had their specs run through A&E in the past. These are: Cauterize (2nd level clerical--4500gp), Remote Cauterize (4th level clerical--16500gp), Regenerate (5th level clerical--32500gp), Diarrhea (3rd level clerical--8500gp), Sneeze (3rd level clerical--8500gp), Sleep II (3rd level magical--8500gp), and Sleep III (5th level magical--32500gp).

at Westercon

To the San Diego player who was in the game on Monday, July 5th, into Jason Ray's dungeon: The quest you will have to do has been determined by Sister Cecilia. Since your problem was with the undead, your quest is also concerning the undead. You are to rescue and bring back from the undead to true life the spirit of good lawful who through no fault of his or her own was turned into some form of chaotic evil undead. Since it is necessary for lawful gods to watch the progress of your character, the following dungeoneers who have the gods of law and good close to hand will be your possible ones to run the quest. In the Bay Area: myself, Jerry Jacks, Clint Bigglestone, Steve Henderson, Steve Perrin, Nickoli Shapiro, or Dave Hargrave. In Los Angeles: Lee Gold, Frank Gasperik, or Jason Ray or David McDaniel. In Virginia: Dick Eney or Shirna. Other ^{DMs} will be considered by Sister Cecilia if contact with one of these ~~DMs~~ can not be done in a reasonable amount of time. Your person must remain lawful good in thought, word, and deed throughout the expedition.

LEAVING SLEEPING MOCKTURTLES LIE or WESTERCON 29 CON REPORT AND DUNGEON EXPEDITION
#57 by Hilda C. Hannifen, 1735 47th Ave., San Francisco, Ca. 94122, 415-564-2568.

I arrived for the con on Wednesday evening in order to avoid the Thursday shutdown/strike of BART (which didn't take place until Friday). Thor picked me up at the airport after half an hour of my looking for Alan Frisbie to pick me up. We took a circuitous way home since I wanted to stop by the Golds', but Barry looked like he was getting his pre-con sleep, so we went on our way. Later we joined Gail Selinger; ate; visited a fish store where I saw a \$300 catfish; talked geology; visited Bobbi Armbruster, Vicki, Ron Bounds, etc. and library; talked fish; and in general had a relaxed evening.

The next day when I woke up, Frank Gasperik had gotten home from work. I rapped a bit with him and Thor, then he and I went out (with me driving) and went to visit Marty Kantor and look for a Taco Bell with Tasmanian Devil glasses. We didn't find the glasses but has a very nice stay with Marty, including a phone call from Dan Deckert. Returning home Frank went to bed while I took a second nap. We left for the LASFS meeting late, but since the meeting was also late, we arrived on time. Owen hadn't arrived so I assumed he had not been able to get Friday off. I presented a plaque with Freehafer Hall carved into it to the LASFS under old business, then organized a group to play Kingmaker. The game ended only ten minutes after the hotel attempted to chase us out. We then went party hunting, located one, and to be good guests, went out to get booze for it. We stopped also to add some food to the breakfasts we had had 20 hours before. By the time we returned, the party was over so we went home for the night.

Friday, I awoke at 11:30am but didn't kick Frank awake so we could go to the con until 2:30pm. We stopped off at Aero Hobby then at a place called the Pequin which has good eggs benedict. We got to the con only minutes before Owen arrived. We had an invite (Owen and I) to attend a game Friday even in Carnelian, Dick Eney's dungeon. The game did not gel right though, so the game broke up relatively early.

Saturday I got into a game in Wayne Shaw's Temporalana which lasted a while. From there I went and took a look at the huckster room but didn't have time to get to the art show before it closed. At the masquerade, Owen convinced Craig not to turn all the lights off so from the back I was able to see the costumes while Owen filmed them. Liked the Capture which was intermission entertainment. After the masquerade Owen and I with Sherna took characters into Carnelian again to finish the business left unfinished by the previous night's expedition. We finished at dawn.

After a few hours of sleep Owen woke me by telling me that the art show was already being sold off; I was horrified. I spent a low-key day. For dinner we went out with Beverly Kantor and Andy Andruschak to Japan Town. The restaurant we planned to take them to dinner was closed for remodeling so went to another place in the area which was not even in the same class as the place we had planned to eat at. After that we went to the reception. After finding out that Mazolia lives, and watching the pleased reaction as Poul and Karen Anderson got the unsung fan award, The Sampo, we adjourned to Dick Eney's room again to run an adventure in Nameless, my dungeon. That broke up at 7am when we went for breakfast. After that I got into a game which broke up quickly because the leader, supposedly lawful, was acting very much not so. Jason Ray as the DM was agreeing. We, the players, rooted on Scott Roades' character, a chaotic elf with an Amulet of Deception who tried to kill the leader but didn't get his Regeneration ring off his hand. After the elf was killed with a single blow of a poison arrow, we returned to our characters in which mine lead an exodus of the lawfuls away from the dungeon. God declared that the leader was neutral and would remain so until he had done a quest to be determined by one of my lawful clerics. I will publish that in another stencil. In the meantime, Jason, can you remember the name of the San Diego person and his character's name so I can address the information for that quest to him directly?

Without sleep, sometime during the day Craig Miller told us a few more hotel security guard stories. We left on the 3pm plane and fell in bed by 5:15 pm not to stir again until 10am today, Tuesday morn. Owen biked me to work, so here I am.

KEN'S CHARACTER CORNER #5

A bit of ego-boo by:

Ken Pick

175 N. Poinsettia Ave.

Monrovia, CA 91016

I am typing this in the post-WesterCon letdown. During those three days I was conned into driving home as Steve Rose's chauffeur, met John Kingsbury once more and got turned on to Vaughn Bode & Cheech Wizard, talked shop with Kay Jones, Nicolai Shapero (fiendish as ever), and our illustrious editor Lee Gold, and watched Wayne Shaw get totally out of contact with reality. Nicolai promised to write of how we grossed him out in his own *STONKITE*. While all this was going on, I found myself in a real-life experience:

Ever since I adapted *Cynthians* and started operating Chee Lan through the local dungeons, I have wondered about Mr. Anderson's reaction. Being naturally paranoid, I expected a highly negative reaction. So, here I go to WesterCon, a fringe-fan in plastic-rimmed glasses, with D&D pinned in Girth over my heart and a *STONKITE* photo of a sexy cat flanking it on my right breast. My first two days were spent trying to think of a tactful way to say "Hi! I'm the D&Der who ripped off little Chee." During this time, Mr. Anderson seemed to be everywhere in that hotel: lobby, Buckster room, even the vestibule of the 2nd-floor men's can. (I was going in as he was coming out, and failed to make my saving throw against awe.)

Saturday night outside *STONKITE*, Lee Gold informed me of the absence of an Anderson negative reaction. Fortified by this news and settled on the right phrasing, I set out Sunday to find Mr. Anderson and see how closely my version of *Cynthians* tallies with the original. This time I couldn't find him anywhere. (I didn't think of the hotel bar.) My last resort was to bump into him at the closing reception, but Steve Rose's chutzpah had already committed me to drive back to Pico previous to this event. Another crock fanventure.

If this 'zine seems a little disorganized, it's because I normally make it up directly on the stencil a couple days before deadline. Now that the opening formalities are past, it is time to get down to serious D&D business: a new character/monster race:

SPHINXES

Sphinxes may be thought of as Neutrality's idea of a Lammasu. In appearance they are human-headed lions about the size of a leopard. In the West there are two sphinx subraces: the Greco-Assyrian and the Egyptian.

Greco-Assyrians (the female is the Greek sphinx and the male, the Assyrian) have eagle-like wings, tawny head-hair, and either amber, blue, or green eyes. The females have large, firm human breasts, and the males are naturally bearded. In their personalities, the males are somewhat belligerent while the females display a near-obsession with riddles. Both use magic.

(There is a belief that this type of sphinx is hermaphroditic. This is probably because rare hermaphrodites such as Dr. Lao's are publicized. Also, the myth of monosexuality is believed due to similar reasons as that similar myth denying Dwarfish women.)

Egyptian sphinxes generally have dark head-hair and tail-tips and brown eyes. They are wingless and prefer deserts. The females have only leonine mammary apparatus, and the males are beardless. They are able to use both magic and clerical/anticlerical abilities. Personalities are best described as lusty and inscrutable.

Sphinxes as player-characters:

a sphinx must have at least a 12 in both Strength & Dexterity, plus at least 14 Intelligence (if Greco-Assyrian) or 10 Intelligence & 14 Wisdom (if Egyptian). Sphinxes are Neutral, the Greco-Assyrians opting to Magic-user or Illusionist and the Egyptians operating as Harness Neutral Clerics. To back up their spells, sphinxes may also melee with 2 claws/turn.

LEVEL	EXPERIENCE		CLASS	
	(Greco-Assyrian)	(Egyptian)	Hit Probability	Damage/claw
1	0	0	NORMAL	1-4
2	3,000	4,500	" "	"
3	6,000	9,000	+1	"
4	12,000	18,000	"	"
5	24,000	36,000	"	1-6
6	48,000	72,000	"	"
7	100,000	144,000	+2	"
8	200,000	300,000	"	"
9	400,000	600,000	"	2-7
10	800,000	1,200,000	"	"

At the DM's discretion, sphinxes may be either limited to 10th-level or allowed unlimited progression. If unlimited progression, each additional level requires either 1,000,000 (Greco-Assyrian) or 1,500,000 (Egyptian) additional experience. Claw attacks above 10th are +3 with 2-7 damage.

Hit dice are one 8-sided/level up to 10th and +2 hit points/level thereafter.

Bare-fur armor class is 7, but leather barding may be worn.

Movement is 24"/turn (twice human).

All sphinxes move silently as a Thief of their level, read languages as a Thief of one level below theirs, and hide in shadows as a Thief of half their level.

Due to their lack of hands, sphinxes cannot use any weapon other than claws or any magic item other than amulets or rings.

Greco-Assyrian Sphinxes can leap 20' vertically & 50' horizontally without barding, using their wings to assist their leap. Egyptian Sphinxes and barded Greco-Assyrians can leap 15' vertically & 30' horizontally. Both types of sphinx take half damage from falling.

All sphinxes speak Common, all alignment languages, Lammasu. Greco-Assyrians additionally speak Greek and Aramaic, and Egyptian Sphinxes will speak Egyptian. Additional languages due to intelligence should be chosen from races/creatures of the mythos of each type (Greek, Mesopotamian, or Egyptian).

Egyptian Sphinxes lack the human Neutral Cleric ability to Polymorph Self. Instead, they have a once-a-month Gate spell to a Neutral god, usually An-harakhte or Horus-of-the-horizon. This gate will open 5th level of the time.

Sphinxes as non-player characters:

1-100 appear. Treasure Type varies. Sphinxes are found either in tribes, in cities, or as guardians. Sphinx tribes are normally encountered in waste places, either wandering on a hunt or in cavern (Greco-Assyrian) or oasis (Egyptian) villages. These will usually be low-levels, with a maximum of 5% of the adults being 5th or higher.

In cities, high-level sphinxes are sometimes found as Sages or temple mascots, and tales of cities ruled by a sphinx aristocracy have been heard. Urban sphinxes are often fond of luxury, i.e. jewelry, silk cushions, and the like.

High-level sphinxes are often found as guardians of temples, tombs, treasure, and the like. Greek Sphinxes sometimes guard passes and roads, asking a riddle of one of a group of passersby. If answered correctly, the sphinx will let them pass without further incident, sometimes awarding a gift if the riddle was especially

difficult. If the riddle is not answered correctly, the sphinx demands a toll for passage - the life of the one she asked the riddle of, taken in single combat. If the other passersby don't mix in, they won't be harmed and will be given back the body. (Before anyone screams about this as Chaotic behavior, I consider Sphinx Neutrality as a flipflop between Lawful & Chaotic. If said sphinx was Chaotic, there would have been no survivors among the passersby.)

This concludes the information on D&D Sphinxes. I haven't actually rolled or playtested any, but special abilities and disabilities have been balanced out as best I could. As for outside information on them: I don't know. The only sources I know of are myth and a Karen Anderson story, "Landscape with Sphinxes" from which I drew the concept of Wilderness sphinx tribes. Try them, and let me know how they operate. Four legs at sunrise, two at noon, three at sunset

From now on, I'll be commenting only when necessary. Perrin's right: why do a 'zine that's two pages of what you want to say and twenty of comments? Hereafter, KCC will only run comments half a page, maximum.

AL ARRAF: How does a character come into possession of a Moslem Clerical Scimitar? Antar, my self Moslem Fighter-Cleric, is sick of using the infidels' morningstar.

ANGEL GEMIGNI: There are Lawful Balrogs. They are called Valar. / OK, "Turkey", so you're another Cynthiophobe. First of all, her name is CHEE LAN, not "Chin Lee". Second, Chee can be very silent when she wants to. She normally shoots off her mouth only when angered, which despite a short temper is not all the time. And with an Intelligence of 13 and degrees in xenology, biology, and business she is hardly a mental defective. Third, she did NOT go up four levels on one expedition. She was 4th when she started and stuck atop 5th when she finished. The expedition was into the Temporalana wilderness, first running into a Red Dragon lair, which is where Chee was killed and where the bulk of her 80,000 GP fortune was found. After being raised, she wound up on a quest through the wilderness to take an artifact from inside the ruins of Thangorodrim. Though she was one of those left outside with the getaway wagons, she and half the expedition died from the Final Strike of a mind-flayed lich. This time it took a full wish to turn the white-furred grease spot back into a reasonably-alive Cynthian. She did not keep her mouth shut through that expedition.

SEAN EDWARD COMLIN III: Terra Supra interesting. More? / What is that illo on the last page of your 'zine - the woman-headed, overmammariated reptile?

STEVE LEVIN: From my reading of Hiero's Journey, Lanier described Eleveners as Armor Class 9, armed with a single dagger. From this, I would think Eleveners would be limited in armor and weapons as a mage. Also, they would always wear a brown uniform-like basic clothing.

Another monster:

BLUTSCHINKEN: 1-10 appear. Armor Class & move as bears. 8 hit dice. 20% in lair. Treasure type B. Animal, Neutral-Hungry, native to Germany, found near lakes in forested areas. Also called vampire-bears and bloodbears, Blutschinken are identical in appearance to bears. Primarily nocturnal, a Blutschink attacks as a bear, with one difference: upon striking, there is a chance (40% on bite alone, 70% on bite+claw, always on bite+hug) the Blutschink will start to drink the victim's blood at a rate of 2-16 points/turn, remaining attached until either it or its victim is dead. Treasure is normally scattered over its hunting ground.

All for this month. Steve Rose has been bitching about lack of characters in KCC, so next month will be mostly a history of my characters, explanations of how they're operated, and random thoughts on Dungeoneering.

PLEASE SIR, WE'VE BEEN FIGHTING THE KILLERDOUGH FOR SUCH A LONG TIME
a fanzine for A&E 13, sponsored this month by the Dwarf Bakery
Guild, local 209. Send your dues to Larry Schoen, at 3846 1/2
Huron Ave., Culver City, CA 90230, 837-0736. On with the ~~show~~
show.

About a month after reading A&E #8, I got my first hoka. Blessed
be the DM who killed a twit dwarf necessitating the creation of a new
character. "What is this I see," said I. "unusually high strength,
amazing constitutuion, all above average characteristics except wisdom.
Could it be? It is! It is!" Thus was born Cyrano de Bergerac.

In the expeditions that have passed, Cyrano has done all right for
himself; swaying damaels with his songs, fighting Spaniards (remarkable
resemblance to Orcs and trolls, if you ask me), giving away all his
gold, pulverizing innocent bystanders who accidentally sneezed, and
even proving himself the greatest swordsman in all France (tomorrow the
world!). He is without doubt the character I have most enjoyed running.
He has met every obstacle with the tenacity of your average fighting
poet with a nose complex. And then someone ruined everything!

On a recent expedition Cyrano sauntered down to the lowest level of
the dungeon and, with the aid of a wizard named Brand, surprised a
dragon. An old dragon. A very old dragon. Due to much luck, no
little skill and the help of the wizard, Cyrano defeated the dragon
with only a few bruises and cuts. With the dragon safely subdued,
attention was then given to the treasure. GODS! WHAT A HOARD!

Without hesitation, Cyrano began filling his pockets and only
ceased when he could barely move. He then left, only to return with
his army of 93 reptiloids, poor souls freed from slavery to serve as
the Gascoigne, who filled their own bags to bursting again and again,
trip after trip, till all of the treasure had been removed. True to
his Cyrano personality, he tried to give it all away, but some well-
meaning human friends persuaded him otherwise (and after all, a hoka
will do anything a human tells him).

What ruined my favorite character, you ask. I'll tell you. With
an almost limitless supply of money, he could in time buy whatever he
needed to make himself perfect, and then what fun would he be. Of
course he could always change personas, become a cleric or a magic-
user or a thief, but I've grown kind of attached to him and like having
him around.

Instead he has used his large resources to do a number of things.
Firstly he set up a small bank (nothing to compare with C-D, mind you)
for the purpose of loaning money to beginning hokas who would other-
wise find it difficult to get started in their careers. Secondly the
creation of two research and development industries: Hoka Inter-
national and Hoka Unlimited. Both have incorporated and of this
printing some stock is still left at the price of only 6K gold a share.
Magical equipment as well as monsters are acceptable in lieu of gold,
so all of you rush out and call your brokers before it's too late.
I'll wait right here.

Back already? Fine, then on to the new monsters....

VADERS: Far more dangerous than they look, Vaders resemble big blue panthers with antennae just behind the ears. They are totally evil and cannot by any means be changed to another alignment. Highly intelligent, Vaders could use magic but consider it beneath them. Ranging from 10th to 15th level, Vaders are capable of mind-shadowing from 2 to ten people: i.e. telepathically monitoring several party members' thoughts simultaneously. As a result, they are difficult to trick, surprise or fool. If busy probing elsewhere, Vaders can tell when living beings come within fifty feet of them and can also determine alignment at this distance. Powerful servants of Chaos, even Balrogs bend to their will. They resist magic like a 17th level magic-user and illusionary spells, such as Phantasmal Forces, have no chance at all.

The main ability of the Vader is both offensive and defensive. Vaders have total control over their molecular structure, and by some magical means known only to themselves they can change their entire bodies into any chemical element or compound within their experience. At all times, however, a Vader retains cohesive control over his body, and when changing to an invisible gas or the like, a thin blue glow outlines the Vader's body. Also, while in a particular chemical form, a Vader may take control of other molecules of the same substance. For example, say a Vader enters a room and surprises a party. At the time of entering he is six feet long. Before the startled eyes of the party, the Vader turns into an invisible gas (oxygen) and begins drawing oxygen molecules to itself, as it increases in size. Thus an originally six foot Vader is now a fifteen foot Vader which can now change to another substance without losing any of its new size. *[Not to mention that any canaries in the room--or even the party members--are now keeling over for lack of oxygen.--LG]*

The change from one substance to another is instantaneous, so if a missile is fired at the Vader by someone not under its mental surveillance, the Vader could still save itself by changing to a gas, even up to the instant of impact...and allowing the projectile to pass through it, leaving it unharmed. It is necessary to repeat that Vaders are always extremely chaotic and evil and cannot at any time change into a substance they are not familiar with. This is stressed because someone once (and only once) threw a white phosphorous grenade at one, and uh....

MOGOS: To all appearances, Mogos are ten feet tall teddy bears without eyes. They are neutral, due to their lack of intelligence. They walk blindly about, drawn by only two things: silver and magic, preferably the former. Mogos are immune to all attacks except by silver or magic weapons, because they emit what I call "radio acid." This acid eats through anything which is not silver or magical in nature. All Mogos are surrounded by an aura of this at all times, projecting about two feet outward from their bodies.

Mogos are fifth level. In addition to the standard Mogo there are more specialized types: the silver Mogo (white fur and with the ability to create ice storms), the golden Mogo (gold fur and with the ability to create fires), the panda Mogo (black and white fur and with the ability to create light and darkness). The sophisticated reader will note that none of these abilities can help or be well used by a blind ten foot tall teddy bear. All other specialized types should be developed along similar lines.

Mogos do not eat as we know it. Instead they absorb the radiation given off by silver and magic when covered by their radio acid.

I Was an 8-Sided Die
for Naval Intelligence #2

by Charles McGrew, 919 W. Johnson St, Raleigh, NC 27605

First a few corrections to Voice from the Dungeon #1. "Thieving Edwyr" was actually "Thieving Edwyn." / My comment to HJN Andruschak should read "if it's nothing too bad." (no comma).

Notes and Ramblings: Gordon R. Dickson has written a fantasy story called "The Dragon and the George" which gives a very detailed description of life from a dragon's point of view. Briefly a modern day man is transported into a dragon's body (Gorbash by name) in a time paralleling medieval England, but including magic powers, dark powers, dragons and the like. It reads like a wild D&D adventure. (Dragons like gold, wine, gold, silver, gold, food, gold, fighting, gold, and gold, in more or less that order. All dragons can talk, but none breathe; they all fight with a claw, claw, bite attack. About the only thing that can take a dragon in single combat is a mounted knight. As GRD says, about a ton of horse, man and metal moving at more than ten mph concentrated at a single point at the end of a 16 foot shaft gives awesome penetrating power.

Grenadier Miniatures has come out with a new line of fantasy figures which are the best I've seen yet--including treasure, wizard's library, torture chamber (with victim), green slime, grey ooze, and the rest of the clean up crew. Sorry no address; maybe next time.

Another good book, this one on magic, is THE COMPLETE ENCHANTER, by L. Sprague de Camp and Fletcher Pratt. It gives a good example of various spells. For instance, Harold Shea's spell to change a troll's nose to become smaller (polymorph) involved beeswax and a brazier and the chant:

"Witolf and Willhalm stand my friends!

Andvari, Ymir help me to my ends!

The Hag of the Ironwood shall be my aid.

By the spirit of Svarthead, let this spell be made.

Let wizards and warlocks combine and conspire

To make Snogg's nose melt like the wax on this fire."

When the smoke cleared, Snogg's nose had shrunk. "Head feel funny," was Snogg's comment.

The Word from Homlas: I was meaning to write a blazing critique of the Homlas game here, but I shan't. I'm way too close to the game and besides, we turkeys shouldn't complain in a national publication. I am a bit dissatisfied with the game, but I'm just getting old and battle-scarred. I think I'll be a chaotic for a while and take a vacation from clean living and goodness. Might put a different perspective on things.

Luck: I've decided to use luck rolls as written in one of the A&Es, although damme if I can remember who wrote them. So far they have worked out ok and have saved Lingus the Cunning's life more than once. (I use 3D6s and Lingus rolled a 17). He had a choice twixt two lairs. He trusted to luck and chose a balrog's lair over a medusa's lair, picked up a good treasure too--although not through luck. This isn't a luckstone. Basically I use a single Ives die system times luck to determine if something will work out for the better.

Again, Grant Louis-d'or, your ability tables are great! I find them especially useful in giving personalities to minions. Thus Lingus has a minion, Queguan, that deserted him in the middle of a nasty fight with some hellhounds when he got half damaged. Now Lingus

chases Into melee shouting a bonus offer to Queguan if he'll stay and fight. Lingus's other hirelings now want to know what's so special about Queguan. Likewise, Lingus had another minion, Helat, that was so gullible that Lingus asked him to lure a "baby white dragon" out of its lair. Helat believed it, dashed into the cave and was instantly ice cubed by the Adult white dragon within. Lingus has been informed that such antics will do nasty things to his alignment. Keep up the good work, Grant.

On to da comments (from A&E 12)

Lee Gold (Tantivy): your Balrog stats are very good, except you left out hit dice! [*Sorry. One per level. If you use Greyhawk, make that one D8 per level.--LG*] I think I will allow a Balrog in my game for a while, just to see how it works out. But how does one force a Balrog to be Lawful or Neutral. [*One doesn't. One can put a Ring of Contrariness on him (hi, Nicolai) and have him act Lawfully, but a Balrog who actually was non-Chaotic would have no fire ability and precious few other abilities.--LG*] Seems to me a Balrog would fight to the death to remain Chaotic, just as Lawfuls fight to remain lawful.

Kay Jones (Kirel's Mirror): I dunno about Perns. Seems reasonably restrained, but it sounds like a free minion MU with a small dragon thrown in for good measure. I'll stick to Ives' attack dogs, Of my two attack dogs so far, one died in melee and the other is now an incredibly lifelike statue.

Me on Lee on me -- seems you and I play different vampires. Everywhere I ever read or saw, the Charm Person of a vampire isn't a spell but a sort of close-range hypnotism done with the eyes. It is tough to get eye contact with a creature that knows it shouldn't do so. Also Vampires never make a direct charge at a cross. [*Gygax specifies the cross must be "strongly presented." And it seems to me I've seen any number of vampires unmoved by a cross in the hands of an unbeliever or someone recently guilty of unlawful behavior. The line was "in your hands, that does not bother me."--LG*] A vampire will go no closer than necessary to a cross. I'm sure Glenn Blacow can come up with all sorts of clever crocks, but I don't change the rules in the middle of the game. If a player gets super lucky, I don't take it away. Players have the right to get lucky once in a while, don't they? Just because something is very powerful, I simply refuse to crock it. The player may start attracting monsters at a phenomenal rate, but he/she can still keep the stuff. In a Plekill room, the thieves can steal if'n they wish. The room was a ringer I created. Harmless but fun for all concerned.

Wes Ives (Stoned Acolyte): I think that a Charm makes a person a friend of the charmer but suicide is out. (Would you jump in front of an 18-wheeler for your best buddy?) A charmee would attack his ex-buddies since the charmer is now the charmee's best friend, but suicide is a no-no.

Nick Smith (Labyrinthine Lines): around here, there's no disagreement: greyhack is the best supplement with blackbeer and elblitch misery fighting it out for 8th and 9th. The consensus is that next time we will read it before we buy it. Your comments on the werewolf paladin are right. It just ain't lawful. A cure disease would be needed in a hurry before irreparable damage to alignment is incurred.

Nicolai Shapero (Notes from the Underground): a werewolf is "limited" to AC2? Thanx for that address. You're right; maybe the censoreds should be cut off.

Jeffrey May (Down in Flames): If Prof. Barker doesn't zap you for copyright violation, I will be surprised. In fact, nowhere in your entire mag did I even find his name mentioned! I never thought that EPT was a super game, but good god, man, that's plagiarism!

UCLA Computer Club (Anybody Wanna Buy a Coat of Mithril): Bravo and a raised glass to your comments. Guidelines read like R. A. Heinlein's "Notebooks of Lazarus Long"! Great stuff.

Joel Davis (Colorado Comments): In Raleigh we play that one can strike through a Web. Webs are mainly used to keep dragon's mouths closed. (we play no "breathe" through the nose--does horrors to the sinuses.) *[In LA you can strike through a Web with a 30% chance that your weapon will be entangled in it for some time.--LG]* // Comments on Wizards vs. Armies are good but any army that is dumb enough to go after a Wiz without their own MUs in support deserves to die.

Margaret Gemignani (Many Worlds): your magic sword price is the most reasonable I've seen. In Raleigh, I've had a bid of 30K GP on a Neutral Thief's sword (+2 for most, +5 for thieves) and 35K on a Lawful High ego sword (20,000 GP on hilt from me); but after all, it's a seller's market. Dear Finngis will appreciate the gold, but the guild is a better buy.//You'll do what to Wes's dungeon? So spake many a proud adventurer now passed on to Valhalla?

Me on Me (8 Sided Die): Oops, Lee's right. Those stats for bullwhips and Balrogs are wrong. The balrog drains you on any hit. But remember, if the body doesn't flame, the whip doesn't drag. Also: flying Apes are AC 9, and the number appearing is just suggested. The stats for Ape Lairs is only for the very brave, very dumb or very lost that wander in.

Jerry Jacks (Sublime Portal): Your sage rules muchly good.

Steward Levin (Lost Mask): Kind of hard to read, but the adventure was good. Eleveners look ok as long as you don't allow calling all the creatures with 120 (or whatever) feet. That could get to be a hefty stampede. Even a horde of butterflies could be a problem. Ever been fluttered to death?

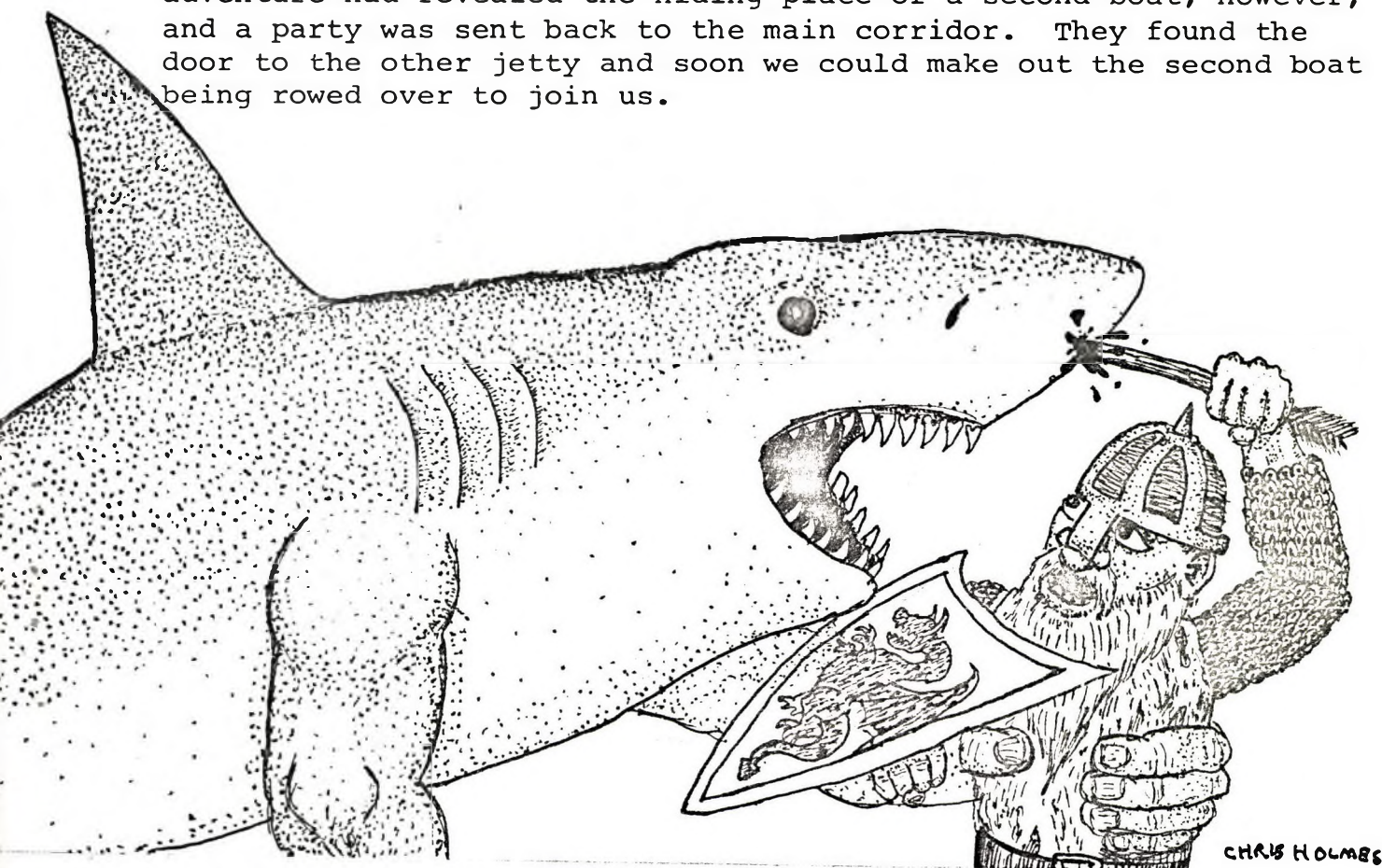
Wayne Shaw (Portal to Temporalana): We solve the empty room problem of a Gygas dungeon by putting in "specials" like plekill. Strange things that have no particular meaning. One example is a metal rod sticking straight up in the center of an empty room. Move it left and the room tilts left, move it right and the room tilts right, etc. Just like an aircraft joystick. The tilting could unveil an otherwise hidden door (but remember, push it hard over in any direction and the room does a 360° roll!). After all, every room need not have a true purpose. What is this: a game of "my dungeon is tougher than yours?"

Look, Blacow's people aren't as high level as yours and so should be given a weaker set of enemies to fight. It's all relative. (Thank you, Albert. Now back to your equations.)

Some time ago Konkin suggested the Barbarian as a Character Type based on Constitution. I already had a mass group of Barbarians. They're like Bandits but have no officers between the Ultimate Leader, however high he is, and the 4th level sergeants. Common Barbarians have bronze (-1) plate and swords, Officers standard with half the normal chance for magic appurtenances. If constitution is to be their prime requisite, then a Barbarian should have strength 12+, intelligence -13, wisdom -13, and the experience points/level system of a fighter. Like dwarves, barbarians save four levels higher (and dwarf barbarians six levels higher). They fight as 1D4 higher than they really are. They never understand any device/weapon/object they have not previously encountered and they take 1-100 days to get used to a new magic item before they can use it effectively after acquiring it. Any species but Elves can provide barbarians. ---Lee Gold

The underground lake, or perhaps sea, was black and foreboding as our first level group huddled on the dark beach peering into the murk. The elf and the hobbit thought they could make out an island with a low building on it.

There was one small boat tied up to the stone pier. A previous adventure had revealed the hiding place of a second boat, however, and a party was sent back to the main corridor. They found the door to the other jetty and soon we could make out the second boat being rowed over to join us.



A quick inspection revealed that the boats could each hold only four persons, five if one were a hobbit. This meant the party had to split up and leave the faithful mule behind. Even so the boats were heavily loaded and rowing to the island was slow and noisy. Several of the party took off their chain mail and placed it in the bottom of the boat, so that they would be unencumbered if they fell into the water.

When the two boats were half way to the island, the sharp-eyed hobbit spotted the first triangular fin circling the boat. The party's major concern was that the sharks would attempt to overturn a boat, but the beasts remained far enough away to be out of range of anything but an arrow. The hobbit estimated that there were three of the creatures circling them.

Despite our misapprehensions, landing on the tiny rock island was without incident and investigation of the stone pyramid at its center revealed it to be a deserted temple. Standing on the deserted altar, however, was a man-sized statue of solid gold. Boinger, the hobbit, said the artistic style was crude and

unsophisticated, but the rest of the group was impressed with the value of the piece and it was quickly hauled down to the boats. The weight of the gold, however, so lowered the craft in the water that it appeared at first that only one person could get in to row. The mercenary warrior volunteered for this assignment, saying the lonely rock islet and inky waters made him anxious to get back to the shore. A little experimentation revealed that the dwarf, Barely, (Barely A. Dwarf had characteristics that brought him to dwarf-hood only after maximal adjustments. No one ever thought him less of a dwarf, however, because he had made it the hard way) was light enough that he could accompany the warrior for hire as additional protection. The two rowed off into the darkness, promising to send the boat back as soon as possible and get the rest of the party off the island.

No sooner had the boat disappeared, however, that a fearsome shape emerged from the water. Ten feet long, the streamlined shark's body advanced toward the horrified adventurers on human arms and legs, crawling as if on all fours. The mouth gaped to reveal rows of glistening fangs. Red eyes glowed in the dark and the weird creature rushed to the attack. Fortunately it's lycanthrope nature was recognized by the canny adventurers ("If there are were-tigers, and sharks are the tigers of the sea...") and they defended themselves with silver sword and mace. The monster was quickly dispatched.

Realizing the pair with the statue might soon be in deep trouble, a rescue party of four, including Mergatroyd the Magnificent, was dispatched in the second boat.

Meanwhile, back on the shore, dwarf and man unloaded the golden statue with considerable effort when they were confronted by five monster were-sharks rising from the deep. The fighting man died immediately beneath the ravenous jaws, Millie the mule ran for safety down the corridor. Barely pulled a silver tipped arrow from his quiver and put his back to the wall where only one of the ambulatory killer sharks could get at him at a time. Here the desperate dwarf managed to fend off the deadly jaws for a time.

The second group in the boat shouted encouragement, rowing as fast as they could. Reaching the jetty, Mergatroyd pulled himself hurriedly together and hurled a sleep spell at the monsters beseiging the poor dwarf. All of them fell senseless except the beast attacking Barely. The terrible teeth crunched through his chain mail as his friends came running up. Heroicly thrusting his puny weapon at the monster with his dying breath, the brave dwarf perished.

The were-sharks are based on a Polynesian legend of demon creatures that assume human form to deceive their neighbors, but slip away into the sea to kill lonely fishermen. Persons suspected of being man eating shark demons are stripped by their accusers and found to have a mouth, lined with shark's teeth in the small of their backs. The creatures encountered by Barely and his friends are not typical Polynesian shark demons, but do have the bizarre combination of human and shark characteristics suggested by the legend.



RUMPLEMOCKTURTLE WEAVES A TALE #58 by Hilda C. Hannifen, 1735 47th Ave., S.F., Ca. 94122 415-564-2568 or JOGALOT.

Going to the gameroom one fine day during Westercon, I joined a group going into Wayne Shaw's Temporalana. I took in Keiko, Richard the Dwarf's half human Japanese daughter, who is an 8th level cleric and 9th level thief. With her was the dwarf, Norigg, 4th level fighter with a helm which turns him into a brass dragon--he never uses it, however. Our leader was Shevak, anti-magic user vulcan, 8th level. Also with us was Dagor the 4-armed frost giant strength Dwarf, Bilakcehar, a 6th level Paladin [Dagor was 7th level fighter], Grimvald, 6th level Elf fighter, Krell, an 8th level mage, Tsar, a Kazin assassin, Greetle, 5th level mage, Aldo, a Kobald/Were-Cobra 3th level fighter and 4th level mage, Dilgo, a Hobbit thief with Fire giant strength, Wahf, an 2nd level fighter Were-Ape, and Stalk, a 2nd level mage. Keiko was deputized as 2nd in command to this motley bunch.

Since we met at the Old Phoenix to organize, many of us had the house best or Aesmodian wine while waiting which scrambled hit points and characteristics. Finally we got started none too drunk and none too soon. First thing we meet entering the 4th level of the dungeon structure were 5 Sphexes (9 hit dice each) which were handily wiped up by the Paladin, the 4-armed Dwarf Dagor, Keiko (hitting from behind), and Norigg who teleported around to great advantage to himself. Hardly had we finished with one set of monsters when we were set upon by 16 4+2 hit dice Su Monsters. The same four were in the forefront of the fight (with Keiko it was the hindfront as she depends heavily upon a kidney blow plus her robe of blending). The Paladin took 5 critical hits during this time including both hands and genitals. His sword and Regeneration Ring kept him going until the final hand was lost. A bit of trimming on the regenerating hand plus a Regenerate spell to get things reconnected got the ring back to work reconstructing the poor man.

Despite his misfortunes, the Paladin insisted in leading the charge into the next room. That room contained a Flesh Golem and 6 Ogre Magi which didn't throw their Cold Spell because of the protection which the obvious Paladin was affording. However, as the fray spread us out in the room, the OM's managed to kill Aldo. A cold blast froze Dilgo but he sprang back to life fully restored having used up one charge of a special resurrection device. The Paladin was incapacitated on the very first blow when the Golem smashed his right hand so he could do nothing until he Regenerated. In looking for loot, Dagor, impulsive since he had seen others grabbing up all the good loot, removed a helm from an OM which, due to the RDX explosive connected to it, exploded. Dagor lost most of his loot including the girdle of Frost Giant strength.

In one room off that, through a mirrored distortion field, we found a statue which became a 12 die Fire Elemental. The Paladin took a dose of potion which let him become C0, while the rest of us held it in place. Dilgo added the finishing touch with a ring of water to trap it. We then found a series of 9 cabinets. 6 contained money, the other three traps which acted upon whoever triggered them no matter how they were triggered. The Paladin triggered the first and got 2 extra hit dice. Then Dagor did the other two. The first left him 6' high and unable to wield his equipment, the second gave the ability to polymorph himself into any form of Giant though without extra strength. Also he now only had two arms in this new form he had to take to wield his equipment and weapons.

Then we found 2 Balrogs which gated in a Type 2 demon. Before we were done, we had to fight 3 Type 2 demons total. From there an injudicious member of the party teleported us to a throne room by a treasure room which left us facing the Demon, Chrono, who is the head muckitymuck for the whole dungeon and his personal body guard, down on the 10th level. Keiko and the Vulcan were the only ones with time-related items so they purchased the release and return of the party with a 3-minute egg timer and a Boring film. They were compensated by Chrono.

Leaving the dungeon the only run in we had was with an Iron Golem who tried to poison us. Out of the whole load of loot, Keiko got a sword (chaotic) with spell storing ability which she will have to use wishes to alter. Norigg got a force blade.

THE PORTAL TO TEMPORALANA #8
Wayne Shaw, 9644 Lundahl Dr., Pico Rivera, Calif.

Well, I have just returned from Westercon. I was in or ran several interesting games while there, but since the two I remember well enough to talk about are probably being written up by others, I believe I'll pass on describing them.

ELDRITCH WIZARDRY

I like Eldritch Wizardry. I seem to be the only one I've talked to who can make that statement. While it wasn't another Greyhawk, it was much more worthwhile than Blackmoor.

To start with, I liked the psionics rules. While I would prefer to use the psionic in the form of an entirely new character class (like Steve Henderson's Pure Psychic), it was something I'd been trying to put into the game for a long time. I don't feel it's necessarily foreign even to the most strictly medieval game, let alone the science fictionally spiced games that many people run. Nor is psionic potential so common that these characters will overrun the game.

I am also apparently the exception in that I liked the Artifacts. I use many others (Stormbringer, the Bow of Tarix, Gilrendree, etc.) in addition to them, but I am personally rather fond of Artifacts and the ones I had were spread entirely too thin over a ten floor dungeon and my wilderness. (Yes, I realize that Artifacts are supposed to be rare. But not so rare that no one ever finds them.)

The psionic monsters and demons were also fairly reasonable, though the latter were rather on the weak side in comparison to the demons I had been using (which I may publish this time) which are somewhat based on Joel Davis' demons. The notation that elemental beings operated on both this plane and the etherial one was a conclusion we had come to locally but it was nice to have it "official." And the note about cockatrices and such also cleared up some problems.

Now as to the Druids: I can't say I'm impressed. From my experience, most people start out with a dungeon and only after having this for quite a while does anyone start on a wilderness. I'm sure there are exceptions, but this seems to be a general pattern. Most Druidic spells are next to useless inside. While I will allow an EW druid, I prefer Harness druids and will continue to operate my two neutral clerics as such if I have any choice.

And then there is the combat system addition....Ha-ha-ha-ha-ha, excuse me. It is obvious from this thing that in Gygax-style games one doesn't get into combat very much. Otherwise no one would ever come up with monstrosities such as this. I recently regretfully gave up Blackmoor Hit location (I personally think it is the best representational hit system around) because it took too much time, and now they hit me with this? Arggggh!

In any case, overall, I thought that Eldritch Wizardry was well worth its price.

* * * * *

As promised last issue. I have been working on James Schmitz's crestcats as D&D characters. I was slightly frustrated at first because I realized that crestcats would inherently have some "magical" abilities. Then I realized that this was balanced out by the inherent limits as to what a crestcat can use: no swords, armor, weapons, wands, probably no rings. [*Magic leather cat armor should be possible.--LG*] Essentially the only magic they can use are talismans and amulets. Crestcats from the start have a blending ability halfway between the Robe of Blending and an Elven Cloak. They are telepathic.

They can climb smooth surfaces as well as a Thief. Crestcats ultimately do quite a bit of damage, but they start off low. A first level crestcat fighter does 1-2 per claw, 1-4 per bite (2 claws/1 bite per melee turn). A third level does 1-3/claw, 1-6/bite; a 5th 1-4/claw, 1-8 bite, a 7th 1-5/claw, 1-10 bite, and a 9th 1-6/claw, 1-12/bite. They are armor class 4 unless fighting something that operates nonvisually, which is therefore not confused by the cover. I have operated one for several games now and didn't find any troubles with them.

For quite a while now, people have been bugging my armorer for several weapons not listed in the books. With the help of several encyclopedias and books of arms, I have worked out some statistics and would appreciate criticism, especially from SCAers.

Name	AC2	AC3	AC4	AC5	AC6	AC7	AC8	AC9	Man vs. Larger	
bola	-	-	-	-	-	-	-	-	1-6	melee immob.
shuriken	-5	-5	+1	+1	0	0	+2	+3	1-4	1-3
(armor piercing)										
boomerang	0	+1	0	+1	0	0	+2	+2	1-6	1-4
(25% chance of return)										
short sword	-2	-2	-1	0	0	0	+1	+1	1-6	1-8
rapier	-6	-6	+2	+3	-1	0	+3	+3	1-10	1-6
2-handed axe	+2	+3	+4	+4	2	2	2	1	1-10	1-12
quarterstaff	-4	-3	-1	0	0	+1	0	0	1-6	1-8
Bo stick	-4	-3	-2	0	0	+2	0	+1	1-6	1-8
Jo stick	-5	-4	-3	-1	0	+1	0	+2	1-6	1-4
Throw'g dagger	-2	-2	0	0	+2	+2	+3	+4	1-4	1-3
	AC2	AC3	AC4	AC5	AC6	AC7	AC8	AC9		
sling 12*	0.0.-1	+1.0-1	+1.0.0	+2+1.0	+1.0.0	+1.0.0	+2+2+1	+3+2.0		
dart-gun 9*	-3-5-7	-2-3-5	0-1-4	0.0-1	+2+1.0	+3+1.0	+3+1.0	+3+2+1		
spear-	-2-3-4	0-1-2	0.0-1	+1.0.0	+2+1.0	+2+1+1	+3+2+1	+3+2+1		
thrower 9										
javelin	-3	-2	-2	-2	0	0	+1	+1		
(do 1-6 damage against any size target)										

* The dartgun is a weapon I got from Andre Norton's Witchworld books. It is a light repeating crossbow that fires short bolts which do 1-6 against man-sized targets, but only 1-4 vs. larger ones.

* * * * *

After seeing Stewart Levin's column last issue, I could've killed him. Because he stepped on my column this month a little by mentioning Beast Masters, because I now present:

THE BEAST MASTER: A NEW CHARACTER CLASS

Beast Master originate from some Norton books (BEAST MASTER and LORD OF THUNDER). They are fighting men who can develop an empathic bond with animals. In the game, this gives them a limited two-way pseudo-Charm Monster ability, limited to "normal" animals (wolves, leopards, etc.), giant insects, reptiles and mammals of various sorts, and the following "monsters": manticores, hydras, wyverns, pegasi, hippogriffs, rocs, griffons, fire lizards (Blackmoor), Umber Hulks, Displacer Beasts, Blink Dogs, Hell Hounds and Phase Spiders. There may of course be other nonstandards that are affected. That's up to the DM.

It should be fully understood that a Beast Master Link is a two-way link. Even a chaotic Beast Master would never unnecessarily risk his team, and he would never sacrifice them just to save his own life. Over all, he will generally be more concerned about his animals than

about his companions. He can only attempt to link into one creature at a time and if the creature makes its saving throw, it will attack him berserkly. The number of animals that can be in a Beast Master's team at a time is 2/level to a maximum of eighteen. A Beast Master needs 10% greater experience a fighter of the same level. (In other words, 2,200 at second level, 4,400 at third, etc.) Beast Masters can use any magic a fighter can, but they usually don't like plate and often won't use shields.

Every time I've run my Beast Master, he just stood around until something attacking the party hit one of his animals, and then, boy, look out!

* * * * *

MONSTERS OF THE MONTH

SUPERBALROGS (ALSO KNOWN AS DEMONS, CLASS VII): 1-3 appear, AC 0 15 hit dice, move 9"/20", treasure type G, in lair 50%. Use a +2 Greatsword to do 1-20. Use a cat-o-3-tails (three possibilities of a hit) to pull against body. If immolating (5+ on 2D6) does 2-16, 3-24 or 4-32 according to size. 95% magic resistant. If using Eldritch Wizardry, they also can cause darkness in a 15' r, cause fear; detect and read magic, read languages, detect invisible, cause pyrotechnics, dispel magic, suggestion, confusion, telekinesis 8K GP weight, use a symbol of Fear, Discord, Sleep, Stunning or Insanity, and have a 75% chance of gating in a Type III Demon (50%), IV (30%), or V (20%). Superbalrogs are mildly confusing in that they can only be affected by non-magical weaponry. These nasty entities are generally two or three feet taller than your average balrog, but other than that and their larger wingspread, look like them.

LESSER DEMONS (WITH THANKS TO JOEL DAVIS): 1-2 appear, AC -2, 20 hit dice, move 18", treasure type H, lair 20%. These generally appear as 10' tall humanoids with glowing red eyes. They wield an Unholy Sword (4-40 damage). In addition, their touch does 6-36 damage. They have the spells of a 15th level mage and can use them as often as they wish. They also have indefinite use of a Gate spell. They also have a Convince power with which they can convince a person or group anything they wish if a saving throw against magic isn't made. They have 95% magic resistance at the 16th level. Note: though they commonly have a humanoid form, they will occasionally assume a more fanciful one. They regenerate at 3 points/melee turn unless soaked in holy water after their death. They are completely immune to heat and cold.

GREATER DEMONS: 1 appears, AC -6, 30 hit dice, move 20"/60", treasure type H, lair 40%. These appear as unremarkable looking people. Their touch does 12-72 damage, their powers are as a MU30 and they have 95% magic resistance at the 24th level. They not only have complete resistance to heat and cold but also complete control over both. They regenerate 5 points/melee round unless a blessing is said over them. In that case, the chance of their not reviving is the percentage of the level the cleric is to 30. (A C20 would have a 66% chance of making one stay dead). In all ways not covered, they resemble lesser demons.

COMMENTS

Lee: In answer to your questions: No, Yes, and circumstances make them undable to.//If you can figure out my AMU's stuff, you're welcome to take them, but since he's had to build them from an almost medieval

technology and had to juryrig and crosswire a lot, well....

STEVE PERRIN: Thanks for the strength table. I needed it a lot.

CHARLES MCGREW: Disagree about guns. Anyone who has ever used a crossbow has at least a fair chance of figuring out how to use a semi-automatic weapon. *[My Thief has used a crossbow. Or did you want to have this both ways.--LG]* A lot of bullets may be wasted and he'll probably never figure out how to reload the damn thing, but he probably could figure out that when you point that end at something and pull the trigger, it makes a hell of a lot of noise and a hole. (He may have found this out by shooting himself in the foot, but that's not really relevant to the discussion.)

WES IVES: Wes, I think it's just a question of energy states. I get very bored in a low energy state game, but there may be other people who like it. All in the mind-set I guess.//Would everyone please reread the Dispel Evil spell. That's all a paladin's power is and he can't attack while using it, so I don't see what all the fuss is.

NICK SMITH: I had my doubts about Tentacles' level when I researched it. That was one reason I published. Thanks for the comment. I'll probably at least split it into two spells.

[Don't forget to double your research costs.--LG]

UCLA COMPUTER CLUB: Who said werecreatures are not in control of themselves in were-form? Ever read Anderson's OPERATION: CHAOS?

JOEL DAVIS: My answer to the nonstop arguers has always been, "would you rather argue or play?" If they decided the latter, I usually made it plain I could find better things to do with my time. If that didn't do it, I would quit. I broke up the habit quick and left much better feelings all around.

MARGARET GEMIGNANI: Okay, I just finished with Glenn, if I have to start with you, so be it. 1) Where was I going to get a Cleric to raise that dead Chaotic Thief? 2) Often one has to act quickly in a dungeon. For every time you get killed for rushing into something, there's a time you get killed because you sat around dithering. 3) Tell Glenn time has nothing to do with level. He bitched that someone couldn't get up to 60th level because of lifespan. All I said was that with a lifespan of 400,000 years or more, it is quite possible to reach 60th level. 4) Before we start talking about the soft life, let us mention a recent expedition into Stormgate where nine out of twelve characters were lost; one permanently. 5) What distresses you about stone bows? or the .45? And where in God's name did you get the idea Chee went up four levels on one expedition?

MARK SWANSON: As best as I can figure it out, competence with Static and Inanimate applies to such things as magical traps and pits. And, no, the immortal doesn't heal back from death.

CHARLES MCGREW: That decision time thing doesn't cut it. If I'm in the dungeon as a character and it becomes obvious the leader can't make up his mind, I'm going to damn well do something by myself: cast a spell, shoot my bow, whatever. So it isn't fair to assume the whole party is a noodge just because the Caller is.

DAN PIERSON: My ring table? I never published one. Joel Davis, maybe.

STEWART LEVIN: Liked the Elevener. Don't think I understand the lightning bolt progression though. Could you go through it again.// How were you running Beast Masters? And what do you think of mine?

NOE: Good God, I almost forgot. To be a BEAST MASTER requires strength as a prime requisite and intelligence and charisma of 15+ each.

THE GRIFFIN'S QUILL #1 By Charlie Luce
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714-281-7397

Having had my name dropped by Nicolai Shapero and Kay Jones in this rag, I have deemed it time to ~~defend~~ introduce myself. I run my own little pet wilderness on the planet Wulth, and am currently putting together a dungeon so that lower-types will be able to play in my world. I play in Scott Norton's campaign, my main character being Heilborn, a Griffin/Wizard and the inspiration for the 'zine title.

To start out; my personal comments on what has gone before--
EVERYBODY: I have seen in A&E quite a bit of what I call the "One True Way" syndrome. Those affected are under the impression that their interpitation is the only reasonable/sane/right way to handle a situation; they use words like "of course" and "naturally" when describing the way they run things and words like "clod", "turkey", and "Idiot" when referring to those they disagree with. Is this trip really neccessary? The First Phoenix knows that I am as guilty of it as anyone; but that hardly excuses it. Nicolai and I might disagree whoeheartedly on how to run D&D, but this hardly makes either of us a "moron" or "clod". Isn't there enough lag time with A&E to tone down some of the more heated remarks? It can be very distressing at times.

LEE: I borrowed Boiling Oil and modified Sandstorm into Sandblast for two of my Neutral Dragon breath weapons, so I hereby insert my thanks. I agree on the fourfold path of alignment; I have a fourth "alignment", Fanatic, which is nominally Law, but so self-centered on one ideal (such as "Kill Chaotics") that normally non-Lawful behavior (like slaughter of helpless children) results. "You Bash the Balrog" was wonderful! More! More!

STEVE PERRIN: Like Dwarf Powers, but I start a Dwarf out without the affinity for Detect Traps, Shifting Walls & Rooms, and Slopes. I also like your interpitation of wishes; much better that the "all wishes are created equally useless" approach. Here's something you could try: I came up with 14 general purpose Critical Hits, then developed %ile tables along the lines of BLACKMOOR in order to tell which type of hit was scored on each type of opponent. This approach makes the CritHit system more adaptable to fighting different types of monster.

KAY: Hi! This is all MY fault! Going to put in the revision on Perns? Quraell will have to leave the roost--he/she/it has been moved to Wulth to stay.

GRANT LOUIS D'OR: I finally see a special abilities chart I am tempted to put into use. What a masterpiece! 144 possibilities!

ANYONE WANT TO BUY A COAT OF MITHRIL #3: #'s 4,5,6,7,8,10,11 (sneaky only),13,14,16,17,18,21,22,24,25,26,28,29,30 and 32 can be useful for Lawfuls as well--just ask Heilborn.

MARGARET GEMIGANI: You do a very good job of writing powerful criticisms without ending up in a diatribe. The people around here treat a Blink Dog or Pegasus the same as any other follower and give them a full share in the treasure. Then again, since we play under the theroy that Intellegent Monsters are People, it would hardly be consistent do work it any other way. How

about telling us more about Leau? So far around here only the Unicorn-Pegasus cross has been formalized (Alacorns).

JERRY JACKS: While Bay Area dungeons don't hand out magic like raindrops, they do seem to produce two types of players: The Powerful (35%) and the Dead (65%).

GLENN BLACOW: Good essay on balance. I'll be waiting for you to comment on my charts for handling monsters with great anticipation, but I tell you now; one example of fit-throwing and you will be cheerfully ignored. In A&E 12 you exhibited a much better attitude than in some of your letter replies.

WAYNE SHAW: See comment to Jerry Jacks. Too deadly is no better than too easy. Is there no place for the low-level types anymore?

KEN PICK: Total agreement on Japanese cartoons as material. Just think of running into The Amazing Three in a wilderness. Will be interesting to compare your Sphinxes with mine.

ROBERT SACKS: I suppose all Unicorns have Detect Virginity as a built-in ability. I am worried that your last question is going to result in someone's four-page essay on virginity. I try to let the question ride--any formalized system would only prompt a search for loopholes.

SCOTT ROSENBERG: After reading your page my friends are trying to convince me that having a player make his saving throws on a dartboard is not a good idea (bullseye is automatic save, missing the target automatic fail). I suppose they're right, but consider the possibilities!

In agreement that balance must be kept in D&D, I still think that monsters as player-characters can be done without having to make them much less desirable to play than humanoids. Time out for definitions: A humanoid is any intelligent human-like and roughly human-sized entity which has two hit dice or less as a normal adult; a monster is anything else. In order to set up monster characters, we have added Intelligence type, Charisma base, and Dexterity base to each monster description. The charisma and dexterity bases range from +2 to -2 and add to the 3D6 roll. Intelligence types go like this:

Intelligence type	Examples	Range
Mindless	Most plants, Green Slime	Always 0
Non-Intelligent	Most animals, Basilisks	Always 1
Semi-Intelligent	Horses, Dogs, Umler Hulks	Always 2
Low Intelligence	Pegasai, Wyverns, Gargoyles	3-12 (3D4)
Intelligent	Humans, Dragons, Lycanthropes	3-18(3D6)
High Intelligence	Elves, Unicorns, Balrogs	5-20 (3D6+2)

Intelligent (3 & up) monsters can be player characters; I have charts for 32 monsters at the moment and can usually come up with a new one, given a monster description, in less than an hour. Almost any monster which can be run as a player (which excludes Enchanted and Demon/Undead types) has potential for at least one type of spell use, but the Prime Requisite for the ability must be 16 to 18 unless the monster is a Dragon or comes by the ability naturally (such as Lammasu),

so the Magical or Clerical monsters tend to be rare. Admittedly, the most powerful monsters tend to be a bit disproportionate in advancement, but they have other disadvantages--such as the tendency of Dragons to want most of the treasure for themselves. One player with three Copper Dragon followers can barely keep up the castle he lives in--90% of the treasure he finds ends in the Dragons' horde, or goes to pay the food bills they run up.

I now throw out a proposal to the readers of A&E. My four to six page an issue budget hardly allows me to put in more than one or two (or maybe three) in any issue; I therefore want to put in the tables that someone might want to see. So if in issue 14 I see a request for one table or another I'll try to put in in. Fair enough? However, I still feel I should start off with one, so I'll include it after a word of explanation. The Experience levels correspond with maturity from 1st to 4th, 4th level being the usual "adult" level of the creature. As such, they are merely an aid to how far the creature has gone in experience, and have little to do with its abilities in concrete terms. For that, refer to Hit Dice or spelluser level. Sufficently confused? All right then, here are CENTAURS:

EXP.	EXP.	HIT	ARMOR	BASE	HOOF	
LEVEL	POINTS	DICE	MOVE	CLASS	LOAD	DAMAGE
1	0	1+2	6	7	750	1-3
2	1500	2+3	9	6	1500	1-4
3	3000	3+2	15	5	3000	1-6
4	6000	4	18	5	4500	1-6
5	12 K	4+3	18	5	4500	1-6
6	24 K	5+2	18	4	4500	1-8
7	48 K	5+3	18	4	4500	2-8
8	100 K	6	21	3	4500	1-10
Each	+75 K	+1	21	3	4500	1-10
Add.						

Intellegent
Dexterity 0
Charisma +1

All else as
in Book II

SPELL USE: Centaurs may act as Magic-Users if Intelligence is at least 16, Illusionist if both Intelligence and Dexterity are at least 16, Cleric if Wisdom is at least 16, and Poet if Charisma is at least 17. Spellusing Centaurs go from D8 to D6 Hit Dice and drop one column in attack, as well as saving as the appropriate spelluser level rather than as a fighter of the appropriate Hit Dice.

EXP.	EXP.	MAGE	ILLUS.	CLERIC	POET	
LEVEL	POINTS	LEVEL	LEVEL	LEVEL	LEVEL	The level used for determining exp. pts. gained is either the Hit Dice or Spelluser level, whichever is higher.
1	0	0	0	1	1	
2	2000	1	1	2	2	
3	4000	2	2	3	3	
4	8000	3	3	4	4	
5	16 K	4	4	5	5	
6	32 K	5	5	6	6	
7	64 K	6	6	6	7	
8	130 K	7	7	7	8	
E.A.	+90 K	+1	+1	+ $\frac{1}{2}$	+1	

To answer the question "why do they go up so fast?":

A) Above 5th level, the hit dice dwindle fast; at 32,000 points a normally 4HD centaur is passed up by a normally 1HD Fighting-man.

B) Spellusing Centaurs are rare, still take some time to make the higher levels, and again lose out on Hit Dice at levels 10 and above (A Centaur Necromancer expects 23HP to a Human's 25: 6D6+2 vs. 4D10). Comments on the above are welcome.

To add to your amazement (even now I can hear you all saying, "It's amazing that ~~t~~ his moron isn't in a cage somewhere"), I provide some more monsters from my very own grab bag.

WEREAGLES: L/N/C, 6HD, Move 3/48, AC3, Intellegent, 3-12 appear, In Lair 40%, Treasure type G(treasure)+D(magic), Attack 2 talons/1Bite, Damage 1-6/Talon 2-8/Bite. Another Lycanthrope, with the general characteristics of the type.

SPHINXES: L/N/C, 5HD, Move 12/30, AC5, Intellegent, 2-12 appear, In Lair 30%, Treasure type B, Attack 2claws/1bite, Damage 1-4/claw 1-6/bite. Appearing similar to Lammasu but smaller and of more leoine appearance, Sphinxes do not have the special abilities of their cousins. In addition, while the females are winged, the males normally are not (1 out of 64 is a good probability); however, males with wings breed true, including those gained by Polymorph (at least unless dispelled) or Wish (including Limited, since there is an affinity).

PHOENIXES: Lawful, 4HD, Move 3/48, AC2, Intellegent, 1-4 appear, In Lair 65%, Treasure type I, Attack 2 talons/ 1 bite, Damage 1-8/Talon 1-10/Bite. These magical birds are similar to large eagles, but with scarlet and gold plumage. Phoenixes are totally immune to fire or heat effects of any sort, and all types of magical fire will cure 1point/die of damage. However, cold does double damage (ignore this for sword of Cold, whis already has a special bonus). A Phoenix must be hit with magical weapons (and Flaming swords act as described above for magical fire). If any sort of body (including dust from a Disintegrate) is left after death and the death was not by freezing, burning the body will have the effect of a Raise Dead Fully by a 24th level Cleric.

Enough--I'm running out of spare quills and won't be able to fly if I keep this up. Till #14, this is Charlie Luce/ Heil-born the Griffin wishing you all Good Hunting.

THIS SPACE FOR RENT ↓

BILLY BALROG'S OWN FANZINE # 11

Produced by Mark Swanson with repro by Lee Gold, hastily, hastily.

I live at 9 Davis Rd, C8, Acton, MA 01720 and run another D&D
APA- THE WILD HUNT on terms that are much like Lee's. We go more
for the DMs interests, with fewer adventure reports.

Well, SUMMERCON happened this last weekend (july 11-12) at MIT.
We had about 60 members and much D&D and minatures play. I lost a
character as Kevin Slimak's HELLSGATE continued to demonstrate that
characters exist to enrich the monsters. Serve me right for leading
a group of total twits.

There was a gross expedition against Cortanas the Hammer near
Glenn Blacow's Edwyr last Friday night. Afterwards, the thief/mu
Nimue brought the worst item back and sold it to the rulers of Gorree.

Shondeye, the senior Ruling Eye, is most displeased. Cortanas was
a bit strict, perhaps, but attacking a man in his own castle just so
you could kidnap his son is a bit thick, even for Lawfuls! And then,
having taken it and driven off his family, to calmly settle in, hand
out the family heirlooms and set up to be a baron with exactly 17
followers, as though it was a townhouse facing the cathedral! That
braggert Theseus, who calls himself the Dungeon Monster, should soon
get what he deserves. Pity the poor man with Lawful neighbors.

(Note: Yes, Gorree is run by Neutral magic users.)

BABY BLUE DRUMS IN THE DEEP: comments on A&E 12

LEE GOLD- I agree with you ref. equipment pools. Married pairs are bad
enough. (Locally, there is a decent chance that the opposite sex
being you Charm or defeat will decide to marry you. Sometimes useful,
though the Lawful superhero who led the expedition to capture and convert
the wizardress Sweet Malice is rumored to not be overjoyed by his com-
ing nuptials.)

My brevit ranks stop at 2nd, a one third chance. However, you get
experience as a first level. (Locally, treasure/experience tends to be
divided by levels, modified by activity & usefullness.)

My undead are less likely to turn if there is a Chaotic cleric
along. The chance of turning is affected by the difference between
the relative levels. Both sides roll 2xD6 and add twice the level.
Undead turn if the Lawful sum is higher. / I am also allowing some
Chaotic clerics to use healing spells. The bonuses become reductions
(CLW cures D6-1 points) and a CSW or higher type spell tends to leave
the character under his healer's control or a bit deformed. (Hmmm, the
typos are out tonight.)

Player character Balrogs. Lee, how could you?!

STEVE PERRIN- I like your "Anderson" Elves. Now if only I could think
of a name for them- too many elves around already. We just require
double incremental exp for elves, dwarves, etc above their limits.
We tend to avoid making things overly dependent on initial rolls

UCLA COMPUTER CLUB- What computer do you use? Language? Mellees are
the slowest part of the game.

JOEL DAVIS- Hmmm, a useful solution to the "how to hold a castle"
problem. Wish the local group was as well organized as yours
seems to be.

SAM ~~KILLY~~ KONKIN- You have indeed given us a rational! Very good, too.

Your Horoscope for the Period of Sun in Leo by Grant Louis-d'or
(July 23rd - August 23rd, 1976)

For characters with Grant Louis-d'or characteristics. These are the character's sun-moon sign. (See A&E #11). 1 - Aries, 2 - Taurus, etc. The horoscope holds true only for the period of Sun in Leo, 1976.

Aries: this will be a good month for romance. There's lot of gold in view too, but there may be dangers where you least expect them. Beware of enchanted monsters; you're -1 to hit/spell against them.

However you're +2 Charisma to creatures you're sexually attracted to.

Taurus: an energetic month looms ahead of you; your detects work at half again standard strength. Make the most of your opportunities. You may meet an attractive fighter. Be careful not to commit yourself too deeply to new loves; you're -2 vs. Charm.

Gemini: Status change is likely this month; play your cards right, and it'll be for the good. Don't force your luck. Beware of ambushes in early August. +1 Charisma. Double standard chances of being caught by surprise...and 20% chance of not being ready for action the first melee round of each fight.

Cancer: This is your month to strike it rich. Double normal chance of noticing valuable magic items. Trust your luck in finances and romance, especially July 23-5. Don't get involved in projects to help godlings or demons, or you'll be over your head. -5 vs. Geas/Quest.

Leo: Beware of rashness in gathering easy riches, especially in July. Be wary of traps. +2 Constitution. Double standard chance of noticing coins, but detects work at half strength otherwise and don't work at all 1/6th of the time.

Virgo: You're more energetic than usual this month but apt to over-work and get more tired. Spell/fight +2 but use 20% more spell points, is wounded +1, saves -1. Beware of courtesans and complicated financial agreements.

Libra: a good month to make new friends, set new goals. Beware of clumsy new acquaintances. +2 at spells/blows directed at a group leader. Double damage from party members' spells or blows.

Scorpio: a good month to do something for your image. +1 Charisma. Apt to have a more creative approach to problem-solving this month. May try to subdue an interesting opponent rather than kill it.

Sagittarius: a good time to make new friends, try a new dungeon or buy a new suit of armor. But your temper will be shorter than usual.

-1 Charisma. Spells +1; save -1. Watch out for lawyers, bureaucrats and enemy clerics; they'll do you +1 damage.

Capricorn: a good month for overlands. Hits/spells +1 if gets lots of egoboo. -2 vs. monsters who surprised the party. May be more interested in gambling and courtesans this month than usual.

Aquarius: beware of undead. Make your will and buy insurance.

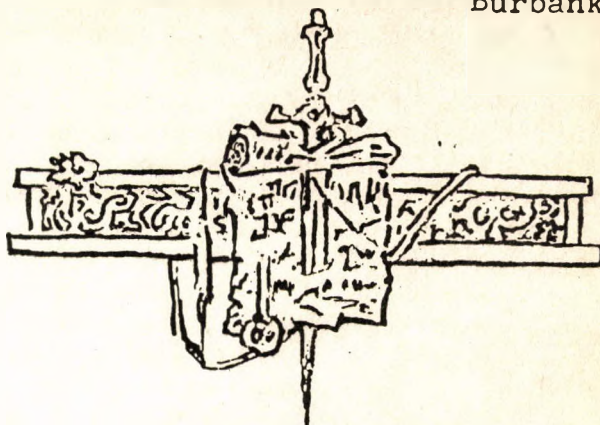
Detects don't work on undead, and your spells/weapons are -2 on them. You will notice hidden coins or gems at twice normal chance.

Pisces: Quarrels & disagreements are apt to interfere with your relations with others. Increased energy and adventuresomeness.

Half again more spell points; save +2. -3 Charisma.

ALARUMS AND EXCURSIONS disavows any beliefs on the subject of astrology, pro or con, whether in the D&D universe or the "real" one. And Louis-d'or assures us that use of horoscopes is optional, not compulsory, for characters with Louis-d'or characteristics, except for those characters specifically noted to be superstitious. However, if you use the horoscope once, you must continue to use it in the future, no matter how unfavorable it may seem to be.

Mr. Michael J. Galloway
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BLUE STONE

Lee: On your comment to Wolkoff on Lycanthropes, I quote, Book II PP 15 - "Any one seriously wounded by Lycanthropes (assume about 50% of total possible damage) will be infected and himself become a similar Lycanthrope within 2-24 days unless they are given a Cure Disease spell by a cleric."

The DM will determine what number of days with 2D12 for the infection/incubation during which the Clerical cure disease will be effective if given in time, if not, once the character starts using his/hers were ability, the infection has run its course and is now an integral part of the character - as to be a cellular level change in the RNA and DNA, with all the implications for future offspring.

Hilda from A & E 11: What is a "Doom Marble"?

Frank/Jerry Jacks/Hilda: on the info on Djinnns, Efreetts, Rakasha - excellent and thank you.

Jerry Jacks: 1001 Nights - good reading and great ideas-yes.



