

Make that three Lawfuls.

How about this one? I hereby  
resolve to kill two Lawfuls  
every Expedition?

You know I can't  
count that high!







## 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 rules and share our own special monsters and treasures with others; also to write up expeditions we've been on.

ALARUMS AND EXCURSIONS is edited by Lee Gold. It is set up as a cross between a standard fanzine and an apa (amateur press association).

1. If you have a contribution, there are three ways to submit it:
  - a. type it on a NINE-hole stencil and mail it to Lee Gold, 2471 Oak St., Santa Monica, CA 90405. Include 50¢/stencil. Or if you must, use a FOUR-hole stencil and include 70¢/stencil.
  - b. Print it yourself. Copy count is 300. Send it to Lee Gold. If you mimeoed it, send stencils too; 50¢/stencil credit.
  - c. Send a letter to Lee Gold, and she will type it and mimeo it. Include \$1/page (or fraction thereof) for typing, stencilling and printing. Typing automatically includes improving spelling and grammar (and may also include a few new typos). It may also include editorial comments set in italics and signed LG. Those who want their deathless prose left intact should type it themselves.

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2. The fanzine will cost as follows:
  - a. Contributors: less than four pages, postage only.  
4+ pages, free (if we've had a good month) or half postage.
  - 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¢ if you had some contribution in the issue before last
    - 4) \$1.00 otherwise (beginning with #18)
  - c. For trade: with other D&D zines only. Sent BOOK RATE.
  - d. We do not offer subscriptions on a fixed cost basis, since postage and contribution credit may vary from issue to issue. However, you may send a check or cash (either US or foreign currency) to Lee Gold, and she will deduct costs (and tell you how much money is left each month) until the money is almost run out. We will then notify you of this and return the balance at your request.
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The Fantorgrn Scrolls: mimeoed fanzine from James Hayes, 1409 E. Flora St., Stockton, CA 95205. Covers PBM game of Fantorgrn; also D&D articles. 6-weekly. 40¢/copy.

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THE MANUAL OF AURANIA a catalog of monsters, 22 pages, offset. Useful. \$2.50. Write c/o Aero Hobbies, 1319 Santa Monica Blvd., Santa Monica, CA.

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News from Bree: offset fanzine from Hartley Patterson, 7 Cambridge Rd., Beaconsfield, Bucks HP9 1HW, England. Samples free; regular copies are 80¢ in pounds; if you send a check/money order in foreign currency, add the cost of an extra issue to cover bank charges.

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DEADLINE FOR A&E #19: Wednesday, February 9th, or 160 pages, whichever comes first. Copy count is 300. Printing rates remain at 50¢/stencil or \$1/typed page.

Back Issues 1-9 are available in reprint. Please let us know if you want any. Issue #10 should be available soon. All back issues cost \$1, but discount copies may be offered at 75¢ to regular contributors.

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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.]

#### DISPEL TYPO (and subdue Spelling Bee)

Dispel (not ~~dispell~~) Thref. Wield Glenn Blacow

it's = it is its = of it MU's = belonging to a Magic User

MUs = several Magic Users MUs' = belonging to several Magic Users

#### DISPEL CRUDZINE by Barry Gold, Printer

If a few words (or lines) come out light or unreadable, you should use less correction fluid when fixing mistakes...or buy a new bottle of corflu. (Old corflu gets thick and doesn't spread as well, because the ether evaporates over the weeks).

If your mistakes print even though you corflued them, get a new bottle of corflu or use a little more corflu.

Remember to lift up the film sheet and apply the corflu to the stencil...and then wait a minute before typing over the corflued area. If you don't use a carbon cushion or if you're corfluing a large area, lift the stencil away from the backing sheet before applying corflu. Otherwise your stencil may stick to the backing sheet.

If your whole zine prints too light, try to type harder or use a different, better brand of stencil or use a different, more powerful typewriter.

Proofread before taking the stencil out of the typewriter.



TANTIVY  
by Lee Gold

Ever since we published Siemon's Bard in A&E 1&2 I've been wondering if the concept couldn't be handled as a responsible character class. My theory is that the Bard would be better if entirely limited to musical or quasi-musical abilities and those battle skills which can be easily combined with them. The best name for such a being might be "bard" but that's been misused too often by now, so herewith the specifications for the HARPER.

The Harper must have an Intelligence plus Charisma of at least 25, neither being less than 9. His Prime REquisite is Intelligence, but he cannot rise to a higher level than the number of his Charisma points. He may not alter his characteristics in any way. He carries a harp. The cheapest variety sells for 10 GP and is wooden. Encumbrance of 150.

Like the Thief, the HARPER saves as an MU and fights as a Cleric. Also like the Thief he uses D6 Hit Dice and after tenth level adds one point each additional level. His necessary EP are those of an MU. He has Songs as an MU of the same level has spells.

His songs are +2 if he is blind. He can play the harp equally well blind or sighted, in the dark or the light. If he does not accompany himself by playing on the Irish harp, his songs are -5. He can only play on the harp with full prowess when wearing normal clothing or leather armor. He is -2 at playing when in chain mail. (Songs are -2 in effect). He cannot play the harp when in plate.

In order to conserve breath for singing, a HARPER will not carry more than 1000 encumbrance except in emergencies, and then he can't sing until D8 rounds after putting the extra stuff down. In most cases, he is only allowed use of light weapons: short bow, light crossbow, or sling; short sword, dagger(s) or hand axe(s). If his Strength and Dexterity is 25+ (and minimum of 10 in each), he may carry a full sword, a composite bow, a warhammer or mace. He may never carry any of the heavy weapons (e.g. flail, battleaxe).

Any species that can sing on tune and play a harp may be a HARPER. It is recommended that Dwarf Harpers be strong and Dextrous enough to be able to carry a warhammer.

A HARPER acquires the ability to Read Magic at the same level as a Thief and handles Scrolls in the same way. He can use magic versions of the weapons he is normally able to use. He can use all magic musical instruments. He cannot use wands, staves or Rods. Aside from that, he can use all magic available to to All Characters.

SONGS

1st	2nd	3rd	4th
Disillusion	Shatter Glass	Silence	Confusion
Read Music	Echo See Invisible	Clairaudience	Enthrall Monsters
Enthrall Person	Enthrall Animals	Fight Song	Fear
Ventriloquism	Work Song	Charm Person	Charm Animals
Sing Truth	Lie Convincingly	Speed Song	Dance Song
Echo Vision	Encourage	Slow Song	Song of Curing
Reville	Lullaby	Echo Full Vision	Detect Lies
Swan Song	Summon Animals	Imitate Voices	Detect Accent



5th	6th	7th
Enthrall Elemental	Disintegrate	Song Stun
Phantasmal Forces	Charm Monster	Inanimate Dance
Summon Monsters	Death Song	Revive Dead
Hold Person	Legend Lore	Hysterical Strength
Song of Opening	Hold Animals	Mind Blank
Song of Blasting	Enthrall Undead	Time Stop
Feeblemind	Quest	Maze
Slumber	Laugh-Song	Control Weather

HAVING LEARNED ONE SONG, THE HARPER MAY NOT CHANGE IT FROM EXPEDITION TO EXPEDITION. HE MAY CHANGE D4 SONGS IN HIS REPERTOIRE EACH TIME HE GOES UP A LEVEL.

Description of Songs: All are 60' range unless stated differently.

### 1st level

**DISILLUSION:** May be cast on an ensorcelled person. Object of spell may save again vs. Charm, Hold, Enthrallment, Suggestion, Phantasm and kindred spells. May only be cast on a given person once a turn (i.e. every ten rounds). Lasts one round.

**READ MUSIC:** Lasts one turn.

**ENTHRALL PERSON:** holds one humanoid still listening while sung.

**VENTRILLOQUISM:** as MU

**SING TRUTH (convincingly):** lasts D4 turns (thrown by DM)

**ECHO VISION:** sonar, 20' diameter, no sharp details outside of 5'.

**REVILLE:** wakes up D4 persons from a sound Sleep (even a Magical one)

**SWAN SONG:** May be sung by the HARPER only as he dies. Singing it removes D6 of his Constitution points permanently (even Wish won't help). However it does cause the group slaying him to allow his friends a day's truce to bear away the body and quit the scene. (Leader of group makes saving throw vs. spell +3).

### 2nd level

**SHATTER GLASS:** shatters a pane of glass 1" thick. Also has a 5% HARPER's level chance of breaking any technological devices within 10'. Can only be tried on Tech stuff once.

**ECHO SEE INVISIBLE:** as Echo Vision but sees Invisible.

**ENTHRALL ANIMALS:** as Enthrall Person but affects D4 animals.

**WORK SONG:** enables listeners to carry burdens twice as heavy as normal, build twice as much, etc. Does not let them fight twice as fast.

**LIE CONVINCINGLY:** affects listeners for D4 minutes (DM rolls) run saving throws the way you run them against Phantasmal Forces

**ENCOURAGE:** raises morale, ups saving throw of listeners +1. May be sung to 15' diameter at HARPER's option.

**LULLABY:** As Sleep but breakable after song is over by noise, damage, being kicked, etc.

**SUMMON ANIMALS:** summons any animals within hearing range (120').

They may or may not like being disturbed. They are not under the HARPER's command.

### Third Level

**SILENCE:** as Clerical

**CLAIRAUDIENCE:** as MU

**FIGHT SONG:** as Bless while sung (May be sung during melee)

**CHARM PERSON:** as MU

**SPEED SONG:** affects all listeners within hearing range

**SLOW SONG:** affects all listeners within hearing range



ECHO FULL VISION: 60' diameter. Full detail, 15' diameter. Sonar.  
IMITATE VOICES: mimic ability to imitate a voice once heard convincingly enough to fool close friends

#### 4th level

CONFUSION: as MU while sung

ENTHRALL MONSTERS: affects D4 monsters while sung

FEAR: as MU while sung

CHARM ANIMAL: it enables HARPER to give orders and have them obeyed by animals if they have a language in common.

DANCE SONG: D12 listeners must dance while song is sung.

SONG OF CURING: speeds normal healing (1 HP/day) to D8 HP/day if sung over injured person for at least three hours a day.

DETECT LIES: sung softly to oneself. Liar gets saving throw (as Dispel Magic in terms of his level and Harper's Level).

DETECT ACCENT (of Alignment Language). Can detect if speaker has Chaotic, Lawful, Neutral accent in any other language

#### 5th level

ENTHRALL ELEMENTAL: affects one Elemental...while sung

PHANTASMAL FORCES: as MU

SUMMON MONSTERS: summons D4 rooms of monsters within hearing range (120') and any wandering nearby. They may or may not like being disturbed. They are not under the HARPER's command. They may save vs. coming.

HOLD PERSON: as MU spell.

SONG OF OPENING: as Knock

SONG OF BLASTING: as Passwall. Or may be used to move 250 pounds of matter about one foot. Steel will tend to remain intact, masonry to break into chunks, etc.

FEEBLE MIND: as MU...while sung. Has 10% Harper's level chance of being focused on the right person; otherwise at random in audience.

SLUMBER: affects D4 listeners regardless of their level unless they save.

#### 6th level

DISINTEGRATE: as MU

CHARM MONSTER: as MU

DEATH SONG: as MU

LEGEND LORE: as MU

HOLD ANIMALS: affects D4 animals as MU Hold

ENTHRALL UNDEAD: affects D4 undead of 1-5th level, one 6th+.

QUEST: as Cleric

LAUGH SONG: causes hysterical laughter among listeners, keeping them from fighting/spelling while sung. Affects 2-24. 1HP damage per round listened to.

#### 7th level

SONG STUN: as MU Power Word Stun

INANIMATE DANCE: D8 inanimate objects may be forced to dance, manipulated into such formations as advancing conga line, square dance, etc. Can be used to animate dead.

REVIVE DEAD: to use this Song HARPER must also have ENTHRALL UNDEAD. Takes one week to perform Revive Dead. Harper must be left undisturbed and isolated at this time with corpse of victim, which must be no more than one day/Harper's level dead. If spell song is not successful, Harper loses D4 Constitution points permanently (no Wish will help) and also loses one life energy level.



HYSTERICAL STRENGTH: affects one person giving ten times normal strength for one turn (ten melee rounds). Subject must be cooperative and must not save vs. song. After Strength dies, subject is unconscious for one hour and at 1/10th strength for one week (or his next expedition, whichever is longer).

MIND BLANK: as MU

TIME STOP: as MU

MAZE: as MU

CONTROL WEATHER: can be done to bring about or quell a thunder storm, high wind, rain, or other musically imitable weather. Harper has 2% level chance of controlling Lightning Bolts with this song. (A thunderstorm has 50% chance of producing Lightning.)

MUSICAL TREASURE: a lot of this has already been suggested. Songs may be found on Scrolls (read Music required to decipher) or on tape cassettes (in which case anyone who can operate the cassette may play them) or built into harps. Other obvious treasure would be special harp strings with special functions/abilities/disabilities.

And on to comments on #17:

Sacks: Um, no Elves are only babies for the standard five years. But they do spend about 500 years as children. Note by the way that if any Elf over 2500 or so sees the Sea, it must save as a first level or desire to quit all this adventuring and sail off to the West and Elvenhome. (Thank you, Chris Pettus).

Shapero: Love Demons of Sleep and Nightmare.

Levin: Perma-Potion sounds good except that I wouldn't let it block the effect of Poison Potions. After all, in most cases, poison isn't very magical.

Sean: the MANUAL OF AURANIA is a book of monsters. It has no connection with my universe, but instead with the game as played at Aero Hobbies. // Your zine would be slightly more readable if you double-spaced between paragraphs...and more so if you used confluence on your typos.

PRIESTESSES OF DIANA: given the various myths, I would assume that a Priestess would have a chance of polymorphing her enemies into various wild animals: boar, stag, etc, perhaps as a 5th level spell. Remember Actaeon. Infravision also seems likely as a 2nd or 3rd level spell. and given one of Diana's faces was HECATE (goddess of the dark of the moon and patroness of Witches and the dead), I would assume Control Undead (as Evil Cleric) would be a basic ability.

SEK3: You have apparently confused Law with Bureaucracy, I think. Certainly Gygax seems to have done so. Barry and I have been considering setting up an eight-fold ~~path~~ coordinate structure (resulting in 256 possible alignments. The motto is "Grokking the universe's alignments is a big byte.") There'd be Good-Neutral-Evil, Hostile-Neutral-Friendly; Generous--Neutral--Miserly; Magical--Neutral--Technological; Spiritual--Neutral--Materialistic; Legalistic--Neutral--Anarchistic; Gregarious--Neutral--Eremitic; and ~~Self-Righteous--Neutral--Tolerant~~ Self-Righteous--Neutral--Tolerant. Urr, we don't intend to ever use this, you understand; just play with it enough to freak out people.



MOCKTURTLE CONTINUES DETAILING THE TURKEY-TROT INTO WITCH HILLS #71 by Hilda C. Hannifen, 1735 47th Ave., San Francisco, Ca. 94122, 415-564-2568 or JOGALOT.

A short way further the group discovered a secret door. Grouping themselves around the door, they threw it open to see a magically darkened room. Living in Witch Hills, the 2 poor Ogre Magi who lived there did not wait to find out who was at the door without knocking. One promptly threw its Cold spell which caught two people and froze them. The other tried to charm the Balrog with a laughable lack of success. Because of dexterity, on the next round both the party's remaining mages got off their spells before the second Ogre Magi could sue up his Cold spell. Into the room went a 12die hot Fireball and a 10die Cold blast. Despite a 25% cancellation, I did not have to bother rolling the OM's saving throws as they were dead anyway. Of course, when the party went in, they also found the crisped and totally ruined remains of ten magical items, a sword with a lingering aura which indicated it had once been magic, a pile of molten gold mixed with carbonized wood, and an aluminum box which had been sealed by the flash of heat. The Balrog opened the box using a finger nail which did not break but which did destroy 3 cards from the Deck of Many Things which fit exactly within the box (all three cards, randomly selected, were red.) Flipping up the top, the Balrog failed his magic resistance and then his saving throw versus the Rune of Compulsion so he had to take the first card. This one was the same one Balrog Belle had drawn many years before, except that while she had only had a shift from Evil to Neutral (with an accompanying alteration from Chaos to Neutral) this Balrog shifted all the way from Evil to Good and Chaos to Law. (I figured a one-third chance of a two-alignment jump, and within that percent, a one-third chance for becoming Lawful, one-third for becoming Neutral, and one-third chance of remaining Chaotic. I rolled an 03!) With much weeping and teeth nashing from the now-Elf and from the Thief/Mage, the Balrog sword was broken (the Elf still had a natural 18+ strength). Divine intervention allowed him to be healed immediately of the 2 dice of damage he took. Since three others took cards, the ex-Balrog was off the hook to draw anymore. The next one to take a card was the mage with the Bag of Holding and the Dragon's-hoarded Wand. He turned to Olivine and his equipment failed to save from the same fate. The third got informed as to the location of the richest treasure in Witch Hills, but did not have the means nor power necessary to go after it. The final one was attacked by surprise by a Lord in +4 everything. The Monk, who up to this point hadn't done much, dispelled the menace almost singlehandedly. (The OM's master was plenty put out when he saw the room.)

With four party members gone, the leader decided it was time to turn back. [At this point we arranged with Brian Collins to bring back McDonald's vittles so called a dinner break while we ate.] The leader [while we fed] felt a growing apprehension probably due to the effect of smelling ozone and feeling the tingle of electrically charged air. She did a Commune and found out some information about the monsters to be fought including one way not to feed them. She got more than the normal amount of information [since over dinner I was feeling mellow, her character hadn't been particularly dumb, and I had calculated that this was the twice-normal Commune which clerics occasionally get. Besides I took pity on the party's poor remains since this was a tough monster. As is, I ignored the dice which in six rolls told me that 6 of the monsters would appear; and also made them new-born babies. Otherwise there would not have been a contest but rather just a simple slaughter.]

Returning to the spot where the secret passage traversed the wall into Sister Cecilia's Catacombs, they heard a faint snick of the other door closing so got into battle array. When the other door opened, 4 towering pillars of light moved out and upon them. These were Leicht Geisten I (Geist is singular form of the name) the first of three stages in the life cycle of a creature which exists as the top predator in the dungeon. It is fourth-alignment (hungry) and grows through its lifecycle during battle and feeding. One of the four was consistently attracted by the energy of the monk (I rolled it randomly each time, even when I changed dice). The others attacked other members of the party selected at random. The leader, mage/thief, and other mage remained well back out of the fight through most of it. (As for the babies, they should have known from parental memory that they should not attack



creatures with more life energy than they as the creatures resist too easily.) Since the creatures are nonmagical, and energy they go through all nonmagical defenses as if they are not there (armor class 9). Only magical defenses or pluses gave any sort of protection from hits. Each time there is a physical contact between a Leich Geist I and another being (either living or undead, no matter what the creature's innate resistance to magic might be,) the Leich Geist does searing damage plus tries to drain life energy. After one round of attacks, the Monk quickly learned that these were not creatures to attack headhanded. While his fists did a small amount of damage, he took more damage from the contact plus the creature tried to greedily suck away his life energy. He quickly switched to a weapon and continued his attacks that way. While that was going on, the mage did a Monster Summoning VII which brought a rather unexceptional looking man whom was ordered to "Defend me" by the mage. The mage/thief did a Teleport from which the LG-I targeted did not save. While it did not take it as far away as he had hoped due to warping effects of the dungeon, it did take it to a place where I determined other prey existed which promptly occupied the creature's attention. Thus it was gone. With this action, the thief retired since he could not throw the same spell until 6 melee turns had passed. The other mage did a Monster Summoning V getting a Spectre which he sent in to join the fray and assist the fighters. By this point, some of the people were already noticing the wierd maneuvering being done by the MS VII callee who tried to be partially behind someone else each time before he hit a blow at the Monster he was engaged with. The three remaining youngsters due to their only being 10dice monsters had still not succeeded in getting any life energy, though they did damage almost every turn with the searing. At this point, the mage did a Limited Wish trying to send the whatever-they-ares to the moon. He failed abysmally. (I consider a Limited Wish to have a saving throw of 18, 19, or 20; a Full Wish to have a saving throw required of 19, or 20; and an Augmented Wish (11th level spell) to have a 20 saving throw required. However, for that to be true, the desired effect must not exceed the amount of energy that would be in any spell of that level of equivalent type. Also the Wish must be worded in 20 words or less and concise. The mage exceeded the spell by trying to send all three to the moon which meant that it would affect only one (according to the dice) and not take it as far, i.e. just somewhere else, and he stumped and yammered and took far too long to say the Wish and with too much verbiage. Thus, the one possibly effected needed only a normal saving throw which it made.) Getting desperate now, the mage called up a 16dice Earth Elemental. The energy burst of conjuring it attracted the closest LG-I's attention and it hit at him. The searing damage knocked the mage back, staggered him, and broke his concentration which freed the Earth Elemental to pound on him. Rather than have this happen, he promptly drew his dagger and killed himself. Before this happened, since LG-I have dexterity of 40, the same one got in a hit which succeeded in draining energy (the mage rolled a save of '27'.) With that mage's death, not only did the Elemental disappear, but the Spectre, and the demi-god, Jack of Shadows, disappeared. (If he had waited even one turn longer, Jack could have stayed past the ending of the MS VII spell.) He was caught unprepared and thus whisked back to the point he had come from.) The fighters by this point were getting tired since they had found out that strength (even giant strength) did not add to damage done which was simply the basic for the weapon as if it were nonmagical. At this point, the leader joined in the physical combat. The now-lawful Elf, ignoring advice gained from the leader's Commune, cast 7 Magic Missiles which fed the creature, it hit most handily. The thief again Teleported one of the monsters away--this time only into a room next to them but one which did contain prey, so it had no reason to return. The other two were finally destroyed by physical combat. Except for the suicide, no one had died or lost life energy.

At this point the party left the dungeon. They did find two magic rings on the floor, but most of the loot was from the party's own dead.

The next day, while two groups of hostile people milled outside Sister Cecilia's, the thief tried to get back to the first room to get the closed book of magic on the pedestal. He met an Undine controlling a Crocodile, and while he fought the latter he did not notice the former flowing along the floor until it attacked him and he had to Teleport himself out.



# TRAMONTANE

#4, Alarums & Excursions #18 or maybe #19

December 1976

## GETTING OUT

I regret to announce that this will be the last issue of TRAMONTANE. I find it difficult to lean across the continent and participate in A&E, particularly since I can only with difficulty find the time to read its increasing thickness. Furthermore, the copy count has just gone up again to 250 - with third-class mail now at 74¢ a pound, the postal cost of staying in A&E is getting ridiculous. And I can't just ship the stencils to the Golds, either, since the 'zine also gets distributed here.

So, this will wind it up. Paying subscribers will get refunds of the unexpired balances of their subscriptions with this issue. TRAMONTANE was until now published by John Boardman, 234 East 19th Street, Brooklyn, New York, 11226. For the reason its name was chosen, see the entry under "Ursa Minor" in Richard Allen's Star Names: Their Lore and Meaning.

The following contribution comes from Jim Branche, American Embassy, New Delhi, India, c/o Department of State, Washington, D. C. 20520, a D&D fan at a great distance, who would like to get in touch with others interested in the hobby.

\*

Land of the Rajah, Eastern Province  
Web of the First Pattern  
Site of the Hand of Balkin

To Sir Galeot:

Greetings and restful shade to you and those in your company. Let this message scribbled herein and set forth this date 31 OCTAVOUS G.A.M. and bearing the seal of the RAJ be the letter of introduction of one person known to us as the Black Stalker and one said companion OGG.

This fighter came to us from his land somewhere in the region of the great pattern and showed remarkable skill as a 12th level fighter and magic user as outlined in the supplement labeled GREYHAWK by GYGAX & KUNTZ. We were quite astonished that he was accompanied by a 2nd level magic user and fighter.

Being of our nature to welcome and assist travelers and high persons on any kind of quest, we gave them shelter and lodgings for twelve days while the Raj and the person named the Stalker spoke of the fabled lands in Tibet. It was during this time that I enquired of the companion, named Ogg, just what was the quest and how long had they been on their journey. Following are the facts as relayed to me by Stalker's companion.

Stalker is the son of a Prince in the lost land of Tinnamole, which lies near the Great Pattern of Universal Magic and is the center of the Multilevel Universe which includes most of the worlds in Periadreen. Stalker had met Ogg while on the second part of his quest, as Ogg was on his first battle assignment. They had ended up fighting on the same side along with the GREEN Wizard of Bannarka who had in his castle the second part of the Map needed to send Stalker on the way to the treasure. After being left by an elf and a hobbit, to face several orcs and an ogre, Stalker managed to make a trap out of old bones and trick them into following him into it, where between Ogg and himself they slew all but the ogre who was forced to guide them to the treasure and to the purple wizard who had by now captured the green wizard. After what must have been a tremendous battle, Stalker managed to slay the purple wizard by using a mirror of total reflection. At the same time he bound the green wizard over to him by means of stealing a book of spells which the wizard needs to keep himself from being thrown out of his castle again. He also secured the map segment and part of the treasure which amounted to 8,000 gold bars.

The end result of all of this is that the map Stalker holds is his possession.



shows the way to the center of the great pattern, wherein lie the Book of Ultimate Spells and the Fountain of the Gods. When someone reads the proper spell from the book, and places their hand upon the water, if they are truly worthy, they receive the spell of immortality, a treasure of untold riches, and a book of infinite knowledge. Within the book is supposed to be the Spell of the Unicorn which will allow unicorns to be brought back to the land and will once again stabilize in some fashion the worlds of Perianthren.

That such a long and noble quest should be undertaken points to the fact that no ordinary fighter would attempt but what more can we say. We hope this message will provide you with some of the information you seek on this strange and wonderful fighter who is passing your way and we hope this will influence you to also offer your assistance to this person should he come your way in the days or years to come.

With much respect signed

/s/ By the Royal Hand of the Rajah

Speaking of Galeat, he has received word of the ultimate fate of the evil Fighting Cleric Zarco, who betrayed him in Castle Gwrych as was rehearsed in TRANMONTANE #3. A certain warrior, who also had scores to settle with Zarco, did encounter Galeat one day in a tavern, and brought him news that cheated both men out of their just revenge. It seems that Zarco was, with certain others of no greater honor than himself, robbing a tomb. They opened one grave, and at once the corpse, certes that of a mighty sorcerer, began to flesh itself at the expense of Zarco's own thews and sinews. Zarco's comrades in robbery, aghast at this sight, forthwith slew both Zarco and the reviving lich. Galeat drank Zarco no arvale, but instead drained a stoup to the wish that he broil forever on the hottest of Hell's griddles.

This is

O At  
P Great  
E Intervals  
R This  
A Appears  
T To  
I Inflame  
O Optic  
N Nerves

# 759

To judge from Col. D. J. Goodspeed's account in his book The Conspirators, there was a game of Dungeons & Dragons played for high stakes in Belgrad in 1903. Following are excerpts from Chapter I of this case study in the 20th century coup d'etat, which relates to the last King of the House of Obrenovich who was overthrown:

"The main body of the rebels, headed by a Captain Naumovich, stormed up to the large double doors facing Prince Michael Street. These doors were locked and the plotters had been unable to obtain a key, but Naumovich had come prepared. With a shouted warning to his comrades to stand back, he hurled a dynamite bomb... at the center base of the entrance. The bomb worked to perfection, exploding with a great flash and a roar, and completely shattering both doors. Unfortunately it also killed Naumovich."

"Across the rotunda a wide staircase of shallow marble steps curved up to the second floor, and at the head of the stairs, ludicrously out of place in such a setting, there was the enormous stuffed figure of a Bulgarian black bear."

"The officers took General Petrovich and Captain Milkovich with them as they searched the royal apartments. They looked under the beds and they threw the contents of the clothes cupboard out in heaps on the floor. They tore down the bright red Pirot carpets which were hanging as tapestries on the walls... They raced up and down the hallways, throwing open doors and cursing the darkness. Candles in hand, they searched the cellars, moving barrels and poking into recesses."

"The Royal Horse Guards were on duty that night, and since the two officers of the guard were not involved in the plot, the men with Kostich drew their revolvers before they flung open the door and burst in. The guard commander, Captain Panajotovich, was taken completely by surprise... When his brother officers called upon him to surrender, he reached for a weapon. He was at once shot down."

"Long ago another King... had constructed a secret room off the royal apartments, and... the resultant hiding-place would certainly defy anything but the most minute examination. From the bedchamber three steps led down to a small marble bathroom, and here, behind a hidden door, was a little closet large enough to shelter their majesties... It was, after all, so exactly like Alexander not to have shut the secret door properly."



SEARCHLIGHT #4,

(213) 789-0878

a tome prepared by Bill Paley, 5301 Amestoy Ave., Encino, CA 91316

# REPORT CONCERNING THE EXPEDITION NORTH OF THE BARONY AND EAST OF TALODON:

Commanding expedition: Mycroft  
Military Leaders: Bulk

As you know, our force included a platoon of Marines, hired by Bulk in the disorders of Ilmarten. These 20 were joined by Bulk, Ralph, Gruf (a werebear), D'Artagnan, Falchion, Ligea (a harpy), Palor (an elf), Veltar, Fastred, Miln, Rold, Ter (a were-falcon), Tamaer, Paric, Gelmin, Torill, Troll (a troll servant to Selena and our most powerful mage), Cyril, Takfal and Sallee (a pair of dwarves) and finally Adelard (a doughty hobbit trooper). Our clerical needs were cared for by Mohammed, Iman (a werewolf), Mert, Patrick and Penelope. We had a ranger, Marbin, and some thieves, Whiss (a were-cougar), Urk, Holfast the Hungry and Frodo, two hobbits. Our magical forces included Selena, Anasthesia, Lowene, Araet, Frozbinty (an elf turned giant) and myself. Palor was the standard bearer for one of our most distinguished members, Lord Duoc.

We gathered in the northernmost village of the barony, a force of over 60 men. We informed the mayor of our intent to return to the barony within two weeks and that he should inform your subordinates of our tardiness if we should not return by the deadline. The gentleman graciously agreed, as do all of your servants throughout the barony.

We rode northwest following a river until we reached a ford. The river was swift and rocky, though, as it came out of the hills at this point, but we could complain of no losses, only a good drenching. We made camp and our hunters went out, bagging three deer. The game is good just north of the barony; perhaps you would wish to establish a hunting preserve.

(As you know, three of our clerics and Lord Duoc were observing the territory for possible construction of their own fiefdoms. The forest lands and lakes of the north could make fine future additions to the known civilized lands, and these men would make good neighbors. Perhaps they will call on you for assistance.)

On the second day our flying scouts observed a town. We marched in, weary from our travels, only to find that nearly all of the townspeople had fled from our advance. The innkeeper had remained and put up our more distinguished men in his building, while the remainder of the party boarded outside. The town is built next to a beautiful lake amidst the trees, with the mountains rising nearby. Breathtaking scenery.

During the night, an apprentice hobbit thief, Frodo, sneaked about town, poking his nose into the richer inhabitants' houses, finding naught to steal. He did not notice he was being followed by another master thief hobbit by the name of Folco.

Folco announced himself the next day as he had been following us on Boots of Traveling and Leaping. He agreed to accepting only treasure from giants which he wished to slay, and so joined our party.



We left the town after a quick breakfast of smoked ham and began to follow the edge of the lake of the stream which fed it. Across a ford we found a track leading up into the mountains. We boldly marched up into the heights. After many switchbacks, we found ourselves on a rugged plateau. Some of our number began to plan the building of a fortress, while the remainder observed our surroundings.

Almost immediately we noticed that there was something flying around a far-off peak. We dispatched Ter the Werrefalcon to investigate but all he could report was that they were winged humanoids. We decided to double that night's guard and set up camp.

Imagine my surprise at being awakened by an enormous clap of thunder and the sounds of orders being shouted and weapons being drawn. Rushing out of my tent, I found that we were under attack by Displacer Beasts. One became webbed as I prepared a spell, and the other ran off. Selena on Broom of Flying and Ralph controlled by Aircleaver, his flying sword, gave chase, but when Selena hit Ralph with three of five magic missiles in salvo, he halted and nearly beat the magic user with the flat of his good blade. The webbed beast soon died, and a moment later was ripped to shreds by Blink Dogs. After being informed of the escape of a second Beast, they disappeared in pursuit. Soon the camp quieted down, and the guard returned to their posts.

The next day, our Ranger offered to track down the creatures' lair, so as to wipe out the Chaotic creatures. The party agreed, and we scampered about the mountainside searching for their cave. It proved to be a hobbit-sized hole, and so our three hobbit thieves, one fighter and our two good dwarves prepared to go into the dark, loosening their weapons and quaffing Potions of Infravision if needed.

Holfast the Hungry, Folco and Frodo found three Beasts in the lair. Folco, in the lead, killed one, and he and Holfast finished the others while Frodo squeaked cheers. Holfast was seriously wounded in the battle, and so we set up camp to allow him time to rest while healing. We found a goblet worth 1000 GP and 2000 GP in coin in the cave.

While preparing dinner, an old man walked up to our picket line. I cautiously welcomed him, and we exchanged tales of who we were and where we were from. He professed to be a mere wanderer who wished to return to his home in the mountains. I offered to help him along his way, and he agreed and thanked us.

I bedded him in my tent and observed his actions constantly. When near moonset of the fourth moon, we were attacked, I did not participate in the defense but watched our "guest" who unemotionally watched us slaughter ten giant man-eating toads, who killed two of our marines and left the camp in a shambles. I was highly suspicious of this man's behavior but knew not what to do.

(One ludicrous event that I do recall from the battle was seeing Frodo in his hole squeaking in terror about being swallowed alive, while Bulk wrapped only in a blanket hewed at a toad with his ax.



The next morning we happily packed up but with a sense of boding we rode farther into the mountains. Some hours later as we moved through a pass we heard warcries behind us. Charging down the slope was a mass of cavalry with a group of spear-throwing troops charging behind, and a smaller group of bowmen raining arrows down on us.

Our marines took casualties from spears and arrows, but soon were firing their longbows into the oncoming horsemen. Our reactions were quick and, perhaps, decisive. I threw Fear at one side of the bowmen, while an Ice Storm thrown by Selena hit the other side. One of our clerics began praying, while another blessed us [*The Rules do say you can't Bless during melee, but perhaps this is a local variant.--LG*] and a third called forth an Insect Plague to rout our enemies. Sleep spells and lightning bolts flew, mingling with the arrows of our fighters.

The surviving horsemen (including some with magical leather armor and magical shields) clashed with our rearguard, Lord Duoc, the hobbit fighter and the clerics, Mohammed and Patrick. While they were meleeing, the longbowmen accurately skewered the enemy horsemen. At the same time, Palor led a charge to aid his master. It was a magnificent sight, watching the heavy horsemen riding down the oncoming infantry. In the ensuing moments, two of the brave knights fell, one never to rise again. Thus passed Palor, brave standard bearer of Lord Duoc.

With our various spells and weapons, the bowmen had easily been driven away and our meleeing fighters with archer support supplied by the marine guard soon drove off the last of those who had ambushed us. In examining the cadavers (who were obviously baresarks), we found two enchanted shields and two sets of enchanted leather armor. In succoring our unfortunate wounded companions, we found that the old man had been injured by a spear. Our casualties included two marines dead, and the Elf Palor, a thousand praises upon him.

The old man indicated that his home was not much farther into the mountains, and so we hurried on. We arrived at what appeared to be a magically protected ravine. The old man begged that we enter first to investigate for any monsters that might be within. We refused and requested that he enter with us, in our magic user's group. He reluctantly agreed, and we entered the ravine.

As soon as we passed the magic barrier we saw that the area was occupied by a pair of adult silver dragons. Suddenly the old man metamorphosized and flew to the rear of our party, becoming a young dragon. We were ushered into the ravine and offered a place to sleep. We (obviously) stood a strong guard that night.

The next morning the male adult silver dragon talked with us, giving us three choices: 1) We could live there forever, 2) We could pay 2000 GP/person in ransom, 3) We could attack and destroy an evil being which was living in the area, bothering the dragon.

Discussing this, #1 was obviously not even considered. #3 was seriously discussed, this being a predominantly Lawful expedition but someone brightly pointed out that if a Silver Dragon with obviously massive power was afraid to fight this being, then how could we? We decided that the creature was a high level demon, probably



a Balrog. #2, though, was impossible....We had not brought some 150,000 GP with us.

The solution to this dilemma was brought forth by the hobbit Folco. Summoning a Djinn with his Ring, he had the being fill all of our packs and saddle bags with his ephemeral gold. We paid the suspicious dragons and force marched out of the mountains into the woodlands below, where we prepared to defend ourselves. We were shadowed by a dragon who landed on a ledge on a mountain overlooking our position.

Twenty-four hours after the first preparation of the gold, we were ready for battle. Some three hours later the enraged dragons appeared, landing with the first on the ledge. Not long after we sighted three elementals: Earth, Air and Fire. Searching through packs, we found seven readings of Protection from Elementals. Six were read and our large camp packed within a 20' area. 19 levels of Dispel Magic ruined the Fire Elemental, while a Clerical Earthquake managed to swallow up the Earth Elemental. This heartened our troops, who shouted taunts at the last elemental, while it backed off.

Then suddenly everyone was quiet. The adult male had flown off the ledge. I immediately read a scroll of Monster Summoning, receiving a fire-breathing Hydra with six heads. We spread out from our elemental protection zone so as not to give a good target for dragon's breath. (We had no defense against Gas, but Cold would likely be broken up by the trees around us.) As soon as he closed to close range, we were hit by a whirlwind! Dispel Magic snapped out but nearly all of our low level comrades were injured or killed by the high winds. At the same moment an Ice Storm hit, but to come within range he too was in our magic range. A direct hit by lightning bolt delivered by Frozblinity, the elf giant, as well as a swarm of arrows shot the beast out of the sky. He collapsed on top of our party. Most of our low levels and some high levels, such as Holfast and Lord Duqc were crushed underneath, some never to rise again.

The pair of remaining dragons flew off to attack us once again and so one of our number used a Limited Wish to catapult the dragon corpse at its relatives. It missed, but some of our pinned comrades were able to aid us in the final battle.

The dragons hovered 400 feet over our heads and dropped two Ice Storms on us. Dispel Magic destroyed one before it could really take form, while the Hydra and various telekinetic devices spread and melted the other so that it caused us minimal damage. We then prepared several members of our group for flight, two with dragon-slaying swords, two with javelins of lightning, and others with their various weapons. At this point, though, the dragons decided that it was impossible to finish us off, and flew back into the mountains. It was quite a relief to see them go.

Our casualties included 19 of the marines, Paric, Torill, Frodo the hobbit and Ligea the harpy. We limped back to the town by the lake, whose inhabitants gave us a celebration upon our arrival. After resting and healing, we continued along the edge of the mountains, returning weary to your barony at the town from which we embarked some three days earlier. We left behind us a cemetery marking the site of the dragon battle.



If you have any further questions about the conduct of our party, I will be travelling to Wattchton to aid in defending the town from a small pirate force. I will return thereafter. Please forgive my rushing off, but I do not enjoy the thought of my property under Chaotic sway. I humbly request your blessing.

Your servant,

Mycroft

#### NEWS FROM UNDER THE SEVEN MOONS

The pirate army broke its winter camp and streamed north to Roloth, leaving behind rumors of midnight murders of their commanders. The army reached the city intact.

Two massive balls of fire struck the porty city of Roloth and the great pirate fort, destroying them utterly; it is rumored that the mightiest of the rulers of the pirates escaped to the Spire Vigilant before the disaster. The only survivors were aboard a dismasted pirate vessel which was a league out at sea.

Upon the retreat of the pirate army, Wattchton rebelled against pirate rule and threw out the tax collectors. Old inhabitants began to return with armaments to defend the town from counterattack.

Kharas-Sur, the main town of Cassandra's barony, was destroyed by the invasion of two tribes dispatched by the evil beings from a place called Demon's Hall. Most of the tribesmen were killed, though at a heavy toll of villagers.

Constant rumors of sightings of intelligent flying reptiles have terrorized the eastern portions of the old kingdom. These beasts have been sighted flying from over the mountains.

Greyhame, a mage of much power, and three friends captured an entire secondary pirate fort, putting the entire garrison of several hundred to death. The three companions died in the midst of this exploit.

(I realize that nobody out there follows any of these "historical events," but maybe our campaign will give birth to others or liven up others. I hope so.)

#### COMMENTS:

Lee: Sorry it's so difficult to read my printing; you ought to see my handwriting.//I know enough to use an area code but I was calling from San Francisco.//Predators don't eat predators generally because they get less energy as a group than if they were to feed on omnivores or herbivores. This goes into trophic level energy use, etc., and takes up much space in biological literature. Rather than repeating it here, I suggest checking out your library.//Because of this there must be regular prey for monsters to feed on (orcs?) instead of an occasional party member. Maybe we should have a 10:1 ration of innocuous beasts to dangerous ones in a dungeon. (Wereantelopes? Water Bataloes?)

WHAT ARE THE PERRIN CONVENTIONS AND WHERE CAN I GET A COPY?



Gramarye: Now I understand your comments. Did I meet you while waiting in line? It's hard to recall.

Lost Mask: How about in Denver?

Everybody: How many SAMURAI can you have? How about simply a strong, dexterous Japanese warrior who follows the Code of Bushido? Is that so difficult?

Griffin's Quill: Intolerance, intolerance, intolerance. God save us from intolerance! (Didn't I hear something like that recently?....)

Billy Balrog: Being this is not a gourmet society and that some of my best traps were sparked (not necessarily copied) by adventure accounts, I would say that your analogy is correct. Also I find charts, etc. boring but reading expeditionary tales often starts one on preparing one's own charts. Wish I could see you at Pomona; too far away.

Platinum Dragon: see last issue's comment. (Samuel A. Peoples this time)

Gary Porter: reprint my stuff if you'd care to, but don't leave off my name and address.

Defiance: your ideas are good on monsters--for deep levels. If you hit your 1st levels with that, no wonder they don't dare send mid-levels in.

Earl Thomas: I have known many characters who could fit your "punishments". In my dungeons, though, there are some traps which will teach them the error of stupidity; (it's too bad that occasionally I kill characters of IQ 15+ for stupidity. On the other hand, characters who (in character) have 7- IQs often survive. I guess that real dumbies have natural luck.) PS: We try to play character IQ. Difficult to play 17-18 IQ, when you are only 10, but worth a try.

Tuesday's Morning: How do us poor Angelenos get your publication. I for sure want a copy?

Trap Charts: "Enuff wit da dragons," he said. You bet. Let's use our imaginations instead, folks.//Was the dragon in STAND ON ZANZIBAR? Shalmanazar? Breath weapon = cold?

Realm Fantastic: The answer to puzzle-solving vs. role-playing is to role-play two characters in a puzzle-solving dungeon. Credit the bright one with good ideas and let the dumb one get you into trouble. Much more interesting. That's how my friends and I do it.//Dmn the realism; more fun ahead. Seriously, as a convention, we have dropped many nitpicking details so that we could keep the action going at a faster pace.//Sorry I missed you in LA....That was you, wasn't it?

Many Worlds: Bliss! Two words of commentary.

KSTC: Artwork for sale! Why you mercenary so and so!//I don't pull my punches on favorite characters. I hit them harder. The reason they are my favorites is that they can take it and give it right back.//Armies throughout time have had command units, even if they were just messengers following the head honcho. Thus a Wizard could possibly pick out a command post. Probably not an ammo dump,



though.//Why keep the peace; some of this sniping sparked my best ideas?  
//I thought you were the paragon of realism in D&D.

My Paladin was loads of fun, Pleak the Unbalanced, UNTIL he got a Holy Sword. Haven't run him since.//Finally, why do you always state that not accepting powerful weapons is a correct action? In the context of Temporalana it is correct, while in Edwyr it isn't. I wouldn't bring Bulk in your dungeon, and I would not expect to see Ariel in the Spire Vigilant. NOT that I'd say no to her; it's just sensible to play a dungeon with new characters rather than characters that are used to other system.

Babyl-On: It's not necessary to be the easiest dungeon in an area to be popular; some of the toughest are requested constnatly around here: Godholm, Grimberg and...perhaps the Spire Vigilant (and the attendant peripheral dungeons).//My friends and I accept each other's experience, etc because our dungeons are intertwined and our DM styles are nearly the same.//As to crocked magic...If no one can figure it out, one character keeps it and the player knows what it is. He plays the character even though he knows things the character doesn't. (Thus he knows what the cork is, but he plays the character as if he doesn't.) [Another way of handling this is to put the information into an envelope to be handed to the DM when appropriate.--LG]

Your hypothetical MU85 is close to what some people around here pull. When it is blatantly bullshit, the easy solution is..."Don't bring that character in."//I enjoy characters and people from other dungeons because without them, I would become stale, and so would my creations.

Everybody: I must admit that I borrow, copy or change many things that I read here. I also ignore far more. I would find it impossible to list all the articles since A&E which have led me to this point, but I'll again thank everybody who has contributed to A&E for making this game more varied and interesting. Even you, Glenn.

Happy a happy 1977.  
Searchlight off!

三才圖會

Mark Leymaster, PO Box 2569, Boston, MA 02208 writes:

Capsule review of "Judges Guild" is promising for DMs too lazy to work out their own charts,...but has to show slightly more originality if interest is to continue to justify the price tag. Graphics ideas really good, but the execution is rushed and not too well thought out. I'd urge folks to pass until more information is "in" on them.

[illegible]

GORREE MEMORIES --by Lee Gold

On a recent expedition into Mark Swanson's Gorree, we encountered some very effective Dopplegangers, able to transform themselves to mimic not only us but also any species they had ever come into contact with. We ended up fighting them in the form of tentacled things, but as we dragged one of our badly wounded (and comatose) comrades to safety, a doppleganger promptly transformed to his likeness. Thinking quickly, my drug addict Fighter Wang Lo placed his Lawful sword in one of the two beings' hands. The being writhed in agony (having taken 2d6 damage) and we resumed fighting it,....



VULTURE'S ROOST #6 or Go East, Young DM  
by Dan Pierson, 2205 California St NW #404, Washington DC 20008  
(202) 332-0781 typed by the wonderful (and nimble) fingers of Lee  
Gold. May she live forever. [blush.--LG]

General Note: If you look at the address above, you will see that I  
have moved again. For anyone who cares, I am 26 years old.

The most important discovery I have made (in terms of D&D) by  
moving out here is that rule variations and game balance level (as  
opposed to game balance) are really very unimportant. I have played  
in several different campaigns under as many different sets of rules  
(e.g. magic varied from straight Gygax to infinite spell use with  
spell frequency restrictions) and found that the only significant  
differences were the quality of the DM and the character (and number)  
of the players. The only thing I strongly protest is the "caller"  
system where one player always says what the group is doing. My  
characters are my characters and if we can't determine their actions  
then why am I playing (it's never gotten quite that bad, but if it  
did, I'd quit). The campaigns I have and am playing in have caused  
me to change the rules of my world somewhat. More about that later.

My two favorite Dungeon Masters/Dungeons out here are Dick &  
Sherna's Carnelian and Regina Ceben and her unnamed castle quest.  
Dick Emey is one of the best DMs I've had the privilege of playing  
with. He created a sense of realism fully as vivid as his too rare  
adventure writeups indicate. I haven't yet gotten to play in Shernd's  
section of Carnelian, but I hope to do so soon.

Regina is a beginning DM who trained (?) with Dick and Shernd.  
Four of us are slowly working a set of characters through her dungeon,  
a complex situated beneath a castle whose inhabitants it has decimated  
(the princess and all the males have disappeared). We started with  
first level characters and have slowly worked up to about second or  
third. I'm running my first Monk, P'An Tao Shi; a fighter, Jeffery  
N'gama; a Neutral Buddhist Cleric, Fa Shi; and occasionally a very  
clumsy mage, Mallow. All of these characters but Jeffery were rolled  
on the west coast. Jeffery was rescued from Stormgate as a first  
level. P'An Tao Shi and Fa Shi had been played on only one adventure  
(an overland with a high level group). Mallow had been played a bit  
more.

#### Some Modifications in the Laws of the Universe (Mine)

I have slowly come to the conclusion that any spell point  
system in which magic users seldom or never run out of spell points  
is too liberal. Therefore I am now using the Perrin Convention  
number of spell points  $[(\text{Average (Strength + Prime Requisite + Consti-} \\ \text{tution)} / 3) \times \text{level}]$  with the Stormgate spell point cost (spell  
points = spell level squared) with Perrin Convention minimums. I  
have adopted also the Carnelian prohibition against magic users  
throwing spells more than once every third melee round.

I am also adopting a zero hit points rule roughly along the  
following lines: If you're at OHP, you are in a coma and will survive  
for 2-8 melee rounds (only the DM knows for sure). You may be able  
to be cured within that time; there is a probability based on your  
constitution (a modification of the Greyhawk table for surviving  
spells giving low average constitution a better chance and really low



constitution a worse chance) that the cure will work. If it doesn't work, you're dead; if it does work, you're out of action for some number of hours (probably something like 2-8 with constitution modifications).

#### A Comment on REvised D&D

I am getting sick of people saying, "I wish E. Gary Gygax would come out with a revised D&D setting clearly forth the ONE TRUE WAY so that all of the heretics playing by other rules would be forced to change." Bullshit! Those of us who have been working on and quite successfully playing our own rules for several years are not going to scrap everything because Gygax says so. Neither are we going to demote already existing characters and destroy their continuity because of a second hand message from Gygax on yet another thing he forgot to write. I would, however, greatly like to see a revised, and combined D&D with all of the monsters, spells, character types, etc., etc. collected and organized together. I would cheerfully shell out \$15-20 for such an item if it didn't try to make me scrap my whole dungeon/campaign.

#### Comments on A&E #17

Glenn Blacow: Thanks for the invitation. I don't think that I can afford to get to Boskone, but I'll be happy to take a rain check. It will almost certainly be a dream adventure; I don't think we'll survive; we're not tough enough. I am looking forward to it, as well as to a real lower level adventure if I can scrape up some acceptable characters.

Earl W. Baker: I'm going to start trying your EP system.

Sean Cleary: I have all of the TSRs and can't find the capture rules. Please run your full, modified capture rules through A&E.

As you all can see, I too am trying to cut down on mailing comments:

#### SOME COMMENTS ON A&E #16

Glenn Blacow: Thank you! So far you have been the only person to comment on my opinions on cheating (which is what I've been wanting). However, I will not buy the argument that the monsters lose. First, they aren't players. SEcond, if they were players, they would have the same "advantages." I am quite willing to accept a statement that "custom rolled" characters don't fit your mythos. I am even more willing to avoid bringing characters or things you disapprove of into your world (I would like to play in your world sometime if I can find a character you'll accept). I do resent the implication in the end of your comment; my "custom rolled" characters have a random distribution of non-required characteristics and only one has any characteristics equal to 18 (and that took a Paranoid +2 dexterity Swanson characteristic to get).

Your main problem is that you appear to suffer from a severe case of Gygax's Disease (i.e. you think that you have discovered the one true form of D&D and it is your duty to convert everyone else to the one true way).



We've placed Cone of Cold on 3rd as a Fireball analogy (it may be too low) but Supershield (Shield II) is researched on 3rd level. Also (re your comment to Ken Pick) Mage's Sword VI is 10th level, Shield VI, would be 11th!, and no lesser Mage's Sword can be made permanent. [Hmm, what's the minimum IQ for an MU wishing to use a 10th level or an 11th level spell?--LG] Anyway, mages who fight get what they deserve, a same level fighter has twice the hit points (and probably better strength, armor and weapons).

Nicolai Shapero: Good point about that experience point system. I hadn't adopted it yet, thank God (which one?). Love Class II Magic Absorbers (but Alfred and Camus want to tear you limb from limb). The dexterity increase is rather gross though; Dexterity = 60, really!

[illegible]

Some Saylor and Tobar Dragons. -- overflow from "Are These Beasties Tame?"

**LEAD DRAGON:** Armor Class: 2 Breath Weapon Slp/Tlk/Sn/Lvl  
Alignment: Neutral Withering Gas: 8"x5" cone 25%/60%/0/0  
Hit Dice: 10-12 Bite: 3-36; Claw 1-10  
Comments: Withering Gas causes the entire body to shrivel up.  
~~Save or die.~~

```
zinc dragon; 100 hit vba m... 100 lbs  
+Armor Class: 0 Breath Weapon Slp/Tk/Sp/Lvlw  
Alignment: Neutral Polymorph Gas: 8"x3" cone 35%/55%/0/0  
Hit Dice: 8-10 Smoke Screen: 8"x3" cone  
Bite: 2-24. Claw 1-8
```

TUNGSTEN DRAGON:  
 Armor Class: 11-13      Breath Weapon      Slp/Talk/Sp/Lvl  
 Alignment: Neutral      Paralysis Gas: 8"x4" cone. 30%/60%/0/0  
 Hit Dice: 9-11      Blinding Gas: 8"x4" cone  
 Bite: 3-30. Claw 2-8  
 Comments: Paralysis Gas has permanent effects. (The dragon  
 will probably eat you anyway).

RUST DRAGON

Armor Class:	-2	Breath Weapon	Slp/TR/Sp/Lvl
Alignment:	Neutral	Rust Cloud:	5'x4" 25%/50%/0/0
Hit Dice:	14-16	Bite:	4-40. Claw: 1-10
Comments:	Breath affects metal as Rust Monster, though magic is allowed as saving throw. Well-oiled weapons will not be affected. An oil flask (need not be lit) will cause this dragon 3-30 points of damage.		

#17 was very good, and I salute Sean Summers for the Phoenix article and CHROMICLES OF DIMWELT for their fine artifact article. However, Billy Balrog's etc. dealt a cheap (and biased) shot at D&D convention tournaments and will unleash a ton of thunderbolts from quite a few people.

I see more and more people writing up their D&D campaigns in A&E. I may do the same which would result in lots of pages. Our campaigns have been continually running for four years, and I've compiled hundreds of battles, quests and adventures.....



## SHORES OF INFINITY

by Chris Pettus//PO Box 611, Malibu, CA 90265

### Picking the Race of a Character

While I allow (almost) infinite advancement of non-human characters in Anton (my world, if I didn't mention it before), not every character can be non-human. Below are my prerequisites for the races I (at the moment) allow:

	<u>Str.</u>	<u>Int</u>	<u>Wis</u>	<u>Con</u>	<u>Dex</u>	<u>Cha</u>
Elves*	11	11	--	--	13	13
Half Elves**	11	11	11	--	--	13
Dwarves	13	--	--	13	--	--
Hobbits	***	--	--	14	14	--

\* For Elves, Strength plus intelligence must equal at least 26.

\*\* For Half-Elves, Intelligence and Wisdom must equal at least 24.

\*\*\* For Hobbits, strength must be less than 16.

The "almost" above was in regard to the fact that I limit every-one in advancement to their prime requisite minus two, thus helping the problem of 20th+ level characters. (This applies to multi-function characters also.) Alas, no more Lords with strength of 5; (it has happened).

### On Gods

Glenn Blacow has stated that the Gods in GODS, DEMIGODS AND HEROES are less powerful than some high-levels in some magic-heavy universes. Maybe so, but consider the following: a fighter walks up to Ra (the first God in G,DG,&H) and hacks at him with a two-handed sword. (Ra is completely magic resistant). Assuming that the fighter hits every time and does maximum damage each time, it would take 30 melee rounds to kill Ra. Assuming that Ra likes being hacked to bits by a mortal. If, by some chance, he does not like it, he shoots his twin heat ray. Assuming that the fighter saves every melee round, he would take 4 points/round. To take that much damage, the attacker would have to be 27th level. Which makes the attacker a minor demigod him/herself. Hmm... *[Remember though that normal dungeon combat would put Ra up against 3 Fighters, two Magic-Users and two Clerics. What level would they have to be to kill him?--LG]*

### On Strange Players/Characters

I just ran into a case study of an "original" player: A second level cleric with a set of Platemail +1, Platemail +3, a Staff of Healing and the Mace of Cuthbert. Also he had only 300 EPs. Was I terribly unreasonable in having him leave behind all but the Plate +1 and the Staff of Healing?

What is most embarrassing is rolling up a character that you would think was cheated on if it was brought into your dungeon. Thus, one night, I rolled up a party to descend into a dungeon, and Elladan came up: 18-18-14-12-16-18. (He is a Half-Elf Fighter/Magic User/Cleric). I don't blame people who look at me strangely when I present his character sheet. I would. But he is honest and was rolled in front of a witness, even. Ah well, he has promise.



## On Monsters

MUD GOLEM: AC 12; 1 appears; 6" Move; HD: Special

This is what you get when you do a "Transmute Rock to Mud" on a Stone Golem. It has the hit points and move of the Golem it was transmuted from. It strikes for 2D4 twice/round. Because of the fragility of its body, any damage it does to a object, it does to itself too. Also, because of the goo covering the MG, each hit lowers the opponent's charisma by one until he/she washes.

SCRUBBING BUBBLES: Number: Special. AC: 50. Move: 12/100.  
Hit Dice: 1/128 each. Lair & Treasure: Nil

This monster is part of the Clean-up crew...quite literally. They appear as a cubic mass of bubbles approximately 10-100' on a side (fit to size of area appearing in). They do not attack and in and of themselves do no damage. The danger lies in the fact that some colonies have picked up horrible diseases in their trips around scrubbing the dungeon. One colony in four will carry a disease, contractable on touch (save vs. poison). The second move is for the faster motorized kind. When a party is hit by them, anyone with Strength + Dexterity less than 30 will fall over.

GLITCH: AC 9; Number: 1; Dice: 1+4; Move: 12". Lair & Treas: Nil  
This little critter looks somewhat like a tribble (a one inch diameter ball of fur). They are complete pacifists but are fascinated by melee, wondering why the strange people are doing that. When a melee is being conducted within 30' of a Glitch, all attacking must save vs. magic or they will not hit (do not roll), no spells will take, etc. This will continue until either the melee or the Glitch moves away. Glitches, if attacked, will use a panic teleport similar to a Blink Dog's Blink. When watching a melee, they will hide in shadows with the same success as a 9th level Thief.

### COMMENTS ON A&E #17

Lee Gold: the idea of an inter-universe exchange standard is interesting, but how about something easier and cheaper to make than the +1 Sword: one dose of a Potion of Healing. *[But the Rules have already arbitrarily set that to 250 GP plus one week's Wizard pay.-- LG]*

Hartley Patterson: Why is stealing necessarily Chaotic? That's what most dungeon expeditions do to the poor Chaotic monsters!//If you have the Monty Python and the Holy Grail Rabbit, you should include the Holy Hand Grenade.//Any intelligent person should be able to learn another Alignment Language. ("You too can learn Chaotic....")

Nicolai Shapero: Demons of Sleep and Nightmare: Ouch. But good, especially with regard to the varying armour classes.

Cary Martin: Samurai are excellent. Much better and more playable than in the MANUAL OF AURANIA.//Player character Vampires? Maybe, but only if caused by the bite of a Vampire.//Trying for a 100% kill rate? Um, DMs are in a position to do in any party they choose. A 100% kill rate is not hard to get. First 10' of corridor is a transporter to the center of the sun. DMs try to provide a challenge to players, not an early demise.



Bill Seligman: I do like the Eldritch combat system, but unfortunately, like most of EW, it is not written very clearly. Sigh...

Jason Saylor: The dragons are fine.//The Rings of Power seem more like one-of-a-kind relics than common magic to me.

Earl Baker: when using the Greyhawk EP bases, your formulae work nicely.

Glenn Blacow: Priestesses of Diana are excellent. Improves the lot of Neutrals.

Lawfuls are not all city-loving. Lothlorien?//I assume Priestesses of Diana would be on speaking terms with Druids? Are they somewhat less hostile towards chaste males such as Paladins and Clerics?//With Technology so powerful, no wonder I like D&D.//My Gods do not like any sort of Superiority Complex in Paladins.//In the case of the husband sending an assassin after the party, the party was guilty of desecration and grave-robbing. A lawful assassination if there ever was one.//Of course some clerics go against the Church. They have a Higher Authority to answer to.//Why are all these people spending their time (four hours plus) and money (\$30.00 for the TSR rules) on this strange game? No, not a Chaotic Geas. But because they like to play it. It is fun. If you have another reason, it must be interesting....//If advance is much slower, who wants a bunch of first and second level Men, Elves, Dwarves, etc. running around?

Steve Perrin: While I agree with most of your modifications to Mystics, they still sound like Magic-Using Monks, but with the tough prerequisites, OK.

Samuel E. Konkin III: I am weary of Alignment arguments/essays. The Law in Lawful is the Laws of Good, so Lawful is Good, Chaotic is Evil and Neutral is Wishy-washy. No more comments.

Sean Summers: Phoenixes are interesting, but I would require a 12-13-13-..-13-.. for a player character Phoenix.

Self: Affix, Write Magic and Alchemy do not reduce the time needed to create a magical item.

Lee Gold: Write Magic could be placed on the sixth level but it is much more powerful than Explosive Runes. The idea is to minimize the number of Player Characters that can make magical items.

Steve McIntosh: And this was the issue in which I was going to present the player character Village Idiot. Sigh.//The new definition of Hokus is quite nice. Thanks.

Ah well, that's all.

Lux et Pax,

Chris Pettus



DEXA!

First, thanks for the various comments on the Smokey Dragons. It was an article written in haste, later found to be unnecessary as nothing happened. It was also a page and a half crammed into one.

'Why such a title as "Field and Phalanx?" some people may ask. Field is logical because I run an overland that as yet has no dungeon, or diplomatically stated, "No tunnel at the end of the light." Dungeons without overlands is too rich. I believe in having a low-yield magic setting, or lairs by the book, rather than having a dungeon with something in every room. In other words, a roll for encounter, roll for monster--on a table that is totally independant of the level of the players(run away or die), roll or check map to see if it is a lair encounter, and then roll to see if the party can even find the lair. A seven mile hex is a large area to search over. THEN IF they find it, the treasure found may have been rolled with the results of there being no magic. This does make magic all the more appreciated.

Phalanx is for slice and dice rather than for spell and tell. Spell and tell is where the person throws his 'researched' spell and then tells the DM what it does. Slice and dice means actually being in melee, or in the thick swinging away. Then there are the standard tactics. A five die by area fireball can have no real effect on a good turtle or shieldberg.

I run spells as follows: Double the spell per day table, book I page 17, with seventh and above remaining the same. Yet spell choice is by the greyhawk table page 8. I do not use the night-slotting of spells, but do go by the Swords and Spells casting table. Example: If a 12 intelligence MU rolls a 51 when he wants sleep, that's tough--he can't master it period. Some MU's have to run without a single offensive-damage spell. Think, people, think--ventriliquism isn't that useless!

For Bill Paley, and any one else that is interested, by my use a Monty Hall DM literally gives away magic, uses too much magic, and is generally afraid of killing off too many players. A Monty Python DM may or may not do the same thing. But the basic characteristics are HEAVY non-standard magic to the point of grossness, and a lack of ordinary logical thought. (Or how does one go about burning holy hand grenades?) I use the MPDM term to mean a DM that allows ANYTHING along the lines of illogic. MPDM's allow lightning bolts to be thrown in dense fog and fireballs to be thrown into gale winds.

The humor of Monty Python is something completely different, full pun intended. Tim is a great God-character to run. And the Dragon ship was great--I've now got one. But there should be a good reason for doing something rather than just for fun. Now I'll use something such as a cursed scroll that does nothing but hurl a custard pie at the reader once every ten minutes for a full day or remove curse--but then this is a real curse. Pies smell, make things sticky, make a loud splat when they hit, and can greatly hinder vision. How would you like to be eaten by a T-rex merely because the pie's smell traveled down the hall farther than your own smell? If you never thought of this when reading the jester, then your power of thinking may be phalanx.



Now for the overland that I run, or at least I am both trying to run, and planning to run.

The name of the world is DINKORDI. This is the end result of the expression, 'Think or Die!', though the 'k' is moved over a bit. It is a closed world. NOBODY can teleport in or out without going through the proper channels. Doing so, one finds that he visits the moon, where he stands before a council of three, each sitting at his own table. The left figure is chaotic, the right is lawful. The middle figure looks and is more powerful. He sits in front of a large yin-yang symbol that is on the wall. All people are screened for level, level of magic, monetary wealth, and level of technology. The taoist has the final say as to who and what can be left in, and let in. One cannot return to the council for a period of one month. The newcomer is always reminded of what power controls the world, for every time he looks up at the full moon he again sees a yin-yang symbol.

The name of the continent is PATAUSAF. This is the end result of the use of Patagonia, Australia, and Africa for the main topographical outline. When completed (Oh the work) it will span eighteen of the large 36 x 21 hex sheets. I run an open overland. Players run on the actual map, and since it is covered in plastic, they can trace out their route with a stick pen.

Each city is named, and what is more important, has a prime function. Here are two examples. OSMA: 75% Human, 10% Elf, 5% Dwarf, 5% Hobbit, 5% Other races. Mixed LNC, but under neutral control. Osma is an open port city, under neutral law and control. Its gigantic siege weapons control the entrance and exit to the inland sea. CYME: 80% Human, 15% Orc, 3% Other, 2% UNDEAD. GROSSLY CHAOS. 70% of the population are followers of Set. Black magic, satanic rites, cannibalism, and gladiatorial combat. Prisoners are never taken--except for some later sport.

Some of the problems that I know I am going to run into are: Explaining the difference between dragons and the dragon elite; how a dragon can polymorph into a knight in shining armor; the fact that there are Entwives, how they are in fact not 'wives', and why the self respecting Ent and Entwife would not have sex without at least eight others present to complete the ring; why somebody teleports to a vampire's lair merely by picking up a dead bat that has a ring around its claw; the social and political structure of an empire, and the independant 'Warriors of the Ents'; how a sword, 'Aldardath' can be worth 15 million, be chaotic, and exist on a neutral world; why Ents cannot be hasted; Kiar-banours (Do you have a better spelling?); cursed scrolls of friendly teleportation; and Eccles.

If there aren't a few teasers in there for every type of fancy then I guess I'll have to get out of the GM business.

How about writing an article for The Dragon titled 'Humor and Logic in D & D--or do Dwarves ever have to make shaving throws?'. I can see it all now....

In the beginning Gygax created the rule books and the die. And the books were without form and void, and darkness was on the face of the players. And the spirit of confusion moved across the face of the pages. So the DM's themselves created their own light, and said 'I'm da God!' And Gygax called the game 'Strategic'.....

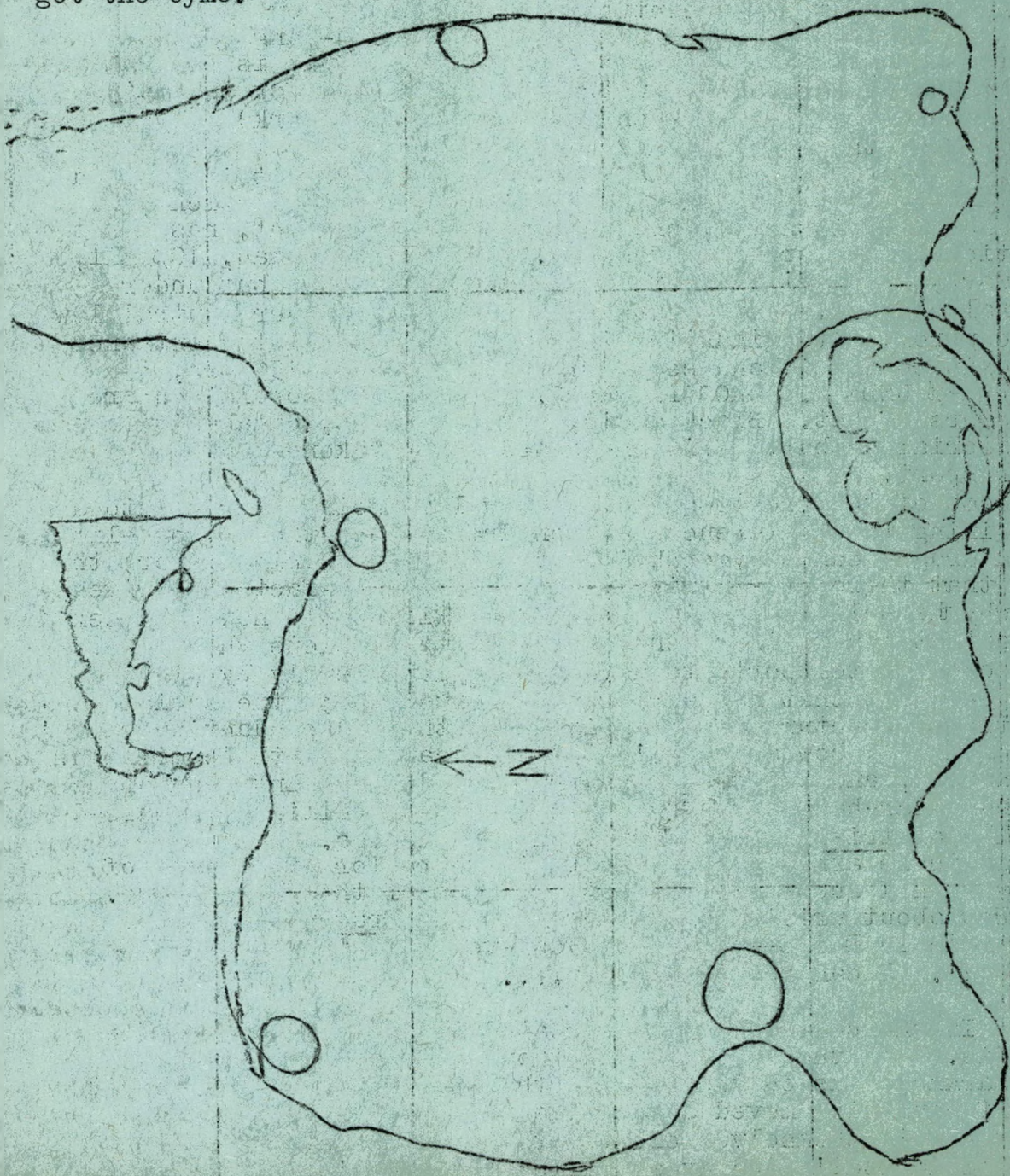


Here is a map of PATAUSAF. Each section stands for one large hex sheet. The circles stand for the areas of civilization. Not shown here are the forrests, rivers, and mountains--both for the size of the map, and the nature of my finished idealization. What I do know is that there will be many of each of these that will be un-enterable, un-crossable, or else un-holy(which may also be un-cross-able).

All that is named so far is the inland sea, the Nicomean Sea, the cities there, and the empire, the Vasin Empire, that lies to the east.

The Nicomean world is generally neutral, while the Vasin Empire is lawful.

And if you are totally evil, if you've got the money, I've got the Cyme.





## THE STONED ACOLYTE

from Wes Ives, 2703 Avent Ferry Rd., Raleigh, NC 27606 (919) 851-3682

FIRST OF ALL: the Acolyte will be appearing only every other month in A&E, since I am in the process of being overwhelmed by school (maybe I'll be able to get a degree this time around), work and assorted whatnot. Come to think of it, the Acolyte may not even appear that often, if A&E keeps growing like an amoeba. LEE, I don't know how you do it; for what it's worth, I vote for going to photo offset. All that typing is bound to be doing horrible things to your fingers. *[It is a little hard on the fingernails but luckily I never aspired to be a Chinese lady. And I can type a stencil in 15 minutes.--LG]* I was stunned at the size of the disty, and even more surprised that you actually had to trim down the number of 'zines by moving the deadline up a day. Other apazines should have such problems.

The best way to get everything said about such a monster issue is to lurch on into the comments: on both 15 and 16:

TANTIVY: I've always assumed that, in spite of the Books, if Alexander Munday can do it, so can any Thief. Besides, if we assume a dual path, from Good to Evil, with none of this Lawful/Evil, Chaotic/Good nonsense, then it isn't hard at all, from a realistic standpoint, to admit Good thieves--they have certain skills, attained in a less-than-ideal childhood, that they now use only for a good cause.

KSTC: Glenn, it's getting so that I can find your 'zine by looking at the edge of the collation and opening it to the thickest single color. I see that Lee has taken steps to prevent the seemingly inevitable (opening the mailbox and finding a two hundred page contribution from you) by limiting the contributors to 22 pages.

Speaking of time spent on creating magical items: the Homias campaign is a realtime campaign, meaning that if a character is in the vats being regrown with a clone spell (from a scroll, naturally), then he's going to miss a month or so of adventuring; same if he's just reached 7th level and wants to learn some of these neat 4th level spells; that's one month, real time, per spell. Tends to slow down the MUs somewhat.

MOVING ON--I got Swords & Spells recently, and I found out some interesting Facts From On High: first Sleep affects only a 10" diameter area and only lasts 4-16 turns. That does make a difference. No more can the MU Sleep a whole roomful of Orcs as soon as the party busts down the door.

Also CHARM PERSON only affects people, whereas Suggestion affects all creatures, though to a lesser extent than a Charm, which is why CHARM MONSTER is 4th level and SUGGESTION is 3rd. Admittedly, there are crockless DMs around who think the spell's name is Willing Enslavement or somesuch, but with a few safeguards, Charm is harmless enough on first level. I run Charm as a spell that grants the caster 18 charisma (and the correct alignment) when dealing with the charmee. Thus, if the MU asks something unusual of the charmee, then there is a morale check, with minuses for the more dangerous/unusual requests. If the charmee fails to make morale, then he/it immediately checks to save against magic (break the Charm), adding the previous minuses to his saving throw. And if a charmee ever breaks the charm, he will immediately attack the caster in a berserk rage. The same procedure is followed for Charm Monster, but due to the limited duration of Suggestion, there is no morale check.

Other interesting tidbits from Swords & Spells: Detects (both Evil and Magic) only affect a 1" square area. No more "You find a cave." "OK, cast a Detect Evil on it." (You know what, Glenn. I



just figured out why I look forward to your 'zine. I know that you won't have a new character class in it.) (How's that for a non sequitur?) [Not bad, but for Glenn's sake, I hope you liked the Priestesses of Diana.--LG]

I'm going to give paladins another chance in Homlas, I think. There's one in my campaign that rolled an 18 charisma and he's willing to refrain from driving trucks through the holes in the paladin's rules--plus he seems to be honestly trying to behave like a paladin<sup>2</sup> (which is something that the DM cannot enforce, except by the all-or-nothing method of removing the player's paladinhood).

O.K. the monsters are in the middle of the 'zine, this time--

The THAYKHAY: Number appearing: 3-12; Armor Class -1; Hit Dice 6; Move 15; Attacks: two claws & 1-8 each, Hug on a claw hit of 19+ for 2-20 (1-10 if save made vs poison), plus a special attack.

These large, shambling creatures resemble plate-covered bears with curiously rounded heads. An extremely volatile poison/acid leaks from between the plates; thus any metallic object striking the Thaykhay will dissolve within (20 - damage inflicted on the beast) melee rounds. Magical weapons dissolve on a roll of less than 27 per point of damage inflicted. Thus if a normal sword does 5 points of damage to a Thaykhay, it will be dissolved in 15 rounds; if a magical weapon had done the same 5 points of damage, there would be a 10% chance of the magical blade being destroyed. Per cent in lair: 30%; Treasure Type F.

The ESHIH: Number appearing: 3-18; Armor Class 5; Hit Dice: 6; Move: 12 (18 in trees). Attacks: two claws at 1-4 each; one bite at 1-8. These meat-eating apes are mostly arboreal. Their favorite tactic is to drop on unwary travellers from the trees, tuck a victim under one arm (on a claw of 19+) and carry them off "for later." ESHIH have low intelligence and poor morale.

GLENN (STILL!): Speaking of spells (I was just a few lines ago, I'd like some assistance on a spell. There's been some discussion of Magic Jar recently, but I am still at a loss. As I read it, the spell as written allows the MU to Jar himself, take over a nearby monster, use the monster's body as a melee weapon until the body dies, whereupon the MU returns to the jar and waits for the next victim. Now, I've worked out a solution that functions just fine, but I'd like to know if anybody Out There has a solution. Perhaps it will be more elegant than my own.

And on the continuing subject of Dragons: a neo first level was wandering in my wilderness a few weeks ago when he and an Ancient Dragon surprised one another. This first-level had hardly read the books and had never played the game before, so imagine how surprised I was when this neo raised his hands away from his weapons and rode forward slowly, getting into speaking range and beginning the most syrupy line of compliments & puffery I've ever heard. He avoided mentioning treasure completely except to say (several times and each sadder than the other) how terribly poor, nay, destitute the humans were, or else they would have brought along a gift just on the off chance that they would meet such a magnificent example of dragonhood, by the way, what is your name, Sir? You get the idea, I'm sure,-- but the topper is that the humans left the encounter (much later; dragons love talk too. And this dragon knew the humans were lying about being poor; after all everybody has a hoard; but they believed him or acted like it, so it was only proper that he should pretend



to believe them) with the dragon's name and a promise to return later, whereupon Orfeo (that's the human's name) took his meager savings and had a dragon-sized flagon turned and inset with what gems Orfeo could lay hands on, and then took it out into the wilderness, called for the Dragon and gave him the flagon, along with another ten minutes of egoboo. The Dragon is now very friendly, in a Dragonish sort of way.

Orfeo's 18 charisma helped him a very little bit, but not nearly as much as his actions: Dragons are singularly unimpressed with human's good looks/impressive qualities.

Moving on the Spell Research, speaking of the proper levels for spells, Throngoer the Enchanter (currently the highest level player in Homlas) has researched a "Quantify Armor" spell, since there was no way for players in my game to tell how good (or bad) their magical armor was. The precursor was a third level spell, since retired, that would tell the mage if armor was positive or negative in protection value. The current spell will give a quantitative reading: +2, -3, etc. Throngoer charges about 5000 to cast this spell. He has a monopoly. He is getting rich.

WAYNE SHAW: I normally allow sensible Wishes without any trouble to the Wisher. The wish is either granted or not, and if it is granted, it is granted in the way that will cause the least strain on the fabric of the world. Thus, if someone wishes for knowledge, then the Wish functions like a Commune spell: one question, etc. If the wisher wishes that the oncoming cockatrice were dead, then the spell functions like a Power-Word Kill. I know that the wish is crockable (turn it into a Skull Cockatrice, for instance), but the crocking is more of a strain than the granting of the Wish. Seems that the very best way to avoid having to go over wishes with a lawyer's comb would be to first disappear the Sword with 2-8 wishes included, second disappear the Many Wishes ring completely and make the Three Wishes ring less common. Then the laws of Probability would make Wishes less common, and therefore less necessary to be crocked.

SEAN CLEARY: I'm 25 for what that's worth.//As much as I dislike being identified with damyankees, I suppose my great-granddaddy won't mind too awfully much if I claim allegiance with the Boston style of dungeons. I've tried the magic-heavy/super-character type of dungeon, and I did not like it at all. It was interesting for a few weeks, but it rapidly paled.

MARGARET GEMIGNANI: I dunno. Theseus was right up front; the Dragon was Blue (& therefore Evil); Theseus was good; and knowing Slimak, that Dragon was about to rob the entire party of every magical item they owned. As far as I'm concerned, Theseus did the right thing by trying to behead the beastie. The only problem is that the rest of us suffered "a failure of nerve" upon the dragon breathing and killed three-four characters, whereupon we routed away, deeper into trouble. As we found out later, if we'd stayed on the attack we'd have killed the animal and eventually did.

Dragons have compassion, sure, but only for their friends. A dragon has no compassion for a haughty bunch of wanderers, and even less for trespassers, and even less for those wanderers that the Dragon knows are only asking for mercy because he (the Dragon) has them in a crack. Why in the world should a Dragon be compassionate towards a group that any intelligent being knows would kill the dragon if they had half a chance.



MARK SWANSON: In re: UNDEAD. I've always assumed that undead have something that they do with their spare time, other than attacking living beings. Otherwise, the First Spectre would go to a little village, zap everyone there, turning them into spectres, ...then proceed to the nearest small town with his 50-60 followers, zap the town to get 300-500 followers, and there wouldn't be any end to it until everyone was a Spectre. So undead are either stupid and don't realize this, or they don't like creating other undead, or they have better things to do; or they can't do it unless the warm body comes to them.

On that reincarnation: remember, the host body was that of a creature that was about to be killed. The magic prevented the body from being damaged, though the original spirit left the body as it would have had the body been killed; but when the new reincarnated spirit arrived, the body is in living shape.

The normal outdoor party in Homlas is about twelve characters, led by two players.

KEVIN SLIMAK: ah, you resurface on the West Coast. Good to see you in A&E. If you contribute regularly, it can't help but improve the zine, even more.

SEAN SUMMERS: Do you REALLY intend for people to use RAKSHASHAE as characters? Ick. How about ORCUS as a Player Character?

Level	P+	HD(D20)	Special
1 Minor Demon	0	6	Continual Darkness on command, 40% mgc resist; may summon D6 wights;
2 Not-so-Minor Demon	1000	8	Charm Person on Command; Harmed only by magical weapons. Create Illusions, 65% mgc resist; 50% chance to Gate in another Demon, Summon 3D6 wights & D6 Wraiths.
3 Pretty Major Demon	5000	12	Symbol 1/day; Poly Any Obj 1/day; 70% to Gate in another Demon; Summon D6 Spectres. Poly Self at will.
4 Definitely Major Demon	10,000	20	All Eldritch Wizardry abilities.
5 Ultimate Super-Duper Demon	20000	75	All of the above, plus special ability to totally unbalance any game in existence; plus ability to gate in one DM/minute to serve the U S-D Demon.

CHARLIE LUCE: I went wild recently and bought one of every type of Dragon/Monster figure I could get my grubby little hands on. For reference then: RUSH, do not loiter and buy the DRAGONSTOOTH dragon figure from Tom Loback General Artworks, (157 East 99th St. #20, NY, NY 10029). This figure costs \$6.50 and stands 5" tall. It is the best monster figure I have ever seen, and one that commands respect when it is met in combat. If you buy that figure, you'll see where Mark Kramer got the idea that a dragon's clws do more than 1-4 points damage. For smaller dragons, the McEwan dragons are acceptable, whereas the Minifig dragon is not, mainly because the Minifig dragon is in a flying pose, and thus very hard to mount on a base.

For monsters I recommend the Grenadier Manticore, Ral Partha Balrog and the Minifig Giant Snake. The Manticore and Balrog are simply beautiful figures, and the Giant Snake can be painted up to represent a Naga.

On alignment languages, I threw them out completely after trying and failing to come up with any justification whatever for them. After all, the German Hitler spoke was no different from the German I learned in school. Sherman and Lee both spoke the same language as did Mao Tse-Tung and Chiang Kai-shek....



At any rate, alignment languages created more problems than they solved. Why have a Detect Evil spell, if all you had to do was question the suspect in Lawful and see if he answered? And how can someone be a traitor if he loses the ability to communicate with the intended victims as soon as he decides to betray them?

STEVE MC INTOSH: I am basically in agreement with you in re costs for manufacturing magical items. You quite properly pointed out that the limiting factor in magical production is TIME and that this time should be strictly watched for by the DM. In the Homlas Campaign, which is a realtime campaign, a MU making a Passwall Ring would be totally out of play until the middle of next year sometime; and a player is not likely to sit back that long just to get a Passwall Ring. I tend to think that not many non-player Wizards would take that much time off either, especially since any Wizard worth his salt should be able to make far more than the sale price of a Ring by adventuring. If and when my campaign starts to have high-level types, I will probably be using your charts. I don't mind players manufacturing equipment, but it must cost them more than mere money! Thanx.

#### MOVING ON TO #17

General: I too just recently saw a copy of METAMORPHOSIS: ALPHA, James Ward's addition to the TSR rules pantheon, and I Am Pleased. Basically, I Am Pleased for two reasons: first, vague & threatening rumors to the contrary, this is NOT, NO, NO, definitely thank God NOT an attempt to interface D&D and Star Trek. Instead, Ward had the basic good design sense to take the idea of characteristic rolls from the D&D system and use them in a completely different way. There are no "levels" in M:A; a person's Constitution is hit hit dice, forever and ever; his power is measured by his allies and his possessions, just like the real world. Also the monsters are completely mutable--ever since the starship passed through the "radiation cloud" (okay, so it's as hokey as a Space:1999 plot--but if ya gotta have a disaster, then you can't be picky. Besides, where would a colony ship be without mutations?). They have been mutating like mad--and in a stroke of genius, Mr. Ward included his tables that he used for creating these weird mutations! Just playing around with them--see, you take a creature, normal type, and mutate it over the course of several generations....

I came up with things like a hellacious weasel with gills, wings, electrical shock ability and god knows whatall. A character running in this game would never be completely usre what he was up against, since every deck of the ship would have different mutations, and there would be odd types within the standard species. Never again would a person be able to look up the specs on the creature and know exactly what to do to defeat the monster. Also, the M"A system is the perfect place to send all those Mad Scientists and Technological types. They'll be very happy there--there's all sorts of neat weaponry (and also a substantial chance of seriously injuring yourself when you try to figure it out) and other geegaws and gixmos. Mr. Ward also gave extensive examples of how to set up the world and gives two movement rates--strategic and melee--and the conversion between the two. All in all, I would strongly recommend METAMORPHOSIS: ALPHA to anyone who enjoys the Science-Fiction side of D&D. (By the way, the booklet is pretty too.)



COMMENTS ON #17: Jeez, this thing is getting bigger by the minute.

NICOLAI SHAPERO: Y'know, yours are the only monsters that I will put into my world without extensive playtesting (well, I also take Glenn Blacow's beasties on trust too...)--but I usually end up toning them down a little or putting them so deep in the Pit that I doubt anyone will ever find them....

RICK BOAT: HT: You mean to tell that you have a group of D&D players without a DM? That's odd. There's at least one in every pair of players. He may be new, he may be random, he may be Santa Claus, he may be a murderous bastard, but he's a DM, by god! Why are you wasting energy looking for a DM when you or one of your friends could even now be digging away at a dungeon? As Valentine Michael Balrog said (in that classic SF novel "Stranger in a Strange Dungeon") ... "Thou art a DM."

CARY MARTIN: So a Ring of Regeneration is giving you fits, hmmm? Next time that MU is zapped by something abnormally caustic (Dragon's breath, magic, etc.) inform him that magically (or supernormally)-inflicted damage doesn't regenerate due to a regeneration ring. These rings are only good versus damage done by swords, arrows, claws, bites and whatnot. And also have the MU roll a saving throw for the Ring (not a high one, say on a 1 or 2, the ring fails to save) whenever he gets hit by the abovementioned supernormal caustic agents.

Vampires as a player character? Shame!

\*\*\*\*\* forgot to mention in my review of METAMORPHOSIS: ALPHA above, one tiny tidbit that will gladden the flinty hearts of DMs everywhere: if you like to have oddball types as player characters, then M:A is your set of rules. If you want, you can start off as a mutated animal (as long as one of your mutations is increased Intelligence) with all sorts of neat weirdo powers--and the DM doesn't have to worry about advancement rates or anything else like that! This was brought on by my reading the Griffin's Quill adventure writeup (which I do last of all, and only when there is nothing else in the house to read--I don't like other people's adventures) and noticing that six of the ten adventurers in the writeup were neither Human, Elven or Dwarves. Charlie, you should really dig these rules.\*\*\*\*\*

SEAN SUMMERS: Phoenixes are much better looking than the rules in #16 for Rakshashae. I have been toying with the idea of Fire/Air/Earth/Water Wizards for some time now; the spells and peripherals about phoenixes seem to be a step in the right direction. What I was considering was having the MUs choose an element to specialize in: one of the Four Substances--and they would be able to research non-standard spells in that Substance, etc....Your Phoenix Rules have now given me some food for thought. If anything comes of this, I'll let you know. The Spells seem uncommonly restrained, though, given that the Phoenix is a fire-based creature.

KAY JONES: Your zine gets better all the time....In re: Blade Barrier, I'll point out that it is, after all, a spell, not an edged weapon. Thus the fretting about whether a cleric can use the spell is rather pointless. For the lawyers in the readership, I submit the following spell: BLUNT WEAPON BARRIER. specifications exactly like Blade Barrier, but the name is different. God, what a stupid controversy.







What Trap Charts? #7 Robert Sacks/4861 Broadway, 5-V/NY NY 10034  
(for Alarums & Excursions #18)

Tantivy: I am not sure I wish to be that severe, but we are in agreement on the basic philosophy of restricting raising dead.

Fortress of Sillyness: What happens when the citizens who activated the Home Stone die? Therefore one places the Home Stone in some immovable location?

Boatright: try Steve Simmons/9626 Hayes/Overland Park Ks 66212.

Hoof & Mouth: Of course Samurai are reincarnated, as new-born Samurai - wait 10 to 20 years before you can use him/her again.

Platinum Ragner: You have been warned.

Gary Porter: A large portion of the North Am'n diplomacy community is now at least 1/2-time D&D, and a good number of other D&Ders came from wargaming or SF Fandom! What's a minitourist?

Sean: Strange, it says Alarums & Excursions on the cover. Dragon mice will be documented when the people at MIT-SGS who were going to ghost-write them submit the drafts; I already have given more description than TSR does - you want the stats & specs. You couldn't find vatches in EW either? Devout cowards don't play D&D. What is an official boston type dungeon?

Searchlight: ((with apologies to Albert Einstein)) In so far as rhetoric is not logical, it simulates the real world.

ClearEther!: The English never completed the subjugation of Ireland. Perhaps you would care to elucidate us on what an Objectivist vampire is.

Blacov: You mean the Castle doesn't have a permanent spell of protection against Alchemy & Transmutation? Imagine the situation when twit is able to call on Paladin for feudal (military) service! I just happen to have many thousands of valar on call, but Imperial Nobility tend to restrain themselves. That's me, 25 going on 40000. You must be referring to the Roman Catholic church - you have heard of the Archbishop who is facing down the Pope by insisting on the validity of the Latin mass; or perhaps the Episcopal church, with the allegedly unconstitutional ordination of women ministers. The operative word in your definition is "selfless" - if you were to define "virtue" as concern for the welfare of others, then all the examples you gave could merely be "virtuous" instead of altruistic. Now the entry point for evil I indicated was for the perversion of "virtuous" acts to chaotic acts by altruism; if you are going to start chaotic that is indeed a different entry point! Your closing statement implies that many chaotics recognize that their victims have the same rights as they do, and respect those rights - May the Imperial Chancellor have mercy on your soul. Actually, wouldn't seduction be justified rather than rape in the case of the sacrificial virgin, thereby removing justification for rape since it involves unnecessary force?

Summers: Phoenixes, perhaps?

Spinward: Good column (more! more!); good answer on Kutuzov.

ON ALIGNMENT: ((also submitted to The Wild Hunt)) Due to the uproar in the Diplomacy hobby (HELP!) I have been overwhelmed with considerations of morality and alignment, so I will expound upon the threefold way: Ordinary folk farm, prepare food & goods, trade & vend, mine & build, heal & teach, &c - they are the basis of society and are, prima facia, lawful; Parasites prey on ordinary folk by force, fraud, coercion & intimidation, & all varieties of the "confidence game" - they are, prime facia, chaotic; Those who hinder and punish parasites, and protect ordinary folk are also lawful - these are the lawful of D&D (fightingman, magic user, & cleric), and that is the guideline that I suggest should be used in determining alignment. This is not to say that every farmer is lawful & every thief chaotic, but to discern between good & evil should be as obvious to the DM as it will be to the ultimate DM on the Day of Judgement.



For Alarums & Excursions; by Howard Mahler, 135 Bayard Lane, Princeton N.J., 08540, 609-924-4990.

I do not use the treasure types or percent in lair to determine the treasure found in my dungeon. My current practice is to put in what I think is about right. Of course all treasure is placed in advance. I know what the average treasure per room should come to for my dungeon (it of course depends on the level) and I see that each section comes pretty close to that average I've chosen. Now this practice is a little more work than using the books method, but I rejected the books method when I found it totally unacceptable.

Rather than trying convince those who still use the books system that they should abandon it, I think I'll give some facts & figures I worked out before I decided to switch. This should be useful to those who still use the system or who play in dungeon who do. Perhaps a careful examination will convince you to switch.

First, all figures for monetary treasure will be in gold piece equivalent unless otherwise stated. K will stand for 1000 g.p. No provision will be made for magical items or maps as part of the treasure, these must be dealt with separately.

A calculation will show that the average piece of jewelry, rolled for randomly (see vol.2, page 40), is worth 3410. We'll use 3.4K as an approximate figure. It's more difficult to calculate the value of a gem rolled up randomly (see vol.2 p.40), due to the business of possibly going up categories. Also the category of 25,000 puts an annoying irregularity in, which messes up the calculation. If one ignores this last nuisance, one gets the figure 528. This figure is known to be off on the high side; .5K will be used.

Now that one knows the average piece of jewelry is worth 3.4K and the average gem is worth .5K, one can calculate the average monetary treasure in the different treasure types: (all treasure in K)

A1	A2	A3	B	C	D	E	F	G	H	I
43.5	49.9	92.4	4.0	2.5	7.5	3.5	6.9	24.7	86.9	17.6

With these figures all one has to do is multiply by the percentage in lair, in order to get the average treasure for a given type of monster. I've done a few below, particularly all those with the most treasure. (All treasure in thousands of g.p.)

Dragon--52.1, Lich--43.5, Lammasu--37.0, Beholder--15.7, Men (on land)--6.5, Stirge--4.1, Orc--3.7, Troll--3.7, Giant--2.8, Hobgoblin/Gnoll--2.3, Bugbear--1.2, Ogre--1.1

Others of interest are Dwarves--12.3, Roc--3.5, Centaur 2.2, Carrion Crawler--2.4, Will O Wisp--.4, Elves--.9.

Of course magical items also are an important consideration. The types can be put into the following order, with the best types for magic last, and those between semicolons roughly equal: B; I, C; D; A3; H, E, F, A1; G, A2. The conclusion is that with the exception of I, the ones with the most monetary treasure also have a good amount of magic. Look for any treasure type A, or type G or H. Less worthwhile but still good I, E and F. Avoid other types, particularly B and C. Also avoid those monsters with low % in lair.

A more careful look at the resulting distribution of treasure will show many things wrong. First there is a large difference in the monetary treasures; so large is the difference that the lesser ones are comparatively insignificant. Also the system has no consistency. I can not argue with the large value for a dragon's horde, but why for instance is an Orc or Stirge treasure worth more than a Giant's is worth? Besides many other such seemingly random determinations of who should get more treasure, we've got the absurdity of all Men having the same.



(continued from last page) Page #2 of Bably-On #2, for A&E  
This of course doesn't take into account the difference in danger  
from a footpad or an evil high priest.

Unfortunately, I do not have an alternative to offer. I'd be happy  
if someone would come up with one.

\* \* \* \* \*

PrinceCon II

March 18-20, 1976

Whig Hall, Princeton University, Princeton, N.J.

For more information write David Parker, 122 Cuyler, Princeton Univer.,  
Princeton, N.J., 08540. The main feature will be D&D, and you're urged  
to bring your dungeon. Housing will be arranged on campus for free, for  
those who contact Dave soon enough. The entrance fee will be modest,  
somewhere from \$1-\$2. Spread the word.

\* \* \* \* \*

I'd like to discuss a series of topics, which have been mentioned in  
A&E in the past, but haven't gotten this point of view (that I've seen).  
Phantasmal Fireballs-- Around here such spells are unheard of. The basic  
"explanation" being that anyone seeing a Fireball coming loses nothing by  
disbelieving such a spell. The reason I don't allow such things in my  
dungeon, is that it defeats the purpose of levels, both experience and  
spell levels. An MU5 can throw a Fireball while a MU4 can not; Phantas-  
mal is second level while Fireball is third. Beyond these simple facts  
we can now get into a matter of philosophy of the game. In those in  
which the major emphasis is on role playing, the players are allowed  
to push through such loopholes in the rules. In others, and I side  
with Gygax on my preference, the interpretation of rules is based on  
game balance. To each his own, but I wanted this side to at least get  
its say.

Fireballs-- Many people run Fireballs thrown as spells as follows:  
saving throw means you get half damage. Granted that the rules are  
not well written, but I believe there's no way you can convince me  
that this is in the rules. Admit you've changed the rules and I'll  
go away satisfied to let you run it your way while I run it mine:  
saving throw made vs. spells is no damage. The relevant quote is from  
Vol. I, page 20 : "Failure to make .... Scoring the total indicated above  
(or scoring higher) means the weapon has no effect (death ray, poly-  
morph, paralyzation, stone, or spell).... Wands of cold, fireballs,  
lightening, etc. and staves are treated as indicated, but saving throws  
being made result in one-half damage." Argue as you will the last sen-  
tence refers to the different types of wands and staves, which are  
not mentioned elsewhere, while the one before refers to thrown  
spells which are also only referred to there. Wands and spells have  
different saving throws, so that the rules do treat them as different.  
Now for those who insist on when in doubt, make the spells stronger,  
the loophole provided by poor English will be used to argue that the  
clear direct statement, spells saved against give no damage, should  
be ignored in favor of their interpretation of a poorly written sentence.  
I agree that Gygax should have written, "Wands of cold, wands of fire  
balls, wands of lightening, etc.", but what do you expect from the man.  
Perfection in writing rules was not his goal; however, he did give a  
guideline for setting up a campaign, and in most cases his intent can  
be made out. Those who want to make changes, should admit when they  
do so.

Unbelievable--Lee Gold mailed some back issues of A&E at book rate,  
on Dec. 4 (marked PM no less) and I got them Dec. 7 at noon! From CA  
to N.J. that would be amazing for first class. Must've rolled a 00.



## TNWMYNSYS 2

TNWMYNSYS 2 is a product of the demented mind of Kevin Slimak (PO Box 3514, Edwards AFB, CA 93523, 805-258-4745) for A&E 18. TNWMYNSYS 2, by the way, means "Tactical Nuclear Weapons Mean You Never Have to Say Your're Sorry." Those doubting the relevance of this title to D&D are referred to THE WILD HUNT #'s 1-3.

### COMMENTS ON COMMENTS: ON COMMENTS ON COMMENTS ON COMMENTS ON COMMENTS.....

My timing is, as usual, impeccable; this is being typed the week that A&E 17 is going out. Maxwell's Demons really do deserve to be immortalized as D&D monsters....if they haven't been already. Of course, expect your typewriter to break down when you try to write the article!

Defiance/Cleary - I don't quite understand your comment in A&E 16 about gross magic. I think you may be referring to how I dispose of it rather than gross items that I have/allow in any game that I'm running. I'm assuming you meant the former and answering appropriately.///If you are running the type of game in which magic is limited/restrained, or supposed to be, one way of preventing the players from needing golf carts to haul around their magic items is to have magical items go away on a regular basis. One way of doing this is to require that all exposed or carried magical items make a saving throw (or be demagiced) whenever they are caught in the blast of something like a fireball, cold wand, lightning bolt or dragon breath. Doing this goes a long way towards combatting magic inflation. (Magic inflation is a situation where the DM needs to make up new monsters to challenge the players because they have so much magic; it often leads to the creation of monsters requiring +3 weapons to be hit, which leads to an increasing abundance of +3 weapons, etc. Maybe you like this kind of thing, but I don't!)

Griffin's Quill/Charlie Luce, et. al. - Your comments to Lee deserve some reply, I believe. While not claiming to be the most experienced in switching worlds with my characters, I can state that I've done it with an absolutely disgusting frequency. The problem that arises is that one has a character that fits quite well into one world/game (say a magic limited one); taking this character into a world where magic abounds results in a major decrease in the character's value. While, as a DM I feel little compulsion to protect my monsters from gross magic, I do feel obliged to prevent magic from unbalancing my world and to prevent magic from depriving the players of the challenge that is offered them in my game. I guess this last sums up the argument; I pride myself on the challenge that I put to the players in my game. Thus, even if someone is only going down at a convention and there is little chance of his items unbalancing my world, I feel that he will not be experiencing my game fully if he can use magic as an easy solution, rather than having to learn and think!///I also disagree with your comment to Blacow that Disintegrate cannot do in magical material, despite what "da roolz" may say. Different worlds!

### A DISCOURSE ON SAVING THROWS

For reasons which may become obvious in the course of this article, I'm going to talk about the saving throw and what I think it is supposed to represent in the game. Rather obviously, there are two very different areas upon which the saving throw has some impact: in one case, it represents the ability of a character to resist the influence of magic upon himself; in the other, it represents a lot more varied types of action which we'll discuss later on.

First, let's consider the saving throw as a representation of the resistance of a character to magic. My feeling has always been that the saving throw in this case represents the resistance of the character's will to something magical/unnatural. This interpretation does fit in rather well, I



think with the rules as they are written. Sleep, being a natural state, characters don't get a saving throw against it. This interpretation does lead to some rather interesting conclusions. For example, the Milwaukee D&D group gives people minuses on their saving throws if they are involved in combat/not concentrating on resisting the spell that is trying to affect them. In Boston, it is far more common for combat/getting one's blood up and adrenalin flowing to give one pluses on saving throw; at least the last time I ran in Goree, once a character got into combat he was immune from sleep, and sleeping Berserkers was always difficult! There are also some who believe that the saving throw represents, vs. magic that is, the closing of one's eyes, sheltering of one's face, etc.; though this would have some obvious effect vs. physical spells like fireball, I generally include ST's for the latter in the consideration given below.

So what? Well, by thinking out what you mean the ST vs. magic to be, you can intelligently decide if the way you are doing them makes sense! If you agree with the will power theory, then it makes sense for higher levels to have better throws: their greater experience with perhaps the same spell (or with more spells in general) makes them better at the act of will required to resist any given spell. MUs are better at resisting spells because they are more familiar with them.

All of this has little to do with the more physical spells. Spells like fireball, lightning bolt, etc. are treated entirely differently by me. I feel that the magic is used to set up a situation in which the fireball is a natural result; by analogy, a rock lifted off the ground by magic is not magical when it falls....the falling is perfectly natural. Similarly, a lightning bolt is the natural result of a charge imbalance brought about by magic. Saving throws for this kind of spell represent the same thing that they represent for things like poison, dragon breath, etc.; they represent the ability of a character to find cover or act quickly in getting the poison out of his system. Experience is going to have an impact here obviously, as it is the gauge of how able/often one can recognize a dangerous situation and react without thinking. The Saving Throw vs. stoning by sight can represent the deflection of one's gaze BEFORE it is too late; from poison gas or stone breath, it can represent things like holding one's breath, or going high or low to take the next breath (depending on the specific density of the gas).

Now, all of this may have no impact whatsoever on your game, but it can if you are the type of GM/DM who tries to reason out the functioning of things in his/her/its world.

#### CRYSTAL BALL GAZING DEPT.

Next time we'll be appearing under the better title, DANGER LURKS! I intend to do a description of one of the better expeditions I've ever had the pleasure of making, that to the City of the Dead/Tradetown, run by Glenn Blacow. I'll give Glenn a chance to make any corrections before I run it.

Also currently planned for the future is the appearance here of two new Undead-type monsters (my favorite!); Morgul Minions and Shades, and of an Undead Weapon type, Morgul Darts and Blades. Somehow, I doubt that the Morgul Weaponry will be the first in print, but I'm unaware of any other.

Recent problem for me has been the lack of characters of the appropriate level for me to find out if these new types play all that well. I anticipate an opportunity to test them in St. Louis during the upcoming Holiday Season.

And that's it, for this time. SIGH, not even one fight picked and hardly a Glenn zine (not long enough).



NOTES FOR THE UNDERGROUND #12

A semi-regular publication of StormGate Enterprises  
by Nicolai Shapero, 225 Creekside Drive, Palo Alto, Calif. 94306  
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\*\*\*\*\*

LEE: But how fast do you age your characters? Even at seven game years per real year it will take a LONG time for even the low constitution characters to die of old age. And, what with casualty figures being what they are in most dungeons, I somehow do not think many adventurers will die in bed.

ERIC BAINES: Never heard of him. I've heard of a Neil Shapiro, though. (I don't like his stories though--and I would advise against buying any of his works.) Needless to say, we are most pleased with your last story--though somehow the style did seem a trifle familiar somehow.

SEAN CLEARY: I don't know what it's like in Mass., but out here (Palo Alto, to be precise), there are not that many DM's. (In the last three meetings of the Stanford based D&D group, I have been called upon to run my dungeon not once, not twice, but three times.)

BLANCHE?/HILDA/JO GALOT: It is to be noted that the elf, Alarien, used a phantasmal fireball to blast the black dragons. And it was his actions that resulted in the elimination of two (or three) of the four black dragons. Also--the flail very definitely controlled the dungeon going "master," Alarg.

KEVIN SLIMAK: Now that you're on the West Coast, perhaps I'll get a chance to try Hellsgate (I get down to LA every now and then). Perhaps sometime towards the end of December?

CHARLIE LUCE: Actually, as I recall, good old Cugel the Clumsy had a 3% chance of pulling it off (or was that only 0.3%?). He is still alive, by the by. And now he is a 4TH level thief. Sigh... /\*Coke adds life, indeed!/\* Care to try your hand at turning either the Jusad or the E'Rali into D&D types? (Speaking of which, are you ever going to finish those notes? And could I see a copy if you have finished them?)/The per cent roll on detect magic did not originate in StormGate. You have to thank/blame one of the Perrin Universe dungeons (or perhaps Dave Hargrave).

GLENN BLACOW: There has never been a non-player Wizard manufacturing goodies for sale outside the dungeon in the StormGate Universe. Those are the prices that my player character wizard will charge, and my characters expect to be charged. I run about thirty or so characters now (in the high level lawful category) and only one of them has +4 armor (found, naturally enough, in Jerry Jack's St. Kungunda Prison) and only one has +5 plate (from Terrizon Arcades, Dan Pierson's dungeon). Prior to my Perrin Universe expeditions, the highest plus plate was +3--one set of same, manufactured by captive wizards. The three characters with the incredible plate just might sell their armor for the indicated prices (but that is by no means a certainty))



GLENN BLACOW:(CONT.) You do not have to have a magic heavy campaign to have problems with Clods, Demiclods and Zeroes. Just a sword of sharpness or a vorpal sword will do. And it only takes ONE such toy--and if the warrior wielding same strikes first, there is a reasonable chance of wiping out the most powerful of "gods." /\*/ I have no trouble rolling up the characteristics of my dungeon creatures--I have a computer program that does it (and, what is more important, I have time to run the program and the computer to run it on).

DAN PIERSON: Do you think you might send me the stats on Paladin? I might just have a use for that little calling card....

KENNETH SCHER: Rape, un-lawful? Chaotic? Bullpuckey. Evil, yes. Chaotic, no way (if we are to insist on the Gygaxian four fold way, that is).

SPEAKING OF GYGAX: I just finished rereading The Dying Earth, by Jack Vance, the other day. As we have many statements in Strategic Review and The Dragon to indicate that Vancian magicians were used as a basic pattern for the D&D magic-users there is an interesting point to be raised. At this point, a short quote is in order:

...The woman hauled back on the reins, wheeled her horse high around, charged Turjan, and struck at him with her sword.

Turjan jumped back and whipped free his own blade. When she lunged at him again, he fended off the blow and, leaning forward, touched the point to her arm and brought a drop of blood...

From The Dying Earth  
Chapter 1 (Turjan of Miir)  
pages 8-9 in the Lancer edition  
Copyright 1950 by Hillman Periodicals Inc.

And Turjan of Miir was a magician. Yet he was using a sword. Hmmmmmm... And later (Chapter 5 to be precise) (or story 5, if you prefer)...

...Ulan Dhor grimaced. "True enough, though I dispute the word 'ineffectual'. I know Phandaal's Critique of the Chill, I am ranked a master of the sword, ranked among the Eight Delaphasians as a ..."

Ulan Dhor is, needless to say, also a magician. And he is SKILLED with a sword. So it is not entirely reasonable to follow a "mages may not use swords" approach if one is basing one's view of magic on magic in Vance's Dying Earth. So, Gary, give up one or the other--Vancian magic as a basis or the prohibition of swords. (Horrible non grammatical construction, there, but... that is what you get for composing at the typewriter).



EARL W BAKER: Now StormGate is requiring high characteristics for elves, half-elves, dwarves and the like--and then only 10% of such characters are actually determined to be elves, half-elves or the like. Needless to say, the non-human population around StormGate has taken a very distinct drop.

PEGGY GEMIGNANI: StormGate was, and is, a very dangerous dungeon. Out of the last six expeditions (all by mixed first through third level parties) only four have even REACHED the dungeon (I run a wilderness to the dungeon when time permits). And of the four that reached the dungeon, easily one man in two failed to leave the dungeon. Result? 60% casualties, approximately, on first level types, somewhat less for second and third level characters. Lee was down on the fifth level with a reasonably strong group, and they made NOT ONE SINGLE MISTAKE DURING THE WHOLE BLOODY EXPEDITION. There is quite a difference between the way Lee Gold and Jack Harness will run a party in StormGate and the way some of the local turkeys will run a party there. This difference is enough to change a 0% casualty figure to a 60% casualty figure. /\*/ StormGate has sixteen levels, and MANY rooms per level. needless to say, some sections are more dangerous than others. But I am able to accomodate virtually any strength party--and that is why I let in more magic than most. If ~~the~~<sup>an</sup> individual is a fool, all the magic in the world will not keep him alive in StormGate. /\*/ By the way--the Holy Halberd is a grossity that I would NOT permit in my dungeon. I do not believe in allowing players to assign themselves ridiculous pieces of magic simply because they want to have them. I consider such artificial enhancement of a player character to be gross and intolerable cheating. The last person to run a synthetic character with phony equipment through one of my dungeons became permanently persona non grata in my apartment. And I became sufficiently hot under the collar to tell all the other DM's I knew in the area the entire story. The individual in question continues, unfortunately, to cheat his way through games.

STEVE MCINTOSH: Nice comments on the cost of manufacture...

WAYNE SHAW: I beat you out on Hades Hounds, you beat me out on the Id monster. It all evens out in the long run. /\*/ Where do you hang your hat during the Christmas break? I might be down in LA around then, and I'd like to run in Temporalana... (after the way you've gotten blasted in StormGate, I only think it fair to give you a shot at some of my characters for a change).

KEN PICK: Loved the Chee Lan adventure. And I'm sure the good master Anderson does not object. Otherwise, considering the fact that his wife Karen reads this zine, I am sure we would have heard about it long ere now.

And I'm finished with my mailing comments on A&E#16--Thank the Gods!



Would you believe, A&E's answer to the Road Thingie?





NOTES FOR THE UNDERGROUND #13

A semi-regular publication of StormGate Enterprises  
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\*\*\*\*\*

Sigh...what with the financial backer of the company coming around for a demonstration, looking for a new place to live, and trying to meet deadlines for not one, not two but three zines, this month's column is going to be a bit shorter than usual. First, some mailing comments on A&E#17.

LEE: (in ref. to a comment of yours to C.Luce): But if they offendedly reply, "then I won't run here" after you have POLITELY asked that they refrain from bringing in their favorite grossity, then you are better off without them. I have been faced with players bringing in (or trying to bring in) (1) A torque of protection from normal AND magical weapons, (2) A ring of invulnerability to magical weapons, and magic--in the hands of a dexterity 18 fighter with plate and shield+5, and ring of protection+3 as well as a displacer cloak (another +2 on defence), (3) A 2 handed sword of Annihilation (any target hit is instantly destroyed, no saving throw), and last, but not least, (4) A ring of omnipotence--making the character completely invulnerable to all attacks. I think there has to be a point at which the DM politely but firmly informs the players that enough is enough. Some magical items simply cannot be allowed into a sane dungeon. (All four of the examples given are from real expeditions--I've had people try and haul all of them, at one time or another, into either StormGate or Rainbow.)

HARTEEY PATTERSON: Daleks? Good grief. Dr. Who rides again.....

STEWART LEVIN: With any luck at all, Scott Norton will have gotten off his duff (hear that, Scott?) and written up the Death Demon adventure for this issue of A&E (#18). /\*/ Re comment to Kay Jones: Current laser technology is quite advanced, thank you. Perhaps not on this side of the Iron Curtain, but.../\*/And the failure to capitalize the letters of your name was unintentional...

CARY MARTIN: Though a machine gun in a medieval setting is most definitely not normal, it is by no means magical. Unless, of course, you assume that Clarke's law applies (i.e. any sufficiently advanced technology is indistinguishable from magic)/\*/I do not think we need another character class at this time

STEVEN DAVIES: Where on earth did your friends come up with characters like that? Lowest constitution=18, lowest dexterity 15 (and all others have 18 dexterity) and lowest prime requisite is 15. Also, how did the thief end up with a charisma of 22? And all these high level characters are headed for the SECOND level of a dungeon? Gaaahhh. Monte Hall strikes again. GLENN\*\*I'm beginning to agree with you.

CHARLIE LUCE: Birth control potions? Along with that cloak of restoration of virginity...AARRGGHH!!! Also, I am beginning to think your character types are RESTRAINED, lord help us, After seeing Dave Yepp's new character classes...

HILDA: HATE TO DISSILLUSION YOU, HILDA, BUT THERE WERE SEVERAL HIGH LEVEL, "ANYTHING GOES" EXPEDITIONS AT GENCONWEST.

EARL BAKER: Not ANOTHER system for calculating experience...



SEAN CLEARY: It appears as though we have another contestant in the Annual Gemignani Incoherency Competition. /\*/ And just how long is it going to take for people to realize that there ~~xxxxxxx~~ is a good four hundred plus ground miles distance between LA and SF? Sigh.....

JIM ECKMAN: Why not try the ULTIMATE klutz system that follows;

Base spell points=1 point/spell level that level MU may cast.  
Thus a third-level MU may cast spell points up to a total of 5  
(assuming average intelligence). Adjust this base level as follows:

Intelligence: ~~XXXXX~~ 3-6 , multiply number of spell points by  $\frac{1}{4}$  and round fractions DOWN. For I=7-9, multiply by  $\frac{1}{2}$ . For I=10-11, no adjustment. For I=13-15, add 1 point per level. For I=16-17 add 1 point at each even level, 2 additional at each odd level. For I=18, add 2 additional spell points per level.

Probability of a spell Klutzing=((Normal Spell Points)/(Spell points Remaining))<sup>2</sup> times (25-Intelligence). The result is a percentage.

Example: Akral, I=15, 6th level mage, normally has  $4+2*2+2*3=14$  spell points base, with an additional 6 points because of high intelligence (1 point per level for I=13-15). Total spell points=20.

Spells cost 1 point per level, and let us assume that Akral has successfully, and safely, used 8 of his 20 spell points. Now Akral throws (or attempts to throw) a lightning bolt at the enemy.

A lightning bolt spell, being third level, would cost 3 spell points, leaving Akral with  $12-3=9$  spell points, and the probability of Klutzing the spell is ~~XXXXXX~~  $(20/9)*(25-15)=(4.94)*10=49.4\%$ .

Of course, if Akral threw a lightning bolt when he was still fresh, he would have had only a  $(20/17)^2*(25-15)=13.8\%$  chance of Klutzing.

It is to be noted that one never uses up all of one's spell points under this system--as the klutz probability reaches unity VERY fast.

All the klutz factors for a mage may, under this system, be calculated in advance of the game--which will speed matters up considerably.

Now, if the mage klutzes, the spell fails. And, assuming that the spell has so failed, there is a possibility of a double klutz. There is a per centage probability equal to  $2/3$  of that for the single klutz that there will be a double klutz. The effects of a double klutz vary with the spell in question.

Detect spell--double klutz results in a loss of all spell points  
Mental spell (ESP/Clairvoyance/Clairaudience, etc...)--same, plus  
mage rendered insane for 2-20 days.

Transport/Energy use spell (includes virtually all other spells):  
mage dies. no saving throw.

Hold portal, wizard lock, knock, infravision, and such like  
"harmless" spells result in loss of all spell points and  
unconsciousness for 2-12 hours.

And magicians will be VERY restrained under this system (which is even, lord help us, tighter than straight Gygax).

P.S. SAVING THROWS ALLOWED ON ALL SPELLS



STEVE PERRIN: When I first saw Dave's Mystic class, I said that it was completely unrestrained. And I can't really say that your suggestions have made it much less so.

SEKIII: BE THEE FOR LAW OR BE THEE FOR CHAOS? Oh, forget it. I know the answer already...chaos. To me, Lord Arioch!!!!!!!!!!!!!!!!!!!!!!!!!!!!

RICHARD SCHWALL: My creations are NOT unrestrained. My monsters, at this point, are to a great extent a response to DM's who are unrestrained. I find myself doing missionary work to a great extent--trying to convert the Heathen (with the sword, of course) to THE ONE TRUE WAY! (Is that egomaniacal enough for you?) Seriously, though--I do find myself trying to deal with some pretty outlandish toys (not all of which I can ban) and I have to do something. /\*/Also--could you do something about your stencil cutting procedures? Your zine was bloody painful to read.

GEMUCHANI: RE comment to S. Levin: Rifles in StormGate are not magical weapons. Thus, if the bullets used are steel jacketed, they would do damage to Death Demons. Please refrain from making rulings on the vulnerabilities and/or habits of creatures created by other DM's--at least in the pages of A&E. (What you do in the privacy of your own ~~home~~ Dungeon though, is your own affair.)

GLENN: StormGate casualty rates have returned to normal, now that I am dealing with the gobblers. The last four expeditions at Stanford averaged 60% casualties. And as there are no non-player characters in my Universe capable of doing a Raise the Dead spell, death is permanent unless you have a high level cleric. Needless to say, the intelligent players are VERY carefully training a nice cleric of their own (now one level short of Raise Dead spell). After dealing with unkillables for so long, it is like a breath of fresh air.

/\*/The job is going quite well, thank you. Though it sometimes means working on Saturdays and Sundays, it is interesting (and the pay isn't bad either). It helps that I have my own pet computer on the job. Needless to say, there are some very secret files hidden here and there which--when proper passwords are given--produce D&D material by the cartload.

/\*/Don't you just LOVE your Olympia portable? Mine gave out a while back ~~xxxx~~ and I'm ~~staying~~ borrowing my D.O.D.'s in the meantime.

PETER CERRATO: Magic Absorbers are MINE (with inspiration from Frank Gospherik) NOT C. Luce's. /\*/If that crowd had shown up ready to go into StormGate, I would have sent them to the 12th level, not the 5th.

J.CONES/MIREL's KIRRROR: "Black rune sword, indeed," said Toli, fingering the trigger of his .44 magnum revolver...

JACK HARNESS: Cute, Jack. Cute...AAAAAAAAARRRRRRRRGGGGGGGHHHHHHH!!!!!!!!!!

McINTOSH: I am not involved in a feud with Glenn Blacow. I simply did not feel like spending the time and money putting my comments to him in A&E. And his reply arrived far sooner than would have otherwise been possible.

KEN: Do you run any of my Death D<sup>m</sup>ons? (This question is prompted by your comment to Lew W. in A&E/17).



WHO NEEDS A MAGIC SWORD?

In the StormGaye Universe, it is possible to purchase very special weapons. One, in particular, comes to mind that virtually any fighter would love to own. It is basically a +3 sword with extra damage. And what is best about it is the price--less than 100 gp. They are available in virtually unlimited quantities, and cannot be destroyed by rods of cancellation. All in all, a super weapon.

I can already hear Glenn B. screaming in the background. "What sort of Monte Hall DM is this Shapero nut, anyway?" Of course, there is a catch to all this. The weapon described is the Grayhawk 2 handed sword---cost=15 gp, according to the table in Vol I (Men and Magic)..

"How is it a +3 sword," I hear you say. The answer is simple. If you use the weapon adjustment table given in Grayhawk, the hit probabilities are modified as follows:

SWORD	-2	-1	0	0	0	0	0	+1
2 hd SWORD	+1	+2	+3	+3	+2	+2	+2	+2
AC	2	3	4	5	6	7	8	9

Further, there is a reasonable difference in damage done by the two weapons--a sword does 1D8 vs man sized, 1D12 vs larger, but the 2 handed sword does 1D10 vs man sized, 3D6 vs larger.

But what does all this mean? It means that with a non-magical 2 handed sword, my fighter will generally have a better hit probability, and will do more damage when he does hit, than when he is fighting with a +2 or +3 sword. Of course, there are exceptions--if the monster can only be hit by a magical weapon, my fighter will be better off with a +1 dagger than his 2 handed sword (any positive expected damage is better than zero expected damage).

But how bad is the problem? Let us consider the case of a 4th level fighter with strength 11 fighting a hill giant. Which weapon should he chose, a non-magical 2 handed sword, or a +4 sword (intelligence+5)? The giant is AC 4, so his base to hit number is 13. With the +4 sword, his to hit number becomes 9, with the 2 handed sword it becomes 10. And if he uses the 2 handed sword, he will fight shieldless (increasing the Giant's hit probability from 50% to 55%). Most fighters (ie, most players) can be counted on to use the +4 sword as their primary weapon--it's magical, after all, isn't it? But the Hill Giant is larger than man-sized, so the damage done by the 2 handed sword is 3D6, while that of the +4 sword is only 1D12. So the actual expected damage per melee round is 5.775 for the 2 handed sword, and only 3.900 for the +4 sword. The Hill Giant, meanwhile will do 2D8 per hit for an expected damage per melee round of 4.500 vs AC 2, 4.950 vs AC 3. In other words, the 4th level fighter can expect to do more damage to the Giant than the Giant ~~xxx~~ can expect to do to him, provided only that the fighter uses a 2 handed sword.

In fact, a bit of calculation will show that, in order to equal the expected damage of a regular 2 handed sword, we must put a +11 sword in the hands of the indicated 4th level fighter. (That is not a misprint, folks-- I do mean a +11 sword).. I sincerely doubt that any rational DM anywhere is likely to let a +11 sword loose in the foreseeable future, so I will stick with the old trusty 2 handed sword.

Of course, I am cheating slightly by assuming a larger than man-sized target. But even when a man-sized target is assumed, the expected damage from a 2 hander is greater than that for any +1 or +2 sword (save for the vorpal weapons and such like atrocities).

*out of room & time. more next month  
- J. K. Kain*



KIREL'S MIRROR #6

Kay Jones 5103 Chesley Ave., LA, CA 90043

intended for A&E # 18

\*\*\*\*\*comments on 17\*\*\*\*\*

STEVE MCINTOSH: re. Perns - require them to use firestone and they'll be reasonably accurate. As for magic use - men can't use D&D spells in their original universe either....// Is that a Pierson's Puppiter I see in the dungeon!? That is possibly the best rendition of one I've seen yet. His name wouldn't be Nessus, would it? // First Hokas and now Twits! Keep it up, it's hilarious!

And now, just for you: Threads!

Taken from Anne McCaffrey's "Dragonflight", these are non-intelligent mycorrhizoid spores which traverse space, elongating into thread-like form upon contact with an atmosphere. They fall in patches like snow-flurries, Armor Class 9 with D4 hit points/patch. Falling movement is determined entirely by gravity and wind along with a general procession across the land depending on the direction your world rotates (if it does). Attacks last an average of 6 hours with from 100 - 1000 patches/hour. If a patch comes in contact with an organic being it attaches and starts to burrow at 1-6 pts damage/melee round until it or the victim is destroyed. This may be accomplished by the application of intense cold such as that found "between" by teleporting, or that of ice. Fire will also destroy them. Mechanical damage will have little to no affect. Atmospheric cold will also destroy them, turning them into harmless black dust. Upon contact with the ground, threads will immediately attempt to burrow and spread rapidly through the vegetation. These burrows can be destroyed by fire or acid but it is wise to dig them up to make sure. The best protection for the planetary vegetation (DMs who don't want to wreck their own territory, take note) is the introduction of certain burrowing larvae (called "grubs" on Pern) which render thread harmless. Frequency of attacks depends on the wilderness's source of threads; on Pern they come from a neighboring planet on a regular schedule during each conjunction of the two. For hit probability, treat as 4 die monsters, dexterity equivalent of 16.

STEWART LEVIN: Oh, you mean "Lazer with a Z, not Laser with an S...." (thanks, Charlie). "Laceration Amplification by Zapping Eldrich Runes"? \*chuckle\*// Handpainted glass goblins \*sigh\*

ROBERT SACKS: I was just quoting Karen Anderson. Read "Broken Sword" and "Three Hearts and Three Lions".

CHARLIE LUCE: So you printed it! (He believed me! \*snicker\*)// I see Heilborn hasn't changed.// Alfric is still managing to flub resurrect rolls despite C=15. Do you suppose he and Willis are related?

MARGARET GEMIGNANI: Interesting. Your own invention or from mythology, or a book? What's the significance of the "Steve Marsh" comment?// Right on dragons. Mine tend to be magic users and rare.// How do you pull a door open with a 10' pole? Hooks? Permabond?



GLEN BLACOW: So? All I said is that if you stay out of each other's universes there should be no problem.

TO ALL AND SUNDRY: Could we have a moratorium on comments of the "My universe is better than yours because yours is too stingy/has too much magic." variety?

JIM ECKMAN: And during the same melee round those hasted orcs who aren't fighting George take out after Smucko and probably catch him..... Serves him right for going expeditioning without knowing his spells.

GLENAGAIN: Good point about Dianists and undead. As religions vary considerable, clerical types should also vary.

STEVE PERRIN: Nice try. Of course you realize an awful lot of people in this thing will take one look at the table and scream, never noticing (a) it's not your own creation and (b) the modifications.

CARY MARTIN: Another anti-paladin stunt involved polymorphing a 9' boulder (corridors were 10' wide) into a pebble and slinging it at the paladin. Ten feet away from him, the polymorph was dispelled, and CRUNCH! (Speed was conserved. If momentum is, one starts with a small rock....) And of course there's the old roof (or floor)-held-up-by-magic stunt.// Ah, yess, the mekhar. Nice. Still remember the time Cliff Climber singlehandedly tore that minataur apart, only to be accidentally hit in the back by an arrow from a klutzy member of his own party...

RICHARD SCHWALL: Or "Create Water" to put out a fire elemental?// Do you use a typing plate? Might help.

~~LOX/OF/THE/MOVS~~ SCENARIO: Who are...Oh, Jack Harness! Mightaknown, mightaknown...

IMAGINATIVE STUNT OF THE MONTH: A friend expeditioning in my dungeon killed a carrion crawler, then carefully removed the tentacles, binding them together. Made a dandy flail while the stinging cells lasted (one or two melee rounds).

MYSELF: Oops! That's 18/spell user's constitution = # turns between spells in the case of clerical heals... Maybe I should just make that for raise dead and up?

SAM KONKIN: Hmmmm. Personally I've been using a sort of Hertsprung-Russell distribution from Law-Good to Chaotic-Evil for simplicity's sake. How would the "Chaotic with Lawful Leanings" type character be classified in this month's writeup under your system?

HOWARD MAHLER: One solution to the magic item of unknown properties routine is to give the player a closed envelope with the apparent properties written on the outside and the real ones on a paper on the inside. The next DM reads the contents. There are some interesting things floating about LA that way. (I've always liked the one suggested at Dundracon I - the paper inside reads "When you read this, chuckle a bit. Continue to smile from time to time throughout the game....")



Of course some honesty must be expected from the players of any game! I've been on only one expedition when we found out later that one of the party had been running a synthetic. Who'd gotten killed rather quickly. And when his action was discovered, the character was declared a simulacrum, and the entity running him was banned from most of the local dungeons. Usually a synthetic is too good and difficult to impossible to either play properly, or remain undetected; or else if of average characteristics, hardly worth the risk. One more point - if you were to do this and pick up a lot of loot by cheating - what would you do with it? If you've been obnoxious, none of the affected group will play with you again, and your home group knows what you do have in the way of characters, so why bother? Why play?

endcommentsendcommentsendcommentsendcommentsendcommentsendcomments

I've been working rather hard on my wilderness of late. The place itself is a huge square, bounded by a wall, resembling a curtain of heat-haze which is difficult to penetrate. This is to keep people from falling off the edge... It seems the place was constructed by a pair of gods as a sort of table-top war game board on which they played various games. A long time ago, it is believed that they were called away to other duties, but the gameboard still remains...

Anyway, I've been concocting a few of the more famous wandering inhabitants. Here's a bit of legend lore on one of them, or:

#### SING HEY FOR THE LIFE OF A WANDERING MONSTER!

Ja'ala Windrider of lost Immryr cantered happily along the road. After three days of being lost in the forest, it felt good to be back on any road. Of course, she had no idea where this one led, but from the size of it, it should lead somewhere.

Up ahead, the road was suddenly blocked by a mule-drawn waggon, several pack mules and a group of men on horseback. The waggon had apparently bogged down in one of the numerous ruts worsened by the spring rains and the mules seemed far less eager to move it than the men who pushed and tugged at them. Amused, Ja'ala slowed to a walk, moved up silently behind the waggon, then touched heels to the sides of her horse, Evening Wind, pulling back on the reins. The well trained warhorse reared, whinnying, and Ja'ala shouted. The startled mules bolted, neatly pulling the waggon out of the rut and some distance down the road!

Almost as startled as the mules, the party turned to stare at the laughing newcomer. She was, indeed, an unusual sight, with the delicate features, slightly slanted eyes and nearly pointed ears of the high-born Melnibonéan. Golden eyes, with a hint of sparkle, and long dark hair. She returned their gazes. "You seemed to need some help, there." She chuckled.

One of the party, a burly individual whose armor and sword proclaimed him a fighter, stepped forward. "We did indeed, and I thank you for your aid. I am Andre Goodalfson of Woodley, leader of this expedition."

"And I am Ja'ala Windrider of Immryr." She watched, but no comprehending expression appeared. Could it be that they didn't



know of Immryr?!

"Would it be an intrusion to ask where you are bound?" The man seemed fascinated by her appearance. "We see so few of the elven kind."

So that's what he thinks I am, she thought and smiled, slightly to herself, replying "Not really. The next town - wherever my horse takes me."

"We would be honored by your company on the road, then."

She chuckled again. "Perhaps I should accompany you for a while. The road is full of ruts."

And so it went. Riding along with them, Ja'ala learned that they were a predominantly lawful expedition bound for the feared Runecaverns in search of treasure and glory. Andre would be the leader in the descent; a man of considerable fighting skill although Ja'ala wondered about his wisdom in inviting a chance-met stranger along without so much as checking her alignment. Of course in this universe, Ja'ala's Melnibonean accent matched no alignment tongue, and she did somewhat resemble an elf if you were unfamiliar with elves - which kindred were notoriously either lawful or neutral. Ah, well, the man was obviously infatuated with her appearance. He made it his business to introduce her to everybody in the group.

The others who planned the actual descent (as opposed to baggage guards) included four other fighters [Martin of Bavary, tall and spare, favoring a huge broadsword; John NoName, a wandering mercenary whose tales of past exploits indicated a tendency to be a bit reckless, carrying a flail; Lady Alice of Norbury, slighter than the rest but with great agility and the skill to handle two slender swords at once; and Sir Rolvan Fairbairn, a hobbit of greater than average height for his kind, who favored the shortbow, but also carried a shortsword.], two clerics [Albrek, tall and slender, carrying a mace, and Arthur, short and wide, carrying a flail. (The straw and the bean, Ja'ala thought with amusement.)], a mage named Vol, and the one neutral in the party, Berthel the thief. The latter had his doubts about Ja'ala but considering Andre's legendary temper, kept them to himself, even when Andre went so far as to invite her along on the expedition.

Eventually, they came to Erlan's Camp, the next town and asked for directions. There was a path, it seemed, old, overgrown and little used, but which might accomodate the waggon. One of the townsfolk guided them to the trail, but none of them expressed any desire to follow it.

The trail was adequate by considerable stretch of the term, for it was barely discernable from the surrounding terrain. Runecaverns lay a considerable distance up in the foothills of the Dividing Range, but eventually, after manhandling the wagon over a seemingly interminable stretch of rockstrewn slope, they arrived.



Leaving the group who'd signed on to watch their gear, the party began the exploration. The entryway was reasonably square, showing signs of ancient masonry vaguely reminiscent of the occasional square blocks found on the slopes around it. Embedded in one ancient brick was a rune of respectable antiquity. Both Vol and Ja'ala recognized it - the "LR", or "Laughing Demon". A disquieting omen, that.

Further in, a narrow corridor opened off to the left revealing a row of deteriorating and dusty, cobwebbed cells. Evidently, the caverns were the remains of the dungeon of a castle which had once stood above where the scattered blocks now rested.

Single file, perforce, the party entered the corridor. The first cell was minus a door, the bars having long ago rusted away. Far too late for the inhabitants, it appeared, for a dozen skeletons lay in various postures on the floor, or hung from manacles fixed in the walls. Considering the length of time this place had been deserted, the relative entirety of the skeletons was a suspicious note.

Sure enough, with the entrance of Andre, the skeletons suddenly became animated and sprang to the attack. Undead! He parried two swords as Albrek pushed forward past two others and charged into the room, calling on his god. Before him, the skeletons crumbled into dust, except for one, who fled only to be smashed to bits by the broadsword of Martin of Bavary. Thus ended the fight.

They moved into the room, sifting through the dust, but found nothing of value to anyone but an entomologist, for the place was full of spiders.

Back in the corridor, they continued on towards the end, past empty, decaying cells. Andre led, sword in hand, with a torch in the other, shining it through each rusting grille or empty doorway. Suddenly, he stopped. "Hold up, I've found something."

The room was filled with a murky mist through which it was difficult to see clearly. Somewhere in the depths, something sparkled like metal in the light of the torch. Ja'ala, Moonfire in hand, worked her way up to the front. "My sword detects magic, and other things."

The sword sparkled faintly, testing. "There is indeed magic present," the calm, familiar telepathic voice observed to her. "and more, there is life, but a great confusion as to alignment.."

At this point, John, who'd been muttering excitedly suddenly saw through the mist, as though it had deliberately parted for him. "Gold! And diamonds!" Heedlessly, he rushed past Ja'ala.

"Wait!" she called, but too late. From within the murk came an agonized yell.

"Immryr!" Ja'ala shouted, slashing at the mist. It parted before the blade and Ja'ala laughed as she felt the stolen energy sweep up Moonfire to her hand. The mist might be alive, but it could be hurt! Joyfully, she charged to the attack, the others close behind.



It was a strange battle, for the mist fought not only by strangling, but by thickening about them until the fighters were in serious danger of striking one another. It was slash, dodge and slash again, for to stand still was to allow the mist to tighten about one. Yet all battles end and eventually the mist thinned and vanished. A glance around the room revealed all to be still on their feet - all but the impetuous John, whose body lay amid the pile of gold he'd died to gain.

Albrek knelt beside him and shook his head. "He's gone.", he said. "Alas I am not among those of my order who have been granted power to revive the dead."

Andre crossed to him. "We will bring him out with us and see that he has decent burial. Nameless he lived, but nameless he will not go forth, for his headstone will read "John the Valiant" and thus let him be remembered."

John the Brainless would be more like it, Ja'ala thought. Less sentimental and more practical, she and Berthel were investigating the treasure. Berthel's skills had dealt with the guarding trap and the pile was considerable. 10 000 gold coins there were, stamped with a sun disk on one side and a rather puffy face on the other. A diamond necklace lay in the ruins of a silk-lined box beside a ruby tiara. And a ring, a simple band of some sort of animal horn. Berthel touched it with his dagger - which could analyze magic to a degree, then picked it up and slipped it on. "It's a ring of true-sight.."he began, looking at Ja'ala. His voice faltered to a halt as he absorbed what the ring had to say about his companion. Power far past that of the others in both fighting and wizardry. That, and confirmation of his doubts about her alignment. As a neutral, he had not that much against chaotics if they meant him no harm, but if the others knew...

Ja'ala saw the comprehension in his eyes and smiled ironically as the thief handed her the ring. "Here," he said, "as the most formidable member of the party you really should be the one to wear this." He added to himself - and it will be a lot safer for all of us than if a lawful wears it, and looks at you!

Ja'ala slipped the ring on her finger, and turned at the sound of metal on metal. There in the door stood a large burly orc in full plate armor, sword in hand. More were visible behind him.

"So!" said the lead orc, "Trespassers! Looters too, I'll be bound. Stand away from that gold!"

Smooth as silk, Ja'ala replied, eying him coolly. "This treasure is ours by right of conquest. Would'st care to dispute it?" Her eyes were mockingly amused.

The orc was disconcerted, but continued. "Trespassers have no rights! Surrender in the name of the Runecaverns militia!"

"If you would live, flee this place!" Silk was replaced by iron, her hand on her sword hilt.



Sword raised, the orc stepped forward only to be amazed at the speed with which her sword left the sheath. His last surprise, for it promptly took him in the throat.

The battle was short but decisive, leaving five dead orcs in it's wake. None of the party were killed, although Martin, Andre and Vol had been mildly injured. The clerics busied themselves with the three of them, praying and laying on hands to the swift repair of the wounds. Arthur, who had seen Ja'ala take a slash on the arm crossed to her to render assistance, only to be told she needed none.

"But I saw you wounded!" he protested.

Ja'ala silently showed him her arm. There was a slash in the material plus some blood - but no wound in the arm beneath. "As you can see, I am unharmed."

The puzzled cleric gave up and returned to the others. Ja'ala shrugged mentally. She supposed she could have told him the truth, that if she so desired her sword would deliver to her the energy lost by the enemy in the wounding of him by the sword, to the repair of her own hurts and the enrichment of her own store of energy, but you could never tell how lawfuls would react to such things. Best not to take chances.

Treasure parcelled out to be carried, along with the body of John NoName/Valiant/Brainless, the party returned to the narrow corridor and passed on towards the wider one. They reached the end without incident, when Martin, as point man, glanced cautiously around the corner, swiftly withdrew his head and gasped "A Beholder!"

Ja'ala, right behind him sneaked a peek, and laughed! Sheathing Moonfire, she moved her hands in a brief, but complex pattern, said three words, and pointed down the corridor. The false Beholder image had vanished to reveal a small, terrified mage.

He turned to flee as Martin brought up his bow, only to stop short as Ja'ala called "Halt! Cans't outrun an arrow?"

Shivering with fear, the mage stood there as the party approached. "Why the masquerade?" inquired Andre. "And what is your allignment?"

At the lawful accent of Andre's common speech, the mage ceased shaking as badly and replied "L-l-lawful, kind sir. And I was only trying to get back out of the caverns alive."

"Why were you alone?"

"I came in with 5 of my friends, but when we went into a room down that way." he indicated his back trail, "we were ambushed by basilisks and they all were turned to stone!"

Vol had come up by this time, to be noticed by the little mage. "Can you help?" the mage asked Vol. "I don't know how to change them back!"



Vol shook his head, sadly. "I fear I have not that skill."

The mage looked grief-stricken. "I know no one who has it. I fear my friends are doomed to remain statues forever."

Ja'ala began to feel sorry for the newcomer. She'd not meant to reveal the extent of her own mage skills, but... "I can undo this spell," she said softly. "If you will lead me to them."

The others stared at her. "Warrior and mage!" Andre whispered. "Indeed your kind are powerful!"

"Indeed they are," she replied, adding mentally, if not quite what you think they are. Reminded of things she would like to forget, she quickly turned to the mage. "I am Ja'ala. Who are you?"

"Melkin," he replied. "Melkin of Darelth." He added., "They're down this way." Nervously, he led the way.

Past two more corridors, they came, at last, to a great circular pit which gave the appearance of having been chewed out of the rock floor. A sort of spiral stairway led down the sides of it into the blackness, similarly chewed and precariously slippery. Melkin indicated the pit. "We must descend here."

Martin eyed the pit dubiously. "I'm glad we didn't bring a mule," he remarked.

Roped together, the party made it's descent carefully. All but Vol and Ja'ala, who, with a few gestures and a word or two floated gently down the center of the pit to the annoyance of the others. Melkin, who had not the requisite skill as yet, resignedly climbed down with the others. Eventually, though, the torch light showed bottom, and they came safely down.

They stood in a small circular space with five corridors radiating from it. Melkin searched the corridor mouths until he found a symbol carved into the stone wall and whispered. "This one".

The tunnel was long, twisting and turning, rising and falling, widening and narrowing capriciously. It had the same chewed look as the pit and more than one of the party found themselves speculating about a burrowing race of creatures which ate rock, tunneling up until one day they broke into the dungeon and thence into the castle bringing it to it's horrible doom. All kept a wary lookout speaking, if at all, in whispers. They passed a number of tunnels? doors? rooms? until they approached a narrow section approximating a doorway. Melkin halted them, pointing to it and whispering, "In there."

Ja'ala had been quietly constructing a wizard eye and sent it scouting carefully in to locate the basilisks. There were 4 of them scattered about. Reporting locations and room size to the others, she drew her sword. Archers ready to fire, and mages to throw spells, they attacked.



2 basilisks died in the first few seconds of the fight, from arrows and spells. A third died, its head hewn off by Moonfire short seconds later.

The 4th basilisk had been hiding behind the stoned party, only to make a dash for the door - straight for Ja'ala who was still busy with #3. Killing it, she turned at a shout, in time to see Andre charging the beast. His sword struck deep - but the basilisk's shoulder touched him as it fell and he froze motionless.

Ascertaining the death of all 4 basilisks, Ja'ala sheathed Moonfire. "What, already?" the sword complained.

"Greedy! You had one all to yourself." Ja'ala replied, amused, and walked to the Andre-statue.

He looked rather better that way, she considered, thoughtfully. Quieter, too. Oh, well. She performed the spell and he straightened, again a living man.

Leaving the dazed Andre to recover, Ja'ala followed Melkin to a small group of statues in combat poses. 5 spells later, they were human again, gazing about in astonishment. Melkin explained the situation and soon they were all chattering away with each other and Andre's group. Bored with the conversation, and having investigated the treasure - an improbable number of silver coins and a small sack of gems, (which she appropriated), Ja'ala stepped outside the entryway in search of quiet and to watch for trouble. With all this noise.... Oh, well, at least there was another exit to the room, currently being guarded by Sir Rolvan and his bow. She constructed another wizard eye, the old one having been dispelled when she drew her sword, and sent it on down the corridor. Sure enough, about 60 feet away she saw movement. A closer look revealed a gaunt skeletal form with dull parchment-like skin wearing an old and crumbling robe and carrying a wand. A lich! For the first time in the expedition, Ja'ala felt fear. Only the most powerful of mages could cast the spells required for this sorcerous animation of one's own dead body by one's own tenacious soul!

It seemed magic would best serve here. Quickly she cast a spell of haste on herself as the lich approached, then began another spell. The lich aimed the wand and fired a blast of intense cold striking Ja'ala full on. She staggered, nearly collapsing, but did not, quite fall. Somehow, she completed the spell, and the lich stood still, watching her. Unsteadily, she called. "Put the wand away." The lich obeyed. Weak with relief as well as injury, she realized her spell had worked and she had the lich under control.

Leaning against the wall for support, she spoke to the creature. "Who are you?"

"Kaelvin", the lich replied tonelessly.

Ja'ala was startled. "The Kaelvin? Lord of the 5 towers?"



"Yes."

Despite her relative newness to the region, even Ja'ala had heard of Kaelvin. Legend still told of the chaotic monarch who had once threatened to bring all the known world under his rule. It had taken the lives of many warriors and the foremost lawful wizard of the age to stop him and even now, centuries later, few dared the region where the lightning blasted and crumbling remains of the castle of 5 towers still darkened the landscape. Legend had it that he'd been a big, hearty man whose concentration on magery and power had not prevented him from enjoying the physical aspects of life. Looking at him now, she could see from his skeletal structure he had indeed been tall, but nothing else remained past the aged remnant of skin stretched tight across bones and the burning dark eyes. She shuddered a bit.

Questioning brought out a picture of mighty spells bound before death and long hiding in the dank caverns beneath the crumbling castle. It was well for the country folk that few had dared it's ruined interior! Later, in his wanderings he had found part of a long tunnel and, following it came to this maze. The dry, flat voice made the ages of wandering in the dust and darkness seem all the more terrible. Ja'ala diverted to asking questions of his things of value. The wand turned out to be a wand of spell storing which could hold 3 spells. It now held two - dimension door and stone-flesh. His hands bore two rings - one, plain copper, had the virtue of restoring damage taken at a troll-like rate, the other, a jade band held within it 3 wishes.

She took both rings and the wand then, ordering the thing which had been Kaelvin to turn it's back, drew Moonfire and in one swift motion cut off his head. The lich crumbled into a heap of dust, as the stolen energy of his life poured into Ja'ala, restoring the wound of the cold blast.

She stood there awhile, absorbing the massive restoration and comparing the remains before her with the Kaelvin of legend. She resolved, shuddering, to meet death when it came rather than resort to such a fearsome attempt at cheating it, and turned at last to re-enter the room.

"There she is!" It was Melkin, conversing with a tall, gaunt mage in a violet robe.

The mage looked at Ja'ala, eyes widening in shock. "That's no elf, that's a Melnibonean!" he whispered audibly to Melkin. "They're Chaotic!" He was obviously too agitated to speak quietly.

"Nonsense!" said Melkin. "She saved all our lives!"

The others looked uncomfortable, but no one else said anything, even André. They eyed Ja'ala warily.

Ja'ala felt disgusted, and less lawful by the minute.

"Just what is your allignment?" the mage in violet asked her directly, insultingly.



Almost lazily, she reversed the wand. "And now, farewell." Firing off the dimension door, she faded from view. To Melkin, alone, it seemed that the alien eyes held more than a trace of sadness. He turned without a word as the others came out of shock and began talking all at once, and started for the exit from the dungeon. He would make it out unharmed.

She swung onto the back of her horse. "They'll be along soon."

"They didn't need me." Ja'ala replied, with a faintly ironic smile, and cantered off down the road.

NOV 20 1964 NOV 20 1964 NW-11-

HELPFUL HINTS FOR RANGERS from the Scout Field Book  
(reading the Field Book in its entirety gives +1 level tracking ability to Rangers, helps non-Rangers track as a Ranger-1)

The second rule is: "Move Slowly and Silently." In walking through grass, bring your feet down heel first. On hard ground and rock, it is the other way around; you put down each toe first to get a firm and quiet footing. Lift your feet high at all times, well off the ground and keep your balance on the rear foot while you move the other forward.

Finally, "Make Use of the Wind." Most animals depend on their hearing and smell to warn them of approaching danger. If they hear you or get your scent, good-bye. But also move when the wind blows. The rustle of the wind in the grass will cover the noise you make as you move.



Untitled Letter Recently Received from the Eastern Wilds

To the Fair Master of Eldrichry  
Ms. Lee of the Gold Clan,

I bid you greeting and glad times, as I approach you with a case for your kind consideration and active help, should you deem it fit for your powers at this time.

We who live in the Eastern lands, beyond the pillars of Rock and the desolate wastelands beyond, beyond the Amber Waves of Grain and further, beyond the Mountains of little Stature but great Poverty, even to the shores of the Ocean of Violent Winds, here in Boston Town, we speak at the Inn of the Golden Hole near the Fount of MIT with divers travelers across the face of these lands.

It is often spoken that yours is a land of mirth and sunlight, with many who sing and tell tales of wonders beyond the ken of ordinary folk. It is said that by powers of Unknown Sorceries you have captured some of these tales in a Tome of Great Vision.

It is also often said that through your powers of control over the ensorcelled red, white and blue magic boxes found in olden times on every street and corner, you may transmit parts of the Tome at your leisure. To entice you to exert your powers, it is said some Scroll of Treasure Finding must find its way to your hand, whereupon you will cause to appear in distant lands from which the Scroll was sent, a copy of the Tome of which much has been spoken.

It is rumored in certain whispered tones that there exist many past parts of which many have partaken. We plead with you that you send one of each which lies in your power to bestow.

The remotest wilderness in which lives the inscriber of the runes you now read can be reached by muttering the Spell of Distant Message: "Oh powers that guide the flights, let not this burden fall into the hands of a Great City Postmaster, we beseech you!" over the runes of Power written:

James S. Michie  
443 Briarwood Lane  
Marlboro, MA 01752  
(617) 481-4330

omitting only the last line. Following the Singing of the Spell and the Inscribing of the Runes, simply drop the bundle of such Tomes as you are able to command into the Chute of the Ensorcelled B Box over which you have the most power at the moment.

Your ability to read the runes of the ancient languages will allow you to follow the enclosed Scroll leading to a small treasure of copper pieces nearby where you are said to live. Thank you for your kind attention to my plea, and be certain that 'till the lands part again, we will remain as always a humble and obedient trollish devil, yours to command as you weik,

Jim Michie,  
Mage of fey dark deeds

*Jim has noted most of the details involved with the Rite of Mailing with precision but omitted to mention one of the most crucial steps in this arcane ritual: the placing of certain Emblems of Power (otherwise known as stamps) on the missive. The more powerful the Emblems used, the faster the missive is said to be borne by aerial servants to its destination. Or in other words, Jim, first class or Book Rate?*



This is from Mark Swanson, 71 Beacon St, Arlington, MA 02174. Printed by Lee Gold for A&E 18. Typed just before I leave for Taxaschusetts after an extended trip home to California. There was a WILD HUNT collation yesterday- wonder what went wrong this time.

## RED FENRIS and THE TENTACLOIDS

Somewhere else in this A&E should be Glenn F Blacow's long promised Fenrist Cleric writeup. The Shrine of Red Fenris has been completed in my area. Red Fenris, of course, is a chaotic (evil) heresy led by that famous Fenrist hero: Fukab the Fang. My write up is rather larger than THE TEMPLE OF THE FROG of dubious memory. However, do not intend to publish them here, after all, the players have to find out themselves.

Why then mention it? (Yes, why?) As part of this effort I produced a useful monster, complete even to their role in the ecology. Since someone was asking about such questions, thought I'd show them why most don't have such completeness.

TENTACLOIDS can be aproximated as amphibious, swamp dwelling squids.

They typically run 3-6 HD and have a bare armor class of 6 due to very tough hide. Colors vary with species/race, as does size and other details- that is, all tentacloids in one place will be identicle. They move 9" through thick vegetation of 'Webs', 6" through water and 3" on open ground or bare store corridors. They are not found in dungeons, but shppe changers such as dopplegangers and other shape changers might well assume this form if confronted with a web. If inside web or swamp vegetation treat them as 1-5 armor classes better.

It's body is typically 3' long with a 6-8' long tentacle. It has a small triple beak mouth (D3) and 10-40 (depending on species) small 1' tentacles spread over its body. These small ones are very strong, capable of boring through and ripping up plate, trees, etc. They will do D3 damage (attack as 5HD monsters if withing range), but have a strong tendency to enter and rip off body orifaces, put out eyes, etc. The main tentacle has some "teeth" on the inside and does D6-1 points/hit. After the first hit on someone it gets +4 for later attacks (it has wrapped around.) They will attack only in defense of their nests or when maddened by the scents of rotting meat, tentacloid blood or while in rut.

They eat rotting vegetation and the maggots, worms, etc found inside most of the year. While omnivores, they avoid fish always and mammal flesh except in rut. Successful conception requires a good meal of rotten flesh (about 1 week old), with hairless species preferred.

Economically, their flesh is said to cure impotence. Their hide reacts with almost nothing and can be used to carry most potions and even mild acids. They produce marking secretions which are used as a base for perfumes, love/charm potions, etc. They collect shiny objects.

Tentacloids are semi-intelligent, usually living in nests inside swamps and staying within  $\frac{1}{2}$ -3 miles of it (depending on species). The nests of, in some speices, "villages" have 30-1000 adults. They encourage edible species, dig trapholes and plant noxious species for defense, etc. They save vs magic at +4. levels, but it is sometimes possible to win their trusts and trade with them. Since they communicate via smell, this will involve a special, species specific, diet and living with them a week or so a month. Most rut in the spring, but 50% rest of year.

There are both giant and pigmy (poisonous) species. Some encourage other monsters to lair nearby that to not threaten Tentacloids. Swamp-sharks, snakes and all@gators are their natural enemies.



BILLY BALROG'S OWN FANZINE 15 page 2- GETTING OUT THE WHIP

Alas, I'm stranded 3000 miles from the stencil correction fluid. Hence the many uncorrected typos. This, however, will not keep me from complaining about some of my fellow stencil typess.--v

Some of you (I might mention Sean Cleary, Charles Luce, Eric Baines, or Howard Mahler) are typing wall-to-wall, with no lines between paragraphs, subheading or other aids to legibility. By this means you probably add 10% to the number of words on the page, but halve the communication, since many of us just skip such dense forests of trackless prose. Please- a little mercy on us poor readers?

BABY BLUE DRUMS IN THE DEEP BEAT SWEET 17

KEN PICK- THE SILMARILLION has been rumored to be out within a year for at least eight years now.

Using "real" terrain seems to be a good idea. Have heard about a couple of Wilderness Lords who use US Geological Survey maps. Extremely accurate, fairly cheap and easy to produce. Those parts of California you are leaving unmodified could be easily mapped this way.

Have you considered using a "wetter" californnia? Say the equivalent of 50000 BC when the Mojave was an open stream, Death Valley a large lake and rivers ran all the way down the San Joaquin valley. I remember seeing a map for sale in Death Valley park- you could mostly improvise.

Don't forget the spy cells in Nexus, the merchant caravans that need guards (or riverboats), the pilgrims that need warding and other forms of socially productive effort for low levels in wilderness games.

STEVE McINTOSH- I far prefer your second Hoka writeup. Still would not accept them, since they don't fit in my game. Also, where will you find a player intelligent enough to run one?

The twits I am familiar with as characters just have low wisdom. Your version may be more "true-to-life", though I suspect twit has a different meaning on the two coasts.

I agree that Kutuzov in NOTE IN GOD'S EYE is a paladin.

KAY JONES: Wish you had seen my magic system in "action". However, as for your proposed system: It puts a very high premium on Intelligence for low level MU's. I think that a structure where the initial die rolls do not control everything is superior.

Your Constitution based limit on offensive magic works out to requiring a 1 melee round pause for Con of 18, 2 rounds for Con of 9-17, 3 for the 6-8 range, 4 for Con=5 etc. Almost everyone, then, will be waiting 2 or 3 rounds after an offensive spell, regardless of whether he dispatched an Elemental or a Magic Missile. Using spells only every 3rd or 4th round will indeed restrict magicians, but are you sure you want to do it this way?

A equivalent, but easier mechanically, method of expressing your spell point system would be to use "spell level" points but multiply the limit by the highest spell level a character can use.

My solution is to ignore alignment tongues. They have no obvious parallels, except for slangs or accents. Those I have maintained. A wizard might speak with the accent of the Moors of Sorcery- a very evil place, or with the lisping speech of the Greenhalls of Gramyrie, a well known, reliable sbhool. Will have to remember that about animal languages.



GLENN F BLACOW- Well, out here a party ran into some LOLITS- except they were dopplegangers. Ridiculous monsters are a great disguise- the party didn't even try a Detect Evil! Then the party webbed the corridor- and found out about Tentacloids.

Who is Symblis n'Tayyis? She's wearing a metal scaled shirt, so she can't be a Diannist cleric- what then? / A local hobbit thief tried to pick the pocket of the butler at the House of the Blue Rose, most aristocratic of local inns. He was, of course, dealt with by the minions of Honest Jerry- The Blue Rose pays 500 GP/year not to be bothered by nuisance thieves or beggars. Then there was the elf that slept in the park- and got woken up to pay his 1 GP pasturage fee. Gorree is now about 3 years old.

Tell me, Glenn- how many Fenrist characters do You have? Fukab the Fang has only been building for a year or so- better get him early. Even if THE Master of the Black Blade and a few others are residing with him. Just think- only 500 miles downstream from Gorree, barely 30 miles from the chaotic city of YaChad...

CHARLIE LUCE- It is true, of course, that under Klutz Factor systems the use of magic is neither safe nor sure. And that is the way I like it- De Gustibus. (wish I could spell).

SAMUEL KONKIN- I, on the other hand, believe that Thieves can be Good (Robin Hood) but not Lawful in your system. Suppose it depends on whether tax collectors are Thieves by definition.

Cromwell conquered Ireland in about 3 years. Admittadly, they had to keep handing rebels 200 years and lost Ireland after the Victorians got Morality, but few conquests have been permanant.

JEFFREY MAY- My rules give players disabled ~~xxxxxxx~~ status till they get down to half the additional points they could have rolled (a 14 point hero dies at -9). If below 0, you lose a point each melee round on a 6 of D6, with additional losses if you do anything but lie and moan and a chance of going unconscious. It's all in my House Rules, printed in yesterday's WILD HUNT. CLW arrests bleeding, CSW can get you up to 1 HP.

JIM ECKMAN- Now that is a magic restriction system! As a minor point, ~~this does not much resemble the other "klutz" systems I've seen;~~ so calling it one is confusing. I trust your list is in alphabetical order? Otherwise we would spend an awful lot of time hunting through charts. Sure Gygax organizes his rules at random, but thats the lowest accepatable level. This does seem to be a workable system- but where do you get a 3rd level MU with a dexterity of 4? Smucko must be groosly lucky if he got this far!

EARLA THOMAS- One character that kept bothering an artifact Necklace became first a 6" high orc, then an armless, legless 4" high orc with a zippered mouth. No one in the party felt like unzipping him. I prefer to get the idea across via reactions from the normal characters and monsters without ringing in specials.

SEAN CLEARY- That may well be a reasonable mass combat system, but you should not try to describe it in a dense, tableless, titleless blob of text. Also, it seems to be a minor variant of SWORDS & SPELLS.



BILLY BALROG'S OWN FANZINE 15.4

SELF (#13)- This failed to make its saving throw vs Confusion!

NICOLAI SHAPERO - Sorry we missed each other. Those demons are real nightmares!

STEWART LEVIN- I strongly suggest that you get some miniature figures and a board to fight on. It stops arguments ~~xxxxxx~~ on who was where at once. It also is easier to play. I use 1" squares in an offset checkerboard- each being 3' equivalent. Hence one figure per square, most figures more 2-4 squares, etc. It is also easier for a neo to understand. "I" am there and the monsters are there, with 3 friends in between. Guess I won't shoot the bow after all- I'll watch the rear instead.

LEE GOLD- Looks like I'll make deadline this time. I tend to presume that raising is done by either 'player characters (about 5 Player Patriarchs in the Gorree towns at a time currently) or named non-player churchmen. So far have worked up the nerve to refuse to raise most 1st and 2nd levels. But when it's 3 AM and the player just has to keep trying...

#### SPELLS FOR EVIL CLERICS-

CRAMP (2)- Duration: D6 melee rounds. Affects 2-8 or 1 at +2. Range: 18". If the target fails to save he is crippled by cramps, fights at -6 (no missile weapons or spells) and moves at half speed. If the victim rolls less than (Con + Level) on D20 he has saved and is only D4 dexterity points down for D6 melee rounds. Failing to save vs a Cramp spell leaves you down 1 Dexterity point the rest of the day, non-cumulative.

Healing Spells- I allow them to take Cure spells. However, the bonuses are reversed (D6-1 for CLW) and 0 points of cure are possible.

Well, here it is 4 PM on Jan 3 and I've run out of time. Flying back tomorrow, where I find out what's gone wrong at this month's WILD HUNT issue. Listen, the drums are beating out TEEN ANGEE!!!

-----  
Lee Gold doodle in this place.



### BURGESS PORK PIE 3

If this gets through the Christmas mail jam its for A&E18 and comes from Hartley Patterson of 7 Cambridge Road, Beaconsfield, Bucks HP9 1HW, England.

.....

Last time I should have noted that 'Edmund and the Daleks' took place in Nick Slope's dungeon up in Chesham. The non-Caranjans were run by Ned. Nick's Daleks were from the first series, being powered by static electricity in the floor. When Dr Who cunningly brought a supply of rubber mats they countered by fitting batteries, and the Daleks in my dungeon are thus the Mark II version:

DALEK. Creature itself ½HD, 7AC, move 1" plus jump. Tank is 2AC, 20 hit pts, move 6". Note being on wheels they can't cope with stairs! Weapon is as Death Ray for saving throw, ranges 40/80/120 ft, +2 save at med range, +4 at long. Can also be set to blast walls etc though normal setting operates against living tissue only. Magic Armour etc adds to save. +2 after first kill as Dalek becomes overexcited! There is NO reincarnate, resurrect or whatever short of a 'Wish it hadn't happened' or Divine Intervention; the Dalek gun destroys the atman or soul. Daleks are 5t vs Sleep, take ½ dam from heat and x2 damage from lightening.

10 Daleks will have Leader, 30 hit pts, radio fitted.

Dalek Commanders have 40 hit pts.

Daleks should be played exactly as in Dr Who: a paranoid race out to exterminate or at least enslave the universe, they always shoot first then ask the questions. The group in Siweana have found a flaw in the space/time continuum that makes their Tardis-type device easy to operate, so they use part of the 4th level as a staging post. The flaw is due to much summoning of Khalk'ru at an evil temple.

On GREYHAWK EPs the tank is worth 75, creature 25. Insist that your player-characters have never seen a Dalek and so can only cope with them by trial and error.

DR WHO has 20 hits, saves as a 6L Cleric, cannot be Charmed or Hypnotised. In combat as 6L Monk. His Sonic Screwdriver opens all locked doors, chests etc.

'YETIS' have appeared in several adventures, they look like the normal Yeti but are actually Robots. AC4, 30 hit pts, move 3", thump 1-10, hug as Owlbear. Radio controlled.

A&E17 comments

Tantivy/Gold: You were doing A&E hand-cranked?!? Wow. 80¢ is the \$ cost for NFB - sent \$\$ bills or if checks add 80¢ for bank charge.

Mask/Levin: Yes, the Polymorph sword is somewhat gross. The present owner, one Desperate Dan, uses it rarely, generally only to save his life. Barbarians wouldn't fit in my country (the locals dislike such)...why make them drop armour after 5L? Otherwise OK.

Midas Touch/Davies: Obviously we don't play the same game - I can't think of any way you could get characters like that playing Gygas D&D or the local version. Do you have Mages making magic books?

Hoof&Mouth/Martin: I doubt Samurai could be Paladins at all, at least a play Paladins as very Lawful/Good or else, and they should be very egoistic, they can take insults to themselves but no to their religion.

Billy Balrog/Swanson: Yes, pity about SWORD & SPELL - a decently written and thought out version would have been much appreciated here, as it is I'll stick to a WRG adaption. And why the .... S&S couldn't have used WRG base sizes I cannot comprehend.



Confusing Passageway/Gold: Thanks for the story source! I put one of these on my 3rd Level, but couldn't remember where it came from. The entrance was from a pool (this is the water level, requiring travel by boat) from which a Giant Croc surfaced occasionally. After solving the puzzle the party came out, found the Croc and ran back inside. Shifting round the strip twice (mine was 4-sided walls) they ended up on the roof as regards the Croc, which they dispatched without difficulty.....

Gramarye/Baker: Boggle, gasp, I think I've spotted your Secret Identity - you are HAL 2000! How else do you work out those EPs...

Fellowship/Thomas: All that Turkey Control is amusing but should be unnecessary. I've no objection to players doing silly things like wandering off or talking instead of fighting monsters. When playing I try to take down at least one character with sufficiently high Charisma to stop others from ordering him about, and if others start acting chaotically my lads just make sure they're out of the line of fire. One DM Rule is NEVER let someone say what other people's characters are going to do: I've actually seen characters killed this way in chaotic dungeons!

TMR/Perrin: Oh dear me...don't let those Mystic chappies cross the Great Water will you? Gross is the word...recently BBC2 ran the first 13 episodes of Japanese TV's "The Water Margins", an S&S epic based on a 13th Century Chinese novel. Superb fights, making one believe that a 10th Level really could take on dozens of commoners and win.

Clear Ether/Konkin: Thank you for your clear thinking on 4-way. I was surprised when almost everyone here not only didn't adopt 4-way but professed not to understand it. I find it allows for much more flexible and interesting play; My Evil/Lawfuls take great delight in declaring themselves Lawful and then tagging on to parties that didn't read the House Rules. When the Turkeys have got the treasure from the (Chaotic) monster the E/Ls backstab the party....

I disagree over Thieves. Bilbo on his journey There and Back Again became Chaotic/Good. An Evil/Lawful society would surely jail thieves as much as a Good/Lawful society - they just wouldn't bother with silly formalities like trials.

If you use 4-way you should decide on Sword alignment, etc. I now have Good, Evil, Neutral, Chaotic and Amoral swords!

The English never subjugated the Irish!

Chart Trapping Sacks: Your dragons sent me into a fit of giggles.. Power without responsibility? Yes please! But if you mean taking sides in the current US Dippy politics - no way.

Slavus/Blacow: In my universe all 'Gods' are fake, the real owners are Supermen of the Farmer/World of Tiers type. They created Gods for their entertainment to fit the preconceptions of the locals. So I can use GDG&H without qualms as a guide to what a God might be like. On some things (like the Celtic Gods) it's horribly confused I'm afraid, suggest checking on any Gods you're not familiar with before using them.

Summers/Untitled: Phoenixes are very tempting

Kirel/Jones: Women cannot give the sacrament in the Catholic Church, and are similarly penalised in other religions, hence a Cleric suddenly changing sex may well be in trouble. Paladins are supposed to rescue demoseles, not become them!



Spinward Ho!/McIntosh: Right - Hokas will now invade the UK!! I've had experience with players with TK I'm sure, such as one who always gets the goddies in the shareout at the end of an expedition. Yes, I'm often afflicted with odd magic - 'tother week it was three mice in telepathic link with a blind character, who used them to see round corners.

Babyl-On/Mahler: Yes, all this is fine for a tight local group meeting regularly. Such do not exist here so I have to allow characters from other dungeons or stick to 1st levels from all but my one regular opponent. It also means that if I turn up at your group it's very possible I won't be able to join in properly for a while as the new characters I roll have to catch up with the locals and (more importantly) aquire 'character'.

I think you judge players too harshly. I prefer to play in fair and/or interesting dungeons, I dislike those where the DM has to cheat to save 'his' monsters or to cover up his lack of preparation, or where there are too many sudden death traps. Turkeys may well go for the give-away dungeons, but who worries what turkeys do?

I still have Specials that only work in my dungeon, a simple arrangement, such as a Ring of Delusion the wearer believes to be a 'special' ring for communing.

1\*\*\*\*\*1

And so to some of my characters:

EDMUND 5th Cleric. 9-13-16-11-12-16. Lawful/Good.

A Catholic of the old school, Edmund abhors gambling and 'technology' but is fond of bribery. He has a terror of Kobolds (his two predecessors were killed by them) and for some four months had a curse of Squeaky Ankles. He has no magical items whatsoever!

BIG TIM 5th FTR. 18(32)-15-7-15-17-13. Lawful/Neutral.

Once known as Tiny Tim, one of the many sons of Deadeye Dick, who are all left-handed and favour 2-handed swords. Tim was captured by some high-level Illusionists who before they ransomed him back sent him through the 'Halls of Fire' in Chris Bursey's dungeon, from which he got his magic (no bonuses) 2-handed sword 'Foreward'. He also has a 10-shot repeating Chinese crossbow (1-4 damage, -4 on hits).

CHRISTOFORO, a son of Mexican Pete, was killed by a Hydra recently, so his sword was bequeathed to his brother Marco. 'Goldbiter' is a golden plastic sword +10 on hits, no damage bonus, it will shatter with a 12 on a D12.

OLAF PAULSSON 4th Cleric. 7-11-15-11-11-12. Chaotic.

Mace +2, Staff Healing (196 charges), Oil Etherealness, Dwarf Brew (a kind of instant drunkenness Potion)

MAFANG 4th Monk. 13-11-16-12-16-13. Chaotic.

Staff Healing (94 charges) usually on loan to Olaf.

Mafang and Olaf were forcibly converted by Krishna, on the same expedition they rescued a high-level Dwarf from sugaring (he was a sugar statue...) and he turned an orc to Platinum with his Artifact in reward! Being now rich and fearing retribution from their former co-religionists they have set up as petty rulers in a nearby state (Nick Slope's wilderness).

CRUMB 6th FTR. 13-7-9-12-13-13.

Shield+1, Potion plant control, Scroll vs Lycanthropes.

Crumb was the man who always guarded the rear on good expeditions, a coward who got to 4th level. Then he ran into Jimmy Flashman, a cowardly dungeon inhabitant of Nick Slope's 2nd level. And Flashie's sword dropped in front of him, reasoning that a 4th



level coward was better than a 1st level. So is now owned by  
MYRTLE IQ=12 EGO=12.

+5 Holy Sword, but Neutral. Purpose: to stay alive in the hands of a coward. Powers: Detect Gems, Evil intent, Magic, Secret Doors 1-4, Traps 1-4. ESP, Illusion Generation, Healing, Teleport. Now there's a wierdo - anyone attacks him and he teleports away - just down the corridor as he's not going to risk error. Fortunately being greedy and egoistic Myrtle still likes dungeons. Last week the party was assisting a Paladin to duff up an evil cleric who had some Minions of Set to aid him. 'No points for the party if Peerless Pete kills them' declared the GM. So there's Crumb jumping up and down at the back of the party: 'Are they dead yet? How many are left?' At the crucial moment he teleports in, only to find he's slid right round the Paladin's holy sword magic barrier - fortunately to just behind a Minion with a couple of hit points left. CHOP, and Crumb claims his points.

.....

KEDU A race of reptilian appearance, though warm-blooded, they come from a planet somewhat wetter and warmer than Earth. A few thousand live in my country in Midgard, and I've recently started running them as characters.

AC +1 on human (leathery skin). Move -2". Height 4½' average. Wts and magic resistance as dwarves, can hold breath for 10 minutes, detect creatures in water, poison in water. STR -2. -2 on saves vs Cold. Do not accept Gods and so cannot be Clerics, etc. -4 on Charisma as regards humans, and can never lead humans. Otherwise they are much like humans. Oh, move 10" underwater.

SEDUCTRESS There are several versions of this character class around, this is mine.

Levels are as for Thieves. Can split with Thief or MU. Sed/MU cannot use offensive spells (Sleep, Fireball etc), Sed/Thief cannot climb or strike from behind. To seduce must be AC9, target throws vs magic or falls hopelessly in love. -½ on save per level of Seductress. Note problems if more than one person is under this effect, they are likely to dispute over the lady!

Seductresses are naturally chaotic (4-way system, treat as Neutral if 2-way), but they can generally persuade suspicious clerics of their good intentions. At 6th level their associates will refuse to believe their duplicity even if given good evidence to the contrary. Oh, Prime Resquisite is Charisma, D4 for hits, must be char 14+.

Eskimo Nell, my 2nd level Thief/Seductress, recently heard an conversation round the corner of a dead-end corridor. 'Now if you can lend me some cash,' said a voice. Quickly stripping to her Bare Essentials, she rushed out screaming 'Help, help!' in approved distressed damsel fashion. The MU looked round - and fell for her. The thief standing by him drew his sword, CHOP. The MU staggered back wounded.

'Save me from this nasty man!' cried Nell. The MU raised his hand and started chanting. The Thief lost his nerve and ran. BANG! Fireballed.

'My saviour!' said Nell, embracing the MU and stabbing him with her poisoned bodkin.

So she took his cash and his Wand of Metal Detection, plus the cash and the Scroll he'd taken from the Thief he'd charmed. And returned to the party. 'I've just found this dead MU, but he didn't have anything on him'. And they believed her...



ALBERICH'S RING No. 1  
December 30, 1976  
For A&E #18

John T. Saplenza, Jr.  
2440 Virginia Ave., NW #D-203  
Washington, DC 20037

Writing rules is a complicated business of trying to get your ideas into a form that is clear and easy to understand. It is much easier to accomplish this when there are standard terms to describe the basic functions that you are discussing. For example, when you are writing up a new character class, you need to specify basic information on promotion, attack and defense characteristics, for which there are no simple identifying terms. I want to suggest a few such terms here:

**PROMOTION CLASS:** The character classes give members increased hit probability with weapons as those members rise to higher experience levels. Fighters go up in groups of three levels, clerics in groups of four levels, and magic users in groups of five levels. There is no simple phrase to describe these groups for use in defining new character classes' promotion rate for combat, and "promotion class" will do as well as any. I suggest the following classification.

Promotion Class 1	1 level per group (1, 2, 3, etc.)
Promotion Class 2	2 Levels per group (1-2, 3-4, etc.)
Promotion Class 3	3 Levels per group (1-3, 4-6, etc.)
Promotion Class 4	4 Levels per group (1-4, 5-8, etc.)
Promotion Class 5	5 Levels per group (1-5, 6-10, etc.)

This should be easier to use, since instead of saying that the new class goes up in groups of four like clerics, it is sufficient to say that the new class is promotion class 4. (So far as I know no one is using promotion class 1 for anything now. But it is best to provide for it in advance (you never know when it will be useful) and by including it we make the promotion class number the same as the number of levels per group, which is convenient. I am using promotion class 2 already, as you will see below.)

**COMBAT CLASS:** The alternative combat system hit table is set up for promotion class 3 and is divided into six columns of progressively higher hit probability. During combat the DM must know which column to look at to determine whether a character's attack hit. To find this, the DM must ask the attacker's character class and level and do a mental computation for any character class that is not promotion class 3 (for them, of course, you just look at the table). I think there is a better way: why not simply give the columns names and refer to a character as using the appropriate column directly? I call the six columns "combat classes," which are defined as follows:

	Fighters	Clerics	Magic Users	Monsters
Combat Class 1	1-3	1-4	1-5	1/2 - 2
Combat Class 2	4-6	5-8	6-10	2+ - 4
Combat Class 3	7-9	9-12	11-15	4+ - 6
Combat Class 4	10-12	13-15	16-20	6+ - 8
Combat Class 5	13-15	16-20	21-25	8+ - 10
Combat Class 6	15+	20+	25+	10+



Each promotion class thus breaks down into six combat classes. And if you look below to my combat hit table, you will see how simply telling the DM that your character is combat class 2 conveys precisely what is needed to handle the combat.

I also use the combat class system for monsters, which I treat as being promotion class 2. That is, I classify monsters by their number of hit dice in groups of two, which is equivalent to groups of two levels. This lets me put everything into one combat hit table in place of the two tables needed in MEN & MAGIC, and provides a system that is simpler and therefore faster to use.

**ARMOR GRADE:** What, you may be wondering, remains to be said about armor classes. Everybody understands those, surely? Well that may be true of experienced players, and it is certainly true of DMs. But it is far from true with respect to new players.

Let's face it, a numbering system that results in the stronger armor types having lower numbers, even though they are referred to as "higher" classes, is bound to confuse people. To look at it from another angle, how recently have you had to explain to a new player who has just found a +1 shield that he should subtract that +1 from his armor class number, and why? Or what a negative armor class means?

In my opinion, this numbering system is ripe for reform. I have therefore renumbered the armor classes for use on my combat hit table, starting with "1" for no armor and no shield and leaving unlimited room above for higher and higher armor classes. To avoid confusion in terminology, I suggest that anyone who wants to adopt this reform refer to numbers under the old system as armor classes and numbers under the "new" system as armor grades.

Armor Grade 1	No Armor	Armor Class 9
Armor Grade 2	Shield Only	Armor Class 8
Armor Grade 3	Leather Armor Only	Armor Class 7
Armor Grade 4	Leather Armor and Shield	Armor Class 6
Armor Grade 5	Chainmail Armor Only	Armor Class 5
Armor Grade 6	Chainmail Armor and Shield	Armor Class 4
Armor Grade 7	Plate Armor Only	Armor Class 3
Armor Grade 8	Plate Armor and Shield	Armor Class 2
Armor Grade 9	Monster or Magic Armor/Shield	Armor Class 1
Armor Grade 10	Monster or Magic Armor/Shield	Armor Class 0
Armor Grade 11	Monster or Magic Armor/Shield	Armor Class -1
Armor Grade 12	Monster or Magic Armor/Shield	Armor Class -2

With combat class and armor class defined in separate tables, my revised combat hit table is quite clean and simple:

Attacker's Combat Class	Defender's Armor Class														
	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15
1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
2	08	09	10	11	12	13	14	15	16	17	18	19	20	20	20
3	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20
4	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18
5	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16
6	02	02	02	03	04	05	06	07	08	09	10	11	12	13	14



There are two other changes in this table as compared with the alternative combat system hit tables that may not be immediately obvious. One is the numerical sequences in the structure of the hit table. If you examine the alternative combat system hit tables, you will notice that there are jumps in the increments between combat classes. For example in the first table, the numbers for a fighter to hit a defender in plate armor and shield run as follows:

CC1	CC2	CC3	CC4	CC5	CC6
17 (-2)	15 (-3)	12 (-2)	10 (-2)	08 (-3)	05

There is no explanation given in the D&D Rules for these discrepancies; they appear to be purely arbitrary. Since it seems to me that the combat system should be internally consistent, I have rewritten my combat hit table to run in even increments from combat class to combat class.

The other change is to eliminate the provision in the alternative combat system for an automatic hit by a high combat class attacker against a low armor grade defender. This is represented on the combat tables by "1" as the number that must be equalled or exceeded in order to make a hit. Regardless of what you are and what you are using, in my dungeon if you roll a "1" you missed. I ignore pluses and minuses on a natural "1" for combat result. It's a miss, and I roll for a fumble too. (On an adjusted "1" from for instance a natural "3" with a -2 sword, you miss, but I won't roll to see whether you fumbled.)

On the other end of the scale, I do not believe that a defender can be absolutely secure in a high armor class. To make sure of that, I do not require the attacker to score more than "20" to hit, so long as the attacker is using a weapon to which the defender is vulnerable. An adjusted "20" always hits (from a natural "18" with a +2 sword, for example). A natural "20" always hits, and I roll for a critical hit too.

\* \* \* \*

**THE RULE OF ONES:** On a completely different subject, I want to comment on the practice of some groups of allowing a player who is rolling up a new character to reroll a die that comes up "1." My comment is not that this is illegitimate, though it is certainly inconsistent with the D&D Rules as printed. You roll three six-sided dice (D6) for a range of 3-18 because mathematically the odds are greater that the resulting score will fall in the "average" range of 9-12 than in either extreme. (If a single D20 were used for a range of 1-20, the odds of rolling a score in the middle of the range would be the same as those of rolling at either extreme, because you don't have the additive effect of multiple dice on the odds.) The implication of the fact that the system has built-in protections against low personal characteristics scores argues against being allowed to reroll when you do, in fact, come out with a low score.



On the other hand, I can understand the feeling of the groups that allow rerolling of ones. They would rather kill off a character with serious deficiencies than play it, so allowing the gods a second hearing (and only one) on the offending die is simply a shorter way than completely rerolling a new character. The fact that the D&D rules expressly allow a method of adjusting personal characteristics scores (trading off points on one to raise another, in MEN & MAGIC) lends some color to the argument that it is not unreasonable to invent other adjustment methods.

I suppose I am sympathetic towards that point of view because I'm used to it. That way the way the group that introduced me to D&D played the game. On the other hand, the proliferation of tables giving bonuses for high personal characteristics scores is making me increasingly uneasy about this method of adjusting low scores without giving up something in exchange, hence this comment.

I suggest to these groups that allow this practice that it be limited to one use: qualification for membership in character classes (including the bonus for high prime requisite scores). The player would be required to record the original scores as rolled. The rerolled score(s) would then be recorded and would be treated the same as the usual adjustment of personal characteristics scores in MEN & MAGIC. The adjusted scores would not be used on the tables for combat, etc., modifications according to the character's strength, intelligence, dexterity or constitution. The original scores would be used for that purpose, which is consistent with the admonition in GREYHAWK to that effect as to the table for strength factors.

I think this is a reasonable compromise. It limits the use of the special tables to the original numbers as rolled, which was the intention of the authors of those tables. On the other hand, it allows the rerolled numbers to allow the character to qualify for membership in character classes with specific requisites (such as bards) that would be more interesting to play. And I do not believe that rerolling ones under this restriction will unduly unbalance the game.

XX

PENS

--by Lee Gold

*The Pen is a variant on the Scroll. It is a goose-quill pen which if picked up by a magic user will write the spell(s) stored within it on the nearest available writing surface. (If no paper is available, there's always a bag or someone's leather armor or....)*

*If picked up by a cleric, fighter or other non-MU, I roll his saving throw. If he makes it, the pen stays quiescent. If he does not, then he too is made an instrument of Writing...and takes 2D6 damage. However, he is thereafter able to read the Written Spell.*

*The more whimsical DM may be willing to allow the MU to keep the Pen after it is emptied of all its spells as a parrying instrument against swords. It is +3 vs swords, of no value at parrying any other weapon.*



LABYRINTHINE LINES, after an overly long absence from these pages, is again brought to you by? Oh yes, Nick Smith, 55 N. Michigan Ave. Pasadena, CA 91106.

First, to dispose with the comments in response to Issue #17?

CARY MARTIN (Hoof & Mouth)- Your Samurai are OK except for the possibility of a Samurai Paladin. No Way! They were very fancy mercenaries with a strong code of honor, but their requirement of dueling insulters would prevent them from being Lawful Paladins, since behavior is needed in addition to charisma. A Samurai's code of honor would prevent him from being a Chaotic Anti-Paladin. I don't like to think about Neutral Paladins.

GLENN BLACOW (KSTC)- On Clean-up Crew- You're right about the lack of danger when a party is prepared. I've always viewed Cleanup Crew as just that; more of a hazardous circumstance than a monster. Here's one minor idea that has confused many a party: Gelatinous Cubes that are totally transparent (but not invisible). Characters see only whatever its last victim may have been carrying or wearing, and often walk right into the Cube's gooey clutches.

SEAN SUMMERS (Untitled)- On Thieves- A full broadsword might be too large and noisy for a silent strike. I would limit them to daggers, saps, short swords (1-6 points damage by Greyhawk system, with same chance to hit as dagger) and other small weapons. (This short sword, by the way, is based on the short stabbing weapon class that includes the Roman gladius as well as the short swords used in the fiction of E.R. Burroughs and John Norman, among others. It's a great thievish weapon.)

HOWARD MAHLER (Babyl-On) On Characters Traveling Between Dungeons-From my experience as both a player and a DM here in California, I would like to explain why I think that, in many cases, it is better to allow dungeon crossovers. First: in many places, including where I am, there are quite a few players and numerous dungeons. If no character could be used in more than one dungeon or locale, each player would either restrict his/her play significantly or be swamped with different characters. In our group, each player has two player-characters at a time who can go into any dungeon in the group. The levels and equipment of these characters is normally well-known, and any sudden change (i.e. someone 'improving' their character illegally) is noticed. In over two years of play, only one person definitely cheated, and he was simply expelled from further play in our group.

Second: From my experience, players do not necessarily gravitate towards easy experience, but rather towards dungeons whose basic personalities match their own. Also, our own group has established certain basic standards and rules. There is a fixed formula for experience calculation, standardized percentages of magic carried by wandering men, and so on. In a few rare cases, there has been sort of a 'court of appeals' of experienced DM's not on an expedition in question, that has overruled both extravagant giveaways (once or twice) and totally inescapable deathtraps (at least once) and asked one DM to stop running his dungeon until he understood the rules better. It all just requires cooperation among DM's.

Third: As for magic items, the simple ones can often be figured out by testing. Sometimes, the DM just has to keep track for future situations. Each of our characters has to keep track of the source of any significant magic item.



LL PAGE TWO.

### THE (perhaps) LONG-AWAITED NOTES ON CLERICS

As some of you may have gathered from my comments a few issues ago, I don't think much of the Greyhawk clerical spells. Mostly, I don't think that some of them are appropriate for Lawful, basically Judaeo-Christian clerics, on the premise that the Lawful deity isn't one to approve of giving his clerics a cheap and easy way out of every situation, or just a flat-out ridiculous amount of power at low levels. A few of these spells are just flagrantly 'magical' in their nature ~~xx~~ rather than clerical. My objections:

SILENCE, 15' radius, isn't gross, but it is magic.

SPEAK WITH DEAD is simply too low-level as a spell.

ANIMATE OBJECTS, WORD OF RECALL, COJNURE ANIMALS (I know it's conjure, but tell the typewriter that) are all rather too majical for a Judaeo-Christian cleric, although reasonable for some other types.

BLADE BARRIER is partially chaotic, and can be set up in such a way that a being can't avoid it. A stronger protection/evil would have been more appropriate in its place.

Most of the 7th level clerical ~~xxxx~~ spells are purely magical except for RAISE DEAD FULLY, which our system puts at a higher level (effectively precluding player-characters from using it) and RESTORATION, which we consider to be a simpler spell, and thus lower level. After all, is it really reasonable a loss of life energies (partial) to be more serious than a complete loss of life (recoverable by a 5th level RAISE DEAD)?

As an aside, our group put RESTORE LIFE LEVELS at 4th level, but require it to be used almost immediately after the drain or have no effect.

The basic spells available to our clerics is outlined in WARLOCK, so I won't describe them in detail here. I will simply note that our clerics have as few 'magical' powers as possible. We do, however, allow our clerics to wear any armor they are strong enough to carry, and to use any weapon available that is not designed to shed blood (i.e. cutting or stabbing). I've seen some places use Greyhawk spells and balance things out by restricting clerics further in combat, which may balance out in the long run.

By the way, one of our clerical spells you may like is called EMPATHIC CURE. Its basic form is 3rd level, controlled form 5th. Its effect is to transfer damage from a damaged party member to the cleric using the spell. This must be done by touch, and not at a distance. The 3rd level form transfers all the damage, including any the cleric didn't know about at the time (hee hee). The 5th level form allows the cleric to transfer part of any damage to himself, thus saving a lot of embarrassment. These spells were originally researched by a cleric who took a lot of hits and had to do a lot of emergency healing.



LL PAGE THREE (wonder of wonders)

We now go from the sacred to the profane with a few words on DEMONS. Yes, I know that everyone has written up umpteen kinds of demons, so I won't do that, with one exception. This is more about demons in general.

First, in the Judaeo-Christian structure, there is a great deal of basic literature on demons. My readings in the field have led me to subdivide demons into two major subdivisions.

The first of these subdivisions I will differentiate by calling DAEMONS. These are the Chaotic, but not necessarily Evil, beings whose powers are basically an extension of the forces of nature and the elements: Fire, Earth, Air, Water. This group includes Sylphs, Salamanders, Sprites, and the less restrained elementals, as well as the arabic Djinn and Efrit. The more powerful of these Daemons might ally themselves with basically evil beings because the Lawful powers-that-be tend not to differentiate between the Daemonic beings and the more truly evil Demons.

DEMONS are the fallen angels, followers of Satan, and all of the willingly evil souls gathered in over the ages. These range from the simple imps and tormentors all the way through the true DEMON PRINCES (back to that later). This type is the basic kind you normally read about, for obvious reasons. These Demons include Types I-V in Eldritch Wizardry, but not type VI. Balrogs are more properly DAEMONS, not originating from the same source as the other five types. For this reason, I wish to suggest a new Type VI Demon for those of you who really need six types, and one that corresponds more closely with the structure.

TYPE VI DEMON: This type should be 6-8 feet in height, have cloven hooves, batlike wings, 2 arms and a horned head. They are 90% magic-resistant at their own level. They can cast a 2" (dungeon-scale) radius darkness. 1/6 can throw fire magic. All can cause fear or confusion (saving throw allowed). For Warlock combat, they have armor class 6b (chain-plate and shield, which is hit as the average of chain-and-shield and plate-and-shield) They attack and defend at level = 6 + Demon's hit dice. Thus, an 8th level demon attacks and defends at 14th level. Strength = 24 + Level. Saving Throw Class 15; Treasure class P. For Greyhawk, they attack 6 levels higher than their hit dice (8HD minimum), and their hits are rolled on D10. Greyhawk AC -4. Treasure class G, Volume 1. Save as 16th level MU. These demons generally use swords and other cutting weapons, but will use a mace or warhammer in a pinch. They tend to have purpose or life-level drain weapons, but not always. They do damage as at least a Hill Giant, and magic weapons are needed to hit them. (The massive monster list has my permission to use this one, and can call it Type VIa or something).

As it happens, Judaeo-Christian Demons can be broken down into six basic types, as I will explain.

Above all other demons are the THREE? Lucifer, Emperor of all below; Beelzebub, his Prime Minister; Astorath, Grand Duke of Hell.



LL PAGE FOUR (a modern record)

Below the THREE, there are are Six who command the six hordes of the damned and the entire armed might of hell.

1) Lucifuge Rofocale (Lieutenants: Bael, Agares, Marbas) who is also called the Infernal Prime Minister. His power is over all the wealth and riches of the earth.

2) Satanachia (Lieutenants: Pruslas, Aamon, Barbatos), one of the two Grand Generals of Hell, whose favorite field is that of power over women.

3) Agaliarept (Lieutenants: Buer, Gusoyne, and Botis), the second Grand General of Hell. His field of endeavour is over anything that is a secret or mystery, especially political or royal in nature.

4) Fleuretty (Lieutenants: Bathim, Pursan, and Abigar), the Lieutenant General of the Legions of Hell. His power is that over darkness, with some control of weather (causing hail and other cute things).

5) Sargatanas (Lieutenants: Loray, Valefar, and Forau), the Brigadier of Hell. His power is over invisibility, transporting people and things, and other basic magic.

6) Nebiros (Lieutenants: Ayperos, Nuberus, and Glasyabolas) is the Field Marshal of Hell. His is the power of Black Magic, of causing harm. He provides the Hand of Glory, and assists his followers with forbidden knowledge of all sorts. Along with Sargatanas, he takes the most active part in human events. (As an aside, I just noticed I mentioned a magic item: A Hand of Glory is the mummified hand of a hanged man, usually holding a perpetually burning black candle, which provides an arcane light and enhances evil magic, and is usable only by chaotic/evil magic users)

By the way, most of the above information comes from THE KEY OF SOLOMON, a medieval grimoire originally supposed to have been written by Solomon himself, and having a great deal of information on demon-related matters. Large sections are excerpted in a book called A Treasury of Witchcraft, by Harry E. Wedeck (Citadel Press in the paperback edition). This latter book is a good source book on magic in general, and is excellent for finding possible sources of more material. I highly recommend it for DM's.

That's all on Demons for this issue. Just a couple of closing comments.

Recently I played in Wayne Shaw's Temporalana, and found it a dangerous but very interesting place. Apparently, the Fullerton group (where Wayne is now) is rather large, and I intend to return there soon. Now, if the OWNER of a certain high-level cleric there would only get himself dissolved by something...

By the way, we have a mostly open invitation out to anyone able to get to the Pasadena area on a weekend. Our group runs D&D on Friday and Sunday nights, with other games on Saturdays, mostly in Clubroom #1, Winnett Student Center, Caltech (near the intersection of Chester and San Pasqual in Pasadena). For further directions, ask someone who has been here or write or call (796-4729) me before coming over. See you next issue.



## Defiance Dungeon

By Sean Cleary 11 Vancouver St, Boston Mass, 02115 4278774

This last ishue (17) ~~x~~ is one of the most ineteresting yet in some ways. There were so many zines where two DMing philosophys conflicted. I suspectt that this is a rock that people will be bashing their heads against for a long time, I'll put in my 2 cents.

Around here (MITSGS) there has been a steady push for Harder dungeons. This can come in many ways. Sometimes It has come as a refusal to run players from other worlds. Some times it has been on the order of not allowing more weapons than one would normally expect to find on a person of your level. Of it can come in a manner like what happened two weeks ago: I ran in a friends dungeon & gor lots of gold with very little danger, (tho aparently we were in constant danger it seems that a move eatx move eat system ( nonsimultaneous) has its hack points) started my dungeon 15 minutes later, and made the announcement that all those who wanted to spend money in my world would do it on a 10 to 1 basis if they had gotten money form that expedition. This cut doen some poeple quite alot -- my little brother had 60 K before and 160K afterward -- but this translated into 16K in my world. I was reconsidering when I heard him suggesting that they bring it into my world by buying artifacts with it in a third world. To cheet is super for the person doing it, but this means that the penultys should be great if caught. I am a bit le, niant, I just kept the old system. I have refused to play in some peoples games. Cary Martin & I had a discusion where it came aparent that if the monsters flight with the treasure, no matter how well, the players should keep it. This seems cool, and I would go along with it, and do so in my own game. But He also was a proponante of the idea that any treasure rolled up should be considered good no matter what level that it is on. I mentioned (or it was brought up -- I hazy on this -- the discusion happened more than once.) The matter of vorpal blades on the first level. His opinion was ( I dont know what it is now) that vorpal blades -- singular of plural -- if legitimately rolled up were a type of treasure tha t could be found in his dungeon. Various references to Glen B. were made durn this whole discusion, with me on the defensive. I explained that the no V.B's on low levels was a way of keying the treasure lists, and while it isnt done formally, (like with charts) and may be lazy, it does give sensible results. He replied that doiing such was taking treasure, legitimate treasure, away frome the players. I'm not sure where this discusion led further. The results were that I thought I had detected a givaway DM. I did make it known that I wouldn't go in his dungeon unless all else turned very bad. I may have made a mistake. But the philosophy of "the dungeon is for the players" is repelent to me. (The Idea of a 3rd level with +5 sword, shield, and armor on the 1st level vs a party with a MU with sleep bothered me. The odds are too much with the party.) I dont know if this philosophy is of the "Fan" type or the "Wargammer" type. But It seems to, give some strange results, These dungeons are the fun types, not the challenge types. I like a sense of accomplishment. I feel prouder of killing something like a kobold in Kevin S's dungeon than killing off a dragon in some other dungeons. And really I dont care for causality counts as indications of toughness. I have been underwvmed a few times with some parts of the supposedly tough campaigns.

Also As a DM I feel that the monsters should be given a fair chance. The alternitive is harder to explain than why a dungeon has levels. I find that I feel a kinship with DM's who proclaim thier Kill rates with pride rather than those who wax extatic over the fun the party had in picking up all those goodies. While I dont think



That the DM should be actively against the players (as was my impression of a few observed or heard about desents -- where the DM said to the kibbitzers (in a one on one game)

"Don't worry, this game will be over soon -- he will die, no doubt about it" or where the DM was actively playing his own character in first person, and leaving himself open to the charge of working the game so that his character would come out alive. This latter game was a group vs group/individual (and planned assassination attempt -- the DM's character was deeply into the planning and execution of the assassination attempt), but I don't like games where it is known that some of the players will come out alive if they blunder real bad/have no tactical sense. I have made some mistakes and blown games in this way. But I also consider this a blunder -- some don't seem too.

Many of the LA based (not type) of dungeons that I ran in leaned to a player oriented dungeon rather than a monster oriented one. Very few cries of "Oh my dungeon, Oh my monsters" in the tome of Shylock's Daughter/gold speech. Some cries of "May look at this nifty artifact I picked up. Wow! what a fight! some of our people actually died!" I am curious whether this is the cause of the two types of GM to player ratio imbalance that are seen in LA & Boston. Here there is too many GM's and everyone wants to run a game. There are many GM's, but few active ones. Every one wants to be on the players side of the board. I could never understand why anyone would need the solitary D&D rules in a big city until I went there. This may imply an imbalance on Boston's part as well as one in LA. Its safer, on the DM's side of the board here.

A lot of the above could be considered a agreeing comment to Howard Mahler.

Bill Paley -- Yes that is true. But I have shown a page and a half of intolerance for a type of game. I may have back stabbed and gotten nasty. Have I insulted someone? On the other hand some of those insults are expressed out of frustration, Frustration of seeing yet another crack. Degrees of criticism are usually measured on the receiving end. Your zine is usually interesting. If you had proposed zombie pingpong, instead of I, would you reply to "that idea stinks" with "well you don't have to play in my game (so shut up)"?? I agree that the first response doesn't work as an effective argument, but the second response, if done often enough, will negate all criticism, constructive or otherwise. I think I know what you are trying to say. But if I said often enough (Hi griffins quill by (unsigned) ) It begins to sound like you would not like anyone saying anything against one of your pet ideas. If so say so. I'm sure that there could be enough people who will go along with this. I promise that you anyone who declares themselves out of the shooting gallery won't get bugged by me. I may not do much constructive praise of such a person, but that won't bother them much. When you earlier said about supression of someones game I took this as a long range drive to blacken someones reputation, no matter what. At the time I disagreed with this practice. But now I'm not so sure. Would a list, published each ish of this zine of all the Players dungeons and all the DM's Dungeons be considered as supression? Could it matter whether the lister was a Players DM or a Monsters DM? This list could be useful. Besides giving an indication of what dungeons to avoid (not necessary one category or the other -- this would depend on the wants of the player. but factored into the wants would be the incompatibility of one side with the other.), It could give an indication of who welcomes high level technical criticism, tho. biting it may sometimes be, and who wants praise for good ideas, and silence on bad ones. Or something else, just so that it doesn't hurt.



At this time I would not allow any special character into my world from Steve Perrins world. I would even suspect double use elves. I might extend this ban to specials who had nearly passed thru his world. All this despite the fact that he has a national reputation of being a hotshot DM, and despite the fact that I am beginning to concur with this via his articles in A&E. I'm a monsters DM and tend to suspect that Players DM types would be incompatible with my dungeon. ~~XXXXXX~~ the term on pg 2 DM's dungeon should be changed to Monsters Dungeon -- DM's dungeon would cause far too many foreseeable hassles ~~XXXXXX~~ And all this regrettable hassle because he sticks to a rule that I don't like. And has more or less said that he doesn't care how many people think that it is wedged or how badly someone thinks it is wrong. Maybe he wants out of the shooting gallery. I'm in.

Well it seems that I've run out of knives and backs at the same time. Let me just say that the Assassination referred to on pg 2 was later explained to me. the explanation cooled me down, tho I still regret that that DM had gotten himself into that position. As per the first one -- well I have had some bull-headed & foolish players too. sometimes they ignore small or large hints that doing something is not going to be liked. I remember using a legitimate setup to kill off all of one player's people. He was doing something that was almost cheating, got warning that I wouldn't like it, got the message that I would not turn the dungeon on him, and did it anyway. I went into a I hope he dies mode, tho I had to give up opportunities to kill him off when the reaction dice said that the monster would not attack or when the situation said so. Like the time the subdued dragon that he had almost benefited from the results of the player's divine aid call. The dragon was of the wrong alignment tho so no go. That aid got him within 10 feet of safety before he died. He had a chance, tho a very low one.

Someday I've got to cure myself of putting articles in comments and comments in articles. I hope that the sreching hasn't been too much bother.

Lee: glass globins are as transparent glass, they are seen only by the way that a person in this world knows that a window is there and because they are not flat they produce distortions of objects seen thru them. If someone is watching well they should be noticable. A alternate system is to take the damage done to a glass Goblin and divide by 4.5, and roll this number of rolls for critical hits. This would seem to cover any situation.

Hartley -- I refuse to worry about our gold value vs gold weight vs Gary's vs whatever my price list indicates. It just is. Are you saying 10x my price or 10x Gary G's price? I don't think that it takes only 1 hour in Gary G's world to refresh for a spell. I don't remember asking you to change systems so I'm puzzled by your comment. I run a high occupancy dungeon. I also must keep up compatibility with what Glen calls the locals. ( usually meaning him and Mark and Paul and maybe Martin. Not meaning Tony D. ) Alignment languages are something of a crock, but it's a standard one. I usually let it pass.

Steward L. -- I'm glad that my prices are close to reasonable. I felt that too many of them were made from air. The term "Babies" is usually degrading. Try Neoplayer. The latin makes you sound supersmart. The local use of twits for this word function is one of our bad habits -- the causal use of annoying words is done by more than you. Pin a Great Idea medal on yourself for that paint the glass goblins suggestion. ~~WOW~~ I have fun!



Glass goblins would only be clerics among their own kind. They would use nonstandard spells as Clerics and MU's. (cure glass wouldn't work too well on humans). They are a bit too alien for std. magic. In my world they don't use magic as yet. I have written them up for Steve Perrins Critters collection.

Lately I have written up some new spells and distributed them to the various alignments (excepting Hungry and Tree) in an attempt to individualize the various guilds and magicians. Since I would not allow spells generated in this manner in my game I will not sell them. I think that some of them would be interesting to reasurdh in your world.

Pain ; this is a first level chaotic spell. It is a substitute for the std sleep spell. Those who are hit by it have little concern for anything other than their own agony. They would too busy screaming to give orders or advice.

Demon troubled sleep. 1st level. As sleep, but not so sweet. Pain will not awaken in universes like Glen's where slapping some one will bring them out of the spell, but cold water will. There was a story where a man was sentenced to be haunted by demons by a wizard-king. While there was no physical damage done to him, and he looked like he held up well, when the king said that he would shorten his stay in that room by the time that he could hold his hand in some flames, he didn't hesitate. People under demon troubled sleep may have some odd aftereffects on them. This spell prob uses off duty low level demons of a sadistic bent.

Party shield 3rd level, takes 1 turn to turn  $\frac{1}{4}$  circle, will only cover a  $\frac{1}{4}$  cylinder section, 15' high and 10' (or may be 15' in diameter).

Fog and cont. Fog. Neutral spells

Dispels that work only on a limited range of spells,

Happyness. Gives the person aimed at a feeling of invigoration & enthusiasm. This is undirected. The formerly morose dragon may decide to eat you after all. Re roll reaction dice and see! 1st level spell.

Locate people ... a spell useful for aiming catapults, especially by indirect fire, but won't give any more info than direction and range. won't give a reading on locate a specific person. 3rd level.

Weakness ... takes D10-level of object points from the object of the spells strength. reusable. Won't kill, will incapacitate. Incapacitation lasts 4 move turns. similar to strength. 2nd L.

General all classes "spell". Spell cutting gesture. Adds +4 to saving throws magical attacks. Attention must be given completely to this act. Movement is cut to a maximum of  $\frac{1}{4}$  std. maximum, rounded down. Opponent is +5 to hit and no counter swings are permitted. Person employing this is -3 to all dexterity rolls or saving throw rolls that are vs physical hardships (tripping over his own feet, falling into a trap, having something unpleasant fall on him -- NOT the physical part of fireball as that is counted as a spell for this purpose.) Natural magic (stone, breath) would be at various +s of \*s depending on how the DM felt they were magical. I would give a +2 vs such, but others think that the flame of dragons breath is entirely physical, thus counting it in the minus category. There is precedent for this in the wizard of earth sea stories and in some other stories. 0th level (zero-th level)

There is another version of twits around here. These are those who will apply knowledge from one system to another similar looking one (Gorree to Edwyr) or even to vastly different ones. \*from another game



If the twit in question is the Berg Monster I don't think that anything short of binding him up and gagging him will stop him from killing off party's and being a general nuisance. If he wasn't so darn big and strong it would have been done a long time ago. As it is he may take revenge for such treatment.

I almost made lagrest contributor. so close... so close...

I'm still waiting for more reports of the people Hells gate has eaten. As are all y's blood thirsty Boston DM's. I am also waiting with the same eagerness for Glen to discover exactly how those 73 +1 swordw were aquired... it seems that that was only one battle in a campaign where the high levels in the valley (LA (San Fernando)) took on a world, defeted  $\frac{1}{2}$  of it and retired in good order. When I say a world I mean a planet sized object. It was easy for them in that battle. When you have giant strength and super plus weapons and nobody less than 10 level (or was it storm giant strength times 4??) such battles barely challenge you.

Vampires as players?? ugg! But you have restrained them enough. the Idea just bothers me. Like sickens.

More spells to be reasurched-- unsentability. This one I may reasurch in Glen's world if I get enough money. Its very needed. too many monsters with good noses.

Invoke god as a highlevel clerical spell. for the spells duration the cleric becomes a avater of the god. In this form they should get an experiance cut, and the GM will be running their character.

Go Griffin's Quill !! Get the Gigax monster!! ON xerox-- few booklets are worth xreoxing in their entirety. most of the time its a waste of money. But With D&D a person can make money doing so. Somehow this seems strange. Xeroxing is the costly way of copying. Even TWH is lower in price than normal Xerox, about 1¢ /pg. Stenciling is about .5¢/pg. regular printing should be less than this. Even with a better paper and cover (which many don't need) it shouldn't be more.

IWHMAGPD -- the stories are interesting and insulting. I'm not sure that I like them, but if you keep them up I guess I will still read them. Since I don't use or plan to use the EW Combat System I was admused to see the table of -'s and x's get more and more random as time progressed. The Idea behind it is a good explanation.

Jason -- More dragons. Gee why don't you pub a roll your own dragon charistic chart and be done with it?? The need for more dragon types is not clear. Especially without some greatly new idea behind it. They all run togethe some how afetr a while. You need a spectroscope to tell them apart.

Glen + Mark S. I concur with the idea ( I havent talked with them yet but I know what they will say) of giving Earl W. Baker the elf of the month award. His experiance system is even more elvish then The Elf's! Maybe we should explain what we are talking about??

SEK3 -- I would like to see a thired axis to take care of the neutrals. Some are out for themselves ~~xx~~ and some are fanatics in a cause. Your chart lacks this. Would you put a crunchi, whose prime motives are to play better baseball/ better bowling and kill men and huminoids no matterwhat their morals or alignment in the same place with a creature that defigns good or bad depending on whether you harm or help trees? Where would a palatiness of Diana fit in? Would this fanatic be in the same place as a causal worshiper?? Neutrals have been developed into something more than deluded people/those who haven't made up their minds.



Changed my dungeon alot. I have never altered the floor plan ( or completed it yet for that matter) but change the encounter and or magic system and it looks like a new dungeon. The new encounter system of mine is not all that good. It provides detail but adds complexity. As I still roll up encounters as play proceeds this is a burden. Any solutions? barring the natural one of prerolling encounters. I will have to revert to this soon I guess. I had to throw out all the prerolled tables of the old encounter table. This has set me back a bit in time expended. I think that you have been reading the Illuminanti lately those symbols look familiar. Are there Illuminanti Vala?? While I understand the system, and it seems a good way of describing some creatures, (in a general way) It has the unfortunate choice of the terms Law and Chaos for the axis. So I don't use it. Also in most peoples minds anarchy and chaos are the same thing.

Mark S. While on the subject of labels could I recommend a Thesaurus? Or the names Crisis Factored Magic, Muff F.M., Risk F.M., Scare Factor Magic, Lethe F.M., Daunt F.M., Guts Factor Magic??? Also with the changes that you are mulling over in TWH your system will be more complicated than mine. Already the accounting done by the players is. The table that I gave you is not quite the one I'm using now. It didn't have an intelligence factor in it and was not the best format. Also while I may not ( or may -- I don't know) have a system that limits spellcasters much, it can be curve fitted up or down to a DM's liking. But your system has some advantages. It is the closest system to Gary G.'s that isn't his. You have inherited some of his hassles and got a few more, but it's unique. And my system does take longer to explain to neos -- some of it is the chart. -- At what price simplicity? at what price charts? At what price realistic simulation?? No system can pay them all.

On Reasurch -- Dragons should reasurch a potent that gives them another breath. And a fluid that dissolves dragonslaying swords.

On who makes Weapons? works out tech items -- this mostly pertains to edwyr, tho alot of others could be in its path.

In Glens world very few magic items are made in the present era. Its not cost effective to sit for 6 months and get something when you can go down in dungeons and take sush off the monsters. And on the other side no one is interested in technological inventions as magic already performs the functions of the basic ones. Without the basics, the advanced ones wont form. Spell reasurch is the better bet in any case. Spells are known to work, Tech is not.

( the reverse of this world, and maybe with our world's view of magic = edwyr's view of tech -- untried and uncertain -- if not simple superstition) Some of you out there may find a similar bias in your world, whether stated or not. I think that there are some types of magic that would be produced under these circumstances. The manufacturers would be those not interested in weapons, except as a hobby. These creatures would be interested in auto detect devices and auto trap devices. Spell using dragons and highlevel ogre magi would be in this category. They would charge a very high price for the results of their hobby. (think what a mark up a dragon would have for weapons. These prices could be doubled for those who want standard items and are likely to use them on the creators buddies. There would be a tendency for minus's on hits on dragons for a dragon built sword, weather specified or not. some of these weapons, as they are hobby built (lets see what this does) would be extremely nonstandard. These creatures would tend to make weapons and detect devices for their friends. Thus a ogre with Human slaying claws -- made by a local ogre mage.



On the other side there are creatures who are denied the use of magic, tho they are often intelligent. And there are these creatures that have come from another universe and have not adjusted to the local laws. The first would get very proficient at building Catapults (fill with oil and you have a super fire ball) and spring action, pitfall action traps. Crossing ground to their headquarters, except by pre-determined pathways, would be like crossing a minefield. The second class would be a bit slower in taking this up. They would get a good idea of what does not work first, thus deflating the amount of their past experience they could apply. They may not have access to manuals on how to build traps, but they would have a better idea of how to work things. They would make the really deadly traps, tho at first these may be easily spottable. They would have the alchemist's weapons (at least in Edwyr).

In this regard I have a problem. The Firebomb listed in the price list is a very touchy thing. It tends to go off when you hit doors with it on you. Or when you get hit near its storing place, Or when you fall down or get fireballed. Yet monsters who are not going around and hand to hand fighting may want to acquire some of these fire bombs. If on the first round the monsters threw several of these thru the door, the party could be badly off. If not dead. This could make the situation degenerate to a firebomb fight. I don't like the result, but it seems logical. So please tell me why not. A while back some 5+1 Hit die werewolves took apart a party. The ransome on the dead and on the living and the weapons came to 150,000 gp. I took my own advice and put them lower in the dungeon, and made them more numerous. A very high level party (considering the party that have been in my dungeon) was attracted by this treasure and fireballed/fought & killed the pigs. I'm not so sure that the idea was such a good one (to move them lower), tho I strongly suspect that the execution of the idea was the problem. The party used a commune spell to find where the pigs had moved to. Also I know that werewolves are usually 4+1 hit dice, There are game mechanics in my world that will produce tougher or weaker than normal monsters.

Many people who have run in my dungeon have commented on the lack of control of the players. What common techniques am I missing? (What do you use??)

I have read some more of '17. From Gary's description of his dungeon I may have been very wrong in my judgement. His kill-all dungeon does not seem to fit with the standard LA dungeon -- and Gary seemed to support the LA local standard when I was out there.

I have even decyphered The Realm Fantastic's repro. Someone give him hints on how to work such. I got instruction from Lee and this zine has not been too bad. Richard -- Correction fluid can be put on the front of the page just like these white paints that secretaries use. This makes it easier to use than erasing. I put the plastic sheet that is on top of the stencil over the bar with the rubber rollers. This way I use less time getting to the page. The way the colored waxed sheet looks is the way your zine will look. Don't ever type with the ribbon between the keys and the stencil. Use a backing paper -- Lee can explain. Maybe others can tell by sight what is wrong.

Richard -- on II -- in Glenn's game there are low I of low W characters that are played that way. They do take direction from smarter/wiser characters. There are some times when the choices of fight or run are easy for everyone, even such, to see. They are not given jobs like talking the party out of trouble too often. He does not run a blow it big and you die game. (I was surprised when after the first round in Godhome, when magic weapons were still being used vs the magic absorbers that they left the battle. I thought we were



Doomed, killed by ourselves. The answer that they were full did satisfy as these were a variant Magic Absorber -- their prime motive may be different than the standard.)

III purify food and water is a low level spell. Create food and water would be a high level one.

IV WOOOsh!! heavy game. Looks fun. Are you going to allow technological weapons that equivalent those spells? Tact/strat nukes? Modern Armageddon simultaneous with a high power Raghorek! They all go away!! A world burned down to the bedrock is = someone got lucky -- therefore not total damage.

V Good idea -- hard to implement w/o a lot of time used. I just use GD&H + some gods of my own + some gods that I have heard of -- Cthulhuist dietys, Kiard, the demon of justice. (Kiard is NOT evil -- its best not to find your self in his court tho.), Silence in Thunder & his unkillable sun-elemental father. The deamon that chose to be the god of the god of the kobolds (a wise choice -- they are the only creature that can really hurt him. O) The bolos are a tech item that is almost god powered (the name Continental Siege Machine is not easily earned -- esp in a tech world.) Like Moria the defiance dungeon Council of Ten dug too deep. Not even GD&H's are happy about my 20th level.

VII reply -- One can hit the generally known system. spell points and Gigax and Klutzfactor and Spell-Klutz systems are (or should be) generally known. Note I left places to show my intent, and to bend the weapon to the local rules.

On dragons... one could do a lot with centaurs and ogres and others... I fully agree.

As if people aren't doing just that (rebuilding D&D) I am trying to keep compatibility with the standard. But that sometimes becomes a narrow walk. How come we (Boston, generalized) have been looking into other spell systems? Other combat systems? And tearing the game to the ground and putting it back together again, if not for more realism? It may take some time, but we are strongly searching for a realistic and challenging game.

VIII Seems cool. TWH is a work it out zine. Your Ideas are of that type.

General again -- A spell that is temperature sensitive (COLD OR FIRE) might be -1/die until it chills/warms the surrounding area. It might gain +1/die per consecutive time thrown. Throwing cold after fire would give a -2 (-1 initial + -1 for fires +1 advantage) under this system. There may come a time where a cold spell would have to be thrown just to enter the room.

\*\*\*\*\*MONSTER\*\*\*\*\* Biting Wind -- very cold air elemental. Does it hit points in damage from cold. Saving throws OR did it hit (but not both) applicable on discretion of DM. All strengths (hp) around, (roll a d 100). Attacks with cold don't add to its hit points, but add to its weapon. These attacks won't lower hit points tho. Fire attacks lower its weapon. If fireball can effect normal elementals (I'm not sure of this) then it will take damage from fire ball. Other wise it goes from cold wind to hot wind if magicain over shoots on fire spells. The hot wind can cause insanity if it gets above the hit points of the opponent. A saving throw must be made in this case. Sean S -- does not the phoenix arise in full glory from its ashes? And is there not only one per universe?

I am waiting for the Lovecraftian GD&H write up. I want to use the lesser monsters (soggoth, The Hounds, The deep ones, Lolgor, etc) in my game. I may import the Illuminati and/or the Instrumentality for the neutrals. I have yet to decide on the ultimate good forces in my universe.



Defiance Dungeon pg (9)

Im glad that Stewart L & Glen liked the pun. It was one of my best. Thank you all.

I note that Glen's '\*smicker\*' phrase is spreading like wildfire.

On magic spells & swords. There should be some spells that give a weapon the temporary advantages (that are made permanent when a weapon is made.) So a +5, 10 maelstroms duration spell would be, say 9th level. And +4=8th, +3=7th, +2=6th, +1 = 5th. Or maybe less. There would be also damage bonuses spells. Some of these spells should incapacitate a magician for a long time -- equal to the time that a magician would need to make the item a gigax. If Affix is used this spell could be the spell that puts the MU out.

Steve McIntosh -- doesn't look like any of the twits I have seen around here. But a possibility. Hokus are nicely clarified. I like the way that Mark Swanson runs them. Your modifications are good for players.

On GD&H research -- And they left out Diana. And the Cthulhu diets. How do you get to type so eye strainingly small?

Mark S. -- I figure that super swords (like the next class up (+1)) would cost 10x as much. No donkeys because no one around here asks for donkeys. Other things are similarly missed.

Any LA fan who doesn't run in Mark's dungeon is missing a treat -- as well as the archtypical Boston Dungeon. Mark has influenced everyone out here. He and Glen are the best we have (by our own standards, of course).

As I doubt that any one could notice -- the expedition where Liriel charmed an orc and died was the expedition where my dragon got killed.

More Glen Comments ... The Staff of Clw type healing was one that would work for MUs. On scarad gigax tables ... I got backed into a corner on our upholding some of them like banners and dumping the others like it was one of the clean up crew. There are some things scarad in the books to each reason/type of gamer.

\*\*Life is tough! said the new wraith. "Sure is" agreed the recruiting ~~XXXXXX~~ who had taken quite a long time to get his man.\*\* wraith.

I have heard that the undead in Kevin Slimac's Hells\_gate are one of the more interesting part of the scene. Kevin, could you tell me why people are so bothered by them? I've heard the answer "They recruit", but while the speaker of these words usually gets the desire of not meeting one of these over, I'm not sure that I know the mechanics.

I did not get a TWH contribution in after all last time. But with the holidays and without exams I hope to this time. I have some nifty ideas and charts just waiting for that zine.

I do not feel good about being so nasty in the first few pages of this zine. I do feel that strong measures are needed to protect an area from going to a give away dungeon standard. I also feel that compatibility with such dungeons is not a benefit. But this seems to place me on the side of the bad. Yes, I must say that locally the few give away dungeons are lonely and avoided. Both players and DMs make it a policy to give no support to such. If this is suppression then we have made the most of it. I like the results.

bye for now -- see you in TWH,  
Sean



# LETTER

from Eric Haines

322 Bray Hall, Rensselaer Polytechnic Institute  
Troy, NY 12181

A note on D&D here at R.I.P., er...R.P.I. When I first came here, I accidentally ran across the existing D&D group. (I overheard "then the berserkers attacked the troll...." Sort of hard to mistake D&Ders.) I played for a few weeks, but it wasn't much fun. The only dungeon around here had a Chaotic DM (e.g. the first door we hit was a teleport to 4th level or so. Then we wandering around falling into pit traps every thirty feet or so. Of course neither of our Dwarves could detect them.) I know of only one person who actually gained a level without pushing a button (buttons are very popular in there) but by actual combat and treasure. Oh well, as long as they like it...

This group has started a "SF&F Gaming Club" or some such, which was a good idea.

I got rather sick of the way D&D was going on here, so I attempted to start some interest in the game. The only convert I got was divinely inspired, I guess, as he's gotten about 17 people interested. Three dungeons have started up as of this date: one good (much better than mine), one in which the DM gives and takes away great power (a sort of fatalistic attitude is taken up in this world; one player knows he will survive until he gets within sight the eleventh part of the Rod he's assembling), one untried. My dungeon's collapsed (no time!) but maybe over Christmas Vacation.... No way! So it goes.

A last note: I have encountered the grossest dungeon in this world (Earth, I believe). Has anyone found a world worse than this? Three first level types armed with gross magic (Lightning Bolt Wand, Dancing Sword, junk like that) run into 300 dwarves. They join forces to attack a Bandit post of around 270 bandits. The Dwarves charge the post and somehow kill off the bandits and take the village, while the first levelers were playing footsies in the alleyways of the post's village, killing maybe 12 bandits. The dwarves who lost about half their number decided that "Gee, we don't really like gold or jewelry. We'll take the gems and half the 19 pieces of magic. Thanks again!" The last I saw of the still first levelers (no experience is given for gold in this world), they were dragging their gold-laden donkeys (the treasure was about quintuple-sized A treasure) into the sunset, ready to (hopefully) buy the world from God Himself. I actually saw it happen.

Anyway, the typos (handos?) are regrouping for another assault, so I'd best stop rambling on. Thanks for putting out a well done zine. Thanks for wasting time reading this letter. And adieu. I have to study for and fail my Chemistry Final.



1120- By Stewart Levin  
1120 S. Mason Rd., St. Louis, MO 63131  
"The Sword is Mightier than the Pen!"

Some comments:

LEE GOLD: On my issue of A&E, there was not a due date. (At the top of any page)

NICOLAI SHAPERO: Ouch! I MAINTAIN steadfastly and determindly that coping expresses no originality. Besides, I LIKED Glenns LOLITS! Another misprint, I meant 2,500 books. Sorry.

GLENN BLACOW: Thanks for the nice word or two I needed that. Korvack, sends his sincerest apologies to Ariel and her consort. Anyway he was croaked by one of his party members a loooong time ago. Anyone got a wish for sale?

The following is a story and I would heartily appreciate some comments. This story cannot be published by anyone but me nor copyied without written permission from me. It is merely titled.....

### THE BEGINNING

The youth, when he was first noted, seemed nothing out of the ordinary, but, for the fact that his fresh young face was composed into such a cold bitterness and grinness that it caused every passerby to flinch from him.

He carried nothing but a strange, queer sort of backpack and was dressed in an unusual sort of material. He had blond hair and icy green eyes, he was rather smallish, but had a sort of wiry strength that radiated caution to any would-be robber. His name was Alan, but due to his exploits he was referred to as Ice.

Alan thought as he entered the town, "How did I get here? The last I remember is hiking in the Rockies trying to escape from my life."

Alan relaxed and let the memories roll in as if on a wave, his school, his home, and his girl. Especially his girl, it seemed that when she first dumped him that it all started. First, his father and mother had split and then the gang at the school that he went to had been after him because he had not been shooting speed as they had. In order to escape, he had gone to the Rocky mountains, ~~and while there~~ (he had run away) and while there he had been awakened in the night by a glowing in the trees around him. At first he had thought it was a fire, but then he really wasn't too awake and since he didn't smell any smoke he went to sleep and woke up in this world. He was really unsure about his location for he had gone to sleep upon a mountain and then he had woke up on a grassy plain and seeing a city in the distance he had walked toward it.

Which brings him back to the present, as he walked in the town he was amazed at the total absence of technology, there he saw a well and here he saw men in armor with swords at their sides!

"I was ~~am~~ then walking toward the city hall as far as I could make out, when suddenly a man in some sort of wierd leather jacket approached me and stood in front of me. He was unshaven and I doubt if he could have even spelled the word "oath". He had a sword and from the way he gestured and spoke, it was obvious that this was a mugging. Quickly a chill ran down my back, as I realized that two other men were sneaking up on me from behind. What else could I do? I pulled out my wallet and handed him all the money I had, ~~in~~ four dollars. He was angry and threw the monyy away and forced me in an

(next page)



## THE LOST MASK\_2

alley. Frightened, I began to scream help, but no one paid any attention. Heck, it was worse than it was back home. Strangely enough this made me fighting mad, instead of more frightened. I got up and kicked him right in the balls. He himself I then wound.

screamed and I turned to run, when I recieved a godawful pain in my right shoulder and blacked out.

When I woke up, I was in a bed with coarse sheets and still had a terrible pain in my shoulder. I then looked around the room and saw a man in armor who was staring at me. He said something that I couldn't understand, looked frustrated when I couldn't answer and then said in perfect English, "Hi". This shocked the hell out of me and I blacked out again.

Again I returned to the land of the living to see him anxiously bending over me. He had brown eyes and he seemed to be a cool guy so I asked him to tell me where in...or out of the world ~~xxx~~ I am. He said, "My name is Paul and you (thank god you are American) are in Avalon.\* You were sucked in a space/time warp to a few thousand years in Earth's past and are currantly in the age where, 'Knights were Bold and wenchs cold', "he finished with a grin. We conferred and found out that he was a Air Force pilot in WWII and his plane had fell into a warp like I did and had crashed here. Right now he was a "PALADIN", that is, a dude who is supposed to do good and all that crap. I then asked him what had happened to the "mugers".

He told me the following, "He had been having a drink in the saloon with a few opals when, "I heard this call from help in English. ~~xxx~~ I had been ~~surprised~~, ~~xxx~~ and took off, grawing ~~my~~ sword Steelton and seeing that ~~xxx~~ a young kid was being attacked by three men, I ~~xxx~~ set upon them and killed them. I then carried you to a nearby hostile and healed ~~xxx~~ you.

I was totally sarcastic, "Sure, and then you bore your cross... I got no further for from my first words he had risen and drawing his sword had in effect lit up the room! I wanted to laugh and then cry but most of all I wanted to go hide in a corner. He relaxed then and calmed me and told me that, "I see that you are too ignorant of this time period. You see, certain fighters that take up holy vows can heal the sick and diseased and protect their friends. Also, magic (thats all you can call it) works here and is dangerous.

I was stunned. "Is there any way back?

"Never, you are stranded here until you die"

"This magic, can anything protect me from it?"

"As, long as you have me and my blade by you no magic can harm you."

"Is it magic too?"

"Yes, Do you want to talk to him?"

"HIM?!(Hot damn, I 'm in a nut house)

"Yes, here hold the ~~hxxx~~ hilt"

When I first felt the hilt a change was drastically apparent, the sword was a good 5or 6 ft long and chould have weighed a ton but I handled it as easily as a feather. Then it talked. It talked not in words but in a lilting song that at once was powerful yet calming. The "talk" was entirerly on a mental level, it or him rather asked questions and I gave answers. Then as suddenly as it began it ended and as if in a daze I gave Paul back his sword. Suddnely chilled I asked, "Was he human once?"

"No, Drawven"

BEFOR I could phrase another question to this I fell asleep.



## THE LOST MASK-5

The next morning when I woke up, I stretched and sighed.....then I lept up in agony scratching furiously. I forgot, they had libellice way back then or...er...now.

Seeing that Paul was still asleep, I borrowed one of his daggers, he must of had more but I didn't see nuthin'. So I took off for the nearby stream for a wash.

As I passed the road I was aware of rustlings in the bushes but I didn't pay too much attention. I was too busy absorbing the beauty of this world, no factories, not overcrowded, no pollution. As I bent down over the crystal clear creek, I decided to move over again to the left. Due to my clumsiness I tripped on a small stone and fell flat into the shallow water....

The two black-feathered arrows whissed over my head and into the undergrowth on the other bank.

As I got up, still surprised, I saw running toward me two of the worst looking creatures I had ever seen, they were short and stocky, bowlegged and had long arms, in their hands ~~where~~ they carried a simitar. They also had fangs. Think of them as midget negro Dracula/pigs on two legs.

Instead of running like any person with an ounce of brains, out of habit I grabbed the hilt of the dagger. Immediately I was filled with hate and desire to kill these monsters. I drew my dagger and the blade shone with a blue flame! Then they closed, they tried to get on either side of me and I almost got a sword between my ribs.. But I had been in a few knife ~~fight~~ fights at school so I didn't let them do it. Suddenly, even though I tried to resist the urge, the hand containing the dagger struck the first creature by sweeping under his shield and got him right above the heart. Then before I could think, I had whirled around and threw the dagger at the other creature who had aimed his sword at my neck. I closed my eyes waiting for the blade to strike but nothing happened! I opened one eye and then the other. I saw the bodies of the creatures in the stream with their black blood ozzing into the water.

Then I saw a disheveled Paul, hopping along in his ~~bare~~ feet and his sword, Steelton drawn.. He was a sight and at first I just sat back and howled with laughter. First he looked puzzled, then angry and then he joined in too. A lot of people had gathered outside and were staring at a pair, one in his nightshirt with a huge sword, the other in his underwear....(Quickly I slipped on my pants amid the embarrassed giggles of a few girls) ~~xxxxx~~ howling with laughter, while standing above a couple of corpses in a stream.

Afterwards we searched them and found a couple of gold coins, Paul presented them to me and said, "Yours by right of battle." As soon as we got back to his room he gave me the whole lowdown on this world

"Alan, This world is full of men and women that would kill you as soon as look at you and robbers and thieves and such. These dangers you know about, the dangers you don't know about are like what you fought today. Those creatures are . . . Orcs, and are very evil. But there are far worse creatures in this world, some you know to be evil they others are harder to detect. Whatever you go you must take a weapon with you and since you have appropriated my dagger, you may have it. But if I were you I would buy a sword.

(Next Page)



## THE LOST MASK-

"...The dagger is of elfish make and will fight orcs a lot

better than any other sword you can get. You see, that blade is magical too and surely you felt the tug of it when you fought the orcs?" (I nodded and he continued) "Elves are a alein race and are tolerant of man only. Do not provoke them! Once a human insulted a elf by pouring beer into his shoes while the said elf was at an inn. The elf was gone from town the next day and that night at the inn that the human was staying at, a group of elves came in and butchered the foolish man who had insulted the elf. The milita could not do a thing, for all remember the Human-Elf wars of earlier times, inwhich the elves had won and then, despising humanity had left ~~xxxxx~~ them to do their own thing....so long as they didn't bother elves. Luckily though I am quite a powerful and well know n personage in these times and everyone everywhere recognizes that fact....."

He then turned away from me and listened to a voice that I couldn't hear and then after awhile turned around and said, "I am needed, get ready ~~xx~~ for a journey, buy a horse with this (he gave me a small sack full of coins anda larger one )and provisions~~xx~~ with that. Hurry now!

\*\*\*\*\*

Well that is the story so far, I will publish further adventures of ALAN & Paul if wanted.

### Random questions

- 1) How and or what is Reincarnate run in other worlds/mythos?
- 2) " " " " " Magic Jar " " " " "

Glenn Blacow, Lee Gold, please answer the above, please!

Mail can and probaly will be sent to me via the ad'ress at the beginning of this zine.

GLENN BLACOW\*\*\*\*\*

re. letter to me about spell system has not arrived yet and it is now Dec.28.

*all For Now  
Stewart Lewis*



# I WOULD HAVE MADE A GREAT PLATINUM DRAGON #3

By Bill Selligman  
typed by Lee Gold

Since I seem to have gotten a good response from WHO MOURNS FOR ARNESON in IWHMAGPD #1, from now it will be the first thing appearing in this zine. First, some comments relating to the satires (production of), then the satire, and then any other comments it suits my whim to make.

Bill Paley: I don't credit the author of the original script on which my satires are based for the same reason MAD magazine does not (not that my work is of the same quality as Mad's). On the other hand, if someone gave me the idea for a title of one of my satires, I would credit that person.

Charlie Luce: Great titles! I shall be using them soon and, as I mentioned above, I will give you credit for coming up with them when I do so.

Kay Jones: No, the first names of all the characters, unless I specifically state otherwise, is Jack, except if the character is female, in which case it is Jaqueline. Why? Well, Bruce had already been used, and Bill would have been just a bit too egotistical. Exception: Mr. Scruby's first name is Kbdl.

But here my comments must come to an end and the satire shall begin. In this issue, hopefully, will be LET THAT BE YOUR LAST BLACOW, which along with BLACOW OF TERROR and BLACOW AND CIRCUSES will form a great satiric trilogy dealing with the activities of Mark Swanson.

## LET THAT BE YOUR LAST BLACOW

"Captain's Log, Stardate 5730.2. The TSR INCORPORATED has sighted a wandering monster wearing armor stolen from Treasure Room 4. We are pursuing the creature to get back the armor and find out why he stole it."

Suddenly from the INCORPORATED's Crystal Ball these words rang out, "Continue to follow me, and I shall destroy your vessel."

"Continue pursuit," Captain Cast ordered.

"I gave you fair warning," the voice stated.

The entity in the armor threw 47 59-dice lightning bolts at the INCORPORATED. Not even the ship's shield +5s could help her. She disintegrated into cosmic dust, killing all aboard her....

Oops! I seem to have written myself into a corner. I think I shall just go along to the next satire I had planned....

## BLACOW OF TERROR

"Captain's Log, Stardate 4709.1. We are pursuing an alien spacecraft that has invaded our section of the dungeon. We hope to catch it, and if necessary destroy it."

"Oh no you won't," came a voice similar to that above. 47 59-dice lightning bolts struck the Incorporated, destroying it instantly....

I seem to have gotten myself into that same corner. Oh well, onto the next satire:



"Captain's Log, Stardate 4040.7. We are investigating...."

"Bother me again, will you? Take that!"

Cast cried, "No! We were going to another planet...." But it was too late. 47 59-dice lightning bolts hit the INCORPORATED, blowing her into little bits.

Well, it looks as though the great satiric trilogy is through before it even started. Say, Charlie Luce, guess what? It looks as if I'll be using one of your titles this issue after all:

# DM IN THE DARK

In a dungeon, far far below the surface of "Jane, us seven," a frightened party stood at an intersection of two corridors. Their heavy breaths, heavy with fear, could be heard loudly in the air. One of the breaths was particularly loud, because that person would have to be left in the dungeon, while the others went up for air. They were afraid for a good reason. Something, somehow, somewhere, was killing off the party, one by one. Remnants of them had been found, smashed to bits by evil-smelling hit dice. Each of the men in the party clutched their own single D6 to them closely, in the hope it might dissuade the creature from attacking.

The man who was to be left there was very nervous. "Do--do you think it'll come and get me, boss?"

The boss of the expedition, Bergervand, tried to sound and look calmer than he felt. "Naw, it's never come up to this level. Don't worry; it'll be all right. We'll be back for you in six turns."

"Maybe it'll be all right, but what about me?" the man attempted to joke. It couldn't have fallen flatter in Boston.

"Don't worry. We'll be back soon." (I just hope he has his next-of-kin filled out on his character sheet, the boss thought.)

The rest of the party left, going up the corridor to the wilderness outside, with similar assurances to the shivering man. As soon as they were out of earshot, the man heard a strange combination of humming and hissing coming from around a corner. He stepped forward to investigate, thinking it might be a Stinger or two. Suddenly a huge evil creature combining the worst of Stu Levin and Gary Gygax crept out of the darkness, clutching huge D8s in its nasty arms. The man screamed and hurled his hit dice, a mere D6, at the creature. Only one point. The creature responded with D8 after D8, sparing none of its evil prowess. The man screamed a second time as his die after hit die struck him, piercing his vitals and ripping him to pieces....

"Captain's Log, Stardate 2196.1." Cast paused for a moment, looked around as if expecting some voice to come along and hurl 47 59-dice lightning bolts. When nothing happened, he continued. "The TSR INCORPORATED has been sent to 'Jane, us seven?' by the Gamesmaster to investigate reports of some strange new creature interfering with the treasure collection in the dungeon there. The dungeons of 'Jane, us seven?' contain the richest treasures of any known dungeon. They supply gems, gold pieces and magical items for at least 120 of the Gamesmaster's planets. Naturally, anything affecting this supply would worry the GM, blessed be our Ghod, and so he sent his most expendable--er, his most experienced ship to find out what's going on."

Scruby and Bergervand watched Cast as he idly recited his log to to no one in particular. When he was through, he sat down and



started speaking, while Scruby twirled his right forefinger around his temple while pointing at Captain Cast. "Well, Chief Bergervand, what can I do for you?"

Bergervand responded, "You can get rid of this creature infesting the dungeon. It seems to be some sort of strange super-demon. ON a scale from one to ten, with a Balrog at six, this thing is about 87.5. We can't even be sure what kind of abilities it has. All of its victims were so torn apart by its vastly overwhelming hit dice that we could not even tell how many hit our men. We saved what little remains of its last victim for you, Dr. McEwan."

"No thanks," the good doctor responded. "I've already had lunch."

"Please, PLEASE, no more cannibalism jokes. I just had dinner," begged the reader. "All right, whatever you say," responded Bill cheerfully.

"Well, Scruby, what do you think we should do," inquired Captain Cast.

"What kind of hit dice do your men use," Scruby asked Vergervand.

"We use a D6. Old but effective, and it usually gets the kinds of monsters that we normally run around to in here."

"Then I recommend that we educate all these men here to second level so they can use two dice. We can also supply them with D8 rather than D6, since the D8 has sharper corners and can do more damage."

"Right, Scruby," Cast said. "I'll get to it right away."

Scruby said, "One moment, Captain. Chief Bergervand, what are all those yellowed sheets of paper on your desk?"

"Why, they're just old useless scrolls that we sometimes find in the lower levels of the dungeon. No spells on them, just meaningless scribbles. If they get in the way, we burn them up. They have no value at all."

"Hmm. In any case, I shall inspect these further."

Deep in the dungeon, several INCORPORATED crewmen, each carrying 2D8, stood at attention listening to Captain Cast's instructions.

"Always travel in pairs, unless you need to split up. Fire at anything strange unless it's me. Don't bother going through doors; this is not a treasure hunt; it's a monster hunt. Always punt on the fourth down. Any questions?"

Before they could ask the question that was on all of their minds (Could I have KP duty instead sir?) Scruby said, "Before you kill it, be sure to get its characteristics. TSR says it will not be printing a fifth supplement, but just in case, we should have something ready. Don't..." but then Cast overrode him--

"Your orders are to melee to kill. Dismissed. Scruby, you and I will team together. One thing, now that we are alone. Look, Scruby, this thing is dangerous. It has killed 12 men and one so-so. I know you'd like your name in THE DRAGON, but this is the wrong time for it."

"But Captain, nothing like this has ever been seen before and may never be seen again. WE owe it to D&Ders everywhere to catalog this thing!"

"Scruby, if this thing gets into a supplement, it'll be appearing in dungeons all over the universe, if I know the kinds of dungeon designers around here. It must be exterminated for all time. Otherwise, it might be asked [shudder] to fight one."

Just then, Cast got a couple of beeps on his Clairaudience.

"Captain, this is Bergervand. Come to our rules right away. There's been some trouble."



When they got there, they found a closed door leading into the room. "Chief Bergervand," Cast asked, "do you normally have doors leading into your rooms?"

"No, nothing but open archways. It must have been put there by that thing." Bergervand cautiously opened the door, dodging the poison needles that came at him as a result. "Look, Cast, someone has stolen our MONSTERS AND TREASURE!"

"I didn't know there were any of those still around." "It was used when this dungeon was allocated, before Greyhawk. We need it. Otherwise the entire dungeon here on 'Jane, us seven?' will break down."

Cast rapidly called Hinchcliffe. "Hinchy, can you fake us up a copy of M&T?"

"You must be kidding sir; no one uses that anymore. . . Anyway, all I remember is the Greyhawk rules. I'll try my best, but there are bound to be some flaws in my rules somewhere."

Cast responded, "That's more than Gygax or Arneson ever admitted. Try your best, Hinchy." Turning to Bergervand he said, "We'll get that thing for you soon and recover the rules."

"If you can't do it within two hours after your writer's rules fail, then 'Jane, us seven?' will have to be evacuated."

--Please mentally insert some dramatic music and about fifty minutes of commercials...and then continue with the story. Ready?

Cast and Scruby were exploring the dark caverns of the dungeon when they suddenly heard a strange combination of humming and hissing. They got their hit dice ready just in time, for suddenly a door appeared in a wall and out sprang--what? It was impossible to describe. Something like James Prohaska, and it was not horrible or nasty at all. Yet Cast and Scruby, more duty than DM, threw their hit dice at its head. The thing wailed and fled back through the door it had just created. Cast moved to follow, but Scruby stopped him, reminding him of the poison needles that Bergervand had dodged. They walked over to the creature's hand, still trying to roll a 19 on 3D6.

"A dice roller? A fundamentally different form as powerful as we know. This is not just a character. It is, or once was, a DM," Scruby exulted. "That explains much. How it got all those hit dice, knew how important the rules were, and created all those doors." Just then Cast's Clairvoyance beeped again.

"Captain? Hinchy here. Well, it was right. The rules it wrote have broken down under their own weight. We have twelve turns to get out of here before this dungeon becomes unlivable."

"OK, Hinchy start the evaluation procedure. But don't leave just yet. I think Scruby and I are on the verge of solving our problem."

They began to explore the dungeon further, going deeper and deeper down. Finally the main corridor split into two parts. "You take the right-hand side, Scruby, and I'll take the left. I just hope the creature is right-handed." Cast proceeded down the corridor about ten feet when a trap pit opened up behind him. Scruby went ahead in his corridor in the hope of coming across Cast when they rejoined. Cast moved forward. As he did so, he noticed more and more of these yellowish sheets lying around. Suddenly a door appeared in the wall and the DM stepped out. It was clutching its hand and whimpering because it could no longer throw dice. Scruby came up from behind the creature.

"Scruby, think you could ESP it?" "I shall try, Captain, but it might be necessary for me to touch it."

"Ugh! Be sure to use rubber gloves."



Scruby concentrated on the DM for a long while. Suddenly he started speaking in Tom Snyder's voice. "Go...go through the door I just came through. Pass into the Character ARchaic. There, inside the folder, you will find the rules you seek." Cast did so, meanwhile calling McEwan to come down to heal the DM. He found the rules in the reddish booklet, but he also found a massive number of sheets that he could not make head or tails of the strange writing on. Going back to the DM, he found McEwan puzzled and angry.

"You expect me to do a CLW on a DM?! Are you crazy? Just because I handled that Horta doesn't mean that I can..."

"You're a Cleric; get divine intervention from the DM,"

"It's not that simple..."

"Do it!" Cast snapped.

Scruby moved away from the DM and talked with Cast, while the party, led by Bergervand, sneaked up on the DM. Cast saw them and said, "Stop! You were all wrong from the beginning. This dungeon was originally designed by this DM here. He had his own campaign, his own party, his own characters. Those were character sheets you were destroying. What could the DM do but defend his game? Here are your M&T rules, as a sign of good faith."

"But how come we never met any other parties?" Bergervand asked.

"They were out to lunch. But they will be back soon. There are still a good 36 hours left to this weekend, and they'll be playing for all of them, just as you will be. But you see, it is a perfect deal. This DM here is a Gygaxian, so his characters don't expect much treasure. So you can get the lion's share once they kill off all the monsters in the room. Thus your profit will be up, all of you will have fun, and I can get out of here and have my hair done again, and this time done properly."

"Sounds fair enough to us, Captain," the party said.

"Jack, I've done it! A simple Cure A Rainy Day spell restored his hand just like new."

"Captain, the DM just told me that my pointed ears gave him an idea for a new character class, and he's going to name them after me."

"Well," said Cast, "it looks like this mission is settled once and for all." The DM hissed in agreement.

As we

CUT TO

a shot of the INCORPORATED going into Warp drive as we  
FADE OUT

By the way, Mark and Glenn, those references to you were nothing personal. They were just meant to give this zine a bit of humor and had no derogatory purpose. That may not be true of my next issue, however.

Also, I can visualize some people seeing a pattern develop. While taken individually the stories might seem funny, but taken as a whole, they might get boring. Please, try to forget the previous satire before you read the next one.

Some news: Rather than just writing satires on a simple Star Trek episode, soon I will be sending to Lee something which, I believe, is truly new. I shall be taking the entire script, including songs, of GUYS & DOLLS and writing a full-length D&D play with it. Rather than giving Lee Gold the conniption-fits by sending her a 100 page issue with several different type faces, I will be publishing it here a scene at a time. It will be called, you guessed it: GMs and DMs.



"The Government has no intention of interfering with the operations of the press."

new assignment and I am assigned to the same place as before.

TSR have been concentrating on elaborating the Melee system,....

ELFRITCH WIZARDRY has a table for deciding who hits first, which like the other additions is (in my opinion) too complex to use in normal dungeon trips. However it uses Dexterity as a base...so what follows is an adaptation that requires little time to use. Start with a character's Dexterity. Adjust for Armor: Plate -6, Chain -4, Leather -2, Shield -1,...and for race: e.g. Elf +1. This gives a Melee Rating; record this on your expedition Sheet. Monsters generally take Speed +3 but exceptions exist: e.g. a Snake has slow move but fast strike. In Melee other factors are used:

Weapon in Hand	+2	Surprised	-2	Entering Room	-1
Weapon Ready	+3	Complete Surp.	-4	Reading Scroll	-6
Encumbered	-6	Wound 50%	-4	Scroll/Spell Ready	+3
Spell/Level	-1	Wound 75%	-6		

Word of Power, Symbol and Holy Word --No Penalty.

Complete Surprise is a 1 for wandering monsters, except for such as Owl Bears, Thieves that are silent movers. Higher score gets the initiative. +12 opponent's score and you hit twice to his once.



THE TUESDAY MORNING REPORT #6--A D&D APazine for Alarums & Excursions put together by Steve Perrin, 3901 Canon Ave., Oakland, CA 94602, and stencilled by Lee Gold. Thank you, Lee.

## APOLOGIES

I find that a number of people's comments in A&E #17 are well taken. I should never have allowed myself to vent my spleen, even in the comparatively mild way I did.

It's funny, you see, but after 30 years on this Earth of ours I've hit on a great Truth. When you try to browbeat your audience, you do not get an attentive audience; you get a resentful one. This is why I try to make these columns helpful, enlightening and, I hope, at least semi-entertaining. A mature produce has no place for diatribes. Forgive me.

Oh yes, one thing. I will play anyone's game any way they want to. I expect the same courtesy. VOX DEI extends only to the frontiers of any particular DM's universe.

## THE SPELL SINGER, a revamp of Mike Siemon's "Bard" category

This character type was originally presented in A&Es #1 and 2. Mike Siemon has pretty much dropped out of D&D, but I showed him the following rewrite of the character and it has his stamp of approval.

The major objections to the character type were in the necessity for a new Characteristic, "Inspiration," and the character's use of virtually every spell available to Mages and Clerics. I think I've managed to tone this down a bit.

However, the character type could easily qualify as an Illusionist. I'm sure there are numerous Illusionist spells that could be made into songs. People wishing to do so should feel free, but please send me some copies of the new songs so I can use them with my own Bards.

Anyone who feels that certain songs are misplaced or shouldn't be part of the repertoire, drop me a line. I'm always interested in feedback to my contributions, and constructive criticism is always welcome.

Oh yes, Spell Singers and Bards can be any race.

Spell Singers or Bards are a subgroup of all categories or, alternatively, a player may simply be a spell singer. If a player is to be a fighter/spell singer or mage/spell singer, etc., points must be split between the two categories, on a 1/3 SSinger, 2/3 other basis.

## REQUISITES

Strength: any	Constitution: any
Intelligence: 12+ (can be adjusted by Wisdom as with Mage)	Dexterity: 15+
	Charisma: 12+
	Wisdom: any

Bonuses in advancement are based on the average of the Intelligence, Dexterity and Charisma. 15/16 = 15% bonus, 17/18 = 10% bonus.

Bards may use any weapon (unless restricted in the other category(ies)) but never wear plate armor or helmets. Bards may use any magical object usable by their other category or those used by Fighters or Thieves if played just as a bard.

Bards go up in fighting prowess as mages. Hit dice are D6 and go up to eight, with a one point/level addition after. As usual, if also another category, hit dice and limits are as in that category.



# Statistics Regarding Class

#	Level	EP	Dice	Songs	1	2	3	4	5	6
1	Apprentice	----	1		-	-	-	-	-	-
2	Minnesinger	2000	2		1	-	-	-	-	-
3	Skald	4000	3		2	-	-	-	-	-
4	Troubadour	7500	4		2	1	-	-	-	-
5	Meistersinger	15K	5		3	2	-	-	-	-
6	Minstrel	30K	6		3	2	1	-	-	-
7	Poet	50K	7		4	2	2	-	-	-
8	Archpoet	80K	8		4	3	2	1	-	-
9	Chanter	125K	8+1		4	3	3	2	-	-
10	Genius	200K	8+2		4	4	3	2	1	-
11	Genius-11	350K	8+3		4	4	3	3	2	-
12	Genius-12	500K	8+4		5	4	4	3	2	1
13	Genius-13	650K	8+5		5	5	4	4	3	2
14	Genius-14	800K	8+6		6	5	5	4	4	3
15	Genius-15	950K	8+7		6	6	5	5	4	4

All Songs take the same amount of effort to sing. The number of songs a Bard may sing in a day is dependent on the average of the character's intelligence, constitution and dexterity x 1/6 level. That is a Minnesinger with an average of 12 can sing four songs of power a day. However, since he only knows one song, that is no great loss.

Songs only affect those who can hear them. A Bard's chance of being heard in a melee is 5%/level of Bard.

Bard's saving throws are as mages. When two categories are involved, the other, as usual, takes precedence.

The songs of a Bard are as follows. Once learned, a song may not be replaced in the Bard's repertoire.

First Level	Second Level	Third Level
1. Sleep	1. Bersekr	1. Silencing
2. Morale	2. Dance	2. Phantasms
3. Charming	3. Heal	3. Purifying
4. Holding	4. Beast Song	4. Sealing
5. Light Call	5. Call Alignment	5. Opening
6. Magic Call	6. Call Invisible	6. Slowing
7. Protection/Evil	7. Invisibility	7. Hastening
8. Call Metal	8. Call Traps	8. Protectn/ Nrml Mssls
9. Call Gems	9. Call Truth	9. Dispel Magic
10. Far Song	10. Pyro Song	10. Protectn/Evil 10'r
11. Call Poison	12. No Lycanthropes	12. Call Object
12. Animal Call	12. Shield Song	12. Call Reality
13.	13. Paralyzing	13. Turn Elementals
14.	14.	14. Fear
Fourth Level	Fifth Level	Sixth Level
1. Remove Curse	1. No Magic	1. Death Song
2. Heal Disease	2. Poly Self	2. Transport
3. Confusion	3. Growth Plants	3. Rock to Mud
4. Battle Fury	4. Growth Animals	4. Stone to Flesh
5. Monster Song	5. Summon Water	5. Call Weather
6. Plant Song	6. Quest	6. Reincarnate/Raise Dead

continued next page



First Level (cont'd)	Second Level (cont'd)	Third Level (cont'd)
7. Cooling	7. Geas	7. Disintegrate
8. Warming	8. Summon Muse	8. Move Earth
9. Blasting	9. Monster Charm	9. Lower/Part Water
10. Neutralizing	10. Monster Hold	10. Animate Objects
11. Turn Undead	11. Feeblemind	11. Mass Charming
12. Extend Song I	12. Animate Dead	12. Summon Food
13. Suggestion Song	13. Extend Song II	13. Call Meteor Swarm
14. Call Ice Storm*	14. No Detects	14. Extend Song III
15. Dispel Evil	15. Call Near Monst	15. Poly Others

Note: Once a Bard has had a chance to familiarize himself with any magical musical item, he can get full effects from it. For instance, Horns of Valhalla will call forth the maximum number of fighters.

Songs can be directed at specific people/monsters within a group. All Songs have sufficient residue for an Extension to be Sung at them.

Explanation of Songs: All Bards learn to read Music as part of their school. No song may be sung longer than five minutes.

#### First Level:

1. SLEEP: affects up to 30 levels of creatures at Bard's level or lower--and 15 levels of those higher, up to those more than three levels higher.
2. MORALE: like Clerical BLESS.
3. CHARMING: affects one manlike being for one day as a CHARM PERSON.
4. HOLDING: affects all it is directed at within a 20' radius like the Charming Song, but only for the length of the song plus D6 rounds afterwards.
5. LIGHT CALL: will take any light source, such as a lantern or torch or phosphorescence or a regular Light spell and manifest it into a continual light spell for the duration of the song.
6. MAGIC CALL: sets up a vibration to make any object in a 10' radius reveal itself as magical with the chances for exact determination as in Detect Magic.
7. PROTECTION/EVIL: as in spell, lasting D10" after song is over.
8. CALL METAL: All metal in a 20' radius will give off harmonic hums the Bard can determine its type by.
9. CALL GEMS: as above but with gems.
10. FAR SONG: Like Ventriloquism, it can be woven into other songs to project them elsewhere.
11. CALL POISON: noxious substances in liquids or in objects can be found by vibrations set up by this song.
12. ANIMAL CALL: will call all animals within 100' with a 5% level of bard chance they will attack anyone attacking him.

#### Second Level

1. BERSERKER: All fighters this is directed at will fight as berserkers with 5% chance per level of Bard they will not start fighting one another after all enemies are dead.
2. DANCING: All this is directed at are affected as if they had just put on Boots of Dancing. Check every round the song is sung.
3. HEAL: A song which will command a body to heal itself at one point per level of Singer.
4. BEAST SONG: Like Speak to Animals in that animals don't attack but no communication is possible. 5% chance per level of Bard they will follow a simple command sung to them.
5. CALL ALIGNMENT: sung to object will demonstrate its alignment.



6. **CALL INVISIBLE:** Creatures and objects which have been made invisible will reveal themselves to Singer. Also Singer will be able to note the presence but not see or exactly locate naturally invisible things like Stalkers and things covered with Dust of Disappearance.
7. **INVISIBILITY:** the vibrations of the song set up a shield about the Bard so that he will not be noticed.
8. **CALL TRAPS:** Traps will reveal themselves to the Singer.
9. **CALL TRUTH:** Anyone this is sung to will speak the truth as he sees it.
10. **PYRO SONG:** Acts like a Pyrotechnics spell
11. **SHIELD SONG:** As long as it is sung, it sets up a Shield Spell for Singer.
12. **NO LYCANTHROPES:** Acts as Protection from Lycanthropes Scroll; effect lasts 2D6 turns after the song is over.
13. **PARALYZING:** will paralyze enemies like the Sleep Song for D6 turns after song is over.

### Third Level

1. **SILENCING:** anything making noise in a 15' radius is drowned out and negated. (Acts like Dispel Magic to other songs).
2. **PHANTASMS:** Acts like a Phantasmal Forces, but those making saves will have no idea what the others are seeing.
3. **PURIFYING:** Like Clerical PURIFY FOOD AND WATER.
4. **SEALING:** Acts like a Wizard Lock to doors, lids, etc. Permanent unless broken through or a Song of Opening sung over it. KNOCK has no effect.
5. **OPENING:** Acts as a Chime of Opening.
6. **SLOWING:** Acts as Slow Spell
7. **HASTING:** Acts as Hastee spell.
8. **PROTECTION FROM NORMAL MISSILES:** same as spell, as long as song is sung.
9. **DISPEL MAGIC:** As spell, but -2 in level (e.g. a 6th level dispel is treated as a fourth level for purposes of whether it works)
10. **PROTECTION FROM EVIL/ 10' RADIUS:** as in spell, lasting 2D10 minutes after song is over.
11. **CALL REALITY:** while sung, the Singer can see through illusions and recognize them.
12. **CALL OBJECT:** Acts as Locate Object spell
13. **TURN ELEMENTAL:** Acts as Protection from Elementals Scroll
14. **FEAR:** As spell

### Fourth Level

1. **REMOVE CURSE:** Like spell
2. **HEAL DISEASE:** Like Cure Disease
3. **CONFUSION:** Like Spell
4. **BATTLE FURY:** When inspired by this song, all combatants will fight as one step higher/round (e.g. a myrmidon fights as a champion, then a super-hero, etc.). Chance of continuing to fight each other after combat is over is 5%/round taken from 5%xBard's level. (e.g. if a fight goes three rounds, and the Bard is 10th Level, the chance of continuing is a total of 65%: 15% at 5%/round plus the 50% chance because the Bard's level is only 10th.)
5. **MONSTER SONG:** Like Speak to Monsters but no actual communication
6. **PLANT SONG:** Like Speak to Plants with a 5%xBard's level chance they will obey simple commands sung to them.
7. **COOLING:** Imparts Fire Resistance to all within a 10' radius. Lasts for D10 minutes after sung.
8. **WARMING:** Imparts Cold Resistance as above.



9. **BLASTING:** Does damage as a Horn of Blasting. A Bard with a Horn of Blasting does double damage.
10. **NEUTRALIZING:** As Clerical Neutralize Poison. Also good for Acid.
11. **TURN UNDEAD:** As in Protection from Undead Scroll
12. **EXTEND SONG I:** Acts to songs as Extension I Spell to spells
13. **SUGGESTION SONG:** As in Suggestion Spell
14. **CALL ICE STORM:** Usable only outdoors; there is the usual 5%/level chance it will work. No saving throw if it does.
15. **DISPEL EVIL:** As Clerical Spell.

#### Fifth Level

1. **NO MAGIC:** As from a Protection from Magic Scroll
2. **POLYSELF:** as Spell
3. **GROWTH PLANTS:** As in Spell
4. **GROWTH ANIMALS:** As in Spell
5. **SUMMON WATER:** Will lead to nearest water
6. **QUEST:** As in Clerical Spell
7. **GEAS:** As in Magic Users Spell
8. **SUMMON MUSE:** Like Commune, but only one question a week and the usual 5%/level chance of a correct answer.
9. **MONSTER CHARM:** Like the Song of Charming, but for monsters
10. **MONSTER HOLD:** Like the Song of Holding but for monster
11. **FEEBLEMIND:** Affects all classes (though a fighter affected may keep fighting for that melee round) for a period of two rounds plus level above 9 of the Bard. Saving throw must be +1.
12. **ANIMATE DEAD:** As Spell but only lasts D6 turns beyond number of turns equal to level of Bard.
13. **EXTEND SONG II:** Acts to songs as Extension II acts to Spells
14. **NO DETECTS:** All detection spells are blocked within a 15' radius of Singer.
15. **CALL NEAR MONSTER:** The first Monster within 100' of the Singer will run to him, with the usual 5%/level chance of obeying him.

#### Sixth Level

1. **DEATH SONG:** As Spell but affects all creatures (3D6 in number) of up to nine dice.
2. **TRANSPORT:** Allows user to Phase Self and Fly as long as song is sung. Speed while under Song is 15". No other songs may be sung for an hour after this is sung.
3. **ROCK TO MUD:** Like spell.
4. **STONE TO FLESH:** Like spell, and the converse is part of the Song.
5. **CALL WEATHER:** A storm can be called but not controlled.
6. **REINCARNATE/RAISE DEAD:** 2/3 of the time this spell will act as Reincarnation; the other third it will act as Raise Dead.
7. **DISINTEGRATE:** As in Spell but takes effect at 2'/minute of Song.
8. **MOVE EARTH:** As in Spell
9. **LOWER/PART WATER:** Either or both can be done with this Song.
10. **ANIMATE OBJECTS:** Animation lasts for one turn/level of Singer after Song is over.
11. **MASS CHARMING:** Like Spell (including no save) but lasts for length of the song.
12. **SUMMON FOOD:** Organic matter will be changed into sustaining (not necessarily tasty) food.
13. **CALL METEOR SWARM:** Usable only in the outdoors, with the usual 5%/level chance of success.
14. **EXTEND SONG III:** To Songs as Extension III is to Spells.
15. **POLY OTHERS:** As in Spell

Neutral Bards of the Druidic persuasion could probably learn Druid spell-based Songs too.



## DWARF POWERS:

My dissertation on using sword powers for Dwarf powers back in A&E #12 raised a few hackles. I intend to continue to play with them but I thought that people who insist on Dwarves having only certain powers might like the following chart. It's based on the idea of gaining proficiency with various talents as one gains in level...

Level:	1	2	3	4	5	6	7	8	9	10	11
N. Shifting W. & R.	20%	30%	40%	50%	60%	75%	90%	100	100	100	100
D. Slop Pssgs & Direct	30%	45%	60%	75%	90%	100	100	100	100	100	100
D. Mech. Traps	25%	35%	45%	60%	70%	80%	90%	100	100	100	100
R. Mech. Traps	25%	30%	35%	45%	50%	55%	65%	75%	85%	100	100
D. Magic Traps, etc.	15%	20%	25%	30%	35%	40%	45%	50%	60%	70%	80%
Open Locks	20%	25%	30%	40%	45%	50%	60%	70%	80%	90%	100
Identify Mgc	5%	10%	15%	20%	25%	35%	40%	45%	55%	60%	65%
Other		Rep.		Rep	Make	Rep	Make	Rep	Make	Rep	Make
Rep = Repair		Reg		+1	+1	+2	+2	+3	+3	+4	+4
A&W = Armor & Weapons		A&W		A&W	A&W.	A&E	A&W	A&W	A&W	A&W	A&W
					Rd Mgc						

As stated in A&E #12, Dwarves of exceptional abilities: i.e. 18s in Strength, Intelligence, and Wisdom should be able to make 15th level by use of modifiers. The above increases only apply to such dwarves. A Dwarf using Wishes to increase his abilities would have to make a separate Wish for each ability, including fighting.

To fill in the gaps left by not having enough room on the page for all levels:

12th level Detects Magic with 90%, identifies Magic at 70% and can repair +5 Armor and Weapons.

13th level Detects Magic with 100%, identifies Magic at 80% and can make +5 Armor and Weapons.

14th level identifies Magic at 90%, 15th level at 100%.

Identify Magic works on Weapons, Armor, Rings and Miscellaneous Magic usable by Fighters, Thieves or all categories. It will also find out just what kind of magic trap has been laid. Works within 10' of object. DETECT MAGIC simply determines the presence of Magic. Item must be touched.

Dwarves with an IQ of 11-13 add 5% to all abilities

14-16 add 10%

17-18 add 15%

7=8 subtract 5%

5-6 subtract 10%

3-4 subtract 15%

Intelligence can be modified with Wisdom just as with Mages.

Note that a Dwarf needs Mithril in hand to be able to make +4 armor. To make +5 he needs Adamantine. By saying that a Dwarf can make magic arms and armor, I am not saying that the "magic" is really just cunning workmanship. I'm saying that Dwarves gain the magic power to enchant armor.



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11-1-20

"I may run Dwarves this way"

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## HURIN OF THE SEVENTH HELL #1

by Hurin (translated from the Elvish by David Friedman, 8304 Coreyell Place, Los Angeles, CA 90046)

036802 TANT AU GMA

This is for all to look at, consider, use, throw away, or burn, as you see fit. It has not to my knowledge been used in any dungeons yet; if it has, I've just wasted several days re-inventing it. In any event before I judge its worth, I would like to try it out on my own world, Würmwold, but in the meantime if any of you people (?) out there in other universes would like to try it out, be my guess and tell me how it worked out.

This system essentially limits MUs' power to successfully control the forces which they have unleashed, adding a little more danger to such nasty monstrosities as Fireball and Lightning Bolt and others which generally contribute to make fighters mere bodyguards.

Step One: Use the Greyhawk spell system to see the spells your MU knows instead of the Men and Magic method. Cross Index the MU's Intelligence on the left to find out what the minimum and maximum number of spells he knows per level, and to find the MU's % chance to know more than the minimum. Then find out from Men and Magic what spell levels he can use. A first level can know only 1st level spells, a third level can know first and second level spells, a fifth level can know, first, second and third level spells, etc. Then, for all of the spell levels the MU can know, he will definitely know the minimum number of spells, and he cannot know more than the maximum number. For each of the spells above the minimum number the MU tries to learn, he has the percent probability given as "% Chance to Know Any Given Spell" to know it, up to his maximum. (For example: an MU, Fred, has an intelligence of 11. Since he is a first level, he can know only first level spells. His minimum is four and his maximum is six; his %age is 50%. You choose four 1st level spells for him, and on the remaining seven you roll the %ile dice. If you roll a 50 or less on any spell, Fred has it. You keep rolling, until either he has six first level spells, or you have rolled for all seven of the spells that he doesn't have. I am assuming once he has a spell, he can use it as often as he likes. If you use the one-shot-spell system you might want to roll for the same spell several times. When Fred gets to be Third Level, you repeat this procedure for second level spells, etc. So far this increases an MU's power but now we come to the bad news.

Add up all of the spell levels the MU is carrying. In our example above, if Fred has progressed to MU6 and has 6 1st level spells, five 2nd level spells and six 3rd level spells, he would have  $(1 \times 6) + (2 \times 5) + (3 \times 6) = 34$  spell levels. This number is divided by the lowest level MU who can carry those spell levels...a MU6 (which is what Fred is) can carry 1st, 2nd and 3rd level spells; so can a fifth level, but a fourth can only carry 1st and 2nd level spells, so a fifth level is the lowest level who can carry the same spell levels. We divide 34 by 5 and get 6.8. This number is multiplied by 100 giving us 680. To allow for extra expertise gained from practising your spells, for every level your MU is above the minimum level who can carry those spell levels, you add ten to the number you just got. The minimum level MU who can carry Fred's spell levels is a fifth level MU, and Fred is one level above that, so to the total of 680 we add 10, giving us 690. This final number is the Power Controlling Reserve (PCR) of the MU, in this case Fred.



When the MU throws a spell, the spell level is multiplied by ten, and this number is subtracted from the PCR. For example, if Fred threw a 3rd level spell, you would subtract  $3 \times 10 = 30$  from his PCR, giving you 660 remaining. The modified PCR over the original PCR (the MU's PCR before the expedition) is the percent chance of the spell working the way it was intended. In this example, the chance of Fred's spell working would be  $660/990 = 95.65\%$ . Fractions round down, so Fred's spell would have a 95% chance of working the way he intended. This modified PCR, 660, becomes the current PCR, so the next time Fred threw a spell, say, another third level spell, the 30 would be subtracted from the 660, but still divided by the 690. His chance of success would be  $630/690$ , or about 91%.

If perchance the spell did not work the way Fred intended, it could have either just fizzled at his fingertips, or it could have backfired in his face. The chance of the spell backfiring is equal to the spell level times ten: e.g. if the third level spell doesn't work right, there is a 30% chance it will backfire. A fireball would explode at the MU's party, a Lightning Bolt likewise, etc. Incidentally, the MU is not allowed to try to make a saving roll as he is too engrossed in the conjuration of the spell to try to save himself. Also those who save vs. spells take no damage from them (Men and Magic, p. 20, last two lines on the page). *[With the exception of FireBall, Lightning Bolt, etc....or at least that's how most people out here play them.--LG]* Using this system, conjuration time would be one half the spell level in melee rounds, fractions rounded down; unless you use the Eldritch Wizardry melee round breakdown as I do. Therefore a third level spell would take one melee round of conjuration before it would take effect.

There is only one way to regain your PCR points during an expedition: through meditation. For every full turn that you meditate, you regain ten PCR points. But here's the catch: at the beginning of the meditation, the MU must state exactly how many turns he is to meditate. If he is awakened before the number of turns have elapsed, he may die. Subtract the number of turns that he did meditate from the number of turns he said he would meditate and multiply by ten. This is the percent chance that he will die, no saving throw allowed. Thus if the MU says he will meditate 12 turns (to make up 120 PCR points lost) and is awakened after only seven turns, he has a  $(12-7) = 5 \times 10\% = 50\%$  chance of dying on the spot. Even if he doesn't die, he cannot throw any more spells that day for any reason. By the way, it takes an awful lot to awaken an MU in meditation. Ordinary battle sounds will not do the trick. He must be actually shaken, slapped, water-in-the-face, etc. He can't be awakened just by accident. *[Will an arrow in the side or a swordblow do the trick?--LG]*

PS. To Gary Gygax: I hope I understood the Greyhawk spells known/knowable table. My version sounds logical to me, but I could have screwed the whole thing up terribly. If I did, tell me and I'll amend the method. I don't think your Blackmoor Hit Location and Damage tables quite cut the mustard, and most of the people around here agree. But I do think it's salvagable, if a little more thought is put into it. A first level thief or magic user or cleric has a 30% chance of dying being hit by anything no matter how little damage it does. For instance, hitting one of these fellows in the mouth with an unarmored fist has a 100% chance of killing them, because one



point is more than 15% of their possible hit points, which is all that the head can take....talk about a glass jaw! This would never have come up except that I recently ran into two dungeon masters who used the Blackmoor rules verbatim.

DIANA MYERS: Love your saving throw charts. A distinct improvement over the ones in the books.

GENERAL FANDOM: I don't see where players get the wisdom to be able to tell if a spell worked. If someone threw a sleep spell in Würrmwood, a magic using monster or one that was familiar with magic (if it was intelligent) would have a good chance of deciding to fall down and play possum even if it wasn't slept. *[I've noticed that in some universes, a character can know the nature of the spell he has resisted; in others the spell's nature is revealed only if someone fails to save against it. Yours is apparently one of the former type.--LG]* That is, of course, if it realized what was happening and what was being thrown. If a player can fake it, why can't a monster? Mine can.

I think six second melee rounds with ten in a full turn works nicely.

I would like to see some specs for a .44 Magnum, damage-wise.... I think that if you get a fairly good hit on a creature within twenty feet or so, it's pretty much gone, just a matter of how long it takes for it to die. Boom. What about the possibility of some creatures/characters having natural TK powers which they can't consciously control a la Poltergeist phenomena? Might get to be interesting. I use a 12-alignment possibility:

Lawful: Good

Lawful:Neutral

Lawful: Evil

Neutral: Good

Neutral:Neutral

Neutral: Evil

Chaos: Good

Chaos:Neutral

Chaos: Evil

## Surviving: Hungry

## Surviving: Comfortable

## The Surviving: Stuffed

The latter three are varying degrees in animals--and how likely they are to attack the party.

This seems to be about it.

May the light of Elbereth shine upon you.

Note from the Translator, David Friedman:

Hurlin, the last of the Elves on this earth (he's a Noldor), wishes to keep his whereabouts unknown at this time, so all mail to him should be sent through me....I promise you that I will forward it to him. May the light of Elbereth shine upon you.

[illegible]

ERRATA on John Sapienza's "ALBERICH'S RING"

"I just realized I failed to catch two errors left over from terminology used in prior drafts of Alberich's Ring. The sentence that begins 'With combat class and armor class defined...' should have referred to armor grade instead. The same correction should be made on the top line of the combat hit table that follows that sentence; the caption should read 'DEFENDER'S ARMOR GRADE.'"

Contributors are hereby warned that I will in all likelihood type the stencils for their zine the day I get their letter.--LG



## UNIBANK

by Jeremy S. Paulson, 63-60 98th St., Rego Park, NY 11574

My spell-bank project has finally come to fruition. A few of us here in New York (Stephen Tihor, Greg Costikyan, and myself) have hammered out the problems and UNIBANK is now open for business.

As I mentioned in my previous note, UNIBANK is a trans-universal magic item auction system and spell-bank where enterprising researchers can sell their wares. The advantages of a widespread system are two-fold: First, it encourages the development of new spells. Second, it will serve to bind the whole D&D community closer together.

The initial problem in getting it started was equalizing the Gold Piece. Just as Lea Gold and Sean Cleary suggested, we developed a formula which sets a standard of inter-campaign exchange: the shekel.

$$\frac{\text{Value of a +1 sword}}{1000 \text{ shekels}} \times \frac{\text{avg haul/1st level Char.}}{1200 \text{ gold pieces}} \times \frac{34\%}{\text{kill \%/expedition}}$$

= Gold Pieces/Shekel

The advantage of this system is that it forces no one to change his or her world to accomodate some orthodox view of the way to GM.

The outline of our operating procedures follows. Please give me your opinions. (As is stated in the operating procedures, I hope to be producing a monthly zine taking care of the ongoing aspects of running UNIBANK. I hope to have 2-4 pages printed in A&E every month.)

### PROCEDURAL RULES FOR UNIBANK:

1. GM submits the answers to the questions which are plugged into the formula, and the GM's campaign is now in the UNIBANK System.

#### HOW AN AUCTION WORKS:

1. The player who wants to sell an item or spell:
  - a) contacts his GM about the sale
  - b) writes a letter to Unibank notifying us of the offering and his description of the item or spell.
2. The GM of the seller's campaign:
  - a) sends in a sealed envelope containing the true description of the properties of the item
  - b) sends in a verification that the spell up for sale was actually researched.
3. In the next publication of the UNIBANK REPORT in A&E and The Wild Hunt (this being the official publication of UNIBANK), the notice of offering is printed according to the following form:
  - a) for magic items:

Name of item (name of character offering, name of campaign)  
Description of item by player  
Minimum bid price. Last day bids will be accepted.
  - b) for spells:

Name of Spell: (name of character offering, name of campaign)  
Description: level of spell, type (MU or C), effects.  
Cost of Spell.



- c) all spells are sold with the understanding that they are not to be taught to any other character upon pain of repossession of the buyer's soul to the UNIBANK vaults.

- d) All prices are submitted in shekels.

- e) Also in each UNIBANK REPORT is printed the value of the shekel to each affiliated campaign's gold piece.

- f) a Magical item is up for sale for a period of 2-3 months, depending upon the discussion of the board of directors considering the factors of demand, supply and value of the item. Spells are up for sale as long as a period of five months does not pass in which a sale is not made or unless the seller withdraws the spell from the market.

#### 4) Sale:

- a) magic items: when the bid period ends, the highest bidder gets the item.
- b) spells: when a player sends in a statement of willingness to buy.

#### 5. After sale:

- a) At the end of the sale period, notice is made of the sale in the following form:

- magic items:

- Name of Item (character offering, campaign), high bid
  - name of buyer, buyer's campaign

- spells:

- Name of spell: (character offering, campaign), price.

- Buyers: Character's name, campaign. (note: this is repeated with each buyer)

- b) for magic items:

- notice of the sale with price as well as the sealed GM envelope is sent to the buyer's GM.

- notice of the sale with price as well as the player's description is sent to the buyer.

- c) for spells: the same as (b) except the sealed envelope is not sent.

6. All sales are subject to modification or veto by either campaign's Game Master.

7. UNIBANK reserves the right to absorb the difference between the corrected and uncorrected shekel value at the discretion of the Board of Directors or at the request of the campaign's GM.



EARTH'S END #1 -- by Jim Bolton, PO Box 3185, Fullerton, CA 92634  
All views are strictly those of this writer, and he will be held responsible for all statements.

I guess I should make a statement on who I am and what to expect from me:

I am 32 years old and have been playing D&D for about a year. I prefer running my characters (don't we all?) but I do enjoy running my universe. Earth's End has been called a very stingy and deadly universe, but to both of these statements I take offense. First off, all magic is rare. You should not be able to run around and pick up magic here and there and everywhere. Sure it's nice to have some magic items, but not hundreds of them, and I have seen characters who do. Like anything else, if there is too much of it, you don't appreciate it. As a matter of fact, you learn to expect it. D&D is not purely magic; magic is only part of the game.

As for Earth's End being deadly, well, it just isn't. You must think! And if you do there is no reason to die; at least not without a fight. Some people cannot place themselves in the dungeon or wilderness situation. You must do this to enjoy the game...and to stay alive. Sure there are people who go rushing wildly into every room, passageway, crypt, etc. without thinking, but they don't usually star around that long. I think that most people who were in a strange place for the first time would be very cautious and in fear of their lives. Especially after their first encounter with a Balrog or some such beastie. It also bothers me to see people close to dying stay in the battle. I allow the possibility of going berserk in the heat of battle, but name me any person who takes damage that does not feel it. When you are close to dying, you feel it. Why not retreat and let someone a little stronger into the battle. At least the chances of staying alive are pretty good.

Another thing that I have trouble comprehending are monsters so dumb that they just stand there and let themselves get blown away. These are the ones who are guarding those large stashes of treasure. Let's be a little realistic. If they acted that way all the time, they would have been dead long before any party of adventurers found them. I really don't like to just blow away some creature without some kind of fight.

The above statement is my philosophy on D&D. I will continue to spell it out in future issues. I would be interested in hearing comments on just what all of you feel is the main purpose behind D&D, that is, besides having a lot of fun.

I will now lay out the magic system that is being used in Earth's End. I would appreciate comments on it, and I hope that some people out there might even adopt it for their own use.

I believe that a magic-user should combine both intelligence and dexterity in his casting of spells. His intelligence is the basis by which you determine his spell points, and his dexterity determines how long it takes to cast a spell. Also, I believe that the higher the level of the spell, the longer it should take to conjure it up. With this in mind I present the following magic system:



<u>Intelligence of Magic User</u>	<u>Added Bonus for Spell Points*</u>
3-7	2
8-9	3
10-12	4
13-14	5
15-16	6
17	7
1801-50	8
1851-75	9
1876-90	10
1891-99	11
1800	12

\*This bonus is to be multiplied by the level of the magic-user. The figure arrived at is the number of spell points allowed for each day. On wilderness trips, this figure will never be added to. The only way a magic-user may receive more spell points is to have his intelligence creased or to go up in level.

Spell cost is determined by the level of the spell. A first level spell costs one spell point, and an eighth level spell costs eight spell points.

The level of the spell also determines how long it will take to ready the spell. Example: a Magic-User wants to cast a fifth level spell. He starts to ready the spell on the first round of melee. He will be able to cast the spell at the beginning of the sixth round.

The Magic-User's dexterity affects the lengths of time it takes him to ready a spell. The higher his dexterity, the sooner he can cast the spell, and the reverse is also true. Use the following table to determine this.

<u>Dexterity</u>	<u>Pluses and Minuses to Time to Cast Spell</u>
3-4	Plus Two
5-8	Plus One
9-12	Normal
13-16	Minus One
17-1801-50	Minus Two
1851-75	Minus Three
1876-90	Minus Four
1891-99	Minus Five
1800	Minus Six

For the purpose of the use of magic, melee is defined as being during any encounter made with any human or monster type. It is further defined as being when anything is in sight of the magic-user.

Let me give two examples of how this system is used. Say a 2nd level Magic User with an intelligence of 12 and a dexterity of 16 decides to cast a Sleep spell. First of all his spell points are eight (two times bonus factor of four). With his dexterity, he will save one melee round as far as casting the spell goes. On the first round of melee, he begins to cast the spell. He can cast it on the very next melee round. He uses one spell point.



Thus with his dexterity bonus, he can cast a first level spell immediately. If he wants to cast Sleep again, he would start to conjure on the third round of melee and could cast the spell in the fourth round of melee.

Now, say you have a fourth level MU with an intelligence of 17, but with a dexterity of 5. His spell points are 28, and he has to add one melee round to the normal time needed to prepare a spell. Let us assume that he wants to cast a Knock spell. OK. It will cost him two spell points and will take him three melee rounds to prepare the spell.

MUs in Earth's End know all spells for the levels they are capable of knowing, but they must list which spells they are taking with them on any particular trip, unless they are taking their books with them.

This system has been playtested and seems to work rather well. If there are any questions, please write and ask or bring them up in future issues of A&E.

I am planning on attending Orc-Con at Fullerton and also will be going up to DunDraCon II in San Francisco. I have been doing most of my playing at Fullerton, which has an on campus club called Expeditions, Ltd. I enjoy playing there but will be looking forward to the cons, as I would like to go into some new universes. I will especially look forward to San Francisco, as I have heard so much about the universes up there. If anyone would like to have a few new people come into their worlds, please feel free to drop me a line and let me know how to get in touch with you. I know three good players who would more than welcome some new areas to explore.

Oh yes, I would like to know how many people out there are playing closed worlds. I think the idea is very good, but most people I approach on the subject will not even listen. At least with a closed world you can control things a little better.

I don't have many complaints, but all the super higher level people running around kinda get on my nerves. In my opinion, most of them should not be where they are. If they are 20th level or whatever, then why not make them into a Super-God and let them look after things in their world. Nothing gets me more than some person asking me if it's okay to bring his 40th level wizard into my 8th level. I wouldn't know how to play a 40th level wizard. Maybe it comes from too many people being free with gold, experience, etc. Of course the idea of trading gold for experience really gets to me. I will lay out my experience system in a future issue.

I will try to put at least two new monsters into this column each time that I write. I will appreciate any comments on them also. I hope they will be of some use to all of you. A lot of the monsters in Earth's End have their own personalities, which I find very interesting. For example, a party recently opened a door and found a very attractive female vampire sitting on a chest. In Flip Wilson's Geraldine voice, she said, "Hi. My name is Rosey, and I like to kill." the party leader said, "Hi Rosey, and goodbye Rosey." Rosey doesn't seem to make too many friends.



I have had some interesting characters enter Earth's End, and I will be telling you about them in upcoming issues. I wasn't sure I would be doing this sort of thing but when you have characters like a female cleric, named Sister Brothers, who walks into a room full of hell hounds and begins to scratch their bellies and lives to tell about it, well...I just think stories like that should get told. If you would like to see something special or would like to stop doing certain things, please let me know. I am writing this to please and hopefully to tickle a bunny bone now and then, as well as bringing some of my ideas into the open. You might be tired of hearing it, but all comments, good and bad, are welcome by this person. On to some monsters....

**CYNOPARDS:** Alignment: Chaotic Armor Class: Hit Dice: 8<sup>3</sup> Move: 12  
% in Lair: 35% Treasure: 1 # appearing: 1-8  
Attacks: If on hind legs, it gets 4 attacks with its claws, each doing 3-12. If on all six legs, it gets a bite which does 4-40 points damage.

Description: The cynopard is a fairly large creature. Its length from head to its short tail is normally 7.5'. Its fur shines bluish-green, and it is spotted with yellow flecks. It has six feet, which have very sharp claws. It is very swift and noiseless; usually only a 5% chance of hearing it approach. Its head is very terrible looking. It is a carnivore, and its teeth are very sharp. When it bites, it rips and tears the flesh from the victim. It is found almost anywhere except in colder regions. Its favorite haunt is to sit in trees or ledges...and pounce on its intended victim.

**AETERNAE:** Alignment: Chaotic Armor Class: 0 Hit Dice: 6  
Move: 10 % in Lair: 25% Treasure Type: see below  
Number appearing: 1-8

Attacks: It gets six attacks with the bones on its forehead, each doing 1-8 points damage.

Description: The aeternae is about 4' long when fully grown. It is very youthful in appearance. Even older ones look young and vigorous. Their fur is a greyish color, and they have four feet which resemble a dog's feet. Their head is what attracts most people's attention. They have a face that looks very kind and gentle, but on their foreheads they have six saw-edged bones which somewhat look like swords. They attack with these and usually go after only one victim. These bones will always pierce a shield and any kind of armor. Because of this, they get a +4 on each hit with each bone. They are very intelligent creatures and will always run when they feel they are close to dying. They generally run in packs and love to get their victims surrounded. Their treasure is made up of nothing but shields. They are found in all areas of the world.

That will be all for this issue, and I hope I have added a little something to your game by this column. I will be looking forward to your comments, and I hope I have a long running column in A&E. One more thing: God bless Lee Gold.



#### HOOF AND MOUTH #4

#### THE TRANS-SPATIAL ANARCHY STRIKES AGAIN!

perpetrated by Cary Martin and being broadcast from 11926 1/4 Magnolia Blvd., No. Hollywood, CA 91607. Stray travelers should ask for "The Weirdo What Lives in the Tower.")

This month is mostly corrections to last month, along with comments on A&E #16 and #17. So without further ramblings:

Vampire Corrections: They are immune to all but magic and silver. They use MU experience points. They may use any weapons.

#### Samurai Revisions

Blows/Melee should read:

##### Level

1 1/1

2 1/1

3 1/1

4 1/1

5 2/1

6 2/1

7 2/1

8 2/1

9 3/1

10 3/1

11 3/1

12 3/1

From levels 1-- , samurai may use bows, thrown spears and javelins. (This is during the time they are serving as a soldier for a daimyo.) No crossbows.

A Chaotic or Chaotic-leaving Neutral Samurai (Ronin or masterless Samurai usually became bandits) will sometimes tolerate a ninja's presence.

Samurai may rise indefinitely (at Ranger EP) but all additive bonuses stabilize at 12th level (+4/strike, -4 AC, 3/1 blows). Hit Dice: at 13th level, they get 11, at 14th they get 11+1, at 15th they get 11+2, etc. Greyhawk HD system: D6 to 9th level, then +1.5 HP thereafter.

Samurai may use all weapons (except where noted). Samurai fight two levels lower with non-samurai sword. (Example: S5 uses a broadsword. He loses +2/strike, -2 AC, and fights as a F3. Note: a 1st level Samurai fights as a F1 when using a broadsword, not as a Fighter -1.

#### Comments on A&E #16

Bill Seligman: Nice work on "Who Mourns..."

Charlie Luce: Full sized Pernese Dragons would fit in the Multiverse easily. They breathe flame if you give them firestone, have a telepathic link with their rider and can teleport (with a low/high page chance). But they're big and won't knowingly harm a human.

Nicolai Shapero: The DM better be able to tell me why the lair of a MAII is inaccessible, or it's amulet time.

Glenn Blacow: You're getting childish again. If you recall, Valerian space axes were used by anyone that could get one. And any high-strength/high dexterity character could wear the armor, if previously stated as coming from a high-gravity world like a Pyran.



Blacow (continued): Re the "turkey": what is the character's IQ/Wisdom? He may actually play his character by his characteristics? About those 73 Myrmidons, etc.: I was the other player on that. We had a major advantage in that leaving the road and going out onto the desert was not a good idea. Something about being absorbed or some such (Mark? Do you recall?) Therefore we could not be flanked or surrounded.

Of my five characters, Konn-Wolfslayer, 9thF (at the time) and the first character with Permanent Giant Strength in LA died after the fight when he picked up an interesting looking sword. Powie! A 9thC (at the time) died before the fight, killed by a Finger of Death. Korl-Bearkiller 5th FY (at the time) died in melee. Isa-Fjordstrider/7th Ranger (& were-saber tooth tiger, though not by my choice) argued with one of the 18th level vampires and died a 3rd level Ranger. Morquant 8thMU (at the time) stepped on a booby trap after the fight and almost bought the farm.

Robert J. Clifford: Taking away the choice of race removes a good part of the fun of creating a character.

Martin Easterbrook: Aren't there any clerics that have risen above 7th level in your area?

Stewart Levin: Actually, a major is about 9th level. I'd put a USMC Sergeant at 5th, the same as an Army Staff Sergeant.

Diana Myers: I like your saving throw tables and will be incorporating them into Castle Anthrax soon. Also Ethannan of the Green Silences is waiting with baited breath [*normally people wait with "bated breath" but in D&D one never knows.--LG*] for Witch World to open.

Steve McIntosh: Put me down for a copy of the SIMULATIONIST. The Conan rule is good, but I disagree on Elves and Dwarves. Nowhere did I ever read that Elves were that strong. Just the opposite in some cases (The Broken Sword).

Ken Pick: Now I'm usually the last person to rant about balance --but, WA THIRD LEVEL PALADIN WITH A VORPAL BLADE AND A ROD OF LORDLY MIGHT? YEESH! I believe that makes my point. Ranting aside, when do y'all get together? I'd be interested in playing in your dungeons/overlands with some of my assorted (137 at last count) weirdos.

#### Comments on A&E #17

Glenn Blacow: Those clerics of Diana are well put together (the stats, that is). Your idea for player vs. player has been done out here in Sam Konkin's Terra Supra. Try a 7 (real time) hour melee--between two chaotic wizards from UCLA and two Paladins (11th Lord with a Holy Sword and 5th Fighter). The Wizards were within 1" of the sword and the Paladins were in plate (kept getting knocked down, you see).

Coming next month (or breathing hard anyway):

Templars (revision)

Ninja (watch out for flying shiruken, Glenn!)

New Combat System (maybe)

New Psionic System (if my Luckstone works)

The door is this way, and do watch out for the quicksand, eh what?



I WAS AN ORC IN THE NAZI HIGH COMMAND #3  
by Peter Francis John Lesran Cerrato

Hello again. I didn't get the response I expected from IWAOTNHC #2, but hope to get a better one from this issue.

#16

Lee: If you are using Tolkien's Orcs and Elves, their lifespan should be infinite. An Elf's physical maturity is the same as a human's but the mental is much longer. For Orcs, it depends on how you think they breed. Tolkien never mentions female orcs, and THE GUIDE TO MIDDLE EARTH says Orcs may have been spawned. If you think they reproduce, have them mature as Elves. I feel they are bred from some sort of semi-intelligent animals (or monsters) and then instilled with rudimentary intelligence. (This of course applies only to Tolkien-like Orcs; in other universes, it may differ. Comments?)

Jeremy S. Paulson: Spell banks are another example of people thinking along the same lines. It's a good idea even if it is only used on a one-world basis with MUs contributing spells and getting to use spells others put in. Do you have a dungeon or campaign? I'm dying to play in a full-fledged world.

Hartley Patterson: Right- and left handed is a great idea; I'll integrate it into my combat system. I like the way you set it up. Magic bicycle is a really imaginative idea, the sort everyone wishes they had.

Charlie Luce: Weapon skills are the basis of my combat system. Instead of experience levels, there are skill levels, one for each kind of activity. To replace life energy levels, undead and the like will drain constitution points. Comments?

Oh no, in IWAOTNHC #2:5, I commented to Charlie Luce on Magic Absorbers instead of to NICOLAI & HAPERO! Sorry, sorry, sorry! Comes from reading too fast and having two 'zines on the same color paper. Sorry again!

#17

Lee: I recently got WARLOCK. Although I probably won't use the magic system, the combat system is excellent and will be the basis for mine. It does seem to be a little vague on some things like the armor classes for monsters. It would be unreasonable to make AC2 the same as plate and shield, because a monster would have more mobility. What do you use? Others use?

For D&D combat, monsters in armor can be a problem. How about reducing the monster's AC by the amount it is better than AC9. Example: an Orc (AC6) in plate (AC3) would be AC0. For Warlock, use the appropriate column for the type of armor it is wearing, then add one to its level (-3% from the to hit number) for each AC it is below 9. How's that?

Samuel Konkin: When I get my campaign started, I will use the Law/Chaos/Good/Evil system. Alignment will not be a strict thing but a way to typify the actions of a character. A person will not have a set alignment that he must stick to. Only I will know what a character's alignment is at any given time, though of course the player will have a general idea of what it is. Monsters' reactions will be based on the character's appearance and actions. Anything else that you can think of that fits this basis would be appreciated.

Steve McIntosh: Twits and Hokus are superb and excellently done. It would be a real challenge to run a twit, but it is good if you rolled a character with really low attributes.



Howard Mahler: I am a subscriber to the Gazette; it's an excellent 'zine. I'm waiting to see how you do magic in your world. I agree about the players' decisions making a difference. The way I see it, you can either run your character based on his intelligence or using your own. If you play your character based on your intelligence, why have intelligence as a characteristic. That's why I don't use Intelligence as a Characteristic, but instead Power is the MU prime requisite. I have also replaced Widdom with Faith for Clerics, which fits in well with your Clerical system. This way your character takes on part of your personality and learns as you learn from going on more and more expeditions. *[What about new characters you start after playing a few years?--LG]* I would like to know what you think about this.

Cary Martin: Vampire as a player class is great. How would you feel about this modification: the vampire must drain a number of levels equal to his own level each day, instead of just two a day. How many experience points/level? Fighter?

Earl Baker: The experience point system is well thought out and sounds very reasonable, if you run EP as it is done in D&D. If armor class is a variable, then maybe magic armor should reduce the experience too. Maybe add 1 to the level for each plus. And magic weapons should also reduce it, one to a level also. How's that?

Sean Cleary: No, I haven't see what Slimak has done with the magic system. I only have TWH #9. Maybe you could give me a brief description of it. Please.

#### GENERAL COMMENTS

My brother is running a were-bear in a local dungeon. He would like to know if anyone has a set of were-changing plate mail they are willing to sell. Please?

Does anyone know when/where BOSKONE will be?

Does anyone in the NYC or Long Island area run a campaign he is willing to have a novice play in?

NYC D&Ders: is the Battleground near the Bowery or Eighth Ave.? When are people usually there to play D&D? Does the Battleground have a catalogue? When are its hours? Does anybody out there go to The Compleat Strategist often? Maybe I could meet someone there. How about it?

Is anyone out there in the Lords of Valatia PBM campaign? I know there are over a thousand players, but I have been waiting for the second move for at least three months. Anybody know what's happening?

I recently got some fantasy figures from Der Kriegsspieler and Mini-Figs. Does anyone have any recommendations about how to paint them? Anyone know when Mini-Figs will come out with their D&D line? And does anyone have any recommendations for other fantasy figures? Thanks a lot for helping me get started.

#### On Silver and Lycanthropes

Why do only silver weapons of all non-magical weapons affect weres? Well perhaps it's because they disrupt the DNA that allows weres to regenerate wounds almost instantaneously, not because silver is "anti-magic." There are other elements that could work this way: gold, copper, chromium, molybdenum, niobium, lithium, sodium potassium, rubidium, cesium, not to mention the synthetic or man-made elements: technetium and francium. Why do they work? Because of their chemical properties. If you look at Mendeleyev's chart of the elements, you'll see that gold, silver and copper are all in the same column (of # of electrons in their outer orbit). The other elements



are similar in make-up. Of course these weapons will only work if there is penetration. Therefore, a silver mace won't do the trick. Comments?

### Movement in D&D

The movement speeds should be constant whether you are in the dungeon or the wilderness. You may not be able to use your top speed in certain places, but that is another question. Let us have a constant when we talk about speeds. Instead of using the numbers in inches which means little unless you are using miniatures, my speeds will be giving in feet/minute (fpm). To convert fpm to mph, divide by 88; to go from mph to fpm, multiply by 88.

Now what we need is a consensus on the speeds of the monsters. Also we need to decide what the base distance for this speed will be. I suggest 300' be used. Finally you need to determine the endurance factor: i.e., how many miles can a being travel before its average speed is cut in half. For humans, it is somewhere between two and three miles. Someday I'll work out all the tables for this movement system (maybe with dexterity, constitution and strength factors) but now, on to bigger and better things....

### MAGIC SYSTEM

Since all the details aren't worked out yet and probably won't be for quite a while, here's a brief description of how my system's spells would relate to those in Greyhawk. My system is based on mental abilities (or "spells"). There are three categories of abilities: mind over mind, mind over matter (telekinesis) and miscellaneous. Many D&D spells could be done using either mind over mind or mind over matter.

Phantasmal: using mind over mind, it would be putting the image of something in someone's mind. He would have a saving throw based on the level of the MU and the Powers of both MU and victim. If the victim were a MU, his level would count too. A failed saving throw would mean total belief including damage. Damage would be mental, and no wounds would appear. Using mind over matter to do Phantasmal would mean telekinescing photons of light to form the image you desire. There would be no saving throw (except based on the level of MU for how well it was done) but no magic could be done.

Read Magic and Read Languages: as a mental ability, this could only be used on writing which had been mentally set: i.e. made by a MU who put his thoughts into the paper with a spell. As a learned ability it is just reading a language you already know. If you try to use it to read a language you don't know that wasn't written by a MU, it would be a high level spell, because you would have to pick up the thoughts of the person who wrote it, which are in the paper, but only faintly because he did not use a spell to affix his thoughts on the paper.

Charm Person: This would be taking over a being's mind, almost like a remote hypnosis. The level of the MU (when I say level, I mean the ability the MU has with that category) would dictate the amount of control he had over the victim. If the saving throw were made (same criteria as the mental phantasm), the MU would have a mental shock from the rejection of his attempt to control the person. This would apply to most mental spells.

Fireball: this is an extremely high level spell and involves telekinescing oxygen to such a high speed and raising its temperature so it will explode. Unlike the D&D spell, the area could be varied for the explosion, but there is a limit to the size based on the MU's level of ability. (This applies to most spells: the effects can be controlled.)



Wishes are not MU spells. They are Clerical and are a form of divine intervention.

Polymorphs: the Polymorph Self spell does not exist, and the others are of the highest level of spells, involving the transformation of elements and the rearrangement of molecules. If weight change is involved, it is an even higher level spell. To reduce the weight is a slightly higher level yet, but to increase the weight involves tremendous amounts of energy, because of the creation of matter (ye olde  $E=mc^2$ ) and is an almost impossible spell.

Some spells are not a part of my system (for new spells and changing the levels of old ones). For Locate Objects, you need either the object and then you can find who it belongs to--or if you have the object's owner, you can find what belongs to him. Web, Water Breathing, Conjure Elemental, Wall of Stone/Iron, Contact Higher Plane, Cloudkill, Growth, Monster Summoning, Invisible Stalker, Legend Lore becomes a search through ancient books and the like. Simulacrum, Gate and many of the others change in how they would work.

An excellent book to read on this is REAL MAGIC. I can't remember who mentioned this, but it was someone from Berkeley who was in the Society for Creative Anachronism. Comments?

#### COMBAT SYSTEM

Instead of rolling just one number to see if you have hit and done damage, there are two numbers to roll. The first will tell you whether you have hit the enemy. It takes into account adjusted dexterity, weapon skill (level) for the attacker, and adjusted dexterity and the possibility of a duck/parry for the defender. Combined with this is a table that tells where you have hit, which takes into account where you are aiming. Then if you hit, each area of the body has a different chance for a critical hit. Next damage is calculated. A damage or penetration factor is figured based on weapon type and strength and armor of the defender. I know this sounds like a lot, but there are only three rolls, no more than D&D if you are using critical hits. It makes combat a lot more realistic while keeping it simple. Comments anyone?

#### Miscellaneous Garbage:

Has anyone heard from the Judges Guild advertized in the Dragon #3? I have been waiting three months.

That quest I wrote up last issue hasn't been finished yet, but I hope to do so in the near future. I will take the advice some of you gave on how to balance it out, and I also have some goodies of my own. \*snicker\*

This weekend I got a chance to take three characters down in Bill Morrison's dungeon. It was a great experience. One interesting/funny/say thing happened. Eladril, an Elven MU/F/T who was a very outgoing and curious person happened to meet up with a 16th level MU. He addressed the MU "And who might you be?" in respectful tones. Well, the MU became so mad at his improper manners that he gave the leader of our party a ring of protection against twits and turkeys and then proceeded to turn Eladril into a turkey. All this was at the prompting of the leader. Well, I guess that is what happens when you keep in personality. Some other goodies were: a solid mithril ceiling 50' x 25' which we had no way of removing...and some U235 stashed in a wall which was useless but interesting. All in all, I had a lot of fun!



I think I have time and room for one of my brother's monsters:

#### **PENULTRILIUM GOLEM:**

Penultrilium is a unique substance. Its normal temperature is 500°F. It stays solid at this temperature because of its special magnetic properties. The Golem has control over the magnetism, and he can reshape his body by allowing the penultrilium to flow out and then stopping it again. Under the magnetism, the penultrilium is so hard that the golem is AC -8 without any dexterity bonuses. He has 150 hit points, and his strength is 18<sup>200</sup> or about 40. As a golem, he is immune to mental spells, and Fire Balls serve to cure any damage he has taken. If he saves vs. lightning bolts, they are deflected by his magnetism. Otherwise he takes full damage. He saves as a 33rd level Fighter, and he regains 54 hit points cure each melee round due to the properties of penultrilium. He is extremely intelligence and usually uses weapons and carries magic items. His dexterity is 18° due to the high strength to weight ratio. Give him all the bonuses for his high strength and dexterity. Anything that can be implied from the above, use! (like heat damage, etc.) You must understand that this was just done for fun, so don't take it too seriously.

That's all for this issue, folks.

Glenn: because of a money shortage, I won't be contributing to The Wild Hunt, but I hope to in the near future.

MAY YOUR FLAMING SWORD NEVER FLICKER!  
MAY YOU ALWAYS MAKE YOUR SAVING THROW!  
FANTASY FOREVER AND LONG LIVE D&D!

#### **CONVENTIONS OF INTEREST TO A&E READERS**

January 28-30, WARCON 3. Tournaments in D&D, Kingmaker, Stellar Conquest, miniatures, etc. \$1 now; \$2 at door. sponsored by Texas A&E Warpames Soc'y. write Keith Gross, Box 8199, College STn., TX 77844.

February 4-6, at 619 Stolp Ave., Syracuse, NY 13207. SF Con with Stellar Conquest & D&D Tournaments. Guest is Gordy Dickson. Games scheduled 24 hours/day. \$6 now. Hotel Syracuse charges \$26 for dbl.

February 18-20, BOSKONE 14, at the Sheraton-Boston. For info, write NESFA, Box 4, MIT Branch PO, Cambridge, MA 02139. \$5 now; \$8 at the door. SF Convention with lots of informally scheduled D&Ding.

February 19-21, DUN DRA CON II, at the San Francisco Airport Hilton Inn. \$6 now; at the door \$7.50. Hotel rooms are \$31/double. For info write DUNDRACON II, 386 Alcatraz Ave., Oakland, CA 94618. D&D but also Star Probe, Stellar Conquest, Sorcerer, and White Bear and Red Moon.

March 18-19, MiniFig Collectors of America convention. Write John Desmond, 873 No. 24th St., Philadelphia, PA 19130 for details.



I WAS AN EIGHT-SIDED DIE FOR NAVAL INTELLIGENT - or  
How I commanded the 3045th Polish Airborne Armoured Messkit Repair  
and Combat Resupply Battallion against the Bolivian Devil-men along  
the Gaghes between the years 1923 and 1974  
--by Charles McGrew, 919 W. Johnson St., Raleigh NC 27605

#### Comments

Stewart Levin: There was no insult intended in A&E #15; why  
are you always picking fights anyway?

Lee: I think your age table is OK, but perhaps you might add  
the following due to lower life expectancy in the middle ages period  
of D&D (sanitations conditions, lack of nutrition, etc.)

	<u>% of dying/year</u>	<u>Sge</u>	<u>% of dying/year</u>
35-40	5%	51-55	30%
41-43	10%	56-60	40%
44-46	15%	61-65	50%
47-50	20%	66+	55%

This is for standing living conditions. Sages, mages and  
other important people who would eat more sanitary food and live in  
better conditions: subtract 5-10% from these. This is over and  
above major plagues and pestilences! (the life expectancy for a  
person by this table is about 50 years.)

Bill Seligman: TSR INCORPORATED?! Actually it was rather good.

Charlie Luce: Your table is OK if you assume that a FM is a  
stable boy who decides it's time to liven up his life. Some people  
play that a guilt-type organization trains young lads in the weapons  
of war. However, your table is most useful.

One should be able to learn languages if one takes the time.  
Lots of time along with a lot of intelligence and a very good teacher.  
Charlie, you aren't boring. How could anyone with a name like  
Charlie be anything but brilliant?

Steven Perrin: Very fine essays

Bill Bleuel: Huzzah! Somebody else reads Vampirella.  
Dhampirs instead of turning to bats turn into white eagles.

Lew Wolkoff: I knew if I put out the first line of "Frodo  
Baggins," one of you maniacs out there would finish it. Congratula-  
tions. CIA #4 ideazine was pretty unreadable.

Errata: in the EN GARDE description, I tore a bauble off my  
coat with the thought of saying the Marquis' daughter had dropped  
something from her necklace.

Errata Again: POTION OF GREAT MADNESS: Duration can be  
limited (the level bonus passing with the madness) or unlimited.  
That's a quick way to off an unpleasant player. A 15th level with  
a +1 Sword against an Iron Golem is pretty much outta luck.

WRG in D&D: I will not go to clerical spells in WRG (Wargaming  
Research Group) Rules with D&D, since it's pretty easy to convert.



On to the monsters. Most of this is straight out of WRG, fourth edition:

ELVES: 10 points each, can be light infantry archers, light medium or heavy infantry spearmen.

--or 20 points each as heavy cavalry with lance or javalain.

Elves' shooting random factor is always plus because they have a semi-magical ability as do some wargamers to warp probability. They can add plus or minus 1 to own reaction totals.

DWARVES: 10 points each, are armed mainly with double-handed axes and act as heavy infantry. If Elves oppose Dwarves, the Dwarves will charge any Elves within charge reach out of control.

ORCS (and GOBLINS): 5 points each, count as fanatic, shieldless light medium infantry "E" type archers with horse bows. If mounted as light cavalry on Wargs, they cost 10 points and the enemy reacts to turn as "Hostile Huns."

TROLLS: 25 points, count as "D" Class barbarians for reaction, move as heavy infantry, defend as Supr-heavy Cavalry, attack as having two-handed axes.

GAINTS: 50 points, each figure counts as a separate unit, D class barbarians in reaction tests. Defend as heavy infantry, move as medium infantry and attack as five double-handed axmen. They can toss boulders 100 paces and firing as three crossbow figures, tactical factor as a small catapult.

ENTS: 25 points, move as Light Medium Infantry, defend as Super Heavy Cavalry, attack as two-handed axmen. React as D Barbarians whenever ax bearers of any alignment come within a charge move of them, adding two to the die. If those troops are chaotic, add 3, i.e. Chaotic axe-bearers = axbearer = +2, chaotic +1 = +3.

BASILISK: 10 points, moves as heavy infantry, defends and attacks as a Super Heavy Cavalryman, can keep one hostile figure turned to stone as long as it looks at it (and doesn't move).

DRAGON (Red Dragons): 100 points. Dragons are a little thick up top and will stick to their first order until they forget it. (25% each turn)...and must then take a "No Orders" reaction test. Changes in orders irritate them and they will not only obey the new order but will eat the messenger. Being interested in gold and having heard that Elves have pots of it concealed at the end of the rainbow, they will always go out of control and charge any in reach.

They are also inordinately fond of elephants, even those on their own side, and will attack and kill any that come within 100 paces. They will then take one period to eat an elephant, then snooze for two periods, not waking even if attacked. They count as D type Barbarians for reaction, and each dragon functions as a unit. They move and fight on the ground as 5 Kontas-armed Super Heavy Cavalry. They can fly 200 paces a turn but must land before melee. They may flame from the ground and air with a range of 40 paces, counting as five fire-javelain hurlers. They have the same effect on elephants as elephants have on horses.

These are just sketchy guidelines to go by for other creatures, but it shouldn't be difficult. Just remember each figure (except for some fantasy figures) represents 20 individuals.



Some Thoughts: Magic Users are truly devastating on the battlefield against normal opponents. Indeed a single MU in a test game destroyed a full third of a unit of dwarves (200 sons of the mountain) in a turn. Thankfully the MU was busy afterward with another MU and the two succeeded in blowing each other up.

Talismans are a must in this form of combat. It ain't no fun to watch your favorite unit shot to pieces by a MU.

How to fight the guy with the pointed hat and pointed stick:  
It may be necessary in the course of the game to attack a Wizard directly. To do this a light cavalry bow unit is best. When under fire, a MU cannot throw spells, and if a unit moves to protect the MU, it will block his line of sight and the MU cannot cast spells. A light cavalry unit is desirable, because it can get into bow-range fastest.

#### More Comments:

Hartley Patterson: good to hear from across the waves. You tell a fine adventure tale.

Mark Swanson: At Capcon, the Raleigh Modeling/Wargaming Con, we had a marathon D&D run (supposedly for novices, but we didn't have none) with about eight characters. Casualties were high but reinforcements were plentiful. The finale consisted of myself and six others. After a quick internal melee, this changed into me and three others (a problem about who was leader; we didn't kill 'em, they just bitched at us and ran a-ay).

We ran into a large succession of monsters after which I was the sole survivor (by dropping my pack, swords, money and being hotly pursued by Wargs).

This was run by Steve Walburn, Jim Hagar and Wes Ives. The umpire can if he plays it straight make the actions of monsters randomly hostile (i.e. who will they attack; Wes in particular has done lots of work on this). The point is the DM isn't the enemy; the monsters are. As long as the monsters are run intelligently and NOT attacking particular people or using knowledge they wouldn't have (like who is wounded, etc.), it was okay.

Bill Seligman: Snuf Star Trek already! Did you catch NBC Saturday night's December 25th show? The Star Trek spoof with Chevy Chase as Spock?! Great!

Earl W. Baker: Fine EP System. Your presentation especially well done. Congratulations on a great idea.

Samuel Edward Konkin III: Not ILLUMINATUS again!?

Glenn Blacow: Please (and this goes for everybody) when you comment, say something to tell the commentee what you're commenting on! I spent 20" searching my room for A&E #16 to find out what "useful summary" I did. I wrote that thing two months ago and my mind weakens in my old age. Thank you anyhow.

Holmes & Holmes: Great tale. You write & illo well. Keep it up.

PS: For a while rumors hereabouts abounded that Steve Walborn was putting together a Lovecraft dungeon. The general feeling that we'd all die but boy wouldn't it be interesting. Alas, it was NOT true.



# CHRONICLES OF DIMWELT

by R. Steven Brown 113 State St. Lexington, Ky. 40503

Most D&D campaigns seemed to have overlooked one of the more interesting adventure options available: city adventures. I like to run mine best with low level thieves, bards, and fighting men, but have also had pretty good success with MU and clerics too. Any of you having ever read the Fafhrd and the Grey Mouser tales by Lieber will understand some of the great gaming situations available. (I was quite disappointed when I learned that the Lankmar game didn't cover city adventures.) Usually, a large city is preferable, but I suppose more detail could be given to the contents of a smaller one. Anyway, the characters are free to pursue several courses of action once in a city. Thieves can join the Thieves' Guild or else operate on their own (don't get caught by the Guild -- they make the City Guard look nice!!). Lawful fighting men might seek employment with the City Guard (assuming the city is lawful or neutral), or else seek private employment. All fighting men seek to be sponsored to fight in the Arena, but neutral or chaotic FM might also seek employment in the Robbers' Guild (aka The Organization), or the rival Slayers' Guild. A Bard would most likely seek out the Bards' Guild, where he would hope to find employment via a referral. A good bard can do quite well if he sets his audience up properly -- a lot of player ingenuity comes into play here. Magic-users can attempt to dole out a living selling love potions and the like, or maybe use such harmless activity as a front for some better intrigues -- preferably in the Court. Clerics usually go to a temple (and can thus make a great liason for other players, especially FM going into arenas), or preach their religion on the Street of the Gods, hoping to rake in a few coins. Other character types, such as assassins, fit in very nicely.

The city in which I conduct city adventures is Behad, which vaguely resembles Byzantium, insofar as it is a crossroads for different groups. I have it mapped out only in rough form, with the locations of the most important places noted (Guard's barracks, Guild HQs, the Grand Vizier's palace, etc.). The city is divided into three main sections, or quarters. These consist of the Unskilled, Skilled, and Wealthy sections. Naturally, opportunities for striking it rich are best in the rich section, but access to this area is restricted and there are lots of (high level) guards about. On the other hand, opportunities in the unskilled section are far and few between, but are relatively easy to pull off. As a guideline, I offer the following table:

## Pickpocketing Results

DR	Unskilled Section	Skilled Section	Wealthy Section
01-20	2D6 Copper	3D6 copper	4D6 silver
21-40	D6 silver	2D6 silver	D6 gold
41-60	2D6 silver	4D6 silver	3D6 gold
61-80	4D6 silver	D6 gold	D10 mithril
81-90	D6 gold	3D6 gold	D6 gems
91-98	2D6 gold	D4 gems/mithril	D4 jewelry
99	1 gem	D6 gems	magic
00	D6 gems	D4 jewelry	magic + D4 gems

Since I have players rated for Luxury (a criterion by which is judged how much of their treasure they'll blow, and how willing they are to work), I use that to determine how long they will stay in a market place during the day, and thus how many attempts a thief will get to pickpocket. Thieves also like to team up with fighting men occasionally in order to pull off a robbery. These are usually held at night, past the curfew, when nobody is out but the City Guard. Plenty of opportunities for close calls and escapes present themselves. In one adventure that comes to mind, two thieves climbed



a wall to escape (actually it was the side of a building), leaving the FM behind. But even if you're captured all hope is not lost, since you can always promise the sergeant in command some juicy deal, or else bribe him on the spot should he be so careless as to neglect confiscating your purse in the first case! Even if you find yourself in the local jail, you can always get someone to pay the fine before they cut off a hand. If all else fails, maybe you can tunnel down into the catacombs that lace the underground of the city. /// Sometimes a thief might sit about the guildroom, waiting for a job to appear. In one case one of my character thieves was awarded a large chunk of loot when the higher level thieves who hired him out for a pittance to be a watch all failed to unlock the last door into a richman's home safe, and he could open it.

Bards can have a blast getting hired out to perform in taverns, etc. Once there, they can attempt to charm, and if they feel bold enough, put a suggestion on a member of the audience (usually these are deftly worded into the lyrics of a song, so as not to be overly blatant). One bard successfully suggested to a fairly wealthy landowner that the bard was his nephew who was going to watch after his house while the man went on a trip out of the city. He cleared out the guy's house (with the aid of Mikko the Red-Handed, ace fence) in a couple of days, netting about 5000 GP (which got him out of a lot of trouble later) and an experience level. /// Bards can also get involved in the best parts of city adventures, the Court Intrigues. These involve a lot of thought and planning on the FM's part, but can really be worth it. This particular bard got a call to perform at a lesser minister's home, but found out during the course of the evening that the minister was really a spy from another city who wanted to set this bard up as an information source with some of the higher officials. Since the bard could obtain access to higher society this way he accepted. The deal worked out very interestingly later.

Fighting men like to try to get into the arena. The way I have the arena set up is that combats are to the death, but are between men/creatures of approximately equal potential. Low-level characters usually group together to fight some monster or group of monsters. The characters usually represent one of the temples (which is often where clerics enter in), which are constantly struggling for power. In this city I use the EPT temples, lined up across the street from each other. Sometimes, though, a character is sponsored by a "lady" or some other person, for reasons of their own. The sponsor usually puts up the entrance fee, and offers a purse if the player wins. The player can also augment his income by getting his cronies to place bets in the audience (usually at favorable odds). If he fights a human, he can also claim the weapons and armor of the defeated adversary. Anything goes in the arena, provided that any item taken into the arena is checked by officials first. Of course, items can be (and are) secreted away, but if the crowd (who places their bets based on information about the equipment you carry) ever finds out that a FM fudged on his equipment . . . well, you know about the angry villager rule. /// Another fun item that groups usually pull is what I call the street hype. Here the players can really show their inventiveness. One group of first levels I had used to set up their best fighting man as a bumbling dolt who would pick a fight with some dude. They would then try to fix the fight using spells (cast as inconspicuously as possible, of course) and bet heavily on their man to win. Since he usually had heavy odds against him (since he had been faking drunkenness or whatever) they could clean up, providing they didn't get caught at it. Usually the group thief would be circulating around, picking pockets.

Last issue I promised to have a few goodies from the armory, namely magic armor. Lest anyone get the impression from this and from all the relics in last issue that my dimension is packed with magic, let me say that there are currently no relics in play and none of the following armor, except a suit of +2 leather and a suit of +2 chain mail.



## MAGIC ARMOR

There is a percentage chance that magic armor will be an extraordinary type. For +1 armor the chance is 1%, for +2, 5%, for +3, 10%, and for +4 and higher, 15%. Additionally, anytime magic armor is rolled for there is a 25% chance it will be chain mail or a 10% chance it will be leather. If it is not already obvious, the armor is treated as the normal type and then the plusses are added. Chain mail, then, is AC5, so that Chain +3 would be AC2. If the character had a normal shield, he would be AC 1, and would, incidentally, only be carrying the weight of chain mail and a shield. If the armor turns out to be extraordinary consult the following table:

01-10	Armor always saves vs lightening (not the wearer)
11-20	Armor has a first level light spell usable by anyone wearing the armor, once for each level of wearer per day
21-30	Armor always saves vs fire (not the wearer)
31-40	Armor is additionally +1 vs missiles (normal only)
41-45	ditto +2 ditto
46-50	Armor adds +1 to dexterity while worn
51-55	Armor makes wearer +3 on saving DR vs stone
56-60	Armor makes wearer +2 on all saving DRs involving physical injury
61-65	Armor makes bearer invulnerable to normal orcs, goblins, and kobolds
66-70	Cursed: Any dagger hit from a MU will kill wearer
71-75	Armor weighs only as much as a shield
76-80	No dexterity penalty when wearing this armor. (i.e., wearer fights as if he had no armor on -- see EW)
81-85	Wearer surprised only 1 in 10
86-90	Wearer makes no noise during movement
91-95	Wearer never fatigues
96-98	Armor makes wearer invulnerable to non-magical or poison attacks from up to and including 4 HD enemies
99	Roll twice, ignoring 99 and 00
00	Roll thrice, ignoring 99 and 00

Have fun with those!

**EQUIPMENT DAMAGE** -- D&D Vol III suggests for the sake of simplicity that it be assumed armor and weapons take no damage except possibly in certain magical attacks. However, nothing makes a player think more about frivolous combat, than the knowledge that he might lose that special weapon or helm or shield. After all, armor and weapons can only take so much punishment before they either wear out or break. In the following system, items can take a certain amount of hits before they wear out, and in the case of weapons there is a chance that the shock of combat will break the weapon. In this system damage is only taken in the defense, and only if the character himself does not take the damage. Therefore, a player or his equipment will take damage each round unless he dodges. In the table below, it can be seen that if an enemy attacks our Hero and rolls a 1, he will dent our Hero's helmet. However, if our hero has no helmet he does not take damage as you might suspect (after all the stupid orc rolled a 1!) but instead the next higher category takes the damage, namely the weapon. If our hero has dropped his weapon, then the blow goes against his shield. If he has no shield or armor, then he has dodged the blow. In cases where a DR of 11 is a hit on the character, ignore the table, since as I stated earlier, either the character or the equipment takes damage, not both. If an 11 would be a miss, however, the helm has been hit. If there is no



helm, proceed as before. REMEMBER: you only consult the table if the enemy missed the character.

# EQUIPMENT DAMAGE TABLE

DR	
1	Helm (or other piece of equipment-optional)
2	Weapon
3	Shield
4-5	Armor
6-10	Dodge (i.e., no hit at all, nothing happens)
11	Helm
12	Weapon
13	Shield
14-15	Armor
16-20	Dodge

The following table explains how many hits items can take (I leave it to the DM whether or not they can be repaired), and the percentage chance that a weapon will break (consult anytime a weapon takes a hit).

HELMS	Hits	Cost	Weight	WEAPONS	%Break	Hits	Cost	Wt.
Leather . . . . .	2	2	20	Sword . . . . .	10	10	10	50
Leath. w armor strip . . . . .	4	5	30	Sw +1. . . . .	5	25	-	50
Chain . . . . .	5	10	50	Sw +2. . . . .	4	30	-	50
Plate . . . . .	7	15	75	Hammer . . . . .	5	8	5	50
Enclosed Plate . . . . .	9	20	100	Hammer +1 . . . . .	1	13	-	50
				Hammer +3 . . . . .	1/2	23	-	50
ARMOR				Hand Ax . . . . .	15	5	3	50
Leather . . . . .	10	15	250	Spear . . . . .	20	2	2	50
Chain . . . . .	15	30	500	Flail . . . . .	10	15	8	100
Plate Mail (Scale Armor). . . . .	20	50	750	Two-handed sword . . . . .	5	15	15	150
Plate Sheet . . . . .	25	70	800	Dagger . . . . .	10	2	3	20
Magic +1 . . . . .	30	-	varies	Pole arm. . . . .	10	5	7	150
Magic +2 . . . . .	35	-	varies	Mace . . . . .	5	15	5	50
etc.				Mace +1 . . . . .	4	25	-	50
SHIELDS				Battle Axe . . . . .	10	10	7	100
Leather . . . . .	5	5	70	Morning Star . . . . .	10	15	6	100
Wood and Iron . . . . .	8	8	100	Halberd . . . . .	10	5	7	150
Iron . . . . .	10	10	150					
Reinf. Iron . . . . .	13	15	200					
Magic +1 . . . . .	15	-	varies					
Magic +2 . . . . .	20	-	varies					

Optional: Magic weapons and armor can only take damage from other magic weapons, or from hits of extraordinary strength (18+)

## COMMENTS:

Griffin's Quill -- Seems like everyone likes combat lately, doesn't it?

Mark Swanson -- I agree that S&S is no Greyhawk, but I do think that it has

some of the more useful information.

Hilda Hannifen -- Enjoyable adventure account, as usual.

Bill Seligman -- Thanks for the EW melee tables. I had interpreted the instructions somewhat differently than you. The tables (i.e., the system) still takes too long to use, but I like to use it when I think the battle may be close. I did have to extend your tables somewhat though, since the first chance I had to use it ran into a rather lengthy battle.

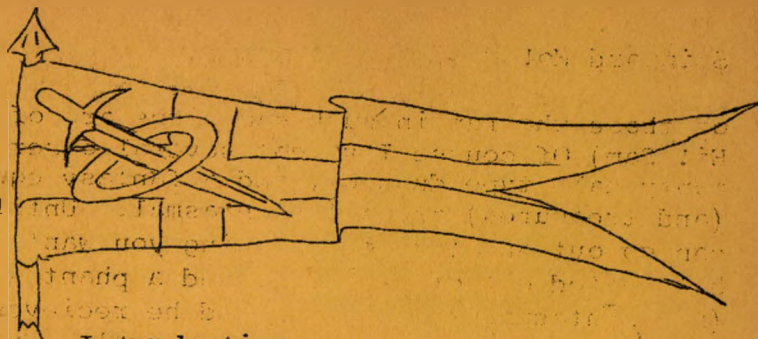
Anybody Out There: What would an animal trainer teach a dragon to do besides breathe and fly on command (I'm talking about a very young non-talking dragon)?

REMEMBER - DON'T CRUSH THAT DWARF !!!



Spinward Ho! # 6  
Generated by a 4th level  
Activate Mimeo spell cast  
by Steve McIntosh  
2116 W. Spring St, Long Beach,  
CA 90810 - phone (213) 4243243

\*\*\*\*\*



## Simulation vs Dungeons and Dragons - Introduction

Sometimes it seems that D&D has a most powerfull effect on those who play it. The roll of the dice has made normal (?) fans turn white with terror ! or literally jump for joy. Why? Because most D&D players identify with some of their characters so much that the character becomes an extention of themselves into a fantasy world, and the statement "my character killed a dragon", becomes "I killed a Nasty Ferocious Dragon!!" most of this is done subconsciously, because your subconscious mind wants the Egoboo.

In the same manner, defeat can really hit where it hurts. I have had the "amulet" pulled on me because I killed off a character unressurectably. (Well, you see, this L4 dwarf wanted to open a door that the rest of the party didn't want to get close to. (it detected as evil, chaotic, magic, and the DM gave the party leader a hunch...) anyhow, the dwarf let loose a minor deamon, and after blowing two saves, got his soul eaten. This same monster was later defeated by a C3 and a MU2 with a little help from some Holy H2O) but to get back to the point, we identify very heavily with our favorite characters ...especially the higher level ones. I know I do - as a matter of fact, I get attached to my monsters when I DM. There is a doppleganger in my Lankhmar which has actually managed to bluff out two parties which it has met. I'm gonna be sorry when it gets offed.

This identification is not a bad thing - if nothing else, it can get people to think and use their imagination to save a fovored character, however, sometimes the egoboo starts to turn sour when players start to realize that, in their own opinion, their characters are getting too much gold for trashing monsters they shouldn't have been able to take on and survive by having gross magical items which they got too easily. Then they usually start to talk either Balance or Simulation.

Lets talk about balance first, since its the easier to do..What I've been assuming everyone has meant when they say "balance" is that treasure and experiance is earned by the characters in fair proportion to the effort needed to get it. Who decides what "fair" means usually depends on who is talking. There are any number of ways for both the DM's and players to balance a game.

DM's can screen characters, and rejext those who are too gross for his type of game, or he can flexkey as he goes to make the campaign a challenge, or simply just crock anything gross that comes in.

For myself, I just won't let a character who doesn't fit within the specs for what I consider a balanced game get into a campaign that I've put a lot of work into. I can flexkey all right, but it loses the detail and suspense of a fully worked out world structure, but then I play a simulation style game. (I'll get into this later) I like this type of game, and many



of those who run in such campaigns are of like mind. (not all, of course - Hi! Sam) Of course I've got several other types of campaigns, going...even a monty hall type dungeon, and a fantasy equivalent of DELOS where the monsters (and treasures) are all phantasmal. Until you're phantasmally killed, you can go out and take on anything you want. When the character is "killed" he's gated out of the area, and a phantasmal dead body is left in his place (no phantasmal ressurects) and he recieves  $\frac{1}{2}$  the Ep's he would have gotten for the monsters, had they been real. What's fun, is not telling the players about all this beforehand.

Which campaign I play is almost always dependant on who wants to play what characters. The players can maintain balance too. I have some characters that I keep for no other reason than to run in the multiverse, and if they get items that I consider too gross, or too easily gotten, they'll give or throw them away, and take or not take Ep's on the same basis. I'm attached to these characters too, and I consider DM intervention that kills them off as grounds for the Amulet, I don't feel that a DM who plays decidedly for or against the characters is worth bothering with. Enough of Balance, now on to Simulation.

The simplest definition of Simulation that I could find is: A procedure whereby the results of an interaction may be predicted without having to resort to an experiment. This definition is the one I was exposed to back in high school physics, and later in computer science courses. Most wargames have been based on the concept of Simulation. The classical case is the "Battle of Waterloo" where a wargame tries to set up the situation by defining the elements involved, such as troop strengths, movement factors and weapons used. The rules for the interaction usually are harder to define but have to be, such as terrain effects, turn sequences, combat tables, and so on for many pages. Once all the pertinent if tedious information has been defined, you can start the simulation itself, you know what everything is, where its at and how it works, so, let 'er rip-and see what happens.

IF your definition of the elements are accurate, and IF all the elements move and fight just as they did in the actual battle, THEN the results of the simulation will be the same as the results of the actual battle. It wont come out that way, of course, but it may be close enough to suit your purposes. If it's not close enough for you, something has to be wrong with your definitions. Once you have a system of definitions accurate enough for your needs, you can have some fun by changing variables, such as giving one side, or the other more troops or, say automatic weapons. The most common change is "how would the battle have gone if Napoleon had fought it my way?"

Obviously, since a Simulation is set up and run solely on the strength of your definitions, it does not have to deal with reality as we know it. If you want to set up a battle (or world, or universe) where magic works, fine. It's your world, build it yourself.

If you want a world where magic goes further outdoors than indoors, or where suddenly you can get more "hit points" and withstand a sword stroke which would have killed you yesterday, where spells restore themselves when the sun comes up, or where a light horse can only travel twice as fast as a human\* go to it, its a free multiverse. If, however, you are interested in simulating

\*(a cheap shot is better than no shot at all)



the majority of the works in fantasy literature, D&D as published is neither accurate nor sufficient. At best, the rules set published by TSR are the incomplete guidelines for simulating A fantasy universe (which I have taken to calling "the Lake Geneva pocketverse"). These rules are fine. But they fall short of being guidelines for constructing simulations of your own.

----- Next zine - "General guidelines for Fantasy Wargaming"-----

///\* Wandering Mutters - or - Sick Speculations on Specific Simulations \*///

It's getting to the point - where you need a computer, or at least a program-able calculator to play some of the D&D rules that appear in A&E and TSR. I like combat/spell/ep/etc systems which you can either learn or work in your head, or systems where the calculation is done only once in a while, not every time you swing a sword or chuck a spell off.

On my ringworld - I'll usually let almost anybody run almost any character providing that they have, in writing before the game starts, their full equipment list, powers, powers of their characters and weapons, and if running an exotic, the writeup for the character class. I was not always this picky, but about the fourth time somebody has "suddenly discovered a new power" or pulled a +5 sword out of thin air, well...

The Simulationist - has been postponed. Trying to "patch up" D&D to make it usable as a simulation system is like a Fl trying to fight off a Tolkien Balrog with a (non magical) wooden sword. It just won't work. Instead, the Dorsai Wargaming group (a SFALB auxillery) is writing up the rules for a full simulation fantasy game, which on the surface will look very much like D&D, but with some major changes. F'r example, we've already tossed out hit points, armor classes and experience levels per se, and are working on it literally right from the ground up. At present, the first draft is about ready for playtesting the major modules.

The basic format will be in 3 volumes. A players guide, a DM's guide, and the appendices. The concept is to provide a set of modules which can be used to custom build a game of your own. All modules will be inter-compatible, and (hopefully) characters will be able to carry over from any game to another with ease.

//\* DISTYCCMS - Alarums and Excursions # 17 \*//

Lee Gold - For the longest ol' time I would (In the guise of my DM player ~~ghed~~ character, Reinburg) give a freebie ressurect to any lawful, provided he/she/it could be brought out of the local dungeon, which was not always that easy since I had things which would kill you unressurectably and often, but I do like your D4 resserect idea.

Hantley Patterson - I have seen "Holy Grail" 3 times, and frankly, I think your wererabbit is a panzy compared to the one in the movie.// Did you get my packare? or was it sunk in the mid atlantic??

Stewart Levin - The only comment I have on your Barbarian writeup is the increase in armor class with level. Its probably just a personal prejudice of mine, but this seems a bit gross. An increase in fighting ability perhaps?//love the LABS, but I never want to meet up with one..



Distycoms, continued:

Stewart Levin - Again?? - oh, forgot to turn the page on my notes.

Cary Martin - Excellent write ups on Samurais and Vampires..thanx!!

Bill Seligman - Two issues in a row you've tickled my funny bone to a point of breakage - keep 'em coming!//Agreed that your system makes the EW system marginally workable, but it's still too crooked complex - the mechanics of action JUST DON'T need to be so convoluted that each player, and the DM has to reference who-knows-how-many tables at each melee. Not your fault, of course. The perrin convention rules seem a lot more sane.

Sean Cleary - FIAWOL!! // S/w Ho lastish was done electrostencil from a Xerox 9200 reduction to 64%. As soon as I pay off my credit union, I plan to buy a used electrostenciler, and hope to recoup my losses a bit doing work for local fans.// YOU require a permanence spell - I don't, and neither does any DM who doesn't want to. No offense intended, but please heed your own advice to Lew.

Richard Schwall - Some spots of your zine I couldn't read, type harder, or buy fresh stencils - Don't worry tho, the first few stencils I did came out much, much worse.

Jack Harness - Re; Worm Lords - Yeacchhh!!! (But an excellent monster)

ORCCON report .....such as it is.

Due to a rampaging cold, I didn't get much of a chance to go, but being the main method of transportation in my neck of the woods now a days, I was hulled into doing shuttle service Saturday afternoon. After loading up the bit bucket (my 64 chebbie) with local fen, we wandered off in the general direction of the Con. Arriving after a few detours to go get this, and pick up that we arrived at about sunset. After Signing in, and seeing that not much was going on, we went out for pizza, which magically cured my cold (!?!). Don't ask me how. Most my time was spent talking to people I see all too infrequently, although I got in on an alleged Search and Destroy mission (with the chaotics) in Earths End. It was a Fiasco, with the DM doing the ol' something just popped out of the ground and killed off # 3 routine, then walking away. When we finally met the lawful party, Chaos reigned (in the game room). We, the Chaotics were invisible and silenced, and my character walking around with a Dragon Control spell on the trips, figuring that what better shock troops could they send in, and since she had the spell...The Golden Dragon that they gated in first rolled a TWO for his saving throw, and was turned to attack his own party. Before he did any damage, he got sent to the center of the earth by a Talisman of Chaos Supreme (gee, it wasn't a true dragon, but a cleric dragon?). As our fearful leader summoned his 3 pet salamanders (!)..then a neutral ported into the midst of it all, and final striked a staff (146 points of damage, 30' radius) Then 16th level cold cones and a Litch!? My character, being in the rear of the charge (she didn't) came to the conclusion that it was time to port out of there. I believe that any body involved with that mess can pull the amulet vs DMs with a clear conscious enen though it wasn't the DMs fault. His helpers hadn't shown up, and it was ONE poor lil D/M versus about 30 kill crazed players.



# KEN'S CHARACTER CORNER #10

Ken Pick  
175 N. Poinsettia Ave.  
Monrovia, CA 91016

Once more it is that time of month to dig out the stencils and start pounding on the old Underwood. This time I'm in between recovering from the Rose Parade and starting my Winter Quarter at Cal Poly. Oh, well.

Cosmically, I'm braced for OrcCon, which should be ancient history by the time anyone reads this. The Fullerton group is considering changing its present Fizzle Factor magic system to spell points. And at the Rose Parade, another Cal Poly Rose Floater named "Big Dave" is now turned on to D&D.

Nexus is now mapped out down to the 8th Level, and now contains a surprising number of Golden Basilisks as well as its very own Dungeon Dragons. As you read this, it will have had quite a workout at OrcCon.

At the Cloister, quite a bit has happened. Zed now has 18(51) Strength due to a room in Temporalana, and Antar has again made 5th-level Fighter. Hondo and Caselle are now both 8th-levels. They made 7th in Earry Mahan's Enchanted Towers, where they were offed by Phase Red Dragons. Fortunately they were raised with part of the dragons' large Dr. Pepper stash, but Hondo lost his +2/+4 sword and +1 arrows and Caselle lost all her scrolls, Onyx Dog, and +1 cloak to the dragon breath. Their 8th level was gained when Rakshasa hit the Cloister. In that melee, Chee-Lah made 7th, using up her last Dr. Pepper.

In that same battle with the Rakshasa, Caselle's sister rose to join my higher-level group:

ALEXANDRA OF ES (II) 7-16-12-5-6-13, Neutral 5th-level Magic-user. The (II) is because the present Alexandra is a clone of the original, killed permanently in Crimson. +3 with daggers, -1 hit probability. Like her sister, Alex'a has the family striped hair. Unlike her sister, she has a neuromuscular condition and is borderline Chaotic, being very greedy (Caselle always has to ride herd on her). Alex'a is one of the most offensive-minded Magi around, with an all-offensive spell armament and a brace of throwing knives. Her only magical item is a Lightning Wand with 42 charges, taken off a Spelltank that shot up the Cloister one day.

Beyond the Cloister's walls and the bulk of Temporalana, in the Desert of Kronal and the Land of Time, there are strange things happening whose rumors are filtering through the Old Phoenix. The Cloister was attacked by a band of Soul Feeds that were totally invulnerable to spells and were defeated only by a precious Wish off Caselle's Ring. There is a tale that a place of power, an invincible stronghold called "Apokolips" was overthrown by a band of demigods. War is brewing, it is said, and Temporalana, T-town, and the Cloister lie on the best invasion route in the land. After millennia of stasis the power balance is changing.

The Cloister is frantically preparing to ride out the storm if and when it breaks. The building itself is being enlarged into a small fort; Caselle is ordering an Iron Golem built; many are having equipment enchanted; and many of the freelance adventurers in T-town are being contacted in a defense pact. Even I don't know what's going to develop out of all this.

As I look back up this stencil, it seems I'm as inarticulate in print this time as I am in person. Well, on to the comments:

FLASHING CLERICS: The term "Cleric exposes himself" in turning Undead is not literally true. Last year at Claremont, Wayne & I were rapping on typical Dungeon-ing matters when the subject of "just how does a Cleric turn Undead?" came up. Wayne joked, "Maybe the Cleric exposes himself and scares them off." So it started.

ARTWORK: Glad all of you liked the A&E 16 cover. There are more on the way.

TO CHRIS PETTUS: Valar are angelic beings, intermediate between gods and



mortals. Only the four Vala-Lords may be considered gods. Your running them as protectors of Lawful races/beings (guardian angels) is fine.

TO HOWARD MAHLER: Your hypothetical dishonest player sounds like one we have at Fullerton.

YOU BASH THE BLACOW DEP'T: Again, it's the magic vs. technology controversy. I notice you object to 9th-level spells in the hypothetical Wizard vs. armored brigade situation. What level would you estimate that 5kt nuke to be equivalent to? Actually, both magic and technology have their advantages and disadvantages. The armored unit easily outranges the Wizard, and can bring much more firepower to bear. But the Wizard needs no visible weapons, and no fuel or ammunition resupply, period. Dimension Door and Teleport spells negate the need to close within spell range while under fire. Polymorph Self would conceal the mage -- he could be anyone, or anything -- who could tell until the Fireballs flew? Control Weather could mire down the tanks in mud or slam a tornado into them. The best tactic for a mage vs. a modern unit would seem to be infiltration and hit-and-run via Monster Summoning, Charms and Holds, and an occasional Fireball; with a Teleport ready for a quick getaway. Then there is the possibility of spells designed specifically to counter technology, such as the Bay Area's Stephenson Lock or a hypothetical Anti-Nuclear Weapons Effects Shield. If a need for counter-technology spells existed, someone would research and distribute them to meet the threat.

My Lamiae were not entirely drawn from mythology. Instead, they are a loose adaptation originally intended as a literary fantasy race. I don't know how closely they follow the original -- my intention was to make them a race that the myths could have been based on.

As for the surplus players running Chaotics... I DM'd a game like that about a month ago. Wayne wanted to give his Chaotics some experience, so I arranged for him to sit in, ostensibly as assistant DM, while a Lawful-Neutral party entered Nexus' 1st Level. Wayne's strategy was to follow the party at a distance, then ambush them from the rear in the aftermath of a melee. Nothing was encountered at first, then I rolled wandering monsters simultaneously for both groups. The Lawfuls met a trio of 6th-level Lawful Fighters, all in magic armor, of which the leader was a Paladin. These three passed the party and continued into a large room. Wayne's Chaotics ran into 20-odd Berserkers, who were persuaded by Nighthammer the Antipaladin to attack the Lawful party. Now the back door of the Lawfuls was an incognito Assassin wearing a Helm of Repulsion, so when the Berserkers charged, they were thrown back down the corridor -- and into the room with the Paladin & Co. When the sounds of battle faded, Wayne's Chaotics charged in, expecting a badly damaged party. Instead they found dead Berserkers, a slightly wounded Paladin & Co., and an untouched party. The ensuing battle lasted for 2½ game minutes, or 15 melee turns, or four real-time hours. When it ended, the Lawfuls still alive were one crippled Paladin's aide and less than half the party. Among the Chaotics, the only survivors were Nighthammer the Antipaladin (knocked out, captured, and held for ransom by a Neutral) and Melissa(?) the Vampiress (regenerating with Nighthammer's Sword of Sharpness inside a Bag of Devouring). This was one of the most savage encounters in Nexus history. Wayne plays to WIN!

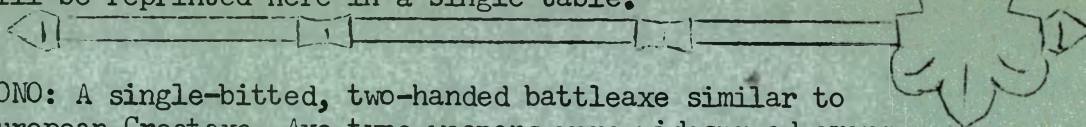
Well, I see I spent half a page too long on those comments. Now let me present my main subject for this month:

#### MONKISH WEAPONS

The Monk as a character class introduced the oriental martial arts to D&D. According to Blackmoor, a Monk may use weapons as well as their unique Open Hand (i.e. karate) combat. In practice, Monks tend to gravitate toward weaponless combat for the multiple attack advantage. A couple of players down at Fullerton raised the question of why not special Monkish weapons? While researching Samurai, I came across several oriental weapons. Surprisingly, many of them were originally developed by used by Zen Buddhist monks.



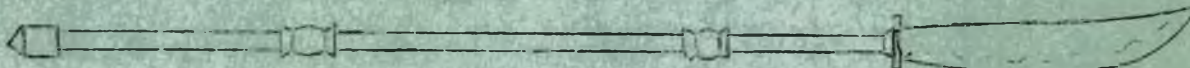
In this article, I will present a selection of martial-arts and Zen monk weapons for use by D&D Monks. Most of the hit probabilities were done by Wayne Shaw in A&E 13, but will be reprinted here in a single table.



ONO: A single-bitted, two-handed battleaxe similar to the European Greataxe. Axe-type weapons were widespread among Japanese monks.

BO STICK: Basically a light staff, similar to a slim Quarterstaff. The Bo Stick was used to parry as well as strike, all in one continuous motion; use of one raises the character's armor class by 1. Staves have always been popular weapons among pilgrims and peasants, since swords and the like were usually for nobles only. Especially in the rigidly stratified society of old Japan.

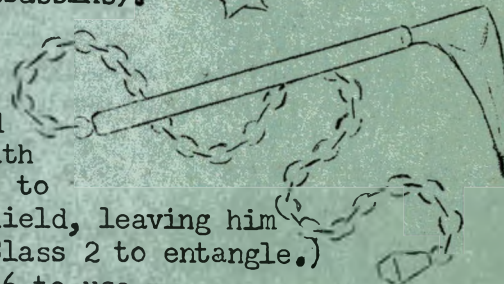
JO STICK: A walking stick about 3' long.



NAGINATA: A spear with a single-edged, curved, machete-like blade. The naginata was originally developed by warrior-monks, but was soon adopted by Samurai because of its effectiveness. The blade is the usual damascened Japanese make, which scores a Critical Hit on 8 or more above the number needed to hit (if number needed to crit is more than 20 and 20 is rolled, roll D10 and add to 20 to determine whether it critted). In addition, it raises the user's armor class by 1 and buttstrokes as a bo stick (giving 2 attacks/turn) if a dexterity roll is made. To use a naginata requires a Dexterity of at least 15.

SHURIKEN: A star-shaped, multipointed throwing knife. This weapon was a favorite of the Ninja (spy/assassins).

KUSARIGAMA: Developed from a sickle, the kusarigama was also used by both Ninja and certain Samurai. It hits twice a melee turn, once as a Military Pick (the sickle blade), and once with the weighted chain (as Morningstar with half damage). Normally the chain was used first to entangle and pull away the enemy's weapon or shield, leaving him open to the blade. (Weapon or shield is Armor Class 2 to entangle.) A kusarigama requires a Dexterity of at least 16 to use.



CHIGIRIKI: A jo stick with a kusarigama-like chain attached to one end. It hits twice/melee, once as a jo stick and once as a kusarigama chain. Ninja used two specialized versions of the chigiriki: one with the chain concealed within a hollow staff, the other with the hidden chain in one end and a spear-head hidden under a sheath that formed the other end. Both these Ninja versions appeared to be walking sticks until the time came for action, and the latter type could be used two ways: either in melee as a spear plus chain, or thrown as a javelin and retrieved with the chain. All require Dexterities of 15+.

MANRIKI-GUSARI: A 10-15' chain with a weight on each end. It may either be thrown (treat as Bola) or meleed (hits twice/melee as kusarigama chain). Possibly also used by Ninja. Requires 14+ Dexterity.



NUNCHAKU: Perhaps the best-known martial-arts weapon, developed from a rice flail and first used by Japanese farmers. The nunchaku basically hits as a flail, but with only 1-4 damage. A character with Dexterity under 10 gets one attack/meleeturn; with 10-15 Dexterity, one attack plus a simultaneous parry (raise armor class by 1); and with 16+ Dexterity, two attacks/melee turn plus raising armor class by 2.

This weapons data was set down from memory. I am very sure of the weapons themselves, but less sure of their histories. Perhaps Lee, with her knowledge of Japan, might comment on any gross mistakes. I'm sure I'll have about half a



page of blank space at the end of this 'zine. The ono, bo stick, jo stick, and shuriken have already been playtested, and the naginata will have been tested at OrcCon by the Cloister's new 1st-level Monk, Gorobei Yamabushi. Comments?

WEAPON (RANGE)	AC	2	3	4	5	6	7	8	9	DAMAGE: MAN	LARGE
Ono	+2	+3	+4	+4	+2	+2	+2	+1		1-10	1-12
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
Shuriken (3)	-5	-5	+1	+1	0	0	+2	+3		1-4	1-3
Naginata	-1	0	+1	+1	+1	0	0	+1		1-8	2-12
Nunchaku	+2	+2	+1	+2	+1	+1	+1	+1		1-4	1-4
Kusarigama blade	+2	+3	+2	+3	0	0	0	0		1-6	1-4
Thrown manriki- gusari (3)	0	0	3	0	0	0	0	0		Entanglement 1-6	melee turns
All chains	0	0	+1	+2	+1	+1	+2	+2		1-4	1-3
										or entanglement 1-6	melee turns

Well, I was right. I will have half a page left over. Any fillers out there?

In the next A&E, I'll have data on guns in D&D for technological DM's. It's now 1 AM on Wednesday, when according to my calendar the Fellowship entered Moria. Goodnight.

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[illegible]

Announced in the Dungeoneer #3 - nation-wide D&D campaign in  
THE WORLD OF LOERA, Game moderator Keith A. Abbott, 5305 Lake  
Harbor Road, Muskegon, MI 49441.

Approximately 55 DMs will be needed, each controlling an area 600 miles on a side, working with approximately 20 players. DMs must, among other things have all the rules. That includes not only D&D and all the supplements but Sword and Spear and possibly Ancient Warfare. (The latter two are purchasable from Milgamex, PO Box 133, Wayland, MA 01778.) A sub to The Dragon and back copies of The Dragon/The Strategic Review are also suggested.

The cost is \$1 for a player, \$2 for a DM. Each DM will be required to make monthly reports to update changes in their dungeons and wildernesses, the progress of player-characters, and the personal status of each character (possessions, ability scores, experience, etc.) DMs will be informed when a character from another area enters into their domain and to give info when one of their own players crosses into another area.

DMs are expected to make up much of their own wilderness and their own dungeons. Some sections will already be mapped by the Dungeon Grand Master, but the DM's own sector must be finished before play can commence.

Anyone who's interested should write Keith Abbott for more information.



F.B.I. Briefs: A quicky by Lew Wolkoff; 669 Boas St--apt. 703; Harrisburg, PA 17102 (717-263-3943)

A letter from Clovis to his old teacher, Fr. Bernahr.

Dear Teacher and Friend,

Not long past had I the opportunity to test the Medallion of Adventuring of which I earlier spoke. I held it to the light within a holy place and did thrice proclaim my desire to use my good swordarm for righteous ends. A moment later, I found myself on a trail at the edge of a razed town. A large party, near a halfscore men, approached. I hailed them in Common Tongue, and they replied in voices accented with Lawful tones. I did then proclaim myself a Paladin and asked if I might join them. They bade me fall in with them, and we set forth into the woods beyond the town. Our destination, they said, was a ruined castle several leagues off.

For a while we did travel the path unimpeded. Then, far ahead, our path widened into a glade from which direction the sharper eared among us did detect odd sounds. One of the party advanced to determine the source of these, and he returned with a grizzly tale. Some hundred humans, enchained, were being made to move a great black cube by a dozen orc-slavers. So soon, it seemed, I had found the reason for being in this place. We moved up to the edge of that glade, spreading ourselves unseen among the trees at its border. He, who had gone ahead, and one magician climbed up into the branches. As one did we attack. Four orcs fell; two Slept, two--including my first target--pierced by arrows. That first mage could ensorcel no more that day; yet, a second of the three there were threw Sleep. Several orcs fell to sleep, and several more were arrow-shot. None, I fear, by myself. The rest of the orcs turned then to flee. All, save one, were killed, and that one did escape badly wounded.

Two of the party went to minister to the slaves and free them from their chains. Another of the band, an orcish speaking Elf, and I awoke a sleeping orc for questioning. (I need not tell you, my teacher, of my knowledge of the Chaotic tongue.) This orc proclaimed himself from a large village with great defenses some distance to the West. We chose to seek collaboration of this tale. The cleric accompanying us returned that orc to a sleeping state, and we turned to awake another. By this time, one of the humans was freed and joined us. He said that his entire village, the one at whose bounds I had appeared, had fallen asleep as one man to awaken chained. The now-awakened orc proclaimed his group part of a mighty army accompanied by powerful dark wizards. The cube was a great weapon to be used in a war against the forces of Law. Someone was clearly dealing in falsehoods. I drew my sword and put its tip to his throat. In Chaotic I ordered him to tell the truth. He did. There were but forty orcs and a single wizard in a fortress to the North. The cube did contain a weapon--for Law, and the slaves were to bury it and then be killed. We determined to place the cube and the people in the care of a Lawful order of Monks whose monestary lay some distance down the road ahead. Our one magic user who could yet cast volunteered to risk his all in trying to disguise the cube with Massomorph. A dangerous attempt for a mere medium. Our clerics were not powerful or experienced enough to Bless his efforts. As he cast that spell with my hand upon his shoulder I stood. This I did hoping that my special stature as servant of Law might add a measure of safety to his brave effort. With a shudder the cube dissolved to reveal a Stalwart whose armor and horse were the white purity of Law. Then did those, who had been enslaved, bend the knee before this man and proclaimed him "The White Duke," a legendary force for Law. He mustered these folk and lead them off. We were too few and too weak to join them. Yet, before he left, this White



Duke did bestow upon us a powerful Bless, whose effect, we were told, would last a full week.

Then moved we on to the castle, our goal. We had walked a while, when, all at once, three manlings strange to behold appeared before us. "Pine-men," someone yelled. "Half man, half tree, and those they slay become as them!" A fierce menace they seemed, but fortunate we were. Their likeness to trees made them most eager to flame at a torch's touch. In scant moments they were no more.

At last it seemed we had reached our goal. The castle, a half destroyed mass, rose ahead in a clearing beyond the trees. It lay before us across a tranquil pond. Or a not so tranquil pond. For as we neared it, three lizardmen did leap forth from that pond to do battle with us. We split ourselves into three groups to better meet these foes. The others dispatched their targets and turned to help me with mine, the strongest of the trio--or so it seemed to me.

Night was near, and we prepared to camp. All at once there was a blur of the senses. A moment later I was back in the holy hall from which I had begun. A goodly adventure, it seemed. And as I stood, readjusting myself to my homeland, there was the revelation of increased skills gained by this journey and the deeds I had performed.

I am now resting, practicing my letters and my swordsmanship ere I go forth again.

I hope that this finds you in good fettle, active and happy, and that I may still consider myself

Your good friend,  
Clovis, Guenilsohm

(Pompous, isn't he? His Strength is 16, his IQ 14. And he deliberately used some fighter training time to study with Fr. Bernahr; so maybe he has the right to be overly proud of his literacy.) That vision of increased skills, incidentally, was due to his having earned exactly enough experience points to make 2nd level.

I want to recommend to you all that you read the Prydain books by Lloyd Alexander (republished now by Dell). Based loosely on Welsh mythology, the five books include such things as

**THE HUNTSMEN OF ANNUVIN:** "The basest of warriors who have betrayed their comrades, murderers who kill for the joy of killing...these were the Huntsmen who had sworn a blood oath of allegiance to Arawn and bore his crimson brand on the forehead. Although mortal, the survivors gained in strength if one of their number was slain. Their principal weapon was the long knife each had thrust in his belt. As they ran through the forest garbed in jackets and leggings of animal skins and calling to each other in a weird wordless cry, they resembled nothing so much as a pack of hunting beasts."

**HUNTSMEN:** appear in packs of 6; AC 7; 8"; lair 15%; treas=A, with magic 30% weapon, 10% other magic  
Run as bandits. For level, D8, 1-3=L-2; 4-6=L-3; 7-8=L-4 with 10%/level chance of long knife (short sword) being magic. They start off with a strength of 12, but this increases by 2 whenever one dies (14,16,18(25), 18(80),18(00)). The transfer of strength also regenerates 1 h.p./level of Huntsman killed to each remaining Huntsman. They track like Rangers.

Happy New Year



LETTER

from J. Eric Holmes, M.D.

Dear Lee:

Thanks for mentioning my book Mahars of Pellucidar in #17. We've used a number of Burroughs creations in our D&D campaign, but not the Mahars. This race of intelligent pterodactyls appears in At the Earth's Core and Pellucidar by ERB and my own Mahars of Pellucidar mentioned above. All available from Ace Books. Read the book; don't see the movie. (Plug)

I agree with your statistics for Mahars, Lee, and would merely add to them:

Move: 60' on the ground, 180' flying/turn

AC: 3 Hit Dice: 2

Number appearing: 1-100 outside lair  
50-100 inside lair

Treasure: same as a human community, some technological artifacts (see below) but no magic.

Mahars are highly intelligent, tall, selder flying reptiles. They are the dominant race of the Inner World of Pellucidar. They live in large underground cities and have a technology somewhat better than that of the Middle Ages of Europe. Their scientists have discovered the wheel, iron smelting, the telescope, microscope, the steam engine and the electric battery. Mahars consider all humanoids of Pellucidar inferior species and use them for food, slaves and subjects for scientific vivisection.

Mahars are deaf and communicate by "telepathy" among themselves (as Lee has guessed, I view this as the action of a radio organ within the head). They can use this power to communicate with other pterodactyl species but not humans. Range: line of sight.

Mahars are all female, are fertilized artificially and lay eggs. They are ruled by a "queen" who has high level abilities. They exercise a "hypnosis" spell over human types which is somewhat stronger than "charm person" since it is usually used to draw the victim to the Mahar so that he or she can be eaten alive. Affects one person at time, higher level Mahars can affect more than one (2D6 or DM's discretion). Natives of Pellucidar get -2 on saving throws because of their traditional fear of the monsters; outsiders are +1 and over 15 intelligence are +2.

Mahars are physically weak. All have two hit dice regardless of level. They never appear on the surface, however, without a bodyguard of one of their two subject races.



## SAGOTHS

Eight foot high gorilla-men, servants of the Mahars, these humanoids act as slave drivers and foot soldiers for the reptilian master-race. They are fully intelligent and speak the common language of the "gilaks" or humanoids of Pellucidar. They communicate with the Mahars by a sign language.

Number appearing: 1-100

Armor class: 3, but can wear any armor  
usually carry weapons equal to or better than the local natives

Hit Dice: 2, but higher level fighters will be found with any large body of troops.

Move: 120'/turn marching

Special Abilities: Strength is always 15 or above.

## THIPDARS

The giant predatory pterodactyls of Pellucidar. These ferocious flying reptiles have wing spans up to 200' and can carry off a man or a horse with ease. Usually encountered wild, they can be "tamed" and directed by the Mahars. They are unintelligent, mate in pairs, and in the wild state often carry off prey alive to give to the young in the nest. They nest in inaccessible cliffs and mountain-tops.

Number appearing:

1-20 (with Mahars)

Armor class: 4

Hit Dice: 5

Move: 180' flying, 30' on ground.

Sincerely,

J. Eric Holmes, MD

Associate Professor of Neurology

LETO'S CORNER #3

--by Bill Bleueul, 1218 19th St #3  
Santa Monica, CA 90403

### New Monsters:

DEATH SNAKES: # appearing: 1-12 AC: 7 Move: 5"

% in Lair: 60% Treasure: D HD: 4+1

Attacks: 1 bite 1-6 + life level drain/1 constriction 2-8 + life level drain.

Alignment: Neutral or Chaotic

Death Snakes are undead snakes; they may be turned as wraiths and appear as a giant cross-breed between a cobra and a boa constrictor, about 15' long.

DEMONS OF HELL: # appearing: 1-20 AC: 7 Move: 12"/24"

HD: 19 Alignment: Chaos

Attacks: bite 1-10 or use a +2 two-pronged trident or 4-24 damage.

These demons are humanoid, have bat-like wings with a 10' wingspan and a 4' long serpent tail. They are immune to non-magic weapons, fire and cold. They have Fear (as spell) and a Fear Symbol 4/day. They are 85% magic resistant.



# "NO FAIR... EWS DIVISIBLE... AND... #1

FOR ALARMS & EXCURSIONS # 18

Published for the first time by:

Paul Jaquays

3105 Dorothy Lane,  
Spring Arbor, MI 49283

Age: 20

For starters, Hello everyone. This is the first time that I've had a chance to write to or for any magazine other than my own.

Due to the lateness of the date of this typing, I hope to keep my comments under two pages.

Right now, a plug. Thanks to those of you who have mentioned the Dungeoneer in your pages. If any are interested in subscriptions or single issues, write to the above address in care of the The Dungeoneer. Subscriptions are \$3.00 and Single issues are 60¢. Also, the 'zine is always in need of contributors. Enough plug.

Bill Seligman: Fantastic!!! Whenever a copy of A&E is teleported to my mailbox we have a story hour on my dorm floor, reading the voyages of the TSR Incorporated. Keep up the good work.

Peter Cerrato: I recently attended a nearby gaming convention that a certain

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SPRING 1976  
HOPE FULLY THIS WILL  
PUSH IT



"NO FAIR.... I WAS INVISIBLE...AND...." #1 page 2. Paul Jaquays

controversial game author was guest of honor at. He stated that the times for walking and mapping are as they are because of the fact that you ARE mapping. You are trying to put onto paper an irregular system of passage-ways. I will illustrate. Say that you and several friends have entered a large office complex at night. There are many passageways and no lights! You have a couple flashlights or a hurricane type lantern. As an added attraction, there are several wandering parties of trigger-happy security guards wandering about. As a mapping tool, you have parchment and a quill pen or sharpened charcoal or chalk and a piece of slate. There are no grid lines on your paper. If you are keeping an accurate map of your surroundings and searching the tunnels and passages as you go, I doubt if your party will move a whole lot faster. Running would be a different situation, since you are neither mapping nor worrying about hazardous situations other than what's following you.

On Dragons: Enough is enough. The reasons for the existence of the present D&D reptilian horde is not completely explained yet. Why do we even need more dragons? The present set cover all three alignments without looking like rejects from the metal men or escapees from the periodic table of elements. Someone has already mentioned this, but check out the Dragon and The George for a look at Dragon mentality. Its by Gordon Dickson through Ballantine. Also: see Monsters! Monsters! from Metagaming Concepts for an interesting concept of Dragons and other creatures.

Glenn Blacow: What are your rates for doing art? I can use lots of good stuff in The Dungeoneer. Its printed photo-offset and reduced.

CHARLIE LUCE: A definitely dubious career as a songwriter. Liked it anyway.

On handicapped characters: In a campaign that I run, there is a fighter named Mongo the Mighty. He is 18 (00)+1 strength (+5 HP +7 damage) and 18 dexterity. Both 18's were natural rolls. However, Mongo has a 4 intelligence. He is the son of a king's armorer and has but one skill....fighting. To date he is the most popular character that any in Spring Arbor have ever played and will probably remain such. Handicaps can add interest to the game if they are treated as a part of the character. After all Elric was an Albino weakling and Cyrano was self-conscious of a huge nose.

Pete Cerrato made mention that the monsters published in A&E have no histories. I think he's right in stating that a lot is missing when only the hit dice and number appearing are given. I feel a good monster is based more on why it is than on what it is. A lot of time is spent regaling the attributes and histories of magical items...why not monsters too?

-----  
to \*VORPAL BUNNIES\* (3rd level)

# Appearing.....1-4	Based on <u>Monty Python and the Holy Grail</u> . This monster appears as nothing more than a small, white rabbit.
Armor Class.....0	When approached, it will attack, leaping and flying
Movement.....12/20	through the air at a party, zipping past weapons and the
Hit Dice.....3	like, hence its AC of 0. In all respects it attacks as
% in Lair.....60%	a vorpal blade (+2 hit probability and head severing
Treasure.....E	ability). The vorpal bunny is 60% anti-magic. Usually
Damage.....1-6*	found outdoors, these creatures have often been known
*also works as a	to frequent dungeons also, guarding huge stacks of
vorpal blade.	treasure. If a male and a female are found together
Magic Resist....60%	double # appearing. Happy Trails to You....God Bless.
Align.....Chaotic	

PAUL JAQUAYS



# ARE THESE BEASTIES TAME?

Revised and new monsters for D&D.

by Jay Saylor & Rodney Tobar

Well, here we are gain to unleash a swarm of nasty critters on our DM friends. Some of you out there in Redder Land may wonder why we bother to create new monsters when there are so many already. Because confusion is the spice of life! The more creatures my campaigners have to learn about via encounter, the better.

**QUEEN DRAGON:** Breath Weapon: Sleep/Talk/Spells/Level  
AC: -3 Fire: 9'x3" cone 50%/30%/30%/6th  
Alignment: Neutral Gas: 5'x4" cloud  
HD: 18-20 Color: Reddish gold  
Comments: They will aid parties in distress 75% of the time.  
Bite @ 5-50, Claw @ 2-20.

**BROWN DRAGON:** Breath Weapon Sp-Tk/Sps/Lvl  
AC: 2 Fire: 8"x3" cone 20%/25%/20%/5th  
Alignment: Neutral Slow Gas: 5"x4" cloud HD: 8-10  
affects 3-18 creatures  
Comments: All BrownDs are telepathic and know the Alignment tongues in addition to Common and Auld Wormish. Bite 2-20, and Save vs. Poison. Claw 1-10.

**THARKS (Green Martians)** HD: 2xD6/level, 8th level Maximum, and 2/level thereafter.  
AC: 5 Move: 12"  
Attacks with 2 swords or one radium rifle  
Comments: These beings are 12' tall, have two tusks and four arms. They are semi-Intelligence (75%) or very intelligent (25%). Tharks get +4 in melee, +4 on damage, +6 with missiles and +4 with radium rifle.

**BANTH** AC: 3 Move: 15" 1 bite for 5-50 HD: 12  
Comments: The Banth is an eight-legged beast, 15' tall at the shoulder. It has a very large head with a large max lined with sharp teeth.

**CALOT:** AC: 2 Move: 16" HD: 13 1 bite of 3-36, special  
Comments: This "Martian watchdog" has ten small legs and is built like a miniature pillbox. Its mouth contains three sets of teeth. If the Calot's attack is five over the minimum number to hit, the Calot has gripped the foe and will do 2-12 points of damage every round.

**THOAT:** AC: 3 Move: 18" 1 bite @ 2-20 and two hooves @ 1-10 HD: 8  
Comments: This beast is 6' tall at the shoulder and has eight legs. Its dexterity is very good, and it can be domesticated.

**DARSEEN:** Armor Class: 3 Move: 9" Hit Dice: 16-18  
1 bite @ 5-50 special  
Comments: This is a very large reptile, capable of severing the neck of a human in one bite (an attack of five more than the minimum number to hit indicates this).



GRAKK: AC: -8 Move: 4"/27" 1 bite @ 6-60 and two claws @ 4-24  
Hit Dice: 22-24  
Comments: a very large flying reptile, extremely fierce and  
carnivorous. It usually dwells near jungles.

DWARK: AC: -8 Move: 9" 1 bite @ 10-100, special HD: 28-30  
Comments: This is a huge dinosaur-type reptile, with a large  
maw capable of swallowing up to Dragon-sized creatures in one  
bite (five over the minimum to hit).

ILBATHINE: AC: -7 Move: 10" 1 bite A 10-100 & 2 claws/5-50  
Hit Dice: 30-32 special  
Comments: This huge reptile is the terror of the jungle. There  
is a 50% chance that the Ilbathine will use its 20' long  
tongue instead of biting. The tongue hits automatically, and  
the creature can swallow up to Dragon-sized creatures.

CAUTION: Grakks, Dwarks, and Ilbathines are found in the wilderness  
with one exception: Jon Pickens' 2nd Level. (Hey, wait a MINUTE....)

Radium Rifle (for Tharks): This counts as a missile weapon, so the  
actual bonus for a Thark using this is 10. Rate of fire is 2 shots/  
melee round. Each round does 3-30 points damage. The standard ammo  
belt has 20 rounds, though higher level Tharks may carry more than  
one belt.

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MITHRAL DRAGON: AC: -4 Alignment: Lawful Hit Dice: 16-18  
Breath Weapon: Cold: 8"x3" cone Sl/Tk/Sp/Lvl  
Bite: 5-50, Claw 1-10 10%/95%/None/None

STONE DRAGON: AC: 0 Alignment: Neutral Hit Dice: 12-14  
Breath Weapon: Flesh Stone: 10"x5" cone Slp/Tk/Sp/Lvl  
Lava Spray: 8"x4" cone 15%/75%/None/None  
Bite: 7-42; Claw 1-10  
Lava Spray: Save indicates a miss. A miss means lava has  
adhered and will do 50 points damage/round for five rounds...

ADAMANTITE DRAGON: AC: -8 Alignment: Lawful Hit Dice: 18-20  
Breath Weapon: PSI WAVE Bite: 7-56; Claw 2-20  
Sleep/Talk/Spell/Level: 5%/95%/None/None  
Comments: the PSI wave has the same effect as an attack by a  
Mind Flayer on the victim only. In addition, the breath of  
this dragon is capable of shattering adamantite.

CHROMIUM DRAGON: AC: -2 Alignment: Chaotic Hit Dice: 16  
Breath Weapon: Mustard Gas 8"x4" cone Slp/Tk/Sp/Lvl  
Shrink Gas: 9"x9" cone 10%/80%/none/none  
Bite: 5-50; Claw 1-10  
Mustard Gas: save or die.

FROST DRAGON: Armor Class: 0 Alignment: Chaotic  
Hit Dice: 13-15 Sleep/Talk/Spell/Level  
Breath Weapon: Extreme Cold 20%/75%/none/none  
7"x4" Cone Bite: 5-40; Claw 1-8  
Comments: Extreme Cold kills if save is not made. If save is  
made, victim takes full damage.



Produced by Brian Lane 4031 W. 97th Terrace Overland Park, Kansas  
66207 (913) 648-5206 (no collect calls please)

Greetings world, I decided to take it easy last month and not do an article. I decided that this month I would print a recent adventure that I was involved in. The adventuring took place in Steve Simon's dungeon of Sharazo. I personally have been running in it for several months. The people here in the E.C. area haven't had much luck, but are starting to. I personally have lost about six characters including one third and one second level. The death rate is high in the dungeon, but some characters have survived. Right now alive are the following levels: 1 fourth level, 2 third levels, and 4 second levelers. (of course there are plenty of first level characters.) Unfortunately these characters do not work together for the common good. Rarely do more than 1 or 2 of the higher players go on adventures together. Perhaps that is why there is such a high death rate. I am presently running the ill-fated third level True Catholic cleric that appears in the story. His characteristics are: 16-6-12-7-7-6. It is fun running him, which goes to show that you don't have to roll all 1's and 17's to have an interesting character. One might ask what the character can do to be interesting, well Saravan is a bit fanatical, he already has forced three player characters to become True Catholics' he's always looking for more converts, and he has an intense dislike for the pagan Naturalists (who once held him for ransom) and doesn't really like Fenrists either. However secretly he is afraid of Fenrists. Anyway, on with the story....

One cold and empty night a short and stubby cloaked figure walked into the Dragon Roost Inn, the well-known dwelling place of many adventurers of Moratania. Two armored figures with young faces and large red crosses on their chests beckoned the figure over to their corner table.

"Saravan, we haven't seen you in a good while, my friend. We've heard much has happened to you as of late, and we grew curious of your exploits...come now remove your hood and cape, you're among friends." The figure complied with his friend's request and removed his hood, revealing the face of a pitiful goblin!

"Ah, we had thought it was true and now we know. Tell us brother how came you to such a state and how does it feel to be the only living True Catholic goblin cleric in the known world?!"

"Very well my good friends," Saravan began hoarsely, "but I must have a mug of ale as I speak." The goblin motioned to the bartender to bring over some ale as he took out several copper coins. "I had just returned from an adventure and was quite proud of myself to have finally reached the Adept level, when I was put on a holy quest by the church. I was told to venture down to the fourth level of the dungeon and destroy some nasty undead. I desperately searched around for comrades and could only find two first level True Catholic adventurers. I checked out the taverns and found four more people claiming to be Old Orthodox, also a pagan dwarf. We had two magic-users and the rest were fighters. An Orthodox claimed he was 3rd level, but the rest seemed to be 1st levels. We accumulated holywater and silver weapons and then proceeded down and bumped right into a Satanist party! They held one of us with a spell so we had to rescue him. The MU cast a web at them, we got our comrade back and departed. After the MU got his spell back we went down again. We headed for a room that we knew was a teleporter. It had teleported us down to the fourth level before so we hoped it would do it again. It did teleport us, but not to the fourth level. After much wandering we were hopelessly lost. Just then a party of three men and one woman came around the corner. The MU started talking to them in a funny, and



Saravan started, or I should say I started to get suspicious. This terrible goblin mind won't let me think straight. However I was glad to find that the party that spoke so strangely agreed to help us. They told us that we were on the second level. They showed us how to get to the fourth level the way we knew. The dwarf was very happy with himself for finding many traps, but he suddenly found one by falling in one. A Carsoyle was happy to greet him at the bottom. Since we had only one magic weapon, there wasn't anything we could have done; he was a pagan anyway. We left the dwarf to his unfortunate fate and continued on. Our party continued on till we came to the door we wanted. The fighters kicked open the door and we came face to face with...five wraiths! There was old armor in the room and obviously some player characters met an unfortunate end at the hands of the wraiths. Well anyway, we got off one volley of silver arrows before the fighters were charged. The two fighters in the door quickly dropped after inflicting little damage. The wraiths poured out into the hallway to fight us. The U's stood behind those that were fighting throwing holywater and trying to get a clear shot to shot a magic missile. The party was slowly being butchered and an old orthodox fighter ran for it, but was charmed by a U and was told to go back and fight. I had hit a fresh wraith once with my silver mace and I felt like I wasn't doing anything so I pulled out my four remaining holywater and tried to suicide by running into the wraith with all four. I was hit once by the wraith as I was getting out the holywater and I must have been hit again as I was going in. I heard the wraith let out a pitiful scream and then dissolve into a puff of smoke. I went unconscious then and know not what happened after that except for what I was told by the surviving True Catholic U. We must have been very lucky for our party destroyed the wraiths but only with three first levels remaining. The old 3rd level U, who was now first level then charmed our one remaining brother and obscoured with all the magic items found and a goodly amount of treasure. Our brother became uncharmed and went for help. He went to a small Catholic temple on the fourth level and got help. Eventually we got all of the bodies out that we could. Alas my body was burned for fear that I would turn into one of the accursed ones. Evidently our mother church, in it's infinite wisdom, thought that I had fought and done well so they reincarnated me. I know not how, but I came back such as this. I feel quite different now, I can see in the dark and I feel much stronger. However it is getting harder and harder to think clearly now, and I have the face that would frighten a nun."

The goblin downed his ale with vulgar manners, mumbled something, and then rose to his feet. His two friends watched with amazement as their friend's eyes seemed to be lost in thought. After a brief moment the goblin cowered softly and turned toward the door as if he were expecting someone to enter. He sighed and put his hood back on as he staggered out the doorway and disappeared into the cloak of night.

#### Quick Comments on A&L #17

Earl Baker- Your experience point system works well but seems a little too complex to compute after every battle. Talorin alas is no more, he fell down a pit never to return, on his second adventure. How is Iorkus doing?

Glenn Elacow- What advantages do Pianists have over Naturalists? Out of curiosity- about what is the highest level a player has achieved as a Naturalist or C'Thuluist? It seems in Steve's dungeon or anywhere these types just can't survive. It seems each has a 90% fatality rate. If you have any tips on running either of the two religions, the people in K.C. and I would be very grateful. Haven't try a Fenrist yet, I've never rolled that good of a character. Print more TETR I!!////THE END



THE GRIFFIN'S QUILL #5 in a series of I=1 to N by Charlie Luce, 4252 51st St, Apt 4, San Diego, CA 92115; Phone 714-281-7897.

And a Happy New Year to all you Dungeoneers out in A&E land!

Griffin Droppings (or, let's see if I can keep comments on A&E #17 to 2 pages or less...)

LEE: As a matter of personal preference and my concept of "realism", my dungeon (Clivendyr's Keep) is hard-keyed. Because of that, if a character or his equipment is so potent that the Keep couldn't give the player a challenging game, I can't let the character (or equipment) in. If the player can't understand that reasoning, I'm not sure I want that player to play when I'm running. In Wulth, which is a more flex-keyed wilderness, the limits aren't as strict--but I have no intention of offering up a dungeon as sacrifice.

HARTLEY: Well, have those chaotic players roll up some Chaotic characters--then watch the fun!

BILL SELIGMAN: As far as I'm concerned, write up the Dragon rules, and more power to you; if I didn't want them used I wouldn't include them.

SEAN CLEARY: Recharge is that low for a reason. Why should it be as hard to replace a charge in an already manufactured item as to be recharged (which does not include Wands or Staves)? Charges on an item (as I've noted before) are not permanent; so why need a Permanent Spell?

BILL PALEY: A good (and nearly coherent--but who am I to talk?) bit on the role of a DM. Heilborn writes to say "Ellen and I enjoyed the paragraph on predator types. As Griffins, we like to go after wild horse, deer and antelope". To which Ellen adds, "Yes, although my mate has been getting lazy when he does his own hunting--he keeps dropping his prey with Sleep spells".

ROBERT SACKS: But if you're 9th level as an archer, 7th with a Sword, and 6th with a Flail, what do you save as? 22nd? Endless permutations...

RICHARD SCHWALL: Analysis I is meant to be used when a long-lasting or Permanent spell is found upon a being or object. "Realism" in D&D is a relative matter. If I can add it without slowing the game too much, I'd just as soon try.

GLENN: As for magic vs. technology, considering what a tank is capable under the S&S rules in TSR 5 (and I agree on their quality), a tank is quite an Artifact indeed. Give my fighter or MU a comparable goodie, and then I'll fight you. You have missed the point entirely. Yes, the objections were clear and accurate to the "clever" tactic used with the Mirror of Life trapping. The point was that the DM didn't think of it when the mirror was populated--and here you are berating a person (and the verb is justified) for not being perfect. As for GREY-HAWK and books, allow me to quote the part you glossed over. "(If) the reader gained no benefit from the contents. In (that) case he cannot rid himself of the item and must hide it away and guard it against use by someone who could gain from it." (You look good in knotty-pine, Glenn).

PETER CERRATO: The Magic Absorbers are Nicolai's, not mine. The two zines were run back-to-back, which is how the mistake was made.



CHRIS PETTUS: Your spells are a beginning in defining the spells used to enchant objects, but the time factor is far different to use you spells. A ring of three wishes would take at the most 19 days to make--the expected value is 13. (This is, of course, assuming the 18th level Mage with Intelligence of 18 is doing this). Also, you seem to have the same desire to use Permanent Spell in the creation of temporary items (such as scrolls). Where are the spells which allow Wizards as low as 12th level to do some enchanting? Lastly, why does there have to be a spell for creation of a potion? Alchemy and magic are related but separate studies (like physics and chemistry). I think you are on the track of what you intend to do, though. Keep up the good work.

STEVE MCINTOSH: What'd I do? What'd I do? Well, I did get loyalty & Charisma mixed up. But why the yelps at the sore spot? I didn't "misquote scripture"--and I'm as capable of ignoring TSR as anybody. I just wanted to know what was going on. As for Anti-Palidins, I have them as "monsters" and allow them in as player-characters. I consider magic a skill learnable by many intelligent creatures, including Perns. Other than the breath weapon, though, (which was a convenience), that my fire lizard statistics are reasonable. I'm glad to see that the neutral dragons are catching on--though more on that in a bit.

MARK SWANSON: I haven't (and probably won't) used Swords and Spells as a unified whole. But it's got so many neat bits and pieces to fill out the main books, and some systems (like the Morale rules) which form a good base for developing your own systems, that I do consider it more useful than the last three supplements.

HOWARD MAHLER: Your attitude is a bit puzzling, sir. You complain that, human nature being what it is, that movement of characters between dungeons will result in easy dungeons and dishonest players, and complain that you "would be left out in the cold". I'm not sure if you are implying that you are not human (elf, maybe?) or just that you are one of the few Lawfuls in D&D fandom. Those characters who do such things as character alteration tend to have other habits which give them away; and a reputation of that sort spreads fairly quickly. Granted that there are a great number of players who only want to play easy dungeons; there are also those who get bored silly in that situation. Those players will find each other, never fear. As for the confusion with "the real thing"; some people are proud that they have characters who have advanced while going through dungeons from GOREE to StormGate. The missing aspect of a closed campaign, the ability to work with characters who don't know all there is to know about them, is a very great plus; which is why I think that a closed campaign is a great thing to start, once there are a number of experienced players in an area. A well thought-out and written paragraph on Gandalf, though I bet that in the next two A&E's the Defenders of the One and Right True Way, Tolkien division, will be heard in force. ...and on to more general topics...

CONCERNING DRAGONS: Some people, notably Robert Sacks and Richard Schwall, seem to be accusing me of raining a torrent of trash on a suffering public. My aims on the release of the dragons in the Griffin's quill resulted from this attempt; to define a dragon at each Hit Dice level from 6 to 12 dice, plus a ruler, in each of the three alignments. This I did. Now, having accomplished what I set out to do, I am finished. I might modify, but as far as the



reasonably consistent universe that I'm developing is concerned, the species of dragon have been described. Hardly the random monster of the month club. (Perns, of course, are another species entirely--as are the dragons from SF sources).

MY HORSEDOM FOR A KING DEPT: Inresponse to Sean Cleary, here is my list of standard shop prices on Gold Pieces---

### WEAPONRY:

Dagger	4	Shortsword	8
Hand Axe	4	Mace	7
Warhammer	10	Broadsword	15
Bastard Sword	15	Saber	12
Epee	12	Battleaxe	6
Morning Star	6	Flail	6
Spear	4	Quarterstaff	2
Most Pole Arms	8	Halberd	9
2-Handed Sword	17	Lance	5
Pike	6	Short Bow	15
Long Bow	20	Composite Bow	30
Light Crossbow	35	Heavy Crossbow	80
Sling	2	Arrows (6)	1
Quarrels (3)	1	Quiver	1
Silver tipped Arrow (or Quarrell)	4	Sling Bullets(5)	1
Whip	3	Silver sling bullet	1
Military Pick	4	Singlestick	4
		Javelin	4

### ARMOR:

Leather: Man-sized	15	Helmet	5	Chain: Man-sized	40	H <sup>10</sup>
Dwarvish	10	Helmet	4	Dwarvish	30	H <sup>8</sup>
Plate: Mansized	100	Helmet	10	Barding	250	
Dwarvish	70	Helmet	8	Most shields	10	
Monster armor--price range is for tiny size up to Centaur size;						
Leather	10-60	Chain	35-150	Plate	100-360	

### Other Equipment---

Saddle & Bridle	25	Saddlebags (Hold 600)	10
Sacks: Small (Holds 50)	1	Large (Holds 300)	3
Backpack (Holds 300)	5	Giant (500)	5
Water/Wine skin	1	50' Hemp rope	1
12 Iron Spikes	2	Torches (6)	1
Lantern	5	Flasks of Oil	1/pint.
Steel Mirror	5	Silver Mirror	15
Wooden Cross	2	Silver Cross	25
Iron rations for 1 man 1 day (no water)	2	Standard rations for one man one day	1
Compass	4	Bandages (10')	1

### AND NOW, THE ALIGNMENT SYSTEM TO END ALL ALIGNMENT SYSTEMS:

Welcome, my friends, to the N-fold path. In this system, there are three main alignments, one major sub-alignment, and N qualifiers (a N increases without limit). The big three plus one go like this.

LAWFUL: Lawfuls enjoy doing good, are more inclined to help others,



and interact along what are generally known as "good social lines". They are usually actively opposed to Chaotics.

FANATICS, or Lan & Orders, are nominally Lawful except down the line of a personal prejudice. For example, even the Lawful (Fanatic) inhabitants of the city of Bahstin on Wulth think that non-human humanoids are at best second-class citizens, and intelligent monsters only fit for slavery; but outside of that they are Lawful.

CHAOTICS: Evil, serving themselves or some dark power, enjoying the hurt and misfortune of others for their own gains--but not necessarily disorganized.

NEUTRAL: Everyone left over, of course.

To the base alignment, then, the added qualifier defines the rest of the creatures alignment (e.g. Neutral/Hungry). For example, some of my own characters:

Thira, Sphinx-Magic User, is Neutral/Tolerant.  
Esmerelda, Human Mage, is Lawful/Don't-get-her-mad.  
Fred. Human fighter, is Neutral/Sneaky.  
Bredin, Dwarf fighter, is Lawful/Charge!

See how easy and effective it is? And it fits in well with the original concept of three alignments. Comments? (Oh yeah? well, same to you, that's what!)

\*\*\*\*\*

WE'VE GOT MAGIC TO DO DEPT: INTERWORLD, through it's wholly owned subsidiary General Magic, offers the following for sale:

SPELLS:

MAGICAL TRAP I--Level 4 Mage's spell. This spell allows a mage to set a magical trap. When casting this spell, a spell origin point (either as a point in space or upon an object) and a trigger point (the same as the origin point on an object; within 3" of an origin point in space) must be specified. The spell to be used in the trap is then cast into the origin point. The trigger can be programmed like Magic Mouth as to when to go off, with a maximum sensitive radius of 1". Only 1st-3rd level Magic-user spells can be used in the trap, and the mage who casts the trap must cast the spell used in the trap. Duration: until sprung or dispelled. Cost: 18,000 Gold Pieces (No resale).

UNLIMITED WISH--Level 9 Mage's spell. The name is a misnomer, as the power of this spell is not any greater than the usual Wish, with one important exception--this spell is fully capable of affecting situations "not alterable by wishes nor acts of the gods". Naturally, there's a catch...an MU who casts this spell loses 10% of his experience points and is unable to do anything further magically for two game-weeks; a non-MU who uses this spell (from a scroll; spell-storing device, or specially enchanted object) loses 25% of his experience. Cost: 100,000 Gold Pieces (No resale)

SPECIAL NOTE: In the last issue of A&E, two prices were quoted for the IMPROVE spell. The correct price is 35,000GP, the lower price. (sorry about that--a simple clerical error--by a simple cleric)



## ILLUSIONIST'S SPELLS FOR SALE: (No resale)

SHADOW ARROW 2nd level A semi-real Magic Missile spell, which acts as the MU1 spell except that it does but one point damage unless believed to be the real thing, in which case 2-5 (1+D4) are done. Range and number thrown as Magic Missile. Cost: 4,000GP.

CHANGE OTHERS 5th level As Change Self, but cast upon others instead of the Illusionist himself. Range: 9"; Duration: 1 hour times level of caster. Cost: 20,000GP

WINDOW 6th level This spell creates an image on a wall or other surface as if a 2' by 2' (one way) window was there. The spell can penetrate 1 foot of wall per level of caster, and can penetrate lead and other non-magical material, but not walls of pure magic or energy, or anti-magic fields. Range: 6"; Duration 2 turns. Cost: 32,000 Gold Pieces.

As specified earlier, purchases can be made by any non-Chaotic/Evil; Spells can be offered for trade under the condition that resale is allowed by both sides, and notification of purchase in A&E is appreciated.

## INTERWORLD

Final questions (seeing as you're not bored)

1) Picture this scene: in the middle of a large open space, melee is being conducted. Bad Guy starts attacking party Magic-user. The player says, "Wiz retreats and Strongarm the fighter takes on Bad Guy". Does anyone out there have a fairly simple and somewhat complete ruling on engaging and disengaging in melee? In 2½ years I haven't been able to come up with a rule which pleased players.

2) Again in combat: I have tried systems where there were "scatter" rules for spells--so that a spell might not go off just where the MU meant it to, an important factor in large-scale battles in the wilderness. Do you think that the extra trouble is worth it?

3) If anybody out there has a decent, playable way to play Phantasmal forces and Illusionist spells, please publish it quick!!

FINAL NOTE: For the people who like soda pop--the magic 6-Pack:

- 1) Healing Dr. Pepper
- 2) Life adding Coke
- 3) Dispell Evil 7-Up (UNdo it)
- 4) Dispell Exhaustion/Recharge spell points A&W Root Beer
- 5) Charming Ginger Ale (Canada Dry tastes like love)
- 6) Longevity and +1 on Constitution Pepsi (with thanks to Meg)

PS: There is a 5 silver piece deposit for the bottles.

Next month: Maybe a new psionics system (just what we all need, right?), or a rewrite of Illusionists--And perhaps an Orcon report.

From Heilborn and Ellen,

Good Hunting!



## FOUR WINDS

by Ken Scher, 1030-29 Franklin Ave., North Valley Stream, NY 11580

The idea of pro- and anti-entropy gods (done by Konkin in Clear Ether #18, A&E #17) has some implications that I find fascinating, especially for clerics and MUs.

For any truly Lawful MU or Cleric, the powers should tend toward crystalline stasis, while for any truly Chaotic MU or Cleric, the powers of disruption should be dominant.

In practical terms, therefore, a good/Lawful (or Evil/Lawful, for that matter) MU would not throw Lightning Bolts but Stasis Bolts. The Chaotic MU, on the other hand, would throw Fission Bolts (not in terms of reproduction, of course but in terms of separation and disruption). Lawful bolts would bring entropy to a halt for whatever they hit, effectively petrifying the receiver while chaotic bolts would increase local entropy, effectively dissipating the target. Used in less extreme form, such spells as "slow" or "Wall of Stone" are obviously Lawful, while Haste" or "Polymorph" are obviously chaotic. In general, Chaotic spells are more powerful, but Lawful spells less dangerous. Chaotic spells are also more suited toward attack, deception and killing than Lawful spells, which tend to defense, concrete reality and, incidentally, eternal youth (age is, after all, a result of entropy).

All such powers should cancel each other out when used in pure form against each other, thus forcing any MU who wishes to have the currently accepted range of spells to be Neutral. He might be denied the most powerful spells at both ends of the spectrum (or at least their full effect) but he will have a much broader range than any MU who is strongly for either Law or Chaos.

The pro- or anti-entropy powers also explain how the clerical and anticlerical spells "Raise Dead Fully" and "Drop Dead Fully" work: to raise the dead, one obviously reverses entropy, while to cause death, one increases it. Of course, any such spell that did not completely work might give a very old opponent instead of a dead one, while a not completely successful "Raise Dead Fully" spell might give an incompletely raised corpse...in effect, one of the undead that is not only Lawful but is created by the direct effect of divine Law.

This, in its turn, implies new powers for high-level Lawful and Chaotic Clerics. Since high level Clerics tend to make more direct use of the powers of their god(s), it follows that Lawful Clerics should be able to rejuvenant the aged, while chaotic clerics should be able to speed up the maturation (or at least aging) of the young.



# THE PORTAL TO TEMPORALANA #11

Wayne Shaw, 2020 Oxford #8, Fullerton, California

## STRENGTH

A few months ago, Steve Perrin and Co. printed up a chart for calculating the equivalency of strength multiplying devices. I used this for a while, but it left certain things unexplained (does a Hill Giant add 2-16 to the damage a weapon does, or do you just do a flat 2-16 with all weapons) and had some internal absurdities (the fact that a person with 17 strength who quadruples it only has high 18 equivalent, for example. As a consequence, I came up with the following chart. It operates under the assumption that Giants use something analogous to a heavy mace or club doing inherently about 1-8.

Strength	Dmg Multiplier	Dmg Bonus	Equivalent
3-4	1	-1	
5-15	1	0	
16	1	+1	
17	1	+2	Average Ogre
18-19	1	+3	1801-75
20	1	+4	1876-90
21	1	+5	1891-99
22	1	+6	1800
23-24.....2.....	-1		
25-35	2	0	Hill Giant, Flesh Golem, small Ent
36	2	+1	
37	2	+2	Stone Giant, medium Ent
38-9	2	+3	
40	2	+4	
41	2	+5	
42	2	+6	
43-44.....3.....	-1		
45-55	3	0	Frost Giant, Large Ent, Stone Golem
56	3	+1	
57	3	+2	
58-59	3	+3	
60	3	+4	
61	3	+5	
62	3	+6	Fire Giant
63-64.....4.....	-1		
65-75	4	0	Iron Golem
76	4	+1	
77	4	+2	
78-79	4	+3	
80	4	+4	Cloud Giant
81	4	+5	
82	4	+6	
83-84.....5.....	-1		
85-95	5	0	
96	5	+1	
97	5	+2	Storm Giant

Though it may not be obvious, this chart also allows a little more individualization of giants. Say you generate Gorg the Stone Giant. Now, if you wish, you can roll 3D6 and add 27, thus getting a giant who does anything from double damage to triple damage.



The general indication has been that everyone dropped psionics like a live grenade. And retrospectively, this is not surprising. As it was presented, psionics was both too powerful for some people, and too much trouble for almost everybody. Nor do I think it was correct to give such abilities to all types. So, being a masochist, I sat down and tried to figure out specs for a character type that would be acceptable not only to those of us (me) who like the idea of a character type who uses mental powers, but those who find the whole idea unpalatable (Glenn Blacow, say). With the realization that this is like trying to get two people to agree on an exact definition of Lawful, nevertheless, here it goes:

#### NEW CHARACTER TYPE: THE ESPER

The Esper can be treated as either a Magic-user specializing in mental spells or as a true esper. It has no major effect on the use of the class. To be an Esper, a character must have an intelligence of 15 and a constitution of 12. They may only wear leather armor. They can use any one-handed weapon. They cannot use wands or scrolls and can only use the miscellaneous magic usable by all classes plus those dealing with mental powers (the Helm of Teleportation, Crystal Balls, etc.) They can use all potions except those usable only by fighters. They cannot use shields. They fight in four level steps like clerics, but save as magic-users. They get four-sided dice.

Level	EP	Spells:	1	2	3	4	5	6
1. Sensitive	----		1	-	-	-	-	-
2. Psychic	2800		2	-	-	-	-	-
3. Lesser Esper	5600		3	1	-	-	-	-
4. Esper	11200		4	2	-	-	-	-
5. Greater Esper	22400		4	3	-	-	-	-
6. Lesser Telepath	44800		4	4	1	-	-	-
7. Telepath	90 K		4	4	2	-	-	-
8. Greater Telepath	180K		4	4	3	1	-	-
9. Poltergeist	360K		4	4	4	2	-	-
10. Mind Master	720K		4	4	4	3	-	-
11. MM-11	+360K		4	4	4	4	1	-
12. MM-12	"		4	4	4	4	2	-
13. MM-13	"		4	4	4	4	3	1
14. MM-14	"		4	4	4	4	4	2
15. MM-15	"		4	4	4	4	4	3
16. MM-16	"		5	4	4	4	4	4
17. MM-17	"		5	5	4	4	4	4
18. MM-18	"		5	5	5	4	4	4

Note: Neither Web or Silence will prevent an Esper from using his spells, but an Anti-Magic Shell will be effective.

Spells	Level Two	Level Three	Level Four
Lvl One			
Detect Material	Sleep	Invisibility	Confusion
Detect Evil	Levitate	Locate Object	Dimension Door
Suggest Person	Phantasmal	Fly	Monster Telepathy
Empathy	ESP	Hold Person	Telekinesis
Detect Magic	Clairvoyance	Fear	Emotions
Detect Invis.	Clairaudience	Healing	PK Blast
Change Self	Blindness	Telepathy	Pyrotics
Blue	Deadness	Animal Telep	Spectral Forces
Detect Phase	Mind Shield	Improved PF	PK Shield
		Mind Blast	Haste Self



### Level Five

Teleport  
Magic Jar  
Project Image  
Death Psychometry  
Suggest Monster  
Strength Self  
Remote Dim Door

### Level Six

Astral Spell  
Mass Suggestion  
Hold Monster  
True Sight  
Mind Meld  
Remote Teleport  
PK Web

### 1st level spells

DETECT MATERIAL: the ability to detect any specific material in a given direction for a distance 2'/Esper's level.  
DETECT EVIL: same as MU spell but range as above.  
USGGEST PERSON: Like Suggestion, but the suggestion does not need to be said aloud, and it will only work on humanoid monsters.  
EMPATHY: Allows the Esper to pick up the emotions of entities 2' away for every level the Esper has.  
DETECT MAGIC: as the MU spell but range as above  
DETECT INVISIBLE: as MU spell, but range as above  
CHANGE SELF: As the Illusionist spell but 4 turns shorter duration  
BLUR: as the Illusionist spell  
DETECT PHASE: detects things and creatures hidden out of phase.  
Duration: one turn. Distance as above.

### 2nd level spells

SLEEP: as the MU spell  
LEVITATE: as the MU spell  
PHANTASMAL FORCES: as the Illusionist spell  
ESP: as the MU spell, but range as per Detect Material  
CLAIRVOYANCE: Unlike the MU spell, this does not require another creature. It allows a person to see what is happening at a distance. Initial range is 8", and add 1'/level over one. Multiply distances through stone or similar materials by ten for distance figuring.  
CLAIRAUDIENCE: as above but hearing instead of vision  
BLINDNESS: as the Illusionist spell  
DEAFNESS: as the Illusionist spell  
MIND SHIELD: a spell somewhat similar to Mind Blank. It works both to protect against mental attack and against detection. To determine the chance of successful detection or attack, ratio the level of the entity attempting to kSP/detect/attack over the level of the person with the mind blank and divide by two. This is the percentage chance of success. Duration: level of Esper +3/+1/-6. Note that this spell is also effective against such spells as Charm, Hold and Magic Jar, but not against PF or similar spells.

### 3rd level spells

INVISIBILITY: as the MU spell but only on the Esper. This is the sort of invisibility caused by preventing creatures from being aware of your presence; it will be ineffective against totally unintelligent monsters.  
LOCATE OBJECT: As the MU spell but twice the range  
FLY: as the MU spell  
HOLD PERSON: as the MU spell  
FEAR: As the MU spell  
HEALING: Allows the esper to heal a disease or one die of damage for every six of his levels, on himself or others.  
TELEPATHY: as the Helm of Telepathy but without the suggestion ability. Range: 2'/level.  
ANIMAL TELEPATHY: as above but allows the Esper to communicate with non-monster animals.



IMPROVED PHANTASMAL FORCES: As the Illusionist spell  
MIND BLAST: A mental attack like that of a Mind Flayer with a 6" range, affecting an area 1" in diameter. For the saving throw matrix and effects, see SR #1 or Eldritch Wizardry.

#### 4th level spells

CONFUSION: as the MU spell

DIMENSION DOOR: as the MU spell.

MONSTER TELEPATHY: As Telepathy but allows the kper to communicate with most animals

TELEKINESIS: As the MU spell

EMOTIONS: as the Illusionist spell

PK BLAST: similar to telekinesis but both more powerful and much harder to control while cruder. Strikes as a bolt of force and will move twice as much as Telekinesis. Also does one die damage/Esper's level. Note that as far as fine manipulation with this spell goes, forget it. It can be controlled to the degree of pulling, something instead of pushing it away, but other than that is uncontrollable.

PYROTICS: Lets the Esper heat materials even to the point of flame. It does 2 points damage a phase cumulative a melee round, for a number of melee rounds equal to the kper's level.

SPECTRAL FORCES: as the Illusionist spell

PK SHIELD: throws a bubble of force around the kper which will absorb the amount of damage scored on dice equal to the Esper's level. This can be caused by anything: fireball, catapult stone, sword or whatever.

HASTE SELF: Same as the MU Haste spell but only cast on self.

#### 5th level spells

TELEPORT: As the MU spell

MAGIC JAR: similar to the MU spell but the destruction of the Magic Jar merely forces the kper back into his own body.

PROJECTED IMAGE: as the MU spell

DEATH: a single person Death Spell which affects a person of any level.

PSYCHOMETRY: allows the esper to determine the emotions and sometimes the simple conceptual thoughts of the last entity to handle a particular object. There is a 20% chance of failure, increasing 10% for each level of previous ownership that the Esper is attempting to scan. After it is determined that a scan is successful, roll percentile dice. If the score is 01-80, only emotions are perceived. If the score is 81-85, basic conceptual thoughts are also received. If 86-00 is rolled, a visual image of the entity is also perceived.

SUGGEST MONSTER: As the MU Suggest spell but applying to anything and the suggestion need not be spoken out loud.

STRENGTH SELF: Allows the Esper to double his strength. Duration: three turns

REMOTE DIMENSION DOOR: As the MU spell, but both ends of this Dimension Door can be away from the Esper. Of course, if used on a creature that doesn't want to be "Door"ed, the creature gets a saving throw. The object being transported must be within 12" of the Esper.



## 6th level spells

ASTRAL SPELL: as the MU spell

MASS SUGGESTION: As the illusionist spell

HOLD MONSTER: As the MU spell

TRUE SIGHT: As the illusionist spell

**MIND MELD:** a spell which allows the Esper to link together a group of people so they can all use learned skills possessed by any of them. The entire group would fight as well as the best of them (considerations of strength and dexterity aside). Note, however, that this does not put aside equipment limitations. (For example, even though he knows how to use magic while Mind Melded with an MU, a fighter in Iron armor still couldn't use a spell. Likewise he would have extreme difficulty in moving silently even if mind melded to a Thief.) The Mind Meld is also particularly subject to injury. If one member dies, is paralyzed or put to Sleep, so are they all. The duration of the "spell" is one turn for every level the Esper is above 12th. Note that every additional time a Meld is tried in a day, there is a 20% cumulative chance of the members' death.

REMOTE TELEPORT: similar to the Remote Dimension Door, but Teleport Instead of Dimension Door.

PK WEB: Similar to the PK Shield, this is used to trap a creature. Like the other spell, the creature has to do a number of points of damage equal to the score on dice equal to the level of the Esper. The duration is the same as PK Shield. Range: 12".

Well, basically that's it. There is an addition to the system for people who want to treat the esper closer to the "true" Esper, but this maintains the flavor of the Class without complicating game mechanics excessively. I eagerly await everyone's reactions and comments. Now why is it that everyone tells me I'm getting masochistic in my old age....

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THE BEAST MASTER: CORRECTION

Having played one for a while, I have decided that a Beast Master should only be able to link with one creature per level, up to ninth.

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Next issue; a workable version of the Ninja, the monsters I was going to publish this issue,...and whatever comes up.

[illegible]

# DARK SHADOWS

Some of you out there may remember Dark Shadows as a fantasy soap opera (with vampire, werewolf, witch, several Satanic emissaries, "Frankenstein monster," and other fantasy figures). Owen and Hilda Hannifen are currently engaged in preserving for fandom on Betamax videotape cassettes the first Dark Shadows flashback into the world of the late 18th century, showing how our hero the vampire got his start. This project needs financial support if it is to preserve the complete flashback. Videotapes for the Betamax cost \$16/hour (approximately \$32/week). Your contributions will be gratefully received...and someday you may get the chance to see the complete flashback at a con. See MOCKTURTLE for the Hannifens' address.



